Out of Context: DBZ Android Supplement

V1.07 By DeverosSphere

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

By taking this Supplement you have chosen to be an artificial human using the designs of Dr Gero and you will enter into that continuity as a Drop-In awakening in an Damaged Android Pod wired into a moss covered and badly Damaged Time Machine with only Red Ribbon Clothing, luckily you are free of his programmed influence.
As an Android 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:

The various modes of androids were designed by Dr Gero.
With that being the case, what type of Android are you?

Mechanical Android

It seems that you no longer have any organic tissue and are instead a purely Mechanical Hominid constructed by Dr Gero with bulletproof artificial skin.

Augmented Human

You were an ordinary human who has been augmented by Dr Gero causing you to have cybernetic components integrated into your body at the cellular level.

Synthetic Organism

Rather than being constructed or augmented you were grown in a lab by Dr Gero from some of the generic tissue he has been experimenting with.

Perks:

Note:
To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Artificial Sensitivity - Free
Although your artificial body retains organic senses, this information is broken down into data that your artificial components can, this may take time to get used to but it will allow you to analyze your sensations more thoroughly.

Hikou - Free
Rather than using organic Ki your body contains an artificial energy that can move through both organs and machines this energy allows you to replicate Ki techniques and fly with no practical difference.

Energy Cannon - Free
Your body contains built-in energy cannons which are hidden in your body, these cannons can charge up energy in order to release a powerful beam of energy.

Waterproof - Free
Your body and internal components are completely waterproof, being able to filter any water inside your body into productive means.

Eye Beams - Free
You are able to Emit light from your eyes which can be amped up to the level of the solar flare technique, by charging this your eyes can emit a laser strong enough to match a focused Ki blast.

Android Origin - Free (Cannot be taken with “Surgery”)
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 a DBZ style Android 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.

Undetectable Ki -100 CP (Free Mechanical Android, Free Augmented Human)
Your body does not emit a Ki-signature making you immune to being directly detected by Ki Sense or Scouters.

Bizarre Ki -100 CP (Free Synthetic Organism)
The Ki your body emits gives off a strange signal which mimics the Ki of any DNA samples you were created from.

Data Input Scan -200 CP
You have an integrated module that allows for the advanced scanning that gives you a detailed model with information about their strengths, health and various energy reserves.

Big Gete Star -400 CP
Your body now contains a loyal version of the Big Gete Star computer chip which functions as a data management system that allows you to interface with any machine through touch alone. The Chip can store everything you experience and records it perfectly, being able to store a near infinite amount of data as it already contains the Data from thousands of species and civilisations which it can analyze and use to run simulations to make deductions.

Spy Robots -600 CP
You are able to produce Miniature Tracing Robots that function as an extension of your body. These robots are approximately the size of insects and can utilize your perks, able to gather data which can be re-integrated into your body in order to gain data or samples they have acquired.

Big Gete Star Booster: Big Gete Spy
At the start of each Jump you will gain an integrated database containing fully analyzed recordings and reports of all named in universe characters containing information on their techniques, strengths and weaknesses.
The Big Gete Star data management system allows you to utilize an opponent's pre-scanned information into your data banks in order to predict their attacks and actions.

Mechanical Android Perk Tree:

Power Radar -100 CP (Free for Mechanical Android)
You have an integrated scouter-like device which grows with you, these sensors can detect any type of energy that either you can use or your database has records on.
Unlike the regular scouters this component does not explode upon encountering too high a power level but instead identifies the value as “MAXIMUM”, it also increases its maximum limit in proportion to your own.

Energy Absorption -200 CP (Discounted for Mechanical Android)
Your hands have implanted gems that are able to drain energy from victims or attacks which can be used to increase your own reserves or it can be expelled as an attack.

Material Consumption -400 CP (Discounted for Mechanical Android)
Your body contains mechanical printing components that allow you to integrate any material and break it down in order to print off any components within your database in order to create new devices, upgrades and replacement components.

Big Gete Expansion: Facility Construction
Using the Big Gete Chip you can dynamically print, dynamic automated printing facilities allowing you to develop a self propagating facility, spaceship and simple subordinate machines.

Mechanical Integration -600 CP (Discounted for Mechanical Android)
You can absorb any purely mechanical components into yourself including other mechanical Androids, gaining their abilities and utility. If done using enough equipment or mechanical androids you can gain a super form far more powerful than that of your mechanical base form.

Energy Absorption Booster: Energy Integration
You are able to absorb energy and dynamic project cables using any part of your body.
These cables can elongate and combine together in order to take on the appearance and functionality of any part of your body.

Spy Robots Booster: Form Integration
You are able to take full control of any metal or mechanical components that you have direct or indirect contact with. Using enough of this metal you are able to construct components that can replicate any transformations that your database contains enough information about increasing the transformations' durability and sustainability.

Augmented Human

Component Growth -100 CP (Free for Augmented Human)
Any installed mechanical components are integrated at the cellular level and are able to improve in both durability and capability as you become stronger through training.

Android Barrier -200 CP (Discounted for Augmented Human)
Your body contains stabilized energy emitters that allows you to thrust energy out from your body in the form of a barrier. This barrier can be used to both defend against oncoming projectiles and to expand and damage its surroundings.
The barrier possesses twice the defense that you normally have, allowing you to use the barrier to completely nullify attacks from people who are equal to or lesser in power to you.

Mecha Repair -400 CP (Discounted for Augmented Human)
If any part of your body is damaged or removed your internal nanobots will rebuild them with cybernetic enhancements which will exceed the limits of the components they are replacing.

Big Gete Star Booster: Mecha-Jumper
You can put your main body into hibernation mode in order to produce and control multiple purely mechanical facsimiles of your base form.
You will have complete control over these replicas and are able to replicate all of your strength skills and abilities within a body you are taking full control over.
Unless you are able to create mechanical variants you are unable to use transformations.

Infinite Energy -600 CP (Discounted for Augmented Human)
You now contain a generator that enables you to produce an infinite supply of energy, at a rate relative to your maximum passive output that grows as you do.
This energy can be converted into any technological or biological functions.

Android Barrier Booster: Infinite Barrier
You are able to produce a limitless amount of barriers which you are able to sustain for a predetermined period of time by transferring your energy into it.

Spy Robots Booster: Energy Replication
Your infinite energy supply can produce any form of energy that your database contains and can create parallel energy processes that allows your multitasking to be improved dramatically.

Synthetic Organism

Organic integration -100 CP (Free for Synthetic Organism)
You are able to convert any mechanical components into organic components without losing ability or functionality.

Biological Extract -200 CP (Discounted for Synthetic Organism)
You are able to use a part of your body as proboscis in order to pierce an organic target and drink their Biological materials. By consuming targets this way you can power yourself up with the power up being proportional to the targets and amount that you drink.

Organic Core -400 CP (Discounted for Synthetic Organism)
Your body contains a small mass of shell-like tissue which contains your mind and soul.
If your body is destroyed and this tissue survives, you will be able to absorb energy from your surroundings in order to reconstruct your body over a long period of time.
Due to its vulnerability if you are in this form you are unable to defend yourself or fight.

Big Gete Star Booster: Wireless Core
Your core can function independent from your body and wirelessly control not only it but any components that the Big Gete Star can interface with.

Hybrid DNA -600 CP (Discounted for Synthetic Organism)
Using this **Meta Perk** you are able to purchase as many different options from the Species, Race or equivalent sections within each jump as you can afford gaining that option as a new Alt-Form and gaining a hybrid Alt-Form of all your Purchases.
Each Alt-Form gains all the powers and abilities that the race comes with or would get for Free however If the race option is tied to the background or origin section you may only gain the Free options and do not gain a discount in the documents allowance.

Biological Extract Booster: DNA Absorption
Any new DNA samples you drink can be added to your composition and potentially change your Alt-Form in order to utilize the new abilities while also improving your pre-existing abilities.

Spy Robots Booster: Dynamic DNA
The database allows you to utilize a wider variety of statistical information when absorbing samples allowing you to safely change your DNA composition at will in order to modify your external appearance and internal biology.
Using this information you are also able to integrate any beneficial mutations from a sample without negative consequences and gain reactive components that allows your body to dynamically respond to imminent threats by empathizing DNA that is better able to defend against the issue.

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.

Red Ribbon Clothing - Free

The clothing is custom made and comfortable. While wearing it the Jumper can choose for them to stand out and draw attention. The Corning contains the red ribbon logo somewhere on it and will resist any tearing caused by use.

Damaged Android Pod - Free

This android pod is wired into a damaged Time Machine but is a separate device that has a Firmware malfunction that requires it reprogrammed just to reboot. You are able to plug yourself into this Android Pod in order for its auto-doc to install any components that you otherwise have no way of Integration.

Damaged Time Machine - Free

This Time Machine is a similar model to the one used by trunks in order to warn the Z-Fighters of the impending android attack.
Thanks to the pods' damage and the fact that the machine is based off of the many worlds interpretation of time travel a malfunction has dropped you in a completely alternative reality.

Drawbacks:

Surgery +100 CP
You are no longer a Drop-In or from an alternate Reality, instead Dr Gero was the time traveler. You are instead Local who was experimented on by Dr Gero before he took his time machine and left for another dimension.
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Android Saga +200 CP
Normally you would be the only DBZ Android within this continuity, however with this drawback three other Androids will appear, one of each type who are each going to try to fulfill their programming.

Failsafe +200 CP
Your body contains a self-destruct device that only Dr Gero knows about but may be detected by scans, if activated it will result in a countdown until destination which will count as a death requiring either use of a 1-UP or a Chain Fail.

Robot +300 CP (Exclusive to Mechanical Android)
You are no longer a human like android but instead a clearly mechanical robot.
Because of this you are no longer able to take perks from the **Augmented Human** Perk tree or the **Synthetic Organism** as you lack any organic or pseudo-organic material.

Implants +300 CP (Exclusive to Augmented Human)
You are no longer a cellularly modified cyborg but instead have all of your components surgically implanted and grafted onto your tissue.
You are no longer able to take perks from the **Mechanical Android** Perk tree or the **Synthetic Organism** Perk tree as your organic and mechanical components are integrated preventing you from adding more or altering them.

Biomass +300 CP (Exclusive to Synthetic Organism)
You are no longer fully formed bio-organic android but instead a cellular composite which is too gelatinous for mechanical components.
This race is no longer able to take perks from the **Mechanical Android** Perk tree or the **Augmented Human** Perk tree as you have no mechanical components.

Kill Son Goku +400 CP
Most androids come with a pre-programmed prime objective, normally you would not have one of these however with this drawback you will have an objective in line with his intentions, though you may be able to resist it you will have a deep desire to fulfill it.

Time Traveler +200 CP/+400 CP/+600 CP/+1000 CP
Normally there would be no other Androids within this continuity, however with each purchase of this drawback, a new destroyed Time Machine containing an android will appear at some point during your Jump, somewhere on your Planet.
For **+200 CP** only an **Android 1900** will appear.
For **+400 CP** both the **Android 1900** and **Mecha Frieza** will appear.
For **+600 CP** the **Android 1900**, **Mecha Frieza** and **Cell-X** will appear.
For **+1000 CP** the **Android 1900**, **Mecha Frieza, Cell-X** and **Mecha-Mira** will appear.

1. **Android 1900** was a creation of a Dr. Gero clone for the Red Pants Army in Age 1000.
   Android 1900 will have access to all the perks on the **Mechanical Android** Perk Tree.

2. After his defeat on planet Namek, the galactic tyrant Frieza was rebuilt using Alien technology creating **Mecha Frieza** who along with his father King Cold journey to Earth in order to destroy it.
   Android F will have access to all the perks on the **Augmented Human** Perk Tree.

3. This variation of Cell was originally mutated due to a Demonic Dragon Ball that has an animalistic mindset, a tauric body shape and is able to produce a hive of mutated imperfect **Cell-X**'s.
   Cell-X will have access to all the perks on the **Synthetic Organism** Perk Tree.

4. **Mira** was a bio-android created by a demon scientist named Towa using the technology of Dr. Gero to condense the DNA of various beings from across the timeline.
   This version of **Mira** later had cellular augmentations similar to those of the human androids before he was eventually installed with the Big Gete Star.
   Mecha-Mira will have access to all the perks on this Jump Document.

Generic Drawbacks:

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

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

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

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

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

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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

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

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honourable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

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

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

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

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

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

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

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

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

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

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

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

Local Scale +300 CP/+600 CP
For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Not So Shiny Toys +400 CP
All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems +400 CP
All companions, followers, and pets are barred from this jump.

Mortal +400 CP
All of your perks are all disabled for the duration of this jump.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy