Out of Context: Gamer System Supplement

V1.01 By DeverosSphere

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

By taking this Supplement you have chosen to be Isekai Summoned and you will enter into that continuity as a Drop-In awakening in a summoning circle that went off course landing you within the selected continuity.
As Summoned one you can be 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.

By Default you are Level 1 in all Systems unless you already have a compatible system.

Origin:

We know that you have been called to this world with a Gaming System but what kind of System do you have?

TableTop RPG System

A tabletop RPGs system though as it is played with a book of rules, pencils, paper, dice, models and imagination you get to create a character sheet for yourself which can grow with this system to enhance your personal strength and capabilities.

Real-Time Strategy System

An RTS system allows you to control and maneuver multiple **AI Units** under your indirect control to secure areas of the map to destroy your opponents' assets. In a typical RTS game, it is possible to create additional units and structures, generally limited by a requirement to expend accumulated resources. The TS genre features resource-gathering, base-building, in-game technological development, and indirect control of units.

Dating Sim System

This system is intended to help the user befriend and carefully build and maintain a relationship with one or more people. These relationships often involve raising **STAT's** that reflect the user skills while focusing on relationship and time management.

Perks:

HUD - Free
The Heads Up Display will dynamically show information that is relevant to you in the moment such as changes in status, rewards, HP and completion of a system task.

GUI - Free
The Game User Interface is the internal menu system that allows you to review and access components within the system itself including the user screen and components purchased in this document.

STAT's - Free
Every person has **STAT's** or ability scores which numerically represent that person's most basic capabilities in each of those attributes though each **STAT**.
These numbers are just the potential in a controlled environment and a person may be able to show their capabilities far beyond what the numeric values would lead someone to expect.
How these scores are shown and represented will depend on the perks chosen for the system.

Isekai Origin - Free (Cannot be taken with "Reincarnator")
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 had been Isekai Summoned to the Jump from another world.

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.

Quest Log -100 CP
Your system will now dynamically bestow you with a quest, or mission whenever you are given a task, something important happens or something relevant to you personally occurs.
The Quest Log will show you what actions you have taken so far, what information is relevant to the Quest and it will bestow you some form of reward upon the Quests completion such as points.

Shop Menu -100 CP
Using this System feature you can buy and sell items from the system the items and components available to you may vary depending on the Perk settings chosen and the time of the year.
Any money you own can be stored within the shop menu without limit and called out at will.
The contents within the shop will change on a daily basis but is guaranteed to have at least five days worth of Food, Drink, at least one basic weapon and shield.
The shop menu may have items or rewards specific to your system type such as new feats or facilities but will often be more expensive than the generic options.

Inventory -200 CP
This system gains access to an anchored pocket dimension that travels with you, it has a maximum weight limit of 200 pounds and a total internal size of 45 inches cubed.
To access this inventory you must pick up the item, open a hole to the inventory and place the item within, if the item exceeds the parameters of the inventory it will be dropped out when the inventory is closed.
No multicellular living entities are able to be stored within the inventory and anything stored within can be sorted and organized while it is frozen in time.

Third Party Open Source -400 CP
You are able to alter and customize the internal mechanisms of your system to a degree in line with using the settings menu and in each jump your system will integrate components from that Jump setting.

Quest Log Booster: Open Quests
You are able to submit a reward amount in order to set up Quests both for you and for anyone else temporarily allowing them access to the Quest Log aspect of the system which will aid them until they have completed the task at which point they will lose access to the quest log and receive the reward.

Shop Menu Booster: Open Shop
Every day your shop is updated nothing will be removed from its previous purchasable list unless you specifically remove it or purchase it.
Each day's update has a chance to include anything from any jump you have ever visited or the materials required to replicate it.

Endless Leveling System -600 CP
Your system no longer has a ceiling or limit on the levels you're able to reach. Any of the Points you receive can be converted into System Points that you can use in any of the levelling methods your system contains.

Inventory Booster: Endless Inventory
Your inventory is now infinite in scope and can now hold a near limitless supply of whatever is stored within and can be set to retrieve and store anything at will.

TableTop RPG System Perk Tree:

Experience Points -100 CP (Free for TableTop RPG System)
With this purchase you may choose any TableTop RPG system and you will gain access to that system for the purposes of this component's functionality. Unless you have taken **Core Class** you will only be given the generic **NPC Class** options that match who you are when you are given this system but may grow through gaining **XP** from killing creatures completing missions and solving problems.

Party Composition -200 CP (Discounted for TableTop RPG System)
You are able to bestow up to 8 people temporary access to the generic and TableTop RPG system perks making them Party Members. When disconnected from the system the Party Members will retain any of the benefits they gained through the system.

Core Class -400 CP (Discounted for TableTop RPG System)
Through this perk you are able to select any **Class** from your system to gain all of the benefits from. If no TableTop RPG system has been selected you must do so now.

Third Party Open Source: Prestige Classes
You are able to combine multiple **Classes** in order to create new **Prestige Classes** with the partial benefits of both.

Multi-Class -600 CP (Discounted for TableTop RPG System)
You are no longer limited to your initial **Class** option and will now be able to gain a second **Class** at any point when leveling up. If you have not taken the Perk **Core Class** you may only take the generic **NPC Class** options from a list of those that you are compatible with.

Endless Leveling System Booster: Endless Classes
Your system will now dynamically create new **Classes** to incorporate any aspects of the Jump universe you are in or unique paths of power you become aware of.

Party Composition Booster: Gestalt Class
With this option you are able to take two **Classes** simultaneously per **Class** slot you hold and gain the benefits of both at the same time as they level up.

Real-Time Strategy System Perk Tree:

Army Points -100 CP (Free for Real-Time Strategy System)
With this purchase you may choose any RTS system and are able to spawn the basic construction **AI Units** of that game. These units can be used to create facilities which in turn can create combat **AI Units**. These **AI Units** can appear to be human or other organic entities and can be given telepathic messages to direct them however unless specific **AI Units** are converted into companions they lack any form of sentience and disintegrate when killed. Through successful command actions you can gain **AP** which you can use to improve your **AI Units** capabilities.

Bird Eye View -200 CP (Discounted for Real-Time Strategy System)
You are able to project an invisible telepathic eye into the sky that can look downwards at a slight angle and use it to see all that the eye would be able to view. This can be used to see miles away as if from a bird's eye view and can be moved in real time to see any battle that is occurring around you.

Building Units -400 CP (Discounted for Real-Time Strategy System)
Using this option you can use your construction **AI Units** to create any in-game facilities or resource units that you would be able to create using an in-game map making tool. You are also able to produce any individual tools or vehicles from your normal facilities at a quicker rate than the traditional unit.

Third Party Open Source Boost: Open Source Units
Using this option you can use your Construction **AI Units** to create any in jump facilities in order to create any type of tools or units from that jump. This auto updates as appropriate.

Research Menu -600 CP (Discounted for Real-Time Strategy System)
Your system gains access to the research menu, this allows you to select things to develop and research advancements using a time and resource based progress bar. Through this you can target Facilities and units that you are able to produce in order to enhance their capabilities.

Endless Leveling System Booster: Endless Research
Your research capabilities are no longer limited to your RTS system and can be used to develop anything that you can select using the system.

Bird Eye View Booster: View Research
When using the **Birds Eye View** you may select any target and add it to the research menu so that your facilities can produce copies of it when needed.

Dating Sim System Perk Tree:

Love Points -100 CP (Free for Dating Sim System)
With this purchase you may choose any Dating Sim system and you will gain access to that system. By improving your **Relationship Value** with others you can gain **LP** which you can **invest** in an individual **STAT's** development rate or **spend** to increase a **STAT.** By default every **STAT** starts with a development rate of 1 but by **investing 1 LP** in a **STAT**, its development rate is increased by 0.2. If you decide to **spend 1 LP** on a **STAT** that **STAT** is increased by that **STAT's** development rate.

Love Boost -200 CP (Discounted for Dating Sim System)
Whenever you increase your **Relationship Value** with someone by a predetermined amount which is dynamic to each person you gain a **STAT** point specifically relevant to that person.

Affection Meter -400 CP (Discounted for Dating Sim System)
This menu setting shows the **Relationship Values** between yourself and an individual eligible for friendship or romance. While viewing this menu you are able to see what actions you have previously taken have positively or negatively affected your **Relationship Value**.

Third Party Open Source Boost: Harem Ending
Through this subsetting on your **Affection Meter** you can link any two or more people you have listed in your **Affection Meter**. This will create a new **Affection Meter** for each relationship you have linked which will alter the perception of the targets so that they become more appreciative of the qualities they perceive in one another as positive and less noticeable of the qualities dislike. This will continue while the **Relationship Value** of the targets matches the lower of the relationship **Relationship Value** you have with the targets or until its toggled off.

Dialog Wheel -600 CP (Discounted for Dating Sim System)
Whenever you are talking with another person you may call up a **HUD Dialog Menu** that contains six valid points of communication which would not seem unusual to talk about. This **Dialog Wheel** will also show which options are likely to influence your relationship and future conversations with the other person as well as how likely they are to increase your **Relationship Value** through that choice of dialogue.

Endless Leveling System Booster: Endless Dialog
When you now call up the **HUD Dialog Menu** it now stops time and displays a **Dialog List** instead of a **Dialog Wheel.** This **Dialog List** contains at least ten dialogue options which show all the details that would be available within the **Dialog Wheel**.

Love Boost Booster: Love Option
While using your **HUD Dialog Menu** you are able to see a secondary **Dialog Menu** which contains any valid complex character interactions that would increase your **Relationship Value**. Each of these different options will also bestow different STAT specific bonuses which shows if it is time limited or permanent.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Clothing - Free
You gain appropriate clothing for the setting that you enter into.

Starting Gear - Free (Requires Experience Points)
At the start of this Jump you will gain the basic equipment that would be expected for your **Class**.

Main Base - Free (Requires Army Points)
At the start of the Jump you will gain the primary uniter spawner from your game such as a full base or a magic throne.

Drawbacks:

Reincarnator +100 CP
You are no longer a Drop-In or from an alternate Reality instead you were reincarnated into this world and will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Live Action Role Play +300 CP (Exclusive to TableTop RPG System)
It turns out that you are not actually a TTRPG system user but instead a LARPer (Live Action Role Player) as such you can only use the ***TableTop RPG System Perk Tree***.
Because of this you are no longer able to take perks from the **Real-Time Strategy System** Perk tree or the **Dating Sim System**.

First-Person Shooter +300 CP (Exclusive to TableTop RPG System)
It seems that this isn't a strategy game but it is instead a team based FPS First Person Shooter you can only use the ***Real-Time Strategy System Perk Tree***.
Because of this you are no longer able to take perks from the **TableTop RPG System** Perk tree or the **Dating Sim System**.

CYOA System +300 CP (Exclusive to Dating Sim System)
It seems that this isn't a Dating Sim it is a Choose Your Own Adventure book system as such you can only use the ***Dating Sim System Perk Tree***.
Because of this you are no longer able to take perks from the **TableTop RPG System** Perk tree or the **Real-Time Strategy System**.

The Gamers +400 CP
Normally you would be the only one with a gaming system within this continuity, however with this drawback three other people will arrive, each one will have a system similar to the origin options and a quest to target you.

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 sort 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** you're 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.