Out of Context: Trunks Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Ki, Full and Half Saiyans within its continuity.

By taking this Supplement you have chosen to be a version of the half saiyan Trunks who has crash landed into the setting and you will enter into that continuity as a Drop-In awakening in a damaged time machine created by Bulma that came through a magic portal. As a version of Trunks 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:

These Versions of Trunks represent a version of Trunks at some point in the franchise. Each has their own unique quality and features.

GT Trunks
You are the chill trunks, the voice of reason. You are laid back and not as focused on combat and act as a supporter, you are the son of Vegeta though so you are a competent fighter in your own right.

Super Trunks
Hardened by the years of fighting Goku black in a ruined timeline, you are more serious and determined and you show great leadership and great resilience. You are a hardened warrior fighting for a brighter future with raw power and unique abilities.

Time Patroller Trunks
You are a guardian. Fully dedicated to protecting the proper flow of history and being a mentor to fresh and young time patrollers. You are more of a commander than a front line fighter. You are more mature, calm and dutiful.

Perks:

Perk Booster Demonstration:
To get a **Booster:** Perk you will need to purchase the stated Perks. As a **demonstration**:

Something Rare -400 EP

Almost Unique -600 EP

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:

Half-Saiyan Biology - Free
As a Half-Saiyan, you have a hybrid advantage. While you might not have the initial power of a full saiyan, you have greater latent potential due to your flexibility, adaptability and emotion triggers. You access transformations easier and earlier and draw massive power from your emotions and your potential is truly absurd. In future jumps this perk allows you to choose 2 humanoid species in the next jump to become a hybrid boosting the training with the species related skills and possessing more potential than most full blooded members of your species.

Ki - Free
Ki, also known as “fighting power” or “latent energy”, is the life force/energy within all living beings. It can be increased, controlled and projected through training. It is the foundation of all techniques. With this perk you can sense it, control it, use it to fly, launch ki blasts, and enhance your physique and be fairly decent at its use with training improving this.

Super Saiyan - Free
You have an instinctive access to basic super Saiyan however going beyond that stage may not be possible for you or at the very least will require you to learn the basics all over again. Super Saiyan is a transformation that boosts your power level by 50x and while it is a significant boost in power and ki output, it is poor at energy effciency.

Bluish Hair - Free
Like your mother you are able to change your hair colour to any colour on the spectrum between green and purple.

Hero From Another Time - Free (Cannot be taken with “Trunks Who”)
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.

Mothers Son -100 CP
Like your mother You possess an exceptional scientific mind, with instinctive talent in programming, engineering, and advanced technology. Capsule-style tech, miniaturization, and energy systems come as naturally to you as breathing. You are a natural born genius, with complex concepts that click quickly, and you can master new sciences or technologies far faster than normal, often with little formal study. Just like your mother while under heavy pressure, you can easily design new machines, repair and reverse engineer advanced new technologies and systems as well as hack them, and innovate new branches and breakthroughs.

Teaching Future Warriors -100 CP
These perks make you quite the capable teacher. You are quite capable of inspiring and guiding others, taking traits from both sides of your species, balancing tactical training and emotional support. You have the patience and clarity to teach and your style of teaching resonates with your students and allows them to progress fast and learn what you have to teach easily while inheriting your resilience and adaptability.

No Hair Off Their Head -100 CP
A Popular tactic of most villains is to go after the loved ones of their enemies. This perk shuts all that down before it happens as none of your enemies will ever go after your loved ones to harm you. The idea will never cross their mind at all. The only time they could harm your loved ones is during wide scale attacks.

Bonds Are Eternal -100 CP
You can now draw strength from the bonds you have with others. Your moral, willpower, ki efficiency, and every other aspect about yourself gets stronger when fighting with your allies and for those you care about. Allies who share this bond also find themselves pushing beyond their limits, fighting harder and longer in your presence. The stronger the bond the stronger the effect and in critical moments your bonds can trigger explosive power from them like a Legendary Super Saiyan.

As Long as I Draw Breath -200 CP
You have the will, instincts and adaptability to survive in the harshest of environments. Ravaged cities, apocalyptic wastelands and hostile timelines will not break you. You are THE scavenger, scraping resources together, outsmarting stronger foes and rallying your allies to endure through it all with you. Your body has developed the resilience to go witness food and drink, rest, or shelter and you will keep on going just fine. Your spirit refuses to yield, even in the face of despair, you endure, survive and thrive.

The Sword Skills of a Hero -200 CP
You have sword skills comparable to Tapion, A hero who could stand tall against monsters far stronger than himself. Your blade work is clean, efficient and so devastating that your casual strikes carry weight. You have near-perfect control of your blade angle, speed and pressure. You can parry and counter blows easily even from stronger opponents easily. You can channel Ki into your blade to enhance its cutting power far beyond physical limits and unleash energy waves. Your blade strikes ignore normal durability limits with your reinforced spirit. Most importantly your swordsmanship emphasizes protection and sealing and not reckless destruction and are able to defend allies from overwhelming attacks. Your style is highly adaptable because you easily blend offense and defense. You are also skilled with an ocarina and know the sealing spell, able to seal a person into your body and gain their abilities for yourself.

“I Will Take You All On” -200 CP
The number of enemies that face you means nothing to you. Your ability to adapt makes you read the movements of your enemies, anticipate group tactics, and carve through them as if they are fighting you one-on-one. Your focus, courage, and battle instinct sharpen when you are outnumbered. This perk grows stronger though when you are stronger than the strongest person in a group, at this point you simply just curb stomp them all.

My Tanks Are Bottomless -400 CP
You are a marathon fighter, able to fight for longer periods of time compared to other fighters. This perk makes your stamina and Ki reserves virtually inexhaustible due to them draining much slower normally no matter the battle or skirmish and you can train to make the effects of this perk stronger. Even when you push beyond your limits your reserves will begin to refill mid-battle. Fatigue still exists but it will never cripple you.

You’re In The Wrong House -400 CP
Your mind, body, and soul, yeah they belong to no one else but you now. Your enemies can try all the like but they will not be able to possess, corrupt, mind control, or body hijack you Baby’s parasitic infection, Towa’s sorcery, or Fu’s reality-bending tricks just doesn't stick and you can now and at worst, you feel an intrusive pressure you can swat aside like an annoying insect; at best, you can reflect the attempt, briefly stunning or disrupting the would-be possessor and taking advantage of their situation.

Blood of Royalty -400 CP
The blood of royalty flows through you and now people know it when they see you. Your very presence sets you apart from other members of your species and you now stand at the apex. You are stronger, sharper, and more naturally gifted than the rest of your species.you gain an innate edge in combat potential, instincts, and raw ability, ensuring you stand well above the average warrior. Combat isn't the only battlefield you excel in and you are as much Human as you are a Saiyan and the briefs might as well be royalty. You exude a natural charisma for leadership and governance, effortlessly earning respect, loyalty, and admiration from your subordinates. You possess an innate understanding of hierarchy, diplomacy, and the balance of power, making the act of governing come easily to you. Your dynasty is secure, as your subjects will remain steadfastly loyal and your rule will prove resilient against challenges. In future jumps this applies to any species you are a part of.

Fusion Master -400 CP
You have mastered Metamoran fusion and are able to perform it every time with almost anyone without issue. You can teach anyone the fusion dance and they will pick it up easily and be capable of performing the dance effortlessly and perfectly. As you are a master of the fusion dance it uses significantly less ki.

Ascended Saiyan -600 CP
You have learned how to adjust your Saiyan form in order to enhance your speed and strength in exchange for sacrificing the other. You can properly use super saiyan Grade 2 and Grade 3

without effort. Grade 2 greatly boosts your speed and Grade 3 greatly boosts your strength. You can also use Super Saiyan Full Power as well.

Fusion Master Booster: Super Saiyan 3

You have learned to break through the bottleneck and not only access Super Saiyan 2 but also 3, however unlike Gotenks Super Saiyan 3 will exhaust you rapidly. Super Saiyan 2 is 2x the power of regular Super Saiyan and Super Saiyan 3 is 4x the power of Super Saiyan 2.

GT Trunks Perk Tree:

Mr. President -100 CP (Free for GT Trunks)
Sometimes we forget that Trunks is also the heir of a mega-corp. This perks now gives you all the skills, knowledge and abilities to run a company as large, innovative and influential as capsule corp and adapt as your company grows. You don't stumble when it comes to paperwork putting your genius to work and breezing through paperwork swiftly no matter the amount. Patents, politics, budgets are child's play to you. You do not find the work dull and you will not make mistakes, catching anything that could harm your business.

Designated Pilot -200 CP (Discounted for GT Trunks)
You are now able to pilot any vehicle you sit in as though you have completed a training course and passed an exam. As you fly more, your skill will improve and you can eventually become an ace pilot.

Tufflised -400 CP (Discounted for GT Trunks)
You have been infected with an incomplete version of the tuffle baby. Thanks to this you have full control over them and are now able to infect others through them consuming or otherwise giving part of your blood or saliva into their body. This makes them more susceptible to your orders and opinions.

Fusion Master Booster: Super Baby
You can now merge with your tuffle symbiote in order to access a set of white haired transformations and a boosted healing factor.

Saiyan Ancestry -600 CP (Discounted for GT Trunks)
You are now able to tap into your Saiyan ancestors to access the Ikari form and even combine it with Super Saiyan to become far more powerful but without a tail you cannot become an Oozaru.

Ascended Saiyan Booster: Super Saiyan 4
You have grown a tail and can now become the mighty Oozaru. You could even combine it with super Saiyan to become a Golden Oozaru or a Super Saiyan 4.

Designated Pilot Booster: Full Control
You are now able to ignore the mental strain and heightened aggression that comes with tapping into your great ape as well as any mental changes that come from using any transformation.

Super Trunks Perk Tree:

Humanitarian -100 CP (Free for Super Trunks)
You have learned the skills and training required to rebuild society as you can use your profound strength to build houses and tend to farmland within a fraction of the time it would take even the most advanced technology.

Defender of Hope -200 CP (Discounted for Super Trunks)
You are now a figure of Hope boosting the spirits of those you defend like a true hero. So long as you're still fighting or refusing to stay down everyone will believe that the day can be saved.

Apprentice Kai -400 CP (Discounted for Super Trunks)
You have gone through a ritual to become an apprentice Kai and are now able to perform healing, the Kai Kai and a number of other abilities exclusive to the supreme Kai.

Fusion Master Booster: Potara Master
When fusing with someone you can choose to mimic the Potara ear-rings to fuse without performing a dance. However the resulting fusion will have the most combat focused features of both and only last as long as the Potara would.

Rage -600 CP (Discounted for Super Trunks)
You have learned to tap into a deep well of power within yourself as you can power yourself up with rage. This will be visible as an aura of blue clinging to your body within any other aura dramatically strengthening you in battle.

Ascended Saiyan Booster: Beast
You can now force your well of power out to allow you to access your beast form with this your previous blue inner aura transforms into a crimson red and your hair grows into a spiked silver grey.

Defender of Hope Booster: Burning Sword
You can now channel the power of hope, rage and sorrow into a genki blade similar to the spirit bomb that not only wounds the body but also the soul of those you strike.

Time Patroller Trunks Perk Tree:

Historian -100 CP (Free for Time Patroller Trunks)
When travelling through time to a new location or timeline you will gain a mental message that explains recent events, the current climate and events that are about to happen.

On Patrol -200 CP (Discounted for Time Patroller Trunks)
You have all the knowledge and skill required to be a defender of the law and of time and anyone who meets you will assume that you are a person of authority when they meet you.

Backup is on the way -400 CP (Discounted for Time Patroller Trunks)
Whenever you are in a difficult battle you can call upon the aid of a setting appropriate player avatar character who will aid you in battle. Be warned what they are wearing may be ridiculous.

Fusion Master Booster: Fusion Band
You are now able to sustain a fusion indefinitely allowing you to remain as the fusion result without any consequences beyond the fusion getting tired instead of defusing when running out of energy.

Super Saiyan God -600 CP (Discounted for Time Patroller Trunks)
In a moment of need sometime ago you were the centre of the super Saiyan god ritual and are now able to transform into the red haired form of divinity. This has given you access to godly ki and a power increase beyond Super Saiyan 3.

Ascended Saiyan Booster: Blue
You have learned how to combine your godly form with Super Saiyan to access Super Saiyan God Super Saiyan however your hair might not have changed colour from your base form. This means you can use the power Super Saiyan God in your base form without transforming as well also known as the divine-empowered base form Saiyan Beyond God.

On Patrol Booster: Ego
Once again your hair may not change colour but you have been made the apprentice of a destroyer god. When you focus on the right emotions and your sense of self you can enter the ultra ego form so any harm you take only makes you stronger.

Items:

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

Clothing - Free

Appropriate clothing for your version of trunks or what he used to wear. This could be the casual jacket and jeans looks, a time patrol uniform, or the blue gi he used to wear. Whatever you pick, it is highly durable, and self-reparing if damaged. It is also weighted and adapts so it always provides benefits.

Damaged Time Machine - Free

If the power type would have arrived on a vehicle this is the damage one they arrived on. You will need to spend time to find and/or create the resources to fix this ship.

Hero's Sword - Free

The sword of any version of Trunks or Tapion. This is a blade so sharp that it can cut through just about anything easily and it is very receptive to channeling Ki and can be used to unleash various Ki attacks.This is your blade, and so no one can use this blade against you.

Senzu Bean Bag -100 CP

This small, durable pouch contains multiple Senzu Beans, each capable of fully restoring the consumer's health, stamina, and Ki in an instant. Eating a Senzu Bean from the bag immediately heals all injuries, replenishes energy, and restores Ki without any preparation or delay, allowing you to use one mid-combat. The bag is lightweight and easy to carry. While the beans restore your existing power, they do not increase your maximum strength, speed, or Ki.

Capsule Collection -100 CP

Tech Database -200 CP

Drawbacks:

Trunks Who? +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a local who somehow "***has this power***".
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

17&18 -100 CP
The Android twins that destroyed the future are here to cause trouble after their deaths at the hands of trunks.

Cell -200 CP
This imperfect specimen is looking to reach perfection.

Super Android 17 -300 CP
A supped up version of the Android menace.

Zamasu -400 CP
The apprentice Kai of the 10th universe who is determined to enact the zero mortal plan. Luckily he lacks his immortality and any dragon balls.

Mira -500 CP
The demon Saiyan Android hybrid from a fanfic nightmare.

Saiyan From Another Future +200 CP
Normally you would be the only one Who is a Half-Saiyan within this continuity, however with this drawback "***one person for each origin***" will appear, one of each type "***but without perks***" who are each going to "***Do bad stuff***".

Techno Saiyan +300 CP (Exclusive to GT Trunks)
You are the embodiment of a supportive Saiyan who is more into technology than fighting and because of this you are no longer able to take perks from the **Super Trunks** Perk tree or the **Time Patroller Trunks**.

Beast Saiyan +300 CP (Exclusive to Super Trunks)
You are now the embodiment of a veteran warrior and leader and because of this you are no longer able to take perks from the **GT Trunks** Perk tree or the **Time Patroller Trunks**.

Saiyan Mentor +300 CP (Exclusive to Time Patroller Trunks)
You are now the embodiment of a mentor, guardian and historian and because of this you are no longer able to take perks from the **GT Trunks** Perk tree or the **Super Trunks**.

Ki Users +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Ki within this continuity, however with each purchase of this drawback, a new magic portal will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only **Baby** will appear.
For **+400 CP** both **Baby** and **Gohan Black** will appear.
For **+600 CP** the **Baby**, **Gohan Black**, and **Mira** will appear.
For **+1000 CP** the **Baby**, **Gohan Black**, **Mira**, and **Villainous Mode Xenoverse Vegeta** will appear.

1. **Baby** will have access to all the perks on the **GT Trunks** Perk Tree.

2. **Gohan Black** will have access to all the perks on the **Super Trunks** Perk Tree.

3. **Mira** will have access to all the perks on the **Time Patroller Trunks** Perk Tree.

4. **Villainous Mode Xenoverse Vegeta** will have access to all the perks on this Jump Document.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights and anything deeper than a 10 foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP
Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop dead at your feet and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different to your own. While you can slowly adapt, they'll always rub you the wrong way and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood though these memories are false you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because 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.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one-hundred additional years.

Faulty Wires +100 CP
You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

The Glitch +100 CP
Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect making it a real possibility of drowning in the blood of your enemies.

Heroic Sayings +100 CP
You unintentionally use quotes and sayings that come across as annoying or cheesy every time you try to talk with others.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in Jump Holiday the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every Main Holiday such as Christmas or Halloween and at least once during the Jump for each Less Celebrated Holiday such as May Day or April Fools Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking actions.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day or you'll feel exhausted.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Looser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights and tatty looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leave you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… and somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restrictive as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback and any form of contact lens will feel incredibly itchy.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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.

The Pollen +100 CP
You have hay fever and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for every little thing. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth in order to get things needed to prove you worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone. Each time they face you, they learn more about you and how better to face you in the future.

Rough Childhood +100 CP
You were not as lucky as some people. Your in-universe childhood was - or 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.

Scarred +100 CP
You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP
You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected, even after including every named character. If you would normally see eight-billion humans, you can instead expect to see as few as seven-*million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned and *you* always get all of the criticism.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Everyday, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are.

Turn Based +100 CP
Whenever you enter into a fight with someone you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double-down. If you try to help them beat *you* to get them to leave you alone, you'll come out on top purely by accident which will, again, spur them to double-down.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP
This drawback acts like a magnet to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line with the power level of the chosen setting but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense with everything you wear being the worst possible combination of clothing.

The Weirdo +100 CP
Everyone seems to think you're strange. They'll go out of their way to avoid you unless they actually want to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell changes depending on where you are, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near unrecognizable to everyone who knows you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked and your clothing becomes incredibly fragile as they keep getting destroyed leaving you in the nude.

X-Rated +100 CP
Things in this Jump are 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 all off.

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

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump but this does not affect academic, social or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP
You keep accidentally falling into compromising positions.

Betrayal +200 CP
You keep trusting people who don't deserve it and they keep betraying you.
Whether you're just that naive or it's against your better judgement, you keep trusting people who don't deserve it and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

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

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 ants to sugar.

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

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

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.

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP
All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP
At least once per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

Instructional Video +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

Is this Blood +200 CP
You have an unfortunate habit of coming across fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You seem to lack any, no matter the danger no matter the threat you seem to face it as though you are invulnerable. The greater the chances of you being crippled maimed or killed the more excited you become.

Looking For Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

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.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP
You forget this drawback and whenever you underestimate an opponent they will get stronger.

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

Read People Like A Brick +200 CP
You can’t read people, you can not understand people's emotions, and you often misconstrue what they mean causing you to be oblivious to the intentions of others.

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

Stealthless +200
You are very bad at sneaking.

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.

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 that you are currently working on, people are less likely to give you new tasks.

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

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating for others, allowing them to dictate or make decisions for you. While most of the time this will be simple things such as what to eat or where to go if left unchecked you could find others determining your whole life for you.

True To Myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

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.

You're A Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of preempt betrayal, every moment of weakness is an opportunity to be attacked.

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

Cat Got your Tongue +300 CP
You are now Mute and unable to speak verbally for the duration of this jump.

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

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP
You enemies now seem to have some form of immortality no matter what happens to them. While someone remains your foe they can't die, they can be crippled or imprisoned but not die.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

I've Come To Duel You! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

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.

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

Local Scale +300/+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.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

Part-Time Janitor +300 CP
There are consequences for your actions and it seems that after each time events you are part of make a mess you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation it will be attacked.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

Today’s Kind Of A Bad Day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do you will definitely die at least once so let’s hope you have a 1-UP.

Villain of the week +300 CP
It seems you're a magnet for odd enemies as every week a new enemy will show up to battle you ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers or abilities requiring trial and error to figure out the basics let alone the full power.

You’re A Right Git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP
If you do something annoying more than twice you will get punished. How, why by who? Well, that will be situational.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
If this document is taken as a Supplement this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, the canon events are no longer protected and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump all out-of-Jump Items and Warehouse options other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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.

Here Comes The Bad Part +400
Whenever you get new information there will always be a bad part of it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

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.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Lost Or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

Deathbound +500 CP
Every year you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For **+500 CP** this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For **+1000 CP** the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system or any of the in-game power-ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate despite any healing abilities you might have.

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.

Boss Rush +600/1000 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 on the next jump until you have beaten them all.
For **+1000 CP** all the opponents will have their raw power to reach yours but they won’t gain any extra training or proficiency.

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.

If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.

https://www.bestrandoms.com/random-movie-generator?genre=Fantasy