Out of Context: Blacklight Supplement

V1.2 By **FutureMobile4,** Original Template by DeverosSphere

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

By taking this Supplement you have chosen to be infected with the Blacklight Virus from the Prototype series and you will enter into that continuity as a Drop-In awakening in a broken containment pod in an underground lab. Despite being infected with the Blacklight Virus 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:

As a person infected with the Blacklight Virus how this infection manifests is often up to both the biological state of the victim and the virus itself.

Infected
You've become one of the many victims infected by the Blacklight virus, cursed to be a mindless, shambling monster for the rest of your days. Or you would have been but somehow you've retained your mind and full control of your body. Will you just be another face in a shambling horde or will you stand tall as an Alpha amongst your kind?

Hive
To become a hive is to become a living mass of Blacklight infection, creating more and more horrors to unleash upon the world. You exist as a nesting ground of Blacklight, designed to grow, spread, and consume all in your path. Who knows what nightmares you hold within or what you'll let out.

Super Soldier
Whether you volunteered for the procedure or were "convinced" to do it you've become an experimental super soldier, created by the government as a counter to the threat of the Blacklight virus. While you may be a god amongst men, be wary for there may be things out there that even you can't handle.

Runner
It would seem there's something special about you, considering your current state. Just like Alex Mercer and James Heller you've become a one-person army, a nigh-unstoppable force of destruction reducing anything in your path to nothing but scraps. Whether you'll be a hero to the people or the greatest threat the world has ever faced is up to you.

Perks:

General Perks:

Blacklight - Free
You've been infected by the Blacklight virus, a modified strain of the Redlight virus, created by Dr. Alex Mercer. This grants you increased physical abilities like strength, durability, and more. You possess heightened senses and a much higher pain tolerance along with a greatly boosted healing factor, allowing you to regrow lost limbs in an hour. Illness and disease are a non-issue for you, with the exception of the exotic. Things like food, air, and water are now suggestions rather than requirements. The most important part is the virus is slowly mutating and evolving within you, granting you more power and abilities albeit at a very slow rate.

Virus Style - Free
One interesting aspect of the Blacklight virus is its ability to shape biomatter into various forms, one such form being clothing. You can now expend a minor amount of biomass to create clothing in any size, shape, and color. This clothing will instantly repair itself should you have the necessary biomass and requires no effort to maintain.

Fearless - Free/100 CP
Considering the sheer nightmare fuel and body horror the Blacklight virus represents, it would be beneficial if you didn't have a panic attack over it. This perk makes it so that you're pretty much immune to things like fear and trauma. For the duration of this jump it's for free and for **100 CP** you can keep it and I'll even throw in an immunity to mind control.

Infectious - Free/100 CP
You now possess the ability to infect other creatures with the Blacklight virus. The rate, method, and effects of infection are for you to decide. You can also choose to selectively infect certain people or groups of people, while leaving others immune. You get this for free for the duration of the jump but can pay **100 CP** to keep it. **Can be toggled.**

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.

Viral Sonar - 100 CP
This power gives you the ability to send out a "pulse" to track down and find specific targets. Upon locating the target a return pulse is sent back to you, giving you a general direction of where the target is located. The faster the pulse comes back the closer the target is to you.

Notice Me Not - 200 CP
With so many virus detectors and soldiers with itchy trigger fingers sometimes it's best not to draw attention to yourself. This makes you a master of stealth, allowing you to infiltrate heavily guarded areas with some effort. In addition, it also grants you an weak aura of imperceptibility making it difficult for people to notice you. This only applies so long as you don't do something worth noticing like killing someone in a group. Advanced detection technology and very alert people will be able to detect you so be cautious.

Geneticist - 300 CP
You're a highly skilled and talented geneticist on the level of Alex Mercer. Your ability to manipulate genes to create new strains of viruses is remarkable. With enough time and research you could create new strains of Blacklight for your own purposes.

Consume - 400 CP

You have the ability to consume the biomass of a target and absorb it into your being. You can then store this biomass within yourself for future use. In your current state you can store five times your weight in biomass. This ability grants you a whole slew of advantages. Consuming someone both heals and strengthens you, granting you a boost in power based on what you've consumed. An ordinary human would give you a minor boost while a Goliath would see your power grow considerably. You also gain the memories of whoever you absorbed, allowing you to gain access to information only they possess, although they do have to have some level of sapiency in order to do so. Another boon is that consuming someone with special, vaguely biological abilities grants you a weaker version of that ability, one that grows stronger the more people you absorb with that ability. See **Notes** for further details. **Capstone Booster**

Inorganic Infection - 500 CP
One weakness of the Blacklight Virus is that it can't infect inorganic matter, leaving things like buildings and vehicles safe from danger. This changes things, allowing your Blacklight virus to infect them and bring them under your control. Cars, trucks, planes, even buildings can be infected and controlled like a set of new limbs. The larger and more complex the item, the more time and effort required to control it.

Consume Booster: Iron Meat
Any inorganic object you infect will now gain sentience, with intelligence similar to that of a child. These creatures are fiercely loyal to you and will obey you without question. They can also spread this infection to other inorganic objects to create more. In addition, you can combine these creatures together to make them larger and more powerful. In time the very tools of mankind will become their greatest threat.

Patient Zero - 600 CP
It seems you're not some random person who got infected by the Blacklight virus, but the progenitor of the virus itself, Patient Zero. What this means is that you possess a pure strain of the Blacklight virus, which grants you greater abilities than any other strain. For instance any abilities purchased here will be much more powerful and efficient in you, at least five-fold. Your physical abilities have grown immensely, enough to treat cars as paperweights, keep up with those same cars, and ignore low-caliber bullets. Your regeneration allows you to regrow limbs in 30 minutes and survive massive physical trauma so long as your brain is safe. The most important part is that the pure Blacklight virus within you evolves faster, allowing you to acquire more abilities and greater strength at a quicker rate than before, approximately 10x the original rate.

Consume Booster: Viral Evolution
The virus within you has achieved sentience, becoming subservient to you the host with the goal of ensuring your continued growth and survival. As you absorb and consume the biomass of others, the virus will take the best traits from said mass and use it to enhance itself, making it more efficient and powerful. This in turn will allow it to enhance you, not only allowing your abilities to become more powerful than ever but evolve beyond their previous limits. To further

increase its capabilities it can absorb and consume other viruses with similar properties to greatly speed up its goals. As the virus evolves, so too does the host.

Top Of The Food Chain (Requires Patient Zero, Alpha, Queen, Phase Two, and Critical Mass)
No longer are you and the virus two separate entities, you have achieved a perfect symbiosis. Becoming both host and virus. As a result of this harmonious fusion your body is in a constant state of evolving, to the point that the you now will be drastically inferior to the you in five minutes. Your body can now rapidly react, adapt, and evolve to hazardous situations, allowing you to survive many dangers. As an example, being exposed to intensely hot flames will see you adapt to become extremely resistant if not immune to extreme temperatures both hot and cold. Death and injury are no longer an issue as you'll regenerate faster than you're harmed while adapting to said harm. At this level the only conceivable way to kill you would be to erase you down to your last cell faster than you can adapt. In addition, you no longer need to consume others for biomass as you now can generate an infinite amount whenever you desire.

Notice Me Not Booster: Viral Ghost
You no longer appear on any form of detection, making viral scanners and trackers useless to you. The only way anyone would know that you're infected would be if you revealed that yourself.

Geneticist Booster: Infectious Intelligence
The more people you consume the greater your intelligence becomes. The collective knowledge, experience, and skills of your targets become yours to use. This makes your disguises even better as you can perfectly mimic their skills and knowledge.

Infected:

Tough Hide - 100 CP (Free for Infected)
You are tougher than you look, able to survive and withstand blows that would've killed any other member of your kind. Your skin is thicker and harder to pierce, either by blade or by bullet. In addition, it's also more resistant to heat, cold, electricity, and more. If successfully damaged not only will your skin regrow faster but tougher than before.

Pack Mentality - 200 CP (Discounted for Infected)
When working with a small group of your kind both you and them will find your abilities grow considerably along with your teamwork. Fighting together for long periods of time will see your skills and abilities grow to compliment each other, allowing you to fight and take down stronger opponents. This perk operates even in non-combat situations, ensuring that no matter the situation you'll be able to handle it together. This perk's abilities only work while together, if separated you will lose the benefits.

Viral Bomb - 300 CP (Discounted for Infected)

Whether it's through a bite, scratch, or some other means you can now infect people with a unique strain of Blacklight that essentially turns them into living bombs. Once entering the bloodstream the virus will rapidly gestate and cause the infected person to violently explode with the force of a HE grenade, killing anyone near them. You can, with a thought, stop this process and let the virus go dormant within someone, allowing you to set up traps and kill unsuspecting targets with ease.

Variant - 400 CP (Discounted for Infected)
Although rarely seen, there have been cases of Infected possessing abilities outside their normal capabilities. These special infected have been capable of extending their limbs, growing spiked claws and armor, spitting acid, and many more. You can now count yourself among these variants as you possess some unique ability others of your kind do not. The type of ability you possess is up to you as long as it's not something overpowered like the ability to generate black holes.

Consume Booster: New Breed
Your existence may be the sign of a new breed of Infected as you possess three unique abilities rather than one. These abilities, while not allowed to be too overpowered, can range from electricity generation, invisibility, regeneration, and so much more. Most importantly these abilities can grow beyond their current limit with training and will synergize perfectly with each other.

Chimeric Abomination - 500 CP (Discounted for Infected)
There are many different variations of infected, ranging from hunters to juggernauts to hydras to goliaths to fliers, each with their own unique abilities and powers. Rather than simply being one of them you are now a hybrid of two of these unique infected, granting you all of their capabilities and strengths with none of the weaknesses. Imagine a flying hunter or a goliath juggernaut or anything else you can think of.

Patient Zero Booster: Amalgamation
Instead of being a hybrid of two different infected you are now a strange fusion of every type of infected created by the Blacklight Virus. The flight of fliers, the strength and durability of juggernauts, the speed and jumping power of hunters, the tendrils of hydras, and the size and destructive power of goliaths are now yours to wield against your opponents. In addition, this perk makes it so that should you become a hybrid of any kind you'll only receive the best traits of each race.

Alpha - 600 CP (Discounted for Infected)
Whether it's the result of genetic experimentation, natural evolution, or simply being created that way you stand far above other members of your kind. You're stronger, faster, tougher, smarter, and larger than any other infected of your type. In addition, you have total control over any member of your kind while granting them a moderate power boost while they're in your presence. You also emit an aura of terror and dominance that can send ordinary humans running for the hills.

Patient Zero Booster: Apex Predator
You're so far beyond your own kind it wouldn't be wrong to say you've become the first of a new species. You are to alphas what alphas are to the rest of your kind, allowing you to command total obedience from them. Your physical and mental abilities are far beyond even Alphas, requiring entire hordes of Alpha-level infected to have a chance at killing you. The power boost you now give to other infected has been increased greatly. In addition, the longer they stay in your presence the higher the chances for them to evolve into new Alpha infected.

Pack Mentality Booster: Alert The Horde
The effects of the perk now extend far beyond that of a small group and can easily enhance any amount of infected allies you add to the group. To make this even better the more infected you add to the horde the more powerful the effects become. A few hundred will see the perk's effects double in power. Even if separated from the horde both you and the infected under you will gradually lose the power-up rather than instantly. Should you ever be in serious danger the horde will immediately rush to your aid regardless of distance. This particular ability has a slight effect on time, allowing your horde to reach far quicker than they should have. Do note that this does have limits.

Viral Bomb Booster: Infectious Nuke
Instead of detonating the virus inside a victim, you can allow it to continue gestating within your target, allowing it to become more powerful the longer it stays dormant, turning unsuspecting people into suicide bombs. After about a year of gestation, the explosive power increases to that of a low-yield nuke, able to wipe out an entire city.

Hive:

Hive Sight - 100 CP (Free for Hive)
As the hive you have the ability to see everything that goes on within it. Nothing happens in the hive that you don't know about. With just a thought you can check the status of both the hive and its inhabitants. Their health, mental status, location and more are all available for you to see. If you feel the need to then you can link your senses with one of the infected lifeforms within the hive allowing you to sense everything they do. There'll be no negative effects if an infected is killed while connected to you.

Mutator - 200 CP (Discounted for Hive)
Sometimes you want a little variety in your hive, that's what this perk is for. This allows you to alter the characteristic of any infected within the hive. The bigger the change, the longer the process. Making the infected stronger, faster, and/or smarter would only take at most ten minutes, giving them something like wings or fire breath would take considerably longer to do.

Body Possession - 300 CP (Discounted for Hive)
Allows you to take control of any person who has been infected by the Blacklight Virus, allowing you to use their body for a variety of purposes. Whether it's to infiltrate and gain access to

private areas, get close to and neutralize important targets, or just simply walk around and experience normal life the choice is yours. Three major weaknesses are that you have no access to any form of memories the victim has, making it easy for people close to your victim to tell if something is wrong. Also, if the person you're possessing is strong-willed they can regain control. Lastly, you can only be in possession of a single person at a time.

Mitosis - 400 CP (Discounted for Hive)
Once you've successfully grown large enough you can split off a portion of yourself to create a new hive. This hive is subservient to you and will obey your commands without question. Every new hive increases the range of your control and the growth of the hives. You can also delegate roles to these hives, letting them focus on the minor tasks while you handle the important stuff.

Consume Booster: MEtosis
Rather than being capable of their own thought the new hives being created are weaker copies of you. This benefits you in multiple ways as this increases your processing power, allowing your mind to grow and evolve as the hives multiply. Another advantage is that so long as a single hive still exists you won't die, your mind immediately transferring to the closest hive. This also makes you a master of multitasking, allowing you to focus on multiple things at once.

Exponential Infection - 500 CP (Discounted for Hive)
As the Blacklight virus spreads throughout an area it will begin altering and adapting itself to be able to rapidly infect people on a massive scale by factoring things such as the environment, weather conditions, air quality, and more in order to ensure that its infectious potential is at its maximum. This ensures that once the spread starts almost nothing can stop it, requiring extreme methods to halt the virus' spread and even then the virus would simply adapt to the method used to stop it.

Patient Zero Booster: Infectious Evolution
Your infection has transcended the concept of a virus. Where once Blacklight merely adapted to its environment, now the environment itself bends to the infection's will. The Blacklight has reached its ultimate stage: a self-propagating universal vector that infects not just biology, but the very conditions that sustain life.

Once seeded, the virus spreads at a rate that defies comprehension. Ecosystems, climates, even planetary magnetic fields and atmospheric layers are used to ensure its spread. It no longer simply adapts to barriers—it converts them into tools of further infection. Fire creates smoke that carries spores. Quarantines become future hives. Tools designed to sterilize instead act as catalysts, absorbed and reshaped into viral growth.

Queen - 600 CP (Discounted for Hive)
As incredible as it is to be a hive, one major downside is that you're incapable of moving. Once you've chosen an area to spread and grow in you can't really leave that place. Well this perk makes that a thing of the past as you now have the ability to design and create a body for yourself, to explore the world outside the hive. In addition, your control over the infected has

increased in both strength and range. Your range now encompasses an entire city the size of NYC and can completely control hives and infected that weren't made by you. If your body is damaged it can repair itself in time and if destroyed will regrow in an hour within the nearest hive.

Patient Zero Booster: Redlight
It would seem that just like Elizabeth Greene you've become a host to the Redlight Virus, the progenitor of the Blacklight Virus. As a host to the Redlight Virus your body is continuously creating new variants of the virus, which can be used for research and development. As a result of this ability creating countermeasures against the virus is virtually impossible. The most impressive aspect of this virus is the ability to rapidly infect people on a massive scale, causing those infected to be connected mentally with each other and you in a hive mind. Those infected can hide evidence of it, allowing them to act as sleeper agents until commanded to act. Only advanced scanners and people with keen eyes will be able to tell.

Mutator Booster: Flesh Sculptor
If flesh was clay then you would be a world class sculptor, able to alter the very physical form of your creations with just a thought. Changing someone into a hunter, giving it wings, the ability to breath fire, and a scorpion's tail are child's play to someone like you. You could even heal injury and illness should you desire, a single touch on someone's skin revealing everything about their body.

Body Possession Booster: Infectious Override
Rather than simply taking over them you can now completely erase them, taking full control of their body and gaining access to all of their memories. Any semblance of who they were are now gone, replaced with you and you alone. Overriding a person takes time however, with the time increasing based on how strong willed they are, requiring at most 30 mins for the most resistant of hosts. In addition, you can now take control of multiple infected people at a time but you can only override one person at a time.

Super Soldier

Best of the Best - 100 CP (Free for Super Soldier)
They don't take just anyone to be a part of Project Orion, only the best of the best can join this illustrious group of super soldiers. As such you now have 20 years worth of experience in the military's elite special forces units like SAS or Navy SEALS. Your skills range from CQC, marksmanship, harsh environment survival, on-field medical care, and many more.

Bloodtox - 200 CP (Discounted for Super Soldier)
There are so many viruses out there that can either mutate you into some horrific abomination or turn you into a mindless drone for someone to control. As such, you'll need some form of protection in order to ensure you don't meet such a ghastly fate. To do that your blood has been enhanced by Bloodtox, a specially designed chemical created to combat both the Redlight and

Blacklight viruses. As a result, any virus that attempts to infect you will be immediately destroyed by the Bloodtox within your system.

Virusbuster - 300 CP (Discounted for Super Soldier)
How can you fight against a virus when you don't know anything about it? This perk allows you to rapidly understand any form of virus just by studying it. Whether you're studying it in a lab or while in the middle of a warzone, you'll be able to breakdown and fully learn the composition, capabilities, and weakness of any virus you encounter.

Payback Time - 400 CP (Discounted for Super Soldier)
It really sucks that the squad you've trained and worked with got turned into human salsa by some guy with a sword for an arm and you couldn't do anything about it. Well, that all changes with this perk which increases your power based on how much your opponent has wronged you. Fighting someone who bumped into you or made you trip will barely give you anything, against someone who killed your friends and family, you'll see your power grow exponentially.

Consume Booster: I'll Do The Same To You
With the countless abilities that the Infected have shown to possess it can be difficult to predict what they'll do in the middle of a deadly fight. So rather than predict you've learned to adapt, allowing yourself to avoid and counter such abilities whenever they pop up. When in combat you rapidly adapt to your opponent's fighting style and abilities, allowing you to avoid any dangerous surprises and plan accordingly. They may trick you once but they'll never trick you twice.

Cybernetic - 500 CP (Discounted for Super Soldier)
Maybe you were injured in an encounter with an infected creature or maybe you volunteered for this. Regardless of the reason you have been heavily outfitted with cybernetic enhancements, elevating you far beyond that of a normal human. Everything from your senses to your intelligence to your physical capabilities has been enhanced by several orders of magnitude. In addition, your new cybernetic body comes equipped with various forms of weaponry, both long and short ranged, for dealing with the many infected monsters. Best of all, your new state renders you nigh-immune to the Blacklight virus.

Patient Zero Booster: WMD
On the surface you appear to be a normal person just like everyone else but underneath you have become a human equivalent to a WMD. Your cybernetics have been enhanced to an absurd degree, granting you physical capabilities on par with endgame Mercer and Heller. In addition, your weaponry has also received a massive improvement, allowing you to destroy even the largest and strongest of infected with just a couple shots.

Best of all, due to being injected with a specially modified version of Blacklight your cybernetics and weapons have been seamlessly fused to your body, making them a natural part of you, protecting them from any form of hacking or EMPs while also allowing you to improve them by training. This allows you to utilize your abilities in a similar manner to Mercer and Heller. In

addition, you can now absorb and integrate any form of technology into your being, allowing you to gain new abilities and weapons for your use.

Phase Two - 600 CP (Discounted for Super Soldier)
The Phase Two program was an attempt to combine the Phase One formula with the DNA of a Runner, giving them vastly improved physical abilities beyond even the Phase One super soldiers. As such, you possess the power to fight and kill the strongest infected and keep up with the deadliest Evolved. You also can grow stronger than you are through combat, allowing you to surpass your current limits and achieve greater power.

Patient Zero Booster: Phase Three
This program doesn't even exist and yet here you are. The culmination of countless genetic experiments and augmentations, you stand leagues above any Infected and can match the likes of Alex Mercer and James Heller blow for blow. You also develop your own variation of their abilities, granting you a wide array of new tools for combating dangerous threats. However, the most important part of this perk is that it doubles the effectiveness of any enhancement procedure you go through.

Bloodtox Booster: Whitelight
Why should you be the only one who benefits from this immunity? Now your blood can act as a cure all for any infectious virus and disease, curing the infected person while granting them increased resistance to future infections. Most importantly, your blood is now toxic to any infected monster, their bodies rapidly decaying when in contact with your blood.

Virusbuster Booster: Virus Slayer
Viruses are now heavily weakened in your presence, just being near a trace of Blacklight enough to make it start breaking down. Even people showing signs of infection will start to recover by simply being in your presence, and when you actually try to cure a virus? Your efforts will be boosted tremendously, allowing you to create cures that eradicate any virus within a matter of days.

Runner:

Resilient DNA - 100 CP (Free for Runner)
Similar to James Heller and his daughter you possess the same resilient DNA as them. What this does is that it prevents you from being controlled by any form of parasite or virus. In addition, it renders you immune from being copied or cloned as your DNA rejects such attempts to do so.

Bio-Sculptor - 200 CP (Discounted for Runner)
One of the most common abilities for Runners is the ability to shape and mold their own biomass in a variety of ways. From the mundane such as creating clothing to the more incredible like creating weapons and unleashing city block destroying attacks. Ordinarily this

ability would only affect them but with this perk you now have the ability to manipulate the biomass of others with a simple touch.

This can be used in various ways, from healing and curing injuries and illness, to providing cosmetic surgery with a touch, to grant superhuman physical abilities, or kill in multiple painful ways. The only caveat is that the more extensive the changes the longer you must be in contact with them. In addition, this ability only works when in direct, physical contact with someone.

Evolved - 300 CP (Discounted for Runner)
You have the ability to infect people with a variant of the Blacklight virus, turning them into weaker versions of you called Evolved. These Evolved possess one-fourth of your full capabilities, along with absolute loyalty to you, ready to act on your behalf at any moment. In addition, you possess a unique connection to them, allowing you to sense their presence anywhere in the world and communicate with them telepathically. See **Notes** for further details.

Bio-Weapon - 400 CP (Discounted for Runner)
You possess the ability to shape your biomass into a variety of devastating melee weapons to use against your foes. From razor sharp claws, to earth shaking hammerfists, to the long reaching whipfist the options are nearly endless so long as you have the imagination necessary. This even extends to more defensive options like shields and armor, allowing for more versatility. With enough time and practice you improve on their capabilities making them sharper, harder, longer, and much more.

Consume Booster: Living Arsenal
Why stop at just melee weapons when you can do so much more? You can now form any weapon or tool you can think of, the only limitations being your imagination and the amount of biomass you have available. Miniguns, missile launchers, flamethrowers, and more are all within your capabilities with the biomass being used to generate the necessary ammunition for these weapons. In addition, you can combine and create new weapons and gear.

Shifter - 500 CP (Discounted for Runner)
Your shapeshifting abilities have advanced far beyond just creating weapons or taking the form of your victims. Rather than being limited to only humans, you can now shapeshift into any creature you have ever consumed, regardless of species. From as large as a whale to as small as an ant you can take on their forms with ease. In addition, you can mix and match your various forms to create powerful and unique combinations. For example, a human base form with a beetle exoskeleton, bee stinger on wrists with blast ant venom, octopus tentacles with electric eel abilities and more. This is just one of the many potential combinations you could come up with.

Patient Zero Booster: Typhon
Why stop at just living creatures? You can now take the form of anything you absorbed into your being. Coffee mugs, trucks, chairs, tvs, gaming systems, kitchenware, clothing, and so much more. Even better, you can function just like the object you are taking the shape of, allowing you

to drive just like a truck or play games like a gaming system. What's more is that this renders you nigh-impossible to detect, even with viral scanners, making you the ultimate infiltrator. Imagine the looks on your target's face when you turn out to be the pen they've been writing with the whole time.

Critical Mass - 600 CP (Discounted for Runner)
You can absorb far more biomass than your body can store, allowing you to grow stronger the more biomass you have within you. Storing double your original capacity will double your power. This comes at the cost of making you heavier, although for some this drawback isn't an issue. In addition to increasing your power you can also use the extra biomass for things like boosted healing, increased weapon power, body morphing, and more. The trade-off being the more of this extra biomass you use the weaker you become, until you're brought back to your original level. See **Notes** for further details.

Patient Zero Booster: Devastator
You can use the extra biomass to unleash an incredibly powerful attack capable of unleashing massive amounts of devastation on a target. These "Devastator" moves can range from unleashing an explosion of razor sharp tendrils to pierce everything around you, cause building sized spikes of biomass to erupt from the earth and impale anyone nearby, to a mass of hardened tendrils launched at high speeds to reduce a single target to nothing. You can even create loyal infected with said biomass to command and control, the more biomass used the bigger and stronger the infected.

Bio-Sculptor Booster: Overhaul
No longer limited to biological matter, your power can now affect non-biological materials such as metal, stone, wood, and so much more with just a simple touch. With just a single touch you can disassemble and reassemble physical matter in various ways. Once disassembled you can choose to either leave it destroyed, restore it to normal, or reassemble it into something new. In addition, your ability can be focused and contained only to a single area, such as an arm for a person or a single pillar for a building. This process is also near instantaneous, allowing you to rapidly alter any matter you come into contact with.

Evolved Booster: Jogger
Your Evolved have become more powerful, possessing one-third of your capabilities, while also having a chance to develop new unique abilities. You can absorb these Evolved to gain a copy of their ability and increase your power. Any Evolved you absorb can be released from your body to continue working for you.

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. Certain items can be fused together. Any ammo these weapons or vehicles possess will replenish in a day.

Infectious Design - Free
You can alter the design of your warehouse and any properties you own to resemble that of Blacklight infection.

Desolate Lab - Free
The lab you woke up in, doesn't look like it's been used in a while. Despite the state that it's in there is a large amount of state of the art lab equipment in great condition. Who knows what wonders and horrors you can create here?

Cosmetics - 100/200 CP
This makes all of your gear and abilities customizable with various items and appearance changes. Whether you want to look like a zombie version of yourself, give yourself a cyberpunk aesthetic, or look like you belong in some fantasy novel, the options are limited. For **100cp** these are purely cosmetic and only make you look cool. But for an additional **100cp** the cosmetics can add new effects to your abilities. For example, a flame customization will actually give your abilities a fire effect. Don't expect these effects to be very powerful however.

Military Gear and Weapons - 100/200 CP
You gain access to a large amount of military gear and weapons, enough to arm a small army. For **100 CP** you gain standard issue equipment used by the soldiers of the U.S. military. For **200 CP** you get the equipment used by Blackwatch soldiers during their campaign in New York to combat the infected.

Virus Detectors - 200 CP
These antennas are designed to locate and detect any viruses within a certain radius, preventing infected people from entering the zone. Upon detecting any infection within the vicinity it lets out a powerful alarm, alerting the authorities.

Blackwatch Tank - 300/400 CP
These heavily modified tanks are built to withstand attacks from powerful infected like Hunters and Juggernauts and you now own one. With a top speed of 55 mph, a cannon that fires HEAP rounds and a titanium-steel alloy chassis this is one tank you want when dealing with large infected. With an extra payment of **100cp** you can upgrade this tank to have thicker armor made of tungsten, a dozer blade for clearing obstacles and best of all, twin thermobaric cannons mounted on the sides of the tank. These cannons are more than powerful enough to critically injure, if not kill giant infected in one shot.

Containment Station - 300/400 CP
Oftentimes when creating abominations of science it's important to ensure that they don't break out and start killing people, especially you. As such you have access to a massive containment station designed to withstand immense punishment. Reinforced inch-thick steel walls and doors, electrified barbed wire, high powered flame throwers, heavy steel chains, sleep gas nozzles, and more. Even Goliaths will struggle against these restraints.

For an extra **100cp** this containment station is enhanced to a level that even the likes of Alex Mercer and James Heller at full power will have serious trouble breaking out. Self repairing tungsten walls and doors, each a foot thick, High frequency sonic traps, restraining foam blasters, high pressure nozzles that fire a compound made of various paralytic agents, and so much more.

Testing Site - 400 CP
Designed for testing any creations that you have made, this site is designed for testing the capabilities of various experiments through multiple trials. The testing site is immensely large and durable, able to withstand the full power of Mercer and Heller for several minutes and hold a Goliath with little issue.

Control Device - 400 CP
Don't you hate it when you put all that time, money, and effort into a project, only for that project to break free and start eating your fellow scientists? This will ensure that something like that never happens to you, thanks to this control device. This device allows you total control over anything you've created, living, dead, or otherwise. So long as this device remains on your person your creations will never be able to rebel or disobey you. Only you and those you allow can hold and use the device.

Fortified Base - 500 CP
When you need to fight against an endless horde of monsters, this is the place to do it. This military base has been heavily fortified to fight against even the strongest infected. High tungsten reinforced walls, electrified barbed wires, powerful scanners, thermobaric launchers, flamethrowers, a couple tanks, a small amount of APCs, enough guns and gear to arm a small army, and more. Comes with a platoon of elite soldiers, obedient and loyal.

Research Facility - 500 CP
Your own personal research facility, ready to create both wonders and horrors beyond imagination. This sterile facility has all sorts of tools and equipment needed to perform all manner of experiments, both humane and inhumane. Any research or experiments performed in this place will take 50% less time and have a much higher chance of success. It comes with a crew of scientists to aid you in any research you perform.

Bio-Weapon - 600 CP
No, not the disease kind, I'm talking about an actual biological weapon. Sword, mace, hammer, scythe, pistol, shotgun, cannon, you name it, this dark cube of biomass can turn into it. This weapon's many forms are far more effective than their normal version and can grow more powerful the more biomass it consumes. Absorbing biomass from unique creatures may give it extra abilities and powers. For example, absorbing a dragon may allow its melee form to coat itself in flames and its ranged form to release blasts of devastating fire.

Viral Infector Grenade Launcher - 600 CP

This specially designed grenade launcher fires rounds of Blacklight grenades that explode upon impact, killing the target and turning anyone near them to infected. This weapon's ammunition can be altered in a variety of ways. It can be used to infect people, cure them, subdue them non-lethally and more.

Aircraft Carrier - 800 CP
A large aircraft carrier on par with the USS Ronald Reagan is now in your ownership. This carrier is fitted with multiple anti-air weapons, cannons, and thermobaric rockets, thick reinforced plating, and special defenses against the infected like bloodtox sprayers and flamethrowers.

In addition, your carrier has 10 VTOLS and 5 helicopters, each fitted with thick armor and thermobaric launchers. It comes with a crew that are ready to follow orders without question. With something like this on your side you're capable of handling anything that stands in your way.

Thermobaric Boomstick - 800 CP
This rocket launcher has been heavily modified to fire thermobaric rockets that, when exploding, pulls everything in its vicinity into a vacuum before exploding outward in a cloud of rapidly expanding gas, annihilating everything in its way. Almost nothing can withstand a single shot from this rocket launcher.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead a local who has somehow been infected with the Blacklight Virus.
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 infected with the Blacklight virus within this continuity, however with this drawback new enemies infected by the Blacklight virus will appear, one of each type with only the free perks who are each going to hunt you down.

White Walker +300 CP (Exclusive to Infected)
You've become a White Walker from the Game of Thrones series, an undead creature possessing the power to control ice. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Hive**, **Super Soldier**, and the **Runner** Perk tree.

Zerg Overmind +300 CP (Exclusive to Hive)
You are the Zerg Overmind, supreme leader of the Zerg Swarm, controlling the entirety of the Zerg race to conquer and consume all that is in your way. As such, the perks you've purchased

here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Infected**, **Super Soldier**, and the **Runner** Perk tree.

Agent +300 CP (Exclusive to Super Soldier)
You are an agent under the command of the Agency, an organization dedicated to fighting against the powerful gangs and crime lords in the city. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Infected**, **Hive**, and the **Runner** Perk tree.

Hive Tyrant +300 CP (Exclusive to Runner)
You're a Hive Tyrant, the apex of the Tyranid race and the vanguard of any Tyranid attack. As such, the perks you've purchased here will be altered to fit your new form. Because of this you are no longer able to take perks from the **Infected**, **Super Soldier**, and the **Hive** Perk tree.

Perk Users +200 CP/+400 CP/+600 CP/+800 CP/+1000 CP
Normally there would be no other beings infected with the Blacklight virus within this continuity, however with each purchase of this drawback, a new containment pod will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only a **Hunter** will appear.
For **+400 CP** both a **Hunter** and **Elizabeth Greene** will appear.
For **+600 CP** the **Hunter**, **Elizabeth Greene** and **Project Orion** will appear.
For **+800 CP** the **Hunter**, **Elizabeth Greene**, **Project Orion**, and **James Heller** will appear.
For **+1000 CP** the **Hunter**, **Elizabeth Greene**, **Project Orion**, **James Heller**, and **Alex Mercer** will appear.

1. The **Hunter** will have access to all the perks on the **Infected** Perk Tree.

2. **Elizabeth Green** will have access to all the perks on the **Hive** Perk Tree.

3. **Project Orion** will have access to all the perks on the **Super Soldier** Perk Tree.

4. **James Heller** will have access to all the perks on the **Runner** Perk Tree.

5. **Alex Mercer** 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.

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.

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.

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

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however, these events never took place.

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 keep becoming romantically interested in you.

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.

Behind Your Back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

Black Cat +100 CP
You are constantly finding ill omens pointing at you. Mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback, you'll constantly butt heads with cultural norms that are different from your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

Didn't Read The Instructions +100 CP
You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

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.

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

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

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.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Friend List +100 CP
You will constantly find random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is aiming at you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal but will make things more dangerous.

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.

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

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Honorable +100 CP
You are honor-bound 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 action.

How Do I Keep Falling Into These Situations +100 CP
Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

I Must Nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

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

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

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

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.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuities.

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

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

Magnet For Misfortune +100 CP
You have terrible luck causing you to be nearly constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

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

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

No Hard Feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

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

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

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. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won’t be hard but it will be happening all of the time for every little thing and 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 on something else.

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

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.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

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

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

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

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.

Simple Minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

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.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the 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 is they always seem to get the praise for a situation and you the dissatisfaction.

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

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 thanks to this drawback they are 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 keep getting sucked into the narrative ignoring everything that happens around you.

Thugs For Days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Touch Of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

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

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they’re not taking it well. They won’t do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there’s not much you can do to get rid of them; if you beat them at their challenges, they’ll

simply double down, and 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 and move at a snail's pace so I hope you're a patient person.

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.

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.

What's His Name? +100 CP
No one seems to remember your name and you have 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 will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

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

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

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.

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 that you shouldn't and keep being betrayed.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and 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.

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.

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.

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.

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.

Instruction Tape +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.

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 will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

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.

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.

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.

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

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.

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.

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.

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.

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 items 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, previously unknown gems will show up, and canon events will not take place.

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
For the duration of this Jump, you will die 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 life 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.

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.

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.
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

Notes

I would like to thank everyone who helped me make this jump as well as proofread it for any errors. In the notes are some explanations regarding certain perks and their effects.

Regarding the Consume Perk and Patient Zero
As stated in the perk you can consume 5 times your weight in biomass, but with the Patient Zero perk that amount is increased five fold for a total of 25 times your weight. When consuming

someone with special powers or abilities they must be at least partially tied to their genetics in order to copy it. Once copied the ability will only be a one-fifth of its full strength unless the Patient Zero perk is taken as well, this combo allows you to get the full power upon consuming the target.

Information About The Evolved Perk

Since they're created from you the Evolved will have access to all of your abilities albeit at a reduced level, only having one-fourth of your full capabilities, increased to one-third with the capstone. You can only turn sapient creatures into Evolved with this perk. Regarding the Jogger capstone when you absorb a Evolved with a rare ability you gain your own copy of said ability, that way you won't lose it should you release the evolved or they die. Any Evolve you absorb can either be aware while they're a part of you or placed in a form of suspended animation until you release them.

Critical Mass + Top of the Food Chain Perk

Should you have both of these perks then you can achieve a permanent state of Critical Mass whenever you want. This also lets you unleash as many Devastators as you want, although it will become tiring to do so eventually.