Out of Context: Therianthrope Supplement

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

By taking this Supplement you have chosen to become a therianthrope, a human with the ability to shapeshift into an animal and you will enter into that continuity as a Drop-In awakening in a dense forest at night under the light of the full moon. As a therianthrope 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.

Origin:

Although therianthropes can be found in nearly every form of media, how they manifest can vary from setting to setting. Whether they were the result of natural abilities, scientific augmentation, magical powers, or spiritual forces the possibilities can vary greatly, as well as abilities.

Biological

Whether it's due to being infected with the ability, possessing a unique genetic mutation, or just being a member of a species of shapeshifters your therianthropic abilities are biological in nature and as such grants you many impressive physical abilities.

Technological

The result of a mad scientist's ambitions, a secret military project, or drinking from a vial marked "**Do Not Consume"** your abilities are the result of science and as such open up many new avenues for you to pursue. As a result of these experiments your body is quite receptive to augmentation.

Magical

Through complex magical rituals, forbidden magical artifacts, a curse on your bloodline, or a blessing from your patron god your therianthropic abilities are magical in origin, allowing you access to abilities that can supplement and even improve upon your powers.

Spiritual

Drawing on the spiritual realm you call on the spirits of animals to draw on their powers and even take their forms. As a result of this you gain increased awareness of the spiritual world, granting you many abilities and gifts.

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:

Therianthrope - Free
You now have the ability to take on the form of an animal found on modern earth. While in this state you have perfect control over this form and can shift between your human and animal form in a near instant.

Animal Tongue - Free
You have the ability to understand and speak with animals, their many expressions and sound being translated in a way that is understandable to you and vice versa

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.

Outdoorsman - 100 CP
Considering you're able to shapeshift into an animal it would make sense that you know how to survive in nature. You have all the knowledge and skills necessary to survive out in the wild.

Man or Beast? - 200 CP
Oftentimes it can be easy for therianthropes to lose themselves while transformed, leading to people who are more animal than man. This ensures that no matter what form you take or how long you spend in your animal form you won't lose yourself to its instincts. You could spend a year living and acting as a dog and yet go back to being a normal human being like nothing happened.

Beast Mastery - 300 CP
While before you were simply capable of communicating with beasts, you have now become highly skilled in taming beasts. This works better if the beast is related to your animal form(s) in

some way so that if you had a crocodile form, you would have an easier time taming serpents than anyone else but if you had a wolf form then it would barely take a thought to assemble a massive pack of wolves that loyally follow you. This works on both mundane and supernatural beasts though it is obviously much more difficult to do if said beast is much stronger than you are though it never is truly impossible.

Werebeast Booster : Beastlord
Incredible, your beast taming skills are truly transcendent.
Not only can you tame all beasts aside from the most willful of them and even then it would require a constant effort of them, you have gained an incredible ability in training them.
This can allow you to take any beast you tame and train it up to your level. If you have access to any sort of supernatural power like magic or qi then you can also grant it to them and they will be able to use it instinctively. In fact, should you allow it, they may even learn to speak humanoid languages and gain therianthropic abilities like taking a humanoid form or assuming a hybrid form.
Furthermore, you will find that your growth and that of your beasts are now linked such that if one grows stronger so do the others. This can greatly speed your ability to grow as well as theirs.
Finally, to avoid having your new beasts fall too far behind you and the older ones you can allow them to scale to you and your beasts' level whichever is higher.

Werebeast - 400 CP
Some therianthropes have the ability to become a hybrid of their human and animal forms, granting them all the extra advantages of their beast form while retaining their human shape and abilities. And now you have this ability as well. From now own any beast form you possess, both now and in the future, you can give it the werebeast treatment.

Man or Beast Booster: Shape of Wrath
And yet assuming a hybrid form is simply not all there is to it. Indeed, you have gained a potent Ability. From now on, you are capable of assuming a bulkier, more powerful form of whatever shape you are in. This massively increases all your physical attributes from your strength, endurance to your durability, speed and reflexes.
Furthermore, these forms can grow even stronger as your emotions rise higher (though anger grants the biggest boost) as well as when you act in line with how your current form would act allowing you to quickly tear apart whatever fool incurred your wrath.

Pack Leader - 500 CP
In you are found all the best qualities of the most impressive leaders of history. From economics to management to maintaining hidden communities, from diplomacy to warfare there are few that could call themselves your peers in any of those areas.
Furthermore, your charisma has greatly increased and can easily allow you to convince others to work for you if you show your abilities.
Finally, you gain a potent ability : anyone that works under you gives you access to both their skills as well as a considerable learning booster towards whatever those skills are. Likewise, if

you allow it you will find that your subordinates will quickly learn and master any sort of skill you happen to be proficient in.

Werebeast Booster : **King/Queen of Beasts**
Impressive, at this point your right to rule is plain to see. This grants an incredible boost to the perk above such that you could easily turn what would be a country doomed to disappear into the center of the setting within less than a decade. Furthermore, in warfare and diplomacy alike this guarantees that none of your endeavors are ever doomed to failure and that the possibility of victory will ever be present no matter how slim.
Yet, your most potent gain is that you now gain the combined powers of everyone of your subordinates such that you are always stronger than the sum total of them. Not only that, you can also gain access to all their abilities no matter how unique or one of a kind they may be. Likewise, you may freely share your powers and perks or restrict which one your subordinates have access to as well as the level of power and proficiency they gain at anywhere from 0% meaning completely unleveled to your own level of power and proficiency.

Alpha - 600 CP
You are an alpha amongst therianthropes, your beast form being 5x larger and more powerful compared to others. As a result, you exude an aura of domination, causing both man and beast to become subservient to you. Only those with strong wills can resist this effect and even then requires constant focus.

Werebeast Booster: Progenitor
You're more than just an Alpha therianthrope, you are one of the many progenitors hidden across the world. Your beast form is now twice as large as before and more monstrous in appearance, with another 5x boost to your power, your werebeast form adding another 5x boost when transformed. Your aura of domination has been enhanced to the point that only those with the strongest wills can resist, everyone else becoming thralls under your control.

Man or Beast Booster: Man and Beast
The one downside about being a therianthrope is that you can only access your unique abilities while shapeshifted. This perk changes everything by allowing you to shift parts of your body into its beastly counterpart, allowing you to access the abilities of your beast form while human.

Machine Beast Protocols (Requires Werebeast, Chimera, Demigod, and Sage)
Ever since ancient times, science, magic and various other supernatural practices have been considered by many to be outright incompatible or even hostile to one another. And yet you have achieved the impossible, you have managed to reconcile technology with magic and supernatural powers.
This can allow you to mix whatever supernatural ability you have access to into your crafts and technology to create a whole much greater than its sum. Furthermore, you have learned how to build and tune your machines so that they can interface with the forces of the universe both mundane and supernatural, with enough time and resources you may even tame an entire universe.

Finally, you have learned to see the parallels between technology and supernatural abilities. This allows you to build technology that can use any sort of supernatural ability or power you are aware of, and use your supernatural abilities to duplicate the effects of any sort of technology you are familiar with.

Lord/Lady of the Wilds (Requires Werebeast, Ancient Beast, Demigod, and Sage)
From Cernunnos, to Artemis and even the Leshy, many are the gods and spirits that claim lordship/ladyship over the Hunt as well as the wild and untamed reaches beyond civilizations and you can now count yourself among them.
This increases all your powers and abilities twentyfold guaranteeing that your strength befits your crown. Furthermore, you possess incredible conceptual and divine control over nature and all that is part of it from beasts to plants and even the weather.
Finally, your ability to hunt and slay your prey is nothing short of incredible as you are capable of slaying anything as long as you strike a lethal blow regardless of what sort of immortality, invulnerability or self-revival ability they may possess.

Eternal Evolving Lifeform (Requires Werebeast, Ancient Beast, Chimera, and Sage)
Truly astounding, you have made contact with the source of all Life and Souls and come out of the experience improved in all ways.
Your form has received significant improvements as all your powers and abilities are increased in power and scope twentyfold. You have also gained an extremely potent ability to evolve and elevate all aspects of yourself from your mind, body, and powers to your very soul.
This can happen passively over time, slowly but surely improving everything about you with no diminishing returns or limits. However, it shows its true worth while under any sort of stimulus from your environment be it in battle or simple environmental conditions like temperature and pressure.
Under such conditions, your form rapidly adapts, quickly becoming immune to whatever tries to damage it regardless of if it is aimed at your mind, body, soul or even entire existence. And in the case of your abilities they shall expand in power and scope to deal with the threat and you may even obtain entirely new abilities to thrive and surpass your foes.
Finally, as you are so attuned to the concepts of evolution and adaptation, not only can you control those domains and concepts and achieve pretty much anything you can imagine related to it but you are also capable of copying the abilities and powers of your foes simply through observing them instead of consuming their DNA. The strength of those powers shall be limited to your own power level at first but once gained, you are capable of improving upon them like any of your other more innate or learned abilities/powers.
You are the apex of evolution, a true paragon of Life and Soul, so show them what you are made of.

Primordial Beast God (Requires Alpha, Ancient Beast, Chimera, Demigod, and Sage)
It is said that the gods of therianthropes are primordial entities representing a shadow-archetype inseparable from Creation. And now you have become the true God of all Therianthropes.

This increases all your powers and abilities a hundredfold to be worthy of primordial divinity, this guarantees that you will always be at least a threat to planets before your other powers and perks are taken into consideration.
This also broke your limiters, allowing you to grow stronger and more skilled infinitely without suffering any sort of diminishing return.
You can now infect anyone that you can perceive with therianthropy which is something to fear since your godly senses can stretch through entire star systems, transforming them into your loyal retinue. This can be resisted by those who are much stronger than you but even then it would take a constant effort of will to maintain themselves.
You also possess divine domains and are connected to the concepts of Animals, Wilderness/Nature,Knowledge,Perfection,Enlightenment,Technology,Hunting,Greed,Vanity, Cunning,Protection,Charm,Thievery,Concealment/Stealth,Scavenging,Curiosity,Play, Bloodlust,Pain,Magic,Change,Evolution and Survival (includes adaptation) which you can easily manipulate to achieve pretty much anything you can imagine related to those domains.
Furthermore, your lordship over beasts is uncontested with even the most powerful and ancient of primal beast spirits and gods bowing before you in both this and future jumps.
Finally, this updates in future worlds so that you can always remain among the most powerful and ancient beings there.

Biological Perk Tree:

Beastly Charm - 100 CP (Free for Biological)
You exude a type of charm that attracts people and animals to you, making you seem more likable and trustworthy in their eyes. This will make it easier to interact with them in order to avoid trouble. Less effective on those who are strong-willed or have a negative view of you.

Infection - 200 CP (Discounted for Biological)
The abilities you purchase here can now be passed onto other people by way of either biting or scratching them. Those infected by you will have a mild compulsion to obey your commands and can spread this infection to others as well, adding them to your ranks. You can turn the ability on and off at will.

Predator - 300 CP (Discount for Biological)
You are a master hunter, able to track, locate, and hunt your target with incredible ease. In addition, your combat skills are greatly enhanced, allowing you to fight against skilled combatants with incredible ease. Even in your beast form you are a prodigious fighter, able to move and fight in beast form as easily as your human form. Also, you can emit an aura that causes people and animals to become fearful of you, only resisted by those with strong wills.

Perfect Genes - 400 CP (Discounted for Biological)
Your genetics are perfect with no flaws or damage, allowing you to get the absolute best out of your therianthropic abilities. Your human form is pushed to the pinnacle of human potential, making you stronger and smarter than anyone on the earth. As a result, your therianthrope form is pushed to its peak as well, standing well above others of your kind. What's more is that you can pass this perfection on to any children you create.

Werebeast Boost: Darwin
Why settle for perfection when you can be so much more? You now have the ability to grow and evolve in response to the situation you find yourself in, causing your limits to become virtually limitless. Training with heavier and heavier weights will rapidly improve your muscular system, making it more efficient and tougher than before. Reading books will improve your brain's ability to store and retain information and data. Being exposed to hazardous toxins and chemicals will evolve your body's natural immunities and defenses to better fight off such things. All of this and more are now under your capabilities.

Beastly Hunger - 500 CP (Discounted for Biological)
Certain beasts are capable of gaining more than nutrition from their meals which is something that you are now also capable of. From now on, any sort of organic food you consume will grant you traits to improve your physical forms such that eating phoenix flesh could grant you its flames while also improving traits related to them like speed or regeneration. Furthermore, you do not suffer any sort of deleterious effect regardless of what you eat.

Werebeast Booster: Devourer

You are much more than a hungry beast, you have become a true devourer. You have grown beyond simply consuming organic food and can now consume anything that can fit in your maw, from blood to souls or even energy. This can allow you to gain the ability to manipulate anything you have devoured like learning how to use magic by devouring a spell.

Ancient Beast - 600 CP (Discounted for Biological)
As stated before you can only choose an animal form from the modern era, but this changes things as now you have the ability to take the form of an animal from ancient times. These animals are often larger and more powerful than the ones from modern times. As a result, you're much hardier and stronger than modern creatures.

Alpha Booster: Primal Force
You have access to a mysterious form of energy, one that draws on the primal power of the animal kingdom itself, granting you a whole slew of new abilities and powers. For starters, your physical abilities, both human and animal, are enhanced by an order of magnitude. In addition, you have the power to draw on the abilities of countless animals both modern and ancient. Call on the strength of elephants to bulldoze through a wall, the jumping ability of a flea to scale vast heights in an instant, or the speed of a cheetah to match cars. You can even mix and match different animal abilities for unique combos.
Finally, you also possess an extreme regeneration factor that could allow you to regenerate even from a single cell.

Infection Booster: Mutation
In an extremely rare case, approx. 1 in 10000, an infected target will mutate into a new variant of therianthrope, with new powers and abilities. These "special infected" are very loyal to you, even if they weren't infected by you. These special infected will be able to create more of their kind at a higher rate, about 1 in 1000.

Predator Booster: Apex
You are the ultimate hunter, a predator with no equal, able to hunt anyone and everyone. Once you've locked on to a target there's nothing that can be done to stop you. They may evade and even slow you down but eventually you will catch your prey.

Technological Perk Tree:

Tech Beast -100 CP (Free for Technological)
You possess a high level of skill and expertise in mechanical engineering and robotics, allowing you to build complex machines so long as you have the time and resources.

Augmentation -200 CP (Discounted for Technological)
You have all the required skills necessary to augment and enhance both yourself and any allies, increasing your power and potentially granting new abilities. These augments can be as simple as adding cybernetic enhancements or more complex like rewriting someone's genetics to give them powers. Whichever method you choose the only limits will be the time and resources needed to do so.

Digital Beast - 300 CP (Discounted for Technological)
You can now become a living mass of data, allowing you to interact with and control any and all digital devices within a 10-meter range of your person. This allows you to hack into and steal valuable data from secured databases, the more secure the harder it is to hack. What's more, as living data you can travel vast distances at incredible speeds, allowing you to travel from one side of the world to another.

Cyborg - 400 CP (Discounted for Technological)
Your body has been heavily enhanced by cybernetics, granting you vastly increased physical and mental capabilities. These cybernetics blend seamlessly with your body allowing you to shift between your human and animal forms with no issues. What's more, your animal form gains special abilities based on their features. For example a giraffe cyborg would gain the ability to stretch, twist, compress, and extend their neck in a variety of ways, while a gorilla would gain powerful pistons in its arms for greater punching power.

Werebeast Boost: Techno-Organic
Rather than simple cybernetics your body has been suffused with nanomachines, making you into a techno-organic lifeform. As a result, your body can be molded and shaped into a variety of forms and shapes. Even when damaged your body can repair itself with ease, allowing you to survive injuries that would kill anyone else. You can control these nanomachines to create a variety of tools and weapons for you to use. This grants you an unmatched level of versatility in human, animal, and werebeast form.

Mecha Beast - 500 CP (Discounted for Technological)
Your beast form is now a giant 50-meter tall mech, giving it massively increased physical abilities and enough firepower to turn a small city into rubble in a few minutes. Rather than become the beast mech you can instead choose to pilot it. As a pilot, you and the beast mech work together in perfect harmony, your mind's uniting to move and fight as a perfect team. What's more, pilot mode allows you to act independently of your beast mech, essentially allowing you to be in two places at once. The only downside is that you can only be separated from each other for an hour before the mech fades away.

Alpha Booster: Super Mecha Beast
Your mecha beast form has been massively upgraded, both in size and in power, standing 100 meters tall and with enough firepower to devastate a country. What's more is that the mech can now temporarily take on a powerful humanoid form, boosting its capabilities by an order of magnitude. This form also comes with a powerful super attack that will destroy anything it hits, but at the cost of forcing it back into the beast mech form. In pilot mode, you can stay separated for a whole day and can even allow others to pilot your beast mech, although not at the level you're capable of.

Chimera - 600 CP (Discounted for Technological)
Your animal form is now a chimeric fusion of three different animals of your choice, combined to create a creature that's greater than the sum of its parts. This allows you to create an interesting and powerful combination of abilities and strengths, allowing you to achieve feats that may be impossible otherwise. For example, combining the strength of a gorilla with the incredible punching power of the mantis shrimp, and the explosive ability of the Malaysian Exploding Ant to create punches capable of destroying anything.

Alpha Booster: Amalgamation
Why stop at just three? You can incorporate the DNA of any creature you consume, adding the best traits and abilities of that species to your form. While you can improve these abilities by training, the fastest way to empower them is by consuming more of said species. The more of that species you consume the better and stronger the abilities become. In addition, you can mix and match abilities together to create new and devastating combos.

Augmentation Booster: Beast Gear
You can now create powerful support gear based on animals that you can equip to give yourself and others a boost in power. For example, created a Beast Gear based around cheetahs that you can equip to your legs to give yourself a powerful boost in speed. You can equip multiple Beast Gears at a time and can mix and match them for unique combos.

Digital Booster Booster: Digital Evolution
By absorbing data you can cause your form to undergo a unique, yet powerful transformation, granting you new abilities and powers. The form and abilities you get are based on the type of data you consume. Data from a military base would give you a heavily armored form with multiple weapons. Data from a restaurant would give you abilities centered around food and cooking. Even better, absorbing data from similar places would make your new form stronger and stronger.

Magical Perk Tree:

Magic Maker -100 CP (Free for Magical)
You're proficient in learning and performing magic spells. Using D&D terms this would give you the skill, experience, and magic needed to perform spells up to the 3rd level. This can be improved, but will take time and training.

Magical Enchantments - 200 CP (Discounted for Magical)
You have the ability to grant yourself and your allies powerful enchantments, allowing for temporary boosts in power. From increasing strength to enhancing abilities to granting powerful resistances the only limitation is the amount of mana you currently possess. The more mana used the more powerful and longer lasting the enchantments.

Solar/Lunar - 300 CP (Discounted for Magical)
Choose either the Sun or the Moon to be empowered by. When under the light of either the sun or the moon you'll find your power doubling. Even more, depending on the positioning of them your power increases even further. For the sun the closer it is to its zenith the more powerful you become, capping out at a 10x boost. The same applies to the moon depending on its phase, with the full moon offering the same power as the sun's zenith. In addition, you gain access to magic based on either the sun or moon. Fire and light for sun and ice/cold moonlight and darkness for moon.

Draconic Bloodline - 400 CP (Discounted for Magical)
It would seem that deep within you blood lies the power of the dragons, just waiting to be unleashed. This boosts the power of both your human form and beast form by 5 times, making your beast form larger and stronger than normal. In addition, due to your dragon blood coursing through your veins your beast form has taken on multiple traits of dragons, such as hardened scales, sharp claws and fangs, and even a weak elemental breath of your choosing.

Werebeast Booster: Dragonborn
Well then, it seems that rather than simply being descended from dragons you are a dragon yourself. This allows you to assume a draconic form enhancing tenfold the power of all your perks, abilities as well as your physical and magical attributes and granting you a breath weapon of your choice.This of course also grants you a draconic aura that you can toggle at will that will freeze in fear all but the strongest willed creatures. Furthermore, you no longer need to worry about any sort of verbal, material cost or otherwise for your magic as you are magical enough to use magic without any sort of focus.
Finally, you gain access to a powerful Dragon magic based around the draconic language which is the origin of magic, this allows you to achieve basically anything you can imagine as long as you have sufficient energy to enact the spell.

Mythical - 500 CP (Discounted for Magical)
Rather than being an animal from modern times you can instead take the form of a classic animal found in mythology. The Phoenix, the Nemean Lion, the Loch Ness monster, the

Chupachabra and more are all for you to choose from. As a result, you gain access to all of their abilities and powers like the Phoenix's fire manipulation and resurrection or the Nemean Lion's impenetrable hide. What's more is that your form invokes a sense of awe, wonder, and/or terror upon those who gaze upon you.

Alpha Booster: Living Legend

Interesting, more than simply being an animal of mythology, you seem to have become a living legend yourself. From now on, you are capable of increasing your power the more famous and widespread your legend is. Not only that, you can also gain new abilities depending on the rumors and legends surrounding you.

Furthermore, you will find it quite easy to spread your legend around the setting such that scaring a few hikers could make you famous throughout a city as a monster with glistening claws and fangs that can jump through shadows while chasing off an army could have rumors make you some sort of behemoth akin to the greatest of mythological creatures like a true Beast of the Apocalypse.

You can control what ability you choose to gain from rumors and legends surrounding you so that you aren't saddled with any sort of weakness from it.

Finally, you will find that as long as even one person remembers you that you will be unable to be killed, eternal as your own myth as you are.

The power and abilities gained from this are permanent. In future jumps, you can choose to have your legend spread across all civilizations that exist within the setting with appropriate reactions depending on the sort of reputation you have cultivated.

Demigod - 600 CP (Discounted for Magical)

You are a child of one of the many divine beasts found in many mythologies across the world. Like Fenrir of Norse legend, Quetzalcoatl from Mesopotamian stories, Gugalanna, the Bull of Heaven from Babylonian mythos, and so much more are for your choosing. This naturally boosts your power by an order of magnitude boosting you above normal beings both in human and beast form. In addition, you gain weakened versions of any powers that your parents have. A child of Fenrir would gain greatly increased size and strength, enough to rip through a solid inch-thick plate of titanium like it was cardboard. Quetzacoatl would give you control over wind and sunlight to a certain level. And Gugalanna would grant you moderate control over the weather and lightning.

Alpha Booster: Godbeast

You've ascended to a level matching your divine parent, granting you full access to their abilities, even greater physical abilities, and new powers for your own. Choose three aspects to represent (war, fire, music, etc) you now possess divine level skill and power over them. Choosing war for example would make you a master of combat while increasing your power the longer you're in battle. In addition, the more people who worship you the more powerful you become. If you desire, you can also bless people with a fraction of your power, allowing them to act as your agents and furthering your influence.

With enough power you'll be able to create your own domain, a special dimension where you and your followers can live. The shape and form of this domain is entirely yours to design and

will grow the more powerful you become. You also have access to the power of Creation. This allows you to expend your energies to create anything you can imagine from inanimate objects to animals and even people. Though you are limited by how much power you possess since you can't create anything stronger than you without an outside source of power/energy, anything you create can't harm you or be used to harm you without your consent and is fiat-backed to be loyal to you unless you don't want to for some reason.
Your divine body is of course immune to harm from all but the most powerful of sources.
Finally, you are of course capable of summoning animals depending on your animal form you share as well as variants of them of giant size, with holy or unholy powers, elemental abilities etc… They scale with you as you grow stronger so that they always remain relevant.

Magical Enchantments Booster: Runic Beast
Rather than having to continually place enchantments upon yourself and others, your body is now covered in runes, permanent markings that grant you constant buffs based on their meaning. You can also apply these runes on to people and/or objects, granting them unique abilities and powers. The more intricate and widespread the runes are, the more powerful they become. You may hide the tattoos/runes (including ones from sources other than this perk) on yourself and others at will.

Solar/Lunar Booster: Eclipsed Form
Rather than choose only one you can have access to both abilities, allowing you to draw on the power of both the sun and the moon. In addition, once per year you can induce an eclipse to gain access to a powerful eclipse form that boosts your power by an order of magnitude.
Eclipses were sometimes seen as a Beast consuming the Sun and Moon and as such you are a potent foe to any sort of entity related to the Sun and Moon as your attacks deal grievous wounds that bypass all their resistances and immunities while their offensive are greatly blunted against you.
Furthermore, you gain both twilight and dawn magics. This can allow you for example to force turn someone decrepit (twilight) or revitalize their potential (dawn). You can also use it to turn day into night or night into day. With time and training, there is no limit to what you may accomplish related to the concepts of night, day, dawn and twilight.
You also gain a personal dimension under your complete control related to the Sun, Moon and Eclipses where your all powers and abilities are greatly increased in potency and scope. You may drag others to your realm or summon it to your location though note that those massively stronger than you may manage to escape though at great cost to themselves.
Finally, eclipses were often seen as omens of divinity and ill omens. This increases fivefold all your abilities and skills related to divinity and curses.

Spiritual Perk Tree:

Spirit Sense - 100 CP (Free for Spiritual)
You have started your journey of spirituality and as such you have gained the ability to sense beings like ghosts and spirits. Not only that, you are capable of interacting with them as if they were physical beings.
Finally, this also grants you a sense for spiritual energies that would allow you to detect breaches between the veil of the mortal world and the spiritual world.

Spiritual Awakening - 200 CP (Discounted for Spiritual)
Through meditation and spiritual ritual, you can awaken others to the spiritual realm, opening their mind, body, and soul to a realm beyond your own. Those who undergo spiritual awakening experience a temporary state of euphoria as they briefly ascend their mortal form to commune with the spirit realm. This can also be done on animals, in doing so they gain wisdom and sapience thus allowing them to speak, read, and write any language that you know. They also become extremely loyal to you and will start developing spiritual abilities with time and training.

Art of the Soul - 300 CP (Discounted for Spiritual)
You have gained the ability to manipulate spiritual power. This allows you to manipulate your soul and that of others for a wide variety of effects.
At its base, you can use it to enhance your abilities by empowering them with spiritual energy but through time and training, you may gain the ability to use it in other ways like firing energy blasts, connecting to others through a form of spiritual telepathy, gaining precognitive visions of the future and even modifying your soul and that of others to augment yourself and them.
This also grants you the ability to summon your animal form as a sort of spiritual guardian with an optional ethereal glow to reflect its spiritual nature; it is animalistic but unfailingly loyal to you. It scales to your abilities to always remain an order of magnitude greater than you physically and you can cause it to grow to ride around on it. You may discover additional abilities related to it and your spiritual powers with time and training.

Werebeast Boost: Eternal Soul
Impressive, your mastery of the soul is truly a sight to behold.
Not only are you capable of all the high level soul manipulations techniques described above but you can always find more ways and uses to your soul manipulation.
Furthermore, your soul is not only supremely resilient and impossible to bind by any means but it is now the only truly vital part of you. This could allow you to abandon your body and continue to live forever as a soul or spirit.
Finally, you have gained the ability to assume a powerful form based on the nature of your soul. While in this form, all your supernatural powers are boosted massively with spiritual ones gaining the greatest gains (around a tenfold increase) while making you capable of feats using them you wouldn't be able to accomplish outside of it.

Atavistic - 400 CP (Discounted for Spiritual)

It is said that before humanity created kingdoms, that powerful spirit beasts roamed the lands as apex beings, it would seem that your animal form holds ties to those beings as you will find it to be all around much more powerful than other examples of your species whose powers have diluted over the generations. For the record, you are around 5 times greater in all things compared to others of your kind regardless of what species you are or become in the future.
You also gain the ability to create and manipulate an element of your choice, this can be something like fire, lightning, ice, light or even more esoteric elements like poison or darkness.
Finally, as some of those spirit beasts were more than beasts and indeed were linked to concepts. You gain a potent connection to a concept of your choice. Your ability to wield and manipulate it will grow as you grow stronger and it already massively boosts any action or item you create that is in line with your chosen concepts. You may learn to manipulate and influence additional concepts though it may take time, some training and observation first.

Werebeast Boost: Archetype
Impressive, it would seem that more than simply having ties to such beings it is your animal form that is one of them. Your animal form is more than simply an animal, it is an idea, a concept, an archetype. You are no longer a spirit wolf or owl, your form is The Wolf who guards the pack and watches over the territory, you are The Owl who knows all that transpires within your realm and whose wisdom surpasses all others. Basically, take any attribute applied to your animal form be it physical or metaphorical and they will be boosted towards extremes such that you would be recognizable as the very origin of your kind of spirit beasts. This applies to whatever race you become in this and future jumps.

Cultivator - 500 CP (Discounted for Spiritual)
Interesting, you have managed to open your Dantian and thus begun your journey of cultivation. This allows you to gather the life energy known as qi from your environment but also through spiritual items like special stones, herbs and the flesh of spirit beasts. This energy can be used to enhance any aspect of your being from your physical to mental and spiritual attributes, it can also be infused into your actions to make them much more effective and even allow you to wield powerful spiritual arts. Through meditation and self-reflection, you can increase your reserves of qi and ascend your very being.
Furthermore, at times sometimes in battle or through watching a mundane phenomena like a sunrise, you will find yourself undergoing a trance where your qi reserve increases massively thus granting you a qualitative and quantitative increase in your abilities. This can even allow you to create and improve abilities related to what you were doing or based on what you have witnessed.

Alpha Booster: Heaven's Emperor/Empress To Be
Among the spiritual beings of the upper realms, it isn't unknown for one among their number to reincarnate into the lower realms. Indeed, you are one such being and though you gain no immediate increase in strength, your mind now holds the secrets that only the most powerful and ancient of beings are privy to. These include secret techniques powerful enough to shake Heaven and Earth, the location of secret vaults and perhaps even the true history hidden by the powers that be. Your mind and soul are also much stronger than they would normally be which

would allow you to destroy anyone but the very strongest of beings in a mind to mind or soul to soul battle.
Furthermore, this guarantees that you will be able to regain your old strength and perhaps even go further beyond.
Finally, as a sign of the favor of the upper realm you possess incredible luck in finding and discovering opportunities to advance your abilities be they secret vaults full of spiritual treasures, gaining the loyalty and affection of mythical beasts or simply gaining much more from training than others would.
In future jumps, you may choose to gain the memories of another powerful being from the jump's setting.

Sage - 600 CP (Discounted for Spiritual)
Through meditation, focus, and communing with nature you have become a Sage, someone who has learned to work with nature to such a degree that they have become one with it. You can sense and draw on the natural energies of the world to enhance yourself and your abilities to level beyond your current state. Your senses have been enhanced to an absurd degree, to the point that you could perceive things beyond normal reality. What more, your status as a Sage means that nature itself is your ally. The grass becomes as soft as a bed when you're tired, the trees provide the perfect shade when you're feeling hot and any fruits and vegetables you consume will be the tastiest and most nutritious meal you've ever eaten. Animals will also lend you aid when you need it.

Alpha Booster: Transcendent
Congratulations, you have managed to grasp the eight trigrams that are the underpinning of reality and in doing so have become truly enlightened. This grants you mastery of many spiritual practices from alchemical elixirs to spiritual formation that hide whatever is behind it from all senses to creating incredible spiritual artifacts that would be highly valued anywhere throughout Heaven and Earth.
Your knowledge of the trigram allows you to achieve perfect transmutation of yourself, others and inanimate objects, this could allow you to turn a man into a beast or a beast into a towering behemoth though note that people much stronger than you can resist though it will be mighty difficult even for them.
Furthermore, you have gained a potent ability that allows you to learn about any sort of concept or phenomena by observing it through your powerful spiritual perception. This can allow you to manipulate and wield those concepts and phenomena the more knowledgeable and familiar you are about them. This can even allow you to create potent spiritual arts, martial arts and treasures infused with pure conceptual or phenomenal power.
Finally, your enlightenment allows you to easily see through and part any sort of illusion or deception such that not even gods could cloud your vision and show you falsehoods.
In future jumps, you will be similarly enlightened about whatever metaphysical concepts, forces and secrets exist in the setting such that you would always be among the most knowledgeable of sages regardless of where you go.

Spiritual Awakening Booster: Guardian of the Threshold

In recognition of your link to the spirit world, you have gained the potent abilities of a guardian. This makes you extremely knowledgeable about the spirit world wherever you go. Not only that, you are a master of keeping up the delicate balance of the spiritual and mortal world.
Furthermore, you have gained the potent ability to bargain with spirits of all kinds for boons. These boons are permanent once given and can grant you various abilities based on the kind of spirit you deal with such that a storm spirit could allow you to summon storms to annihilate your enemies while a spirit of the Hunt could allow you to summon the Wild Hunt to hunt down your enemies.
Finally, in this and future jumps this grants you a great reputation with spiritual entities dedicated to upholding the balance like various Heavenly realms of mythology or the Shinigami of Bleach for example.

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.

Shape Changing Clothing - Free
These clothes are specially designed to fit both your human and beast form regardless of size, shape, and form.

Woodcutter's Lodge - 100 CP
A woodcutter's lodge that also doubles as a hunter's lodge. It is full of all the amenities you could ask for as well as an always fully stocked pantry. It is comfortable enough to house you and half a dozen people with ease.
Curiously, as long as you at least pretend to work as either a woodcutter or a hunter, you will find that you are always ignored as a possible suspect in disappearances and harm that comes to people and animals nearby even if you happen to be close by when it happens.

Book of Beast Magic - 200 CP
A book that collects all but the rarest of spells and rituals. It already contains and boosts massively any sort of magic related to beasts as well as the Sun and Moon**.** Updates with new spells and magic schools for every jump you go.

Record of Machinery - 200 CP
A book that collects all but the rarest of technological blueprints. It already contains and boosts massively any sort of technology related to beasts, cybernetics and augmentation technologies . Updates with new technologies for every jump you go.

Book of Spiritual Arts - 200 CP
A book that collects all but the rarest of martial arts,spiritual or otherwise as well as alchemy and spiritual techniques. It already contains and boosts massively any sort of spiritual technique/ability related to beasts, martial arts, immortality and enlightenment . Updates with the relevant information for every jump you go. Updates with the relevant information for every jump you go.

Totem of the Spirits - 200 CP
Animism is likely the oldest of spiritual belief and as such it is quite common to find totems shaped like animals. Yet the one you hold in your hand is more than that.
Indeed, not only does this totem increase the power and scope of all your spiritual abilities twofold, but it can also greatly improve your reputation with all sorts of spiritual entities.
Furthermore, this totem guarantees that any sort of prayer or message you send to a spiritual being of any kind be it an angel, a demon, a god or a beast spirit is heard and completely understood by them.

Domain of the Beastmaster - 200 CP
This cozy environment is your place to store all your various beasts,steeds and pets you may have now and in the future. This place contains all the environments necessary to keep your beasts safe and happy with plenty of food and places to hide and play.
It is fully staffed with loyal weredogs that can take care of any of your beasts.

Armor of the Beastlord - 200 CP
Therianthropes usually do not bother with armor since they tend not to transform with them, yet there exist potent artifact armors that can transform alongside their wearer. They are usually reserved to only the wealthiest and/or greatest of them. How lucky that you have come into possession of one of them.
This is an unbreakable armor of a design of your choice that is always comfortable to wear for you, complements your form and scale with your durability to always remain a level of magnitude stronger than you are, on top of gaining and improving any sort of resistance/immunity you may possess such that a fire immunity could grant you with this armor fire absorption that heals you and refills your energy reserves when you are struck by fire. This armor is capable of transforming and fusing with you regardless of the shape you take so that you can always benefit from it.
You may summon it and unsummon it at will.
You may import an armor you own into this option.

Fangs of the Beastlord - 200 CP
Similarly to the armor above, therianthropes tend to eschew weapons as their transformed forms usually tend to become clumsier in handling them and yet there still exist artifact weapons that can remain useful to them.
This is an unbreakable dual-wielded weapon of your choice that is always comfortable for you to wield and that you can always wield at the level of proficiency of your highest combat skill be it in unarmed, natural weapons (ie claws, fangs), armed combat or even something supernatural like spellcasting.
This weapon scales to always allow you to harm an order of magnitude above what you are normally capable of and is capable of gaining additional forms and powers as you use it and grow stronger, these powers will depend on your personality, nature of your powers and how you wield it but will always be useful to you as you grow stronger.
Likewise, this weapon is capable of adapting and fusing with your form so that you can always benefit from using it regardless of the form you assume.
You may summon it and unsummon it at will.
You may import a weapon you own into this option.

Mystic Sun/Moon - 200 CP/ 400 CP for both
As celestial bodies are linked to the powers of some therianthropes, is it any wonder that some of them would seek ways to harness them outside of the natural cycle of day and night ?
This item, which can be a sun or moon, takes the form of a miniature version of the celestial body that you can summon to your location or send away at-will .

Regardless, it is capable of acting as a natural source of sunlight/moonlight and can be used for any sort of mystical ritual requiring either of those celestial bodies as well as a certain time of day/night.
If you buy both, you will gain the ability to fuse and defuse them at will which can allow you to tap into the power of the Eclipse which empowers abilities related to the Sun/Moon beyond what they are normally capable of even at Noon or under a Full Moon.
You can also use it for any sort of ritual requiring an eclipse or similar circumstances.

The Beast Virus - 400 CP
Though usually associated with zombie outbreaks, there still exist pathogens that can transform people into beasts.
This grants you a bag full of ten secure canisters each containing a virus capable of transforming the infected into more therianthropes of your kind loyal to you.
This is more difficult if they happen to be stronger than you but would require a truly skilled and dedicated healer to cure them. The scariest part is that once fully transformed, no cure shall work upon your new army unless you allow it to happen and even then you can choose to keep their loyalty if you want. With research, you may develop new viruses that can transform the infected into other creatures that you are familiar with.
You receive an additional bag every jump or ten years whichever comes first.

The Stone of Beasts - 400 CP
This beautiful jewel inside which you can sometimes hear the distant roaring of beasts is a potent artifact for both therianthropes as well as any sort of being that transforms.
Indeed, what it does is simple yet extremely effective. As long as this jewel is either on your person or inside any sort of personal inventory, all your therianthropic abilities as well as transformations become four times as powerful on top of having any sort of associated cost or drawback removed.

The Tower of Science - 600 CP
This tower contains a laboratory with all the tools you need for research and crafting whatever you need. Indeed, anything you create here is enhanced twice over than if it had been created anywhere else. Furthermore, this laboratory can allow you to safely operate on both yourself and others with zero risk of the operations going wrong or harming the subject if that wasn't your intention.
Comes fully staffed with loyal weregorillas, they scale to your intelligence and abilities or that of the setting to remain relevant regardless of the setting without getting weaker or dumber. They are highly skilled scientists that can be trusted to carry out research and operations on your behalf.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Flower Fruit Mountain - 600 CP
A peaceful fruit tree covered mountain full of therianthropes similar to you that follow you as their King/Queen, they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. Any sort of meditation or search for inspiration and

enlightenment is greatly boosted while here. This also comes with a garden full of the Trees that grow the legendary peaches of immortality. Eating one of them grants ageless youth and a potent regenerative factor that can allow one to survive even decapitation though you would still be unable to move your body if your head isn't attached to it with only this. The therianthropes there may be wild and rambunctious but when push comes to shove they can become a highly efficient army.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Sewers of the Rat - 600 CP
A surprisingly clean sewer system that passes through all cities within the setting though none can find their way there without you willfully guiding them there. It is full of wererodents loyal to you**,** they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. They are extremely skilled thieves and assassins though whether they pepper their speech with squeaks or have a propensity for strange technology that comedically blows up in their faces is for you to discover.
The sewers pass underneath all cities within the setting though none may access it or find it without your consent.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Lost Caverns of the Spider - 600 CP
A cavern system that passes underneath all the planets of the setting with portals linking through and from there. There is a city of dark elves that are actually werespiders loyal to you, they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. The caverns are full of ruins of strange lost civilizations full of eldritch secrets and powerful eldritch artifacts. Any magic or ritual that aims at contacting or calling upon eldritch or demonic powers and entities are much more potent and guaranteed to succeed if cast here. The werespiders are extremely skilled in abducting people, imprisoning them as well as planning rapid raids and invasions of surface dwellers.
You can always find new eldritch artifacts and ruins in the caverns appropriate to the setting without losing access to past artifacts and ruins.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Mysterious Stone Circle - 600 CP
A stone circle you can find anytime you go into the wilderness. Any sort of magic or ritual related to the wilds or primal forces like the elements is greatly boosted if cast here. This comes with a large group of werewolves loyal to you,they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. They are highly knowledgeable and skilled in ancient magical lore and can quickly learn any sort of magic system from any jump you go to.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Temple of the Hidden Serpent - 600 CP
A temple full of serpent people loyal to you,they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. It is always full of powerful

magical artifacts and any sort of ritual or magic that aims at contacting any sort of divinity or eldritch entity or calling upon such forces is always successful if cast here and massively boosted. The serpent people may not be the strongest physically but they are masters of scheming and infiltration that can rapidly turn entire cities and beyond to your cause.
You can always find new magical artifacts and secrets in the temple appropriate to the setting without losing access to past artifacts and secrets.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Squall's Shipyard - 600 CP
A graveyard of sunken ships full of weresharks loyal to you, they scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker. You can find anything that has ever been lost at sea somewhere here in both this and future jumps. The sharks are skilled pirates and smugglers that are widely feared as terrors of the seas.
This can also update in jumps with space travel to include a space graveyard full of lost spaceships and anything lost to the void of space and yes the weresharks would become space weresharks.
In jumps with airships, it can likewise include destroyed airships and things lost to the skies. The weresharks would also become flying weresharks.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Realm of the Hunter - 600 CP
This is a realm that contains all environments, beasts and flora from any sort of setting you have visited, ensuring that you never run out of any sort of natural resource you could ever need.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

Primal Paradise - 800 CP
This triple layered realm is full of intelligent fauna, flora as well as powerful godlike spirits and elemental titans that respect you and can teach you much.
Each layer is connected to one another by portals and contains a wide variety of environments as well as strange conditions like eternal night or noon depending on the layer. You can also find portals leading to heavenly realms littered throughout the realm but no portal can be used without your consent.
In future jumps, it adds new primal spirits, titans and divinities based on the setting you go that will still provide much knowledge and wisdom should you ask them. They scale with you and/or the setting to remain relevant depending on who is stronger without ever getting weaker.
You may connect it to your warehouse or place it somewhere in the setting each jump you go to.

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 therianthropic abilities.
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 ability to turn into an animal within this continuity, however with this drawback enemy therianthropes will appear, one of each type who are each going to hunt you down and kill you.

Animorph +300 CP (Exclusive to Biological)
You are an animorph, a human with the ability to take on the form of a specific animal.
Because of this you are no longer able to take perks from the **Technological**, **Biological**, or the **Magical** Perk Tree.

Beast Morpher +300 CP (Exclusive to Technological)
Through the powers of the Beast Morpher you have become a Power Ranger, a costumed hero dedicated to fighting against the forces of evil.
Because of this you are no longer able to take perks from the **Biological**, **Spiritual,** or the **Magical** Perk Tree.

Druid +300 CP (Exclusive to Magical)
You are a druid, a special type of mage that communes with nature.
Because of this you are no longer able to take perks from the **Biological**, **Spiritual**, or the **Technological** Perk Tree.

Tailed Beast +300 CP (Exclusive to Spiritual)
You are a Tailed Beast, a mythical creature created from spirit energy.
Because of this you are no longer able to take perks from the **Biological**, **Magical**, or the **Technological** Perk Tree.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other therianthropes within this continuity, however with each purchase of this drawback, a new portal will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only Michael Corvin will appear.
For **+400 CP** both Michael Corvin and Voltron will appear.
For **+600 CP** the Michael Corvin, Voltron and Fenrir will appear.
For **+800 CP** the Michael Corvin, Voltron, Fenrir, and God-Eater Rat will appear.
For **+1000 CP** the Michael Corvin, Voltron**,** Fenrir, God-Eater Rat, and Ten-Tails will appear.

1. Michael Corvin will have access to all the perks on the **Biological** Perk Tree.

2. Voltron will have access to all the perks on the **Technological** Perk Tree.

3. Fenrir will have access to all the perks on the **Magical** Perk Tree.

4. The God-Eater Rat will have access to all the perks on the **Spiritual** Perk Tree.

5. Ten-Tails 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.

Inconveniences +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.

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.

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, metahumans, or otherwise superpowered people.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawback "Powerless", "Empty Handed", "Alone")
To take this drawback your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump with their only goal being to destroy you. They will have double the total **CP** you gain in this Document which they can spend however they wish in the unused Jumpchain.

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

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