Out of Context: Copy

V1 By Arkum

This document can be used as a supplement in any Jump that would not otherwise have a duplicate of another character.

By taking this Supplement you have chosen to be a copy of someone else and you will enter into that continuity as a Drop-In awakening from a machine in a cloud of smoke.

+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:

Metal

Ah, a classic. You were made in a direct contrast to someone else to be the equalizer. You look the most mechanical off the bat compared to the rest of the choices but arguably the coolest looking if you ask me. Show them what you're made of.

Ultimate Lifeform

Hm. The others are mechanical. You're more of a biological marvel. Created by a more benevolent doc to help a dying family member, you were also spliced with a few… demonic alien genes. Why the hell that even happened is beyond me. Will you be black hearted evil or a brave hearted hero?

DWN_0

The number is a bit of a misnomer. You're the last of the Doctor Wily Numbers. Whether or not you belong to that doctor or not is yet to be seen. Will you be a heroic Reploid or a heartless Maverick?

Perks:

Note:

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

Reminder Of The Past -??? CP

Shard Of Power Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Reminder Of The Past** Perk that it follows and the **Shard Of Power** Perk that is commented before the boosted Perk.

General Perks:

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.

Make and Model -Free, 200, 400

You weren't made in the womb. You were made by the hands of a genius. For free, you have a body better than the average man. You can brush off small arms fire along with punching hard enough to kill a man with a single punch. 200 gives a massive increase, needing a massive railgun aiming directly at you to crack your skin. 400, though, makes you space age and

beyond. Lasers and forces that can only be produced in the far future can even hurt you and you perform to those standards yourself as well.

Shard Of Power -400 CP
Ooh la la. A certain bat would find you quite the catch. You seem to have been implanted with a crystalline power source. This seamlessly integrates into any energy pool or generator you have and increases the output of them by fifty percent. You can also alter your size to become a giant if you so chose.

Reminder Of The Past -600 CP
Aren't you a beauty from a bygone age? The manner of your creation is from one of, if not the greatest minds of your world. Their Magnum Opus. You're naturally stronger, faster, more durable, and better than any other contemporary by leaps and bounds. As an example, this would make Metal Sonic capable of taking on the entire Eggman Empire as it is normally and come out on top.

Shard Of Power Booster: CHAOS
Forget what I said earlier about your new gem, it's now a Chaos Emerald or a stand in for one depending on the jump. This turns that minor amp from a river to an ocean of pure power. You also gain access to Chaos based powers, notably Chaos Control.

Metal Perk Tree:

Perfect Hero -100 CP (Free for Metal)
Do you consider yourself better than your original? Or do you consider yourself THE original? You're capable of emulating a single person per jump. What this means is that with time, you can understand and even copy their traits and identity. This speeds up whenever you're in direct conflict with the other.

His Empire-200 CP (Discounted for Metal)
Your master is only human. He can't do all the work. Sometimes, you have to give them a hand. You can stand in for any leader during a form of absence and keep their responsibilities operating at the status quo and only the status quo. This goes for any type of position as well, engineer, politician, restaurant manager, you can maintain an average in any sort of position.

Super -400 CP (Discounted for Metal)
One step beyond the average model, you have a talent for transformation and evolution. With a catalyst, you find any form of transformation comes to you in an instant. Find a nuclear generator? Become Nuke Jumper. Discover a way to funnel a star into yourself? Prepare for the Luminous Jumper. The main problem is figuring out a way to contain the power in yourself to enable this, though.

Shard Of Power Booster: NEO
Chaos is one hell of a drug. You're able to permanently ingrain these new transformations within your crystal power source, allowing the order of magnitude of change to your body and powers to become more pronounced. A Nuclear Jumper becomes ATOMIC JUMPER, a massive behemoth that is more in line with Godzilla than a simple super form.

The Answer -600 CP (Discounted for Metal)
You'd think that with all your bells and whistles that your creator would be satisfied, but apparently not. They weren't satisfied with giving you what they had.

They wanted you to have everyone else's stuff, you spoiled child.

You have the ability to copy others. If you saw someone run a certain way you could emulate it flawlessly. See someone fight with an unorthodox weapon? You could wield that weapon with the same efficiency. There are a few caveats though. You can't emulate any form of magic nor can you emulate something you flatly can't do naturally.

Reminder Of The Past Booster: Gizoid
Well hot damn, your master spared no expense with you huh? Scratch the previous two restrictions, you can copy basically anything and just fill in the blanks as you go using nanomachines or body manipulation. You also know how to utilize everything alongside each

other, synergising and multiplying their abilities to unseen levels. The only ways to beat you is group efforts, sneak attacks, or crippling you through other ways.

His Empire Booster: Your Empire
Welp, nevermind about the status quo. You can now even copy any skill set you need and go past the quo. Best part is that the more positions you can adapt to, the more overall skilled you are. If you were to go up the pecking order from line cook to president, all those different jobs and experiences would synergise and make you basically a God King with approval ratings through the roof if you so chose.

Ultimate Lifeform Perk Tree:

Curing Blood -100 CP (Free for Ultimate Lifeform)

Seems you're a bit of a healer. A surprise to be sure. In your presence, illness seems to ebb away for a time. Even the most critical and damning illness doesn't really have any sway. This is unfortunately only remission. Your absence slowly brings the illness back. Leaving your blood behind will help prevent that.

Flow -200 CP (Discounted for Ultimate Lifeform)
Other bodies aren't built for conducting energy as well as yours is. If you were struck by lightning, you could flawlessly push it into your phone enough for a full charge without damaging it and store it for later use. This works for other powers too, though results may vary depending on the energy. The higher output stuff might still hurt you significantly so don't throw yourself into a thunderbolt or the like.

Restrict and Release -400 CP (Discounted for Ultimate Lifeform)
Scary. You can store your own pools of energy that you don't use for extended periods of time, allowing you to either sandbag yourself or prep for other turns of events. The moment you call on it, it floods out like a tsunami of pure napalm. Best be careful though, your body might tear itself under the stress of all that. May all those that try to stand in your way fall to your might.

Shard Of Power Booster: Inhibitors
You can now release these restrictions in small bursts, allowing you to avoid some of the drawbacks of going all out. It's tricky to master, but it's good in a pinch. Your might is infinite, but even you most know the benefit to precise power.

Ultimate Lifeform -600 CP (Discounted for Ultimate Lifeform)
You ain't no lizard, you ain't no hedgehog. You are… all of you. You have sense above anything found in the natural world in a long shot. Nothing can hide for you for long. You are also able to tap into Chaos powers, capable of some massively effective abilities such as Chaos Control and Chaos Spear. It should be clear to you all the benefits make you worthy of the ultimate lifeform

Reminder Of The Past Booster: BLACK ARMS
What kind of Ultimate Lifeform would you be if you couldn't perfect yourself as you went? Using a part of your genetic makeup, you can forcefully evolve new powers and forms for whatever threat you face. Wings for flight, sharp energy slashes for ranged attacks, another body for… surfing? These powers are stressful and drain your power the more powerful they are. Something approaching a super form would quickly bottom out your reserves.

Flow Booster: Flow of Chaos
If you can see and prepare your body for an attack, you can easily capture and store the energy. You can also set a single type of energy that this works on automatically, allowing you to not even prepare for the attack for it to not be a power. The only limits are the basic forces like gravity and kinetic energy. It's clever, but a little too powerful.

DWN_0 Perk Tree:

Heroism Beyond Ages -100 CP (Free for DWN_0)

Even when your chassis bends and breaks, even when your memory banks erode, the soul can't be stopped. No matter what happens, the gentle voice of your innermost self whispers to you, reminding you who you are at your core. It's the smallest things that never break.

Faerie Monarch -200 CP (Discounted for DWN_0)
Unseen to the eyes of the normal man, the Cyber Elves play. These programs project themselves into reality from cyberspace and have a variety of effects. You can create these elves and set them any sort of role you could choose. Imagine like a little helper in a video game. The only limit is that most of the quickly made ones cease to be after fulfilling their role. They don't mind too much though.

Cyber Swordsman -400 CP (Discounted for DWN_0)
The way you move, the way you strike, even the way you dodge betray what your original purpose is. You are a savant of mechanical combat against all manor of threats, especially machines. You can even rip out machinery out of your enemies and use it yourself. You're immensely creative as well, coming up with techniques on the fly.

Shard Of Power Booster: Messiah
You're more of a god of combat now, able to directly utilize your new energy source, you can bring any weapon you wield into a weapon capable of the same capabilities of your body. If you're strong enough to cut a mountain, even a rusty knife would be that strong in your hands. If you had a weapon more powerful, you can amp that weapon by the same level.

Jumper Virus -600 CP (Discounted for DWN_0)
You are a plague upon the world of machines, Jumper. You are the Subject Zero of one of the most dangerous viruses to ever exist. At will, you can unleash it upon all machines around you, turning them from their normal programming to becoming aggressive beasts under your control. It can even enhance their properties along with yours if you so wished. You can choose who this affects, but there are a few one of a kind machines you can't affect.

Reminder Of The Past Booster: Jumper Sigma
You thought that you should've stopped with just machines? You took some tips from across the multiverse and figured out how to spread your virus to even other life forms. Humans, gods, even eldritch beings can be corrupted by you. You also have more control over how it affects your victims. You can empower them without taking their minds or just bend their minds and memories to your needs.

Faerie Monarch Booster: Emperor of The Elves
You have become more in line with a Cyber Elf than a plain robot. Even more than that, you're a match for the Mother Elf. You can manipulate the "DNA" or "soul" of robots to cause massive augmentations to their physical bodies. Even turning a weak Reploid into a match for Zero. You also can mass produce stronger Cyber Elves along with being the perfect Anti Virus. A beautiful, but horrific emperor.

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.

Z Saber - 200

An elegant weapon for a more civilized age. This blade is fueled by your internal energy reserves and at base can cut through basically any substance. You can import any weapon into this and also gain the benefit of being able to shift into different forms, sword, shield, lance, whip, anything you could desire.

Companions:

Shard of Another World- 200

You saw him falling out of a violent rift from another world. A damaged robot in the shape of a certain blue blur but black and yellow. He was a tad out of it when you found him, but his sass and annoying traits come back to him once he's back in one piece. He's loyal to you for saving him, but his loneliness comes through in the quiet moments. There's someone he needs to find. Someone he loves more than anyone else.

Biohazard The Lizard- 200

Aw, cute little bugger. While this guy might look like a standard Mobian, he actually didn't originate as one. He was once a humble little lizard who was experimented on by Gerald Robotnik. In this world, he got the results he wanted. Somewhat. Biohazard is a sweet fella, but he's prone to bouts of anger and fury due to the process. Please don't hold it against him. It's

just how he's wired. He has all the perks from Ultimate Lifeform tree.

Ω- 200
An old droid you found on one of your journeys in a waterlogged lab. His memory is absolutely gone, but he resonated with the single symbol found on his chamber door. Omega. He's a quiet man, loyal to the first person he met. His only built in trait is a seeming sadism and lust for battle. This comes secondary to protecting the first person to ever show it kindness. His skill makes it almost seem like he's the legendary warrior of old. He has hair… He has all the perks in the DWN_0 origin,

Flesh Sonic- 100
Good God, what the fuck is that?! WHAT IS THAT?!

This… entity has taken bits and pieces of flesh and bone to fashion itself somewhat similar to the blue blur. It's a bad facsimile though. He's nowhere as fast, strong, or even witty as the original. Don't mistake him as malevolent though, his emulation comes from a genuine sense of admiration for Sonic. His means are… disgusting though. He'll happily join you for a chance to meet his idol and get his hedgehog's seal of approval. He'll even be of use to you, he can graft any flesh to his own as easily as he breathes(?).

SONIC.RUN- 100
She isn't a god, no. This is… another bizarro variant of another world. This creepy ass program stuck on a Genesis Cartridge also looks like Sonic, but her uncanniness comes from how she can at will look like a hyper realistic hedgehog. Not hyperrealistic Sonic, just a normal fucking hedgehog. When she isn't trying really hard to spook you, she is a sweety who will help you once she's released from her prison. She can "haunt" any machine you can get her data into and cause mild manipulations that border on the supernatural.

She won't admit it… but she wants to meet Amy Rose. She actually doesn't like looking like Sonic and wants to base a new form off of Amy.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality.
You are instead Local who was built.
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 within this continuity to be this type of engineered being, however with this drawback other doctors will try to emulate your creation, one of each type but shoddily built who are each going to be the goons of said mad scientist.

Eggman Special +300 CP (Exclusive to Metal)

Seems like Robotnik made another Metal Sonic. That's you. Because of this you are no longer able to take perks from the **Ultimate Lifeform** Perk tree or the **DWN_0**.

Edgy Hedgy +300 CP (Exclusive to Ultimate Lifeform)

Seems like Gerald succeeded with another attempt at making the Ultimate Lifeform. Because of this you are no longer able to take perks from the **Metal** Perk tree or the **DWN_0**.

The Hero of The Resistance +300 CP (Exclusive to DWN_0)

You awake in a chamber, your creator long, long dead. Because of this you are no longer able to take perks from the **Metal** Perk tree or the **Ultimate Lifeform**.

Too Many Rivals +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other edgy rivals to match you within this continuity, however with each purchase of this drawback, a new mirror character will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only Metal Sonic will appear.
For **+400 CP** both Metal Sonic and Shadow The Hedgehog will appear.
For **+600 CP** the Metal Sonic, Shadow The Hedgehog and Zero will appear.
For **+1000 CP** the Metal Sonic, Shadow The Hedgehog**,** Zero and Mecha Sonic will appear.

Metal Sonic will have access to all the perks on the **Metal** Perk Tree.
Shadow The Hedgehog will have access to all the perks on the **Ultimate Lifeform** Perk Tree.
Zero will have access to all the perks on the **DWN_0** Perk Tree.
Mecha Sonic will have access to all the perks on this Jump Document.

Generic Drawbacks:

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.

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.

How do I keep falling into these situations +100 CP

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

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.

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 shields, 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.

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 continuities.

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.

Plot Anchor +100 CP

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

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

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

Always Left Behind +100 CP

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

Honourable +100 CP

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

Nightmare +100 CP

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

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

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.

As you know +100 CP

Everyone expects you to already know what’s going on so don’t expect to get any explanations.

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.

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.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

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.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.
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.
Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.
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.
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.
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.
Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.
Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it’s just about to be relevant.
What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows 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.
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.
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.
Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.
Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!
Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.
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.

Language Barrier +100 CP

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

Friend List +100 CP

You will constantly find a number of 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.

They took my loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

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.

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.

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.

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.

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

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.

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 taking aim on 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.

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 than 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.

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.

Where did I go wrong +100 CP

You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

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.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

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.

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.

Orphan +100 CP

Your in-universe parents are dead and you are an orphan.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

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.

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.

At least buy me dinner first +100 CP

Dangerous entities keep becoming romantically interested in you.

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.

Never mind my head trauma +100 CP

People don't care when you are injured.

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.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

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.

Lemming Friends +200 CP

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

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.

Too soon +200 CP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP

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

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.
Your 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.
Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.
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.
True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.
An Accident +200 CP
You keep accidentally falling into compromising positions.
Stealthless +200
You are very bad at sneaking.
Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.
Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.
Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.
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.
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.
Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.
Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.
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.
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.
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.
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.
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.
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.
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.
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 and 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.
The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.
Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.
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.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.
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.
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.
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.
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.
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.
Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
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.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
I am bound by my word +400 CP
You are bound by any promises you willingly make.
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.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.
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.
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.
Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.
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 lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.
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, meta humans or otherwise superpowered people.
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.
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 in spite of 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 onto the next jump until you have beaten them all. For **+1000 CP** all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.
AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

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