

Out of Context: Marvel Tyrants

V1 by **Rater202** with a template modified from one by DeverosSphere.

This document can be used as a supplement in any Jump that would not otherwise have one of Marvel's Tyrants, Conquerors, or Warlords within its continuity.

By taking this Supplement, you have chosen to become or assume the role of characters like Doctor Doom, Thanos, or Apocalypse, and you will enter that continuity as a Drop-In, arriving through a portal conjured with cosmic power. As an Evil Overlord from the Marvel Universe, you are physically similar to a human, though this may not be your true form.

+1000 TP (Tyrant Points)

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:

Masked Dictator

Like Victor von Doom, you are one who combines magic with technology.

Mad Titan

Like the xenocidal Eternal Thanos, you wield cosmic power to achieve your goals.

Evolutionary Shepherd

Like the enhanced Mutant Apocalypse, your conquest is fueled by your innate biological superiority and the enhancements you've applied to that sturdy foundation.

God of The Void

A Primordial Elder God with an intrinsic connection to visceral magics and the primal Anti-Life like Knull, you ride at the head of an army composed of the Living Abyss.

Dread One

As a falinian sorcerer like Dormammu, you use dark magics to seize control of entire dimensions.

Perks:

Perk Booster Demonstration:

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

Something Rare -400 EP

This Perk is an example of something rare that the subject of this OOCs can do.

Almost Unique -600 EP

This Perk would be an almost unique thing that the subject of this OOCs can do.

Something Rare Booster: Something Unique

This Perk is an example of something unique that the subject of this OOCs can do.

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:

Comic Book Body - Free

We're coming from the world of Marvel Comics, where everyone and their grandma is inexplicably fit, healthy, and at least vaguely attractive. You are cleansed of all unwanted diseases, disabilities, or other maladies unless removing it would somehow change you on a fundamental level, in which case it becomes as manageable as possible. You're always as healthy as reasonably possible, and find maintaining yourself at peak physical condition to be nearly effortless. If you don't really care for having Thanos or Apocalypse's mugs, or Doom's scars, you can also take solace in an appearance-boosting effect that brings your physique in line with the standards of A-List comic book casts.

The Rater Jump Special - Free

Just for taking this supplement, you're always perfectly clean inside and out, groomed to your preferences, never need to deal with body odor, poor dental hygiene, or unwanted hair, no longer need to excrete, and you have a psychological resilience that ensures that you will never experience ego death or memory loss, and will always remain yourself. You'll only change in ways you'd want to and only in ways you would consider an improvement rather than regressing or in ways that would harm your personhood. People drastically underestimate how important all of this is.

Villainous Experience - Free

As you are meant, in function or form, to be one of Marvel's Tyrants arrived in a New World or a Variant thereof, it's only fair that you possess their memories and skills, and so possess those of your chosen Origin **AND** any origin that you have obtained every perk and boosted effect for in this supplement. Despite receiving anywhere from a few decades to several eons of memories, these will never overwhelm you or change who you are in unwanted ways, and anything unwanted or irrelevant can be suppressed at will. With this perk and a complete origin perkline, it can be generally assumed that you have any skills, abilities, or powers of the Tyrant in question that are otherwise unmentioned.

Vexing Variants - Free

What if Victor von Doom was a child prodigy who seized the throne of Latveria at a young age?

What if En Sabah Nur had been born a woman? What if Clea was evil and usurped her uncle's power and position? This optional Meta-Perk will allow you to always enter with the age and sex/gender of your choice for free, regardless of what a given jump document says, and be able to tweak your in-jump backstory, if you have one, appropriately. This perk cannot be used to circumvent drawbacks or otherwise cheat to gain additional points.

Acknowledging Vulgarities - Free

It's something of a meme, for good reason, that most Marvel characters are... amorous, shall we say, to an extreme. And oftentimes, shameless. And, well, Doom, Apocalypse, and Thanos are known to be able to pull the attention of their preferred sex far more easily than they should. In acknowledgment of this, as much as I find it distasteful, here's a general-purpose 'you're good at sex and seduction' perk with all the side benefits you'd expect from a jump that caters towards those things.

Cosmic Portal 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 emerged through a portal from another multiverse.

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.

Proper Villainy -100 TP

There are three things that make an overlord, a conqueror, a real supervillain different from your run-of-the-mill everyday bad guys. One is the drive to triumph over your enemies, destroy that which offends you, and conquer that which you surveil. Second is the conviction to follow through on your ambition: Once you are determined to do something, only your destruction can do more than delay you from seeing it through unless you willingly change your plans. Finally, and most important, is.... Presentation! You can present yourself as a threat. You can deliver a bombastic speech such that lines that might be cheesy in other contexts come across as stone-cold serious. Your every movement and word is perfectly honed to etch your image into the minds of others as the definition of an iconic villain.

Sorcery -200 TP

All of the chosen Tyrants have at least dabbled in sorcery, except for Knull, but he has a conceptual connection to Black Magic. This perk gives you immense talent and moderate skill and proficiency in Marvel sorcery, though other perks can improve on this.

Armor -400 TP

You can, at will, summon a suit of armor by technological or mystical means. The armor is highly durable and provides you with enhanced strength. Its exact effects, however, are determined by your perks. With **Warlock**, the armor is enchanted for even greater durability, with a number of integrated weapons, and possesses a number of holy relics integrated into it so as to offer protection from demons and the undead. With **Deviant Syndrome**, the armor is

designed to efficiently channel cosmic power, be that from you or external sources. With **The First One**, the armor is a living part of you, being able to manifest in whole or in part instantaneously, and grow and change with you as needed. **Amortal** nets you armor composed in whole or in part of the living abyss, essentially making your armor a primordial symbiote loyal and utterly subservient to you. With **Faltine**, your armor is accented with a flaming crown that provides ready access to The Flames of The Faltine, a magical flame, often conjured with a spell, that is more or less a renewable source of ethically sourced, sustainable pure magic.

A Conquering Heart -600 TP

You're not here for some minor goal. You may have goals, of course, but at a fundamental level you were born for this. You are stronger, smarter, *better* than your peers; whatever you are, your baseline aptitudes in all respects are the absolute pinnacle. Some may surpass you in a single skill or talent, but being second best at everything is no mark of shame, and that's your worst-case scenario. Whatever pursuits you seek, whatever skills you wish to hone, it will all come as easily as breathing unless someone near your level actively opposes you. Your will cannot be crushed, you cannot be driven mad even by centuries of solitary confinement, and you can never be made permanently lesser.

Armor Booster: Conqueror's Armor

A Superior Specimen needs a Superior Armor. In addition to a massive increase in the defensive and physical enhancement properties of your armor such that a mere mortal man would wrestle the Hulk, you gain additional enhancements based on certain perks. With **Warlock** your armor is imbued with powerful dark magic, enhancing all of your magical powers by an order of magnitude. (Incorporating the flayed skin of a human sacrifice is optional.) With **Deviant Syndrome**, the Armor incorporates The Warlock's Eye, a mystic artifact that can cast powerful mind control enhancements and shield the user and those they wish to protect from the psychic detection of even the Phoenix. With **The First One**, your armor is composed of Celestial Technology, giving it a planet-wide teleportation feature, powerful energy generation abilities, and the ability to form into a cramped one-person sublight spaceship. With **Amortal**, your armor is paired with... Or rather, is an extension of All-Black The Necrosword, the first symbiote that takes the form of a shapeshifting blade and armor that can slay immortals, shatter planets, and consume the souls and divine or similar power of those who meet their end at its edge to increase its power, among other features. With **Faltine**, then, much like a certain street hoodlum Dormamu empowered, your outfit incorporates demons in the form of garments that augment your powers. A cloak that can act independently and render you invisible, boots that grant the power of flight, or enhance such abilities you already possess while bestowing onto you a source of demonic energy to help fuel your magic.

Super Booster: God-Emperor Jumper (requires every other perk and boosted effect in this document)

What if Doom had managed to retain the powers of the Beyonder Race? What if Thanos had somehow assimilated the Infinity Stones into his own body, his consciousness taking the place of the 'Ego' stone that grants self-awareness and the ability to function at full power

outside a given set of Stones' given universe? What if Apocalypse had succeeded in his plan to take Nate Grey as his host, after empowering the young man with the powers and enhancements of The Living Monolith, Sunfire, Ice Man, Storm, Cable, Cyclops, Phoenix, Bishop, Mikhail Rasputin, Magneto, Polaris, and Xavier to become "The New Ra," a cosmic being of universe-shaping power? What if, instead of simply recreating All-Black, Knull had summoned it from a timeline where not only had it become The Necroverse but succeeded in devouring the universe of Old King Thor's timeline, and then merged with it entirely? What if Dormammu had devoured the other Hell-Lords and usurped their thrones before assimilating all the Splinter Realms, all of the Archipelago of Anguish and Redemption, into his Dark Dimension? What if you were somehow an Amalgamation of all of these versions of these beings and all of these powers, and every other ability they possessed, synergized together into a perfect whole?

This. This is what-if. You are a cosmic entity, a God Above Gods, of incalculable power. Above Hell Lords. Above Celestials, Beyonders, and Abstracts. Beyond the Watchers, beyond the Tribunal. You are all but Omnipotent: in your native multiverse, only the One Above All and His counterpart in the Below Place outmatch your power.

Masked Dictator Perk Tree:

Warlock -100 TP (Free for Masked Dictator)

Witches and warlocks are people whose bloodlines have been blessed by the Goddess of Witchcraft, drawing power from her, Chaos, the Witch's Road, and nature around them. While not possessing infinite magical energy, a witch or warlock does not need patrons or sponsors and can much more easily pay off any sorcerous debts they accrue with just their personal power. In particular, witches and warlocks find particular ease in using spells shaped by the ideas of legends, myths, religion, and culture. Mostly their own, Doom is Romani, but a sufficiently skilled warlock could invoke spells based on everything from Shinto ceremonies to Egyptian funerary rites, from voodoo rituals to the black magics of the Romanian Scholomance and everything in between.

Supreme Scientist -200 TP (Discounted for Masked Dictator)

While Doom never actually completed his doctorate, he is a master of nearly all the sciences and humanities and, as you are Doom, you are as well. Of particular note is a mastery of the science and technology used for time travel, including parallel timelines, branching timelines, stable time loops, and altering your own past(without being erased or altered by paradox). Much of Kang the Conqueror's technology is derived from Doom's, and his understanding is inferior.

Arcane Innovator -400 TP (Discounted for Masked Dictator)

Doom is not content to merely know what already exists. Doom pushes boundaries, Doom invents, and most importantly, Doom combines science with sorcery. And, as we have established, you are Doom. Alchemy, magitech, and any other effort to combine the sciences and magic you know are easily within your grasp. To a lesser

extent, you are able to easily take that which was created by others and improve upon it, either by directly reverse-engineering it with your superior skills or by synthesizing it with what you already have.

Armor Booster: Sorcerer Supreme

In the spirit of combining magic with technology and taking that which belongs to others, much like Doom during his emperor phase, you have usurped the role of Sorcerer Supreme, gaining all the mystical power that comes with the title, and have incorporated the Eye of Agamotto which enhanced psychic powers and casts a light that reveals illusions and the Cloak of Levitation which can fly and act on it's own into your summoned armor.

It Belongs to Doom -600 TP (Discounted for Masked Dictator)

Doom takes what he wants, and what he wants most of all is power. Absorbing mystical energy, claiming mantles of power, and the like is natural and easy for you: The worst-case scenario is that it won't work, but if it does, it works to the best possible result and without side effects or drawbacks, and Doom has long since purged the weaknesses that led to the loss of power in the past. In particular, power stolen from others when possible often finds itself used more effectively in your hands.

A Conquering Heart Booster: The Power Cosmic

If the lengths that your conquering spirit and thirst for power will drive you to are not clear, that you have already claimed the entirety of the Power Cosmic possessed by the Silver Surfer, wielding it as well as he ever did, is a decent benchmark. Do note that in addition to the nearly limitless applications of this power, including but far from limited to self-sustenance, control of the fundamental forces, manipulating matter and energy at a molecular level, and lossless conversion of energy from one form to another, that the power cosmic is known to enhance the bodies and powers of wielders, making them stronger, more versatile, or providing some qualitative improvement.

Supreme Scientist Booster: Power Siphon

Others make for such interesting tests and demonstrations of power. And once someone has demonstrated an ability that catches your eye, well, you're going to want it. If there is *any* way their power can be separated from them, copied, or the like, you can devise at least one method, some means of stealing or replicating the ability within yourself.

Mad Titan Perk Tree:

Deviant Syndrome -100 TP (Free for Mad Titan)

Thanos of Titan, and his brother Eros, were the only true Eternals not born of Celestial experiments, and their conception required the grafting of Deviant genetics to their genomes. In the case of Thanos, this came with mutations not unlike those of the deviant descendant Mutants of Earth, and while leaving him visibly ugly, this greatly enhanced his powers and physicality. Any and all powers you possess, and all of your physical attributes, are twice as potent as they would otherwise be.

Augmentation -200 TP (Discounted for Mad Titan)

Thanos is not content to rely on only his natural abilities. Genetic grafts, mystical enchantments, and subtle cybernetic implants, among other things, have not only brought him to the peak of fitness and physical condition but magnified him many times beyond those limits. As you are like Thanos, you too possess these modifications and will find your body highly receptive to further attempts to improve it beyond your natural limits.

Grandson of Uranos -400 TP (Discounted for Mad Titan)

Technically speaking, Thanos would be Uranos's great-nephew insofar as family applies to Eternals, but grandparent and grandson is the relationship they've chosen for themselves. Uranos is a living weapon of Mass Destruction and an expert in making other weapons of mass destruction, living or otherwise. Thanos has inherited that spirit. Any powers, magic, or technology you possess can easily and effectively be turned towards lethal and destructive ends. From a simple cleaning spell used to make someone choke on soap to a clean power source becoming a new kind of bomb to psychokinesis only able to lift a pound used to crush someone's brain, if it's even remotely possible, you'll think of it and be able to figure out how to execute the process.

Armor Booster: Arsenal of Death

Additionally, you are, of course, able to use whatever knowledge of science and technology, mysticism or sorcery, to craft instruments of murder and weapons of war. In particular, altering your armor to improve whatever combat functions it may or may not have or better compensate for powers or weapons you're wielding is child's play.

Eternal -600 TP (Discounted for Mad Titan)

Underneath all of the above, Thanos is an Eternal. Eternally youthful and possessing immense powers of regeneration and molecular constitution that render one virtually immortal. Additionally, an Eternal passively absorbs ambient radiation and, via structures in their cells, processes it such as to become self-sustaining and generate the cosmic energies used by Celestials, which, combined with their innate psychic powers, grant an Eternal many practical abilities while removing any need for food, air, or water.

A Conquering Heart Booster: Quarry of Creation

Also known as the God Quarry, this is a plane outside of the cosmos that serves a number of purposes. It is where the remains of the First Firmament are stored. It is the home of the eldest Celestials. Infinity Stones form here before being retroactively inserted into the histories of their universe. And countless Gods and Cosmic beings from countless universes have been coming here to die for the history of several iterations of the multiverse. The many disparate sources of power add up, and one can easily become a God, if you weren't one already, simply by passing some trials. Thanos, stripped of his powers and slowly dying, passed these trials and became

strong enough to defeat the Phoenix Force and imprison Death. You now have this power, being a God in all ways that matter if you were not already, and with all your powers an order of magnitude greater than otherwise and possessing divine, mystical, or cosmic aspects if they didn't already.

Augmentation Booster: Titanian Science

The inhabitants of Titan were Eternals from Earth who relocated to the moon in question in order to research and experiment with ways to produce new Eternals. Most Titanian Eternals were uplifted humans or aliens, hybrids, and the like, with Thanos and Eros being the only two 'true' Eternals, and even they needed to be part Deviant for their births to be viable. But this is a long ongoing project, and you've inherited the fruits of the research: You know everything there is to know about the genetics, biology, biochemistry, anatomy, and physiology of Marvel Universe humans, Deviants, Eternals, and several miscellaneous alien races. Naturally, this makes you an unparalleled master of bio-augmentation, be it improving others or finding ways to squeeze more power into yourself.

Evolutionary Shepherd Perk Tree:

The First One -100 TP (Free for Evolutionary Shepherd)

En Sabah Nur, despite the literal meaning of his name in the lost language of the Akaba region, is not literally the first mutant, but with his suit of powers you'd be forgiven for assuming. Before any other enhancements, Nur possessed peak human physiology, superhuman intelligence, moderately powerful telepathy, eternal youth, and perfect reflexive control of all of his body's functions, structures, and processes at the molecular and atomic levels. At first this ability merely let him bulk up to increase his strength or harden his body against harm, but with practice he became able to transform his limbs into stone or metal weapons, alter his mass and density as if he was using pym particles, temporarily alter his DNA to gain minor powers or enhance his existing abilities for a time, stretch like taffy, and assume any form.

Survival of the Fittest -200 TP (Discounted for Evolutionary Shepherd)

En Sabah Nur was raised by a Darwinistic philosophy that was reinforced several times through his life: The strong survive, and those who survive are strong. Any hardship you undergo will strengthen you, physically, mentally, or spiritually. An illness or injury will see you more easily resist similar maladies in the future; a moment of great stress or trauma will leave you more mentally resilient; fighting off demonic possession will see your soul armored; psychic intrusions become more easily resisted with time; physical trials shall grant increased might, etcetera. Those who ally with or come to serve you find themselves adapting in a similar manner.

Ancient Secrets -400 TP (Discounted for Evolutionary Shepherd)

Apocalypse spent millennia wandering the earth posing as gods and demons, was trained in sorcery by the External Saul, and was part of a Coven with Selene, two of the oldest sorcerers on record, and has stolen or been gifted technology from the distant future, as well as that of the Celestials and the Phalanx. While there are scientists and sorcerers more powerful or talented than he, none can match him in

terms of breadth and depth of knowledge and resources, all of which is now available to you.

Armor Booster: Techno-Organic Virus

The T-O virus is how the Phalanx turn technology or other lifeforms into more of themselves. A single Phalanx represents, on average, the resources of an entire galaxy, the technology of 100 thousand interstellar civilizations, and the biological distinctiveness of 300 thousand sophont species and countless biospheres. You have been infected by the virus but assimilated it rather than be consumed... Twice, with two different strains. All of this technology, all of this bio-data, reinforces you at the genetic level upward, cranking your biology up to 11, allowing you to manifest advanced technology from your being, and allowing you to assimilate new technology into your being, improving it and yourself in kind. You've already absorbed quite a bit of Celestial technology, and that from Rama-Tut's original timeline.

Pinnacle of Evolution -600 TP (Discounted for Evolutionary Shepherd)

Apocalypse is an External, a mutant who gains the powers of self-resurrection, regeneration, enhanced pain tolerance, and arrested aging upon their first death... And some other stuff that's suspiciously similar to Highlander, but none of that is relevant. He has also liberally enhanced himself with the technology of Rama-Tut, better known as Kang the Conqueror, and the Celestials. In addition to the functional immortality of the Externals, every aspect of your biology, and anything that feeds into, improves on it, or keys off of it, as well as all biological or genetic powers you possess, are enhanced to their logical extremes at the baseline level before any other enhancements. You no longer need food, air, or water if you have not already evolved beyond the need for external sustenance; sleep is entirely optional, your blood has healing and life-sustaining properties, and manipulating cosmic energy is within your repertoire.

A Conquering Heart Booster: The Death Seed

A piece of Celestial technology embedded in the bodies of Evolutionary Shepherds and their heirs. A death seed alters the mind of a subject, causing them to see death as a beautiful and morally good thing that removes weakness and failure to make room for newer, stronger life so as to ensure that one is willing to perform mass cullings if need be. The trade-off is phenomenal cosmic power, akin to a typical host of the Phoenix Force, with corresponding enhancement to all abilities. In most timelines, Apocalypse never fully taps this power, but you're built differently from most of your counterparts: The fullest might of the Death Seed is yours to command, with no mental changes as you've dominated its rudimentary consciousness and forced it to submit to you rather than the other way around.

Survival of the Fittest Booster: The Overman

What Nietzsche meant philosophically, you embody literally: That which does not kill you can only make you stronger. A deadly virus, should you live through it, will find anything of value from its genetic code grafted into yours. A strike that tears through your body like paper and talc will find itself shattering against graphene and lonsdaleite after your wounds mend. Studying a

problem briefly will let you develop the skills to solve it. Physically, mentally, or spiritually, every challenge you overcome furthers your limitless evolution in some capacity.

God of The Void Perk Tree:

Amortal -100 TP (Free for God of The Void)

As a Primordial Elder God who predates the existence of the Seventh and Eighth Cosmos, the concept of mortality doesn't really apply to Knull. While you can still be 'killed' if someone utterly snuffs out your consciousness, destroys your body, and steals your power, you are not technically dead and thus cannot chain fail. You will find yourself restored in full come the end of the jump, or if the one who vanquished you loses their connection to the power they pilfered from you.

Heart of The Hive -200 TP (Discounted for God of The Void)

As the King in Black, Knull effortlessly commanded symbiotes beyond measure across ranges best measured in astronomical units. Eddie Brock was, albeit temporarily, aged to an old man by the stress of it all. Your mind has infinite processing power, indexing, and capacity to multitask. No matter how many trains of thought you have running or how many tasks you wish to accomplish, each seems as if it has your undivided focus and attention.

Font of The Abyss -400 TP (Discounted for God of The Void)

The Living Abyss, a form of the primordial Anti-Life that exists in between matter and energy, not unlike the 'unstable molecules' of a certain mortal. A material that once corrupted gods and killed mortals can now, used properly, corrupt mortals and slay and steal the powers of gods. You are drawing from, or perhaps are, this particular fragment of the Anti-All and can produce an endless font of it, birthing symbiote dragons and primordial symbiotes, exolon, modern symbiotes, and other entities born of the Abyss with varying levels of power and intelligence, though all are bound to and/or are an extension of your will.

Armor Booster: Knullification

By having someone possessed by a primordial symbiote or a dragon offshoot, not that there's much of a difference in practice, or just infecting them directly, you may transform someone in your image, the symbiote forming armor similar to your own, their teeth growing sharp, and the skin growing either darker or paler to take on a greyish tone. Such individuals are plugged into your hive and can be influenced by you to draw out their darker instincts or even possessed remotely to serve as avatars. Of course, if someone joined you willingly, there's no reason to tamper...

King In Black -600 TP (Discounted for God of The Void)

Officially, the King in Black is someone appointed by the Celestials to maintain creation from within using crude and vulgar methods. Knull, a Primordial Elder God born from the void between the Sixth and Seventh Cosmoses, accepted the power but rejected the

responsibility. You're a God, and a powerful one at that, with attributes rivaling Thor. You hold domain over darkness and nothingness, allowing you to fade from existence and manifest elsewhere, such as a space you perceive as empty or the dark insides of the body of someone less durable than you are. You are intrinsically connected to the concept of Black Magic, witchcraft and sorcery that is dirty, vulgar, inimically tied to flesh and blood, sex and violence, life and death, and can apply any and all powers you possess via such means, such as using your blood in conjunction with the Font of The Abyss perk to create a unique symbiote Dragon. And, finally, you belong. There has to be a King in Black, even if they're not doing their job. Cosmic beings, Gods, and time police are hesitant to act against you even as you disrupt their plans and slaughter their kin as long as you don't oppose them directly.

A Conquering Heart Booster: King in White

What difference is there, really, between a void of light and a void of darkness? Just the color, really. You have claimed All-Bright, a Spear forged with the Enigma Force to serve as All-Black's equal and opposite, and stolen powers derived from the Light Force and the Beyond. Not only has your power been augmented considerably, but you are now a God of Light as well as Darkness, giving you various powers of light, as well as light versions of any 'dark' powers you might possess (and vice versa, to be frank) Additionally, you, your symbiote creations, and anything else born from your power possess powers of healing and purification if they did not already and are impervious to any and all harm from light, heat, or sound.

Heart of The Hive Booster: Strange Aeons

Knull is perhaps the oldest thing in existence, not counting time travel or dilation and excluding beings that exist outside of the Multiverse proper. Your memory is perfect, requiring only the briefest reminders to recall something you experienced billions of years ago. And you have the willpower and stubbornness to persist for an eternity, forever and a day. Nor are you ever adversely affected by long periods of inactivity or isolation, being immune to boredom and isolation. If need be, you can hibernate indefinitely, and any unwanted contact with your mind is painful and sanity-eroding for the interloper.

Dread One Perk Tree:

Faltine -100 TP (Free for Dread One)

While the Faltine can appear human, or as nearly anything else, their true nature is a mass of self-sustaining magical energy. As such, your own personal magical power is vast and regenerates at an exceptional rate.

Hell Lord -200 TP (Discounted for Dread One)

While not a demon in the traditional sense, the Dark Dimension which Dormammu rules is considered one of the many Splinter Realms. That is to say, it's a Hell, and as its ruler, Dormammu is counted among the Hell Lords. What this means for you is that, in addition to conjuring or summoning demons for various purposes, you can make Deals. Power for a soul, change the past for someone's marriage, etcetera.

The rules are simple: You can't make a Deal for something outside of your power, and the Deal is magically binding on both sides... Though you are free to ignore the spirit, and you'd be surprised just how far you can twist the letter.

Mastery of the Self -400 TP (Discounted for Dread One)

As was noted in an above Perk, Dormammu is an energy being. The applications of such a state are vast, including changing size, changing shape, possessing others, or corrupting them with your essence to make them more like you in mind or form. In particular, while the Flames of the Faltine are 'pure, ethically sourced sustainable organic magic' energy sourced from Dormammu directly can, used appropriately, carry his malevolent will, corrupting whatever purpose the energy is used for. As Dormammu yourself, you have utter mastery of all of these abilities.

Armor Booster: Regalia of Dread

The Ring of Dread was an item forced from the 'crown' of Doyle, Dormammu's 'son' to contain the power that one Emily Bright accidentally siphoned from him and that Doyle refused to take back. Unfortunately, rather than neutralizing that power, it merely caused it to build under pressure until it began to fuse with Emily and drive her to a state of power drunkenness that left her easily manipulated by Dormammu when her irrational state of mind led her to react in a disproportionate and overly aggressive manner in response to otherwise valid grievances against the staff of the Avengers Academy. What happened by accident, you can do on purpose, creating clothing or jewels from a small portion of your being whose power grows over time before fusing with a wearer, empowering them but making them more pliable to manipulation or corruption. Or you could reclaim the power after they're fully transformed by it, to increase your own.

Ruler of the Dark Dimension -600 TP (Discounted for Dread One)

It seems that you've managed to bring a portion of the Dark Dimension with you. Why does this matter? Because a Wizard-King is intrinsically more powerful than a mere wizard, for one. With this shard of the Dark Dimension with you, your magic is qualitatively more powerful, and the dimension's native powers mingle with your own. By default, this is a substantive but not overwhelming increase in power; only a small portion of the dimension came with you, but by conquering new lands, planets, galaxies, and even universes and imbuing them with the power of the Dark Dimension, they can be torn from their own reality and merged into the Dark Dimension entirely. Naturally, expanding the size and greatness of your dimension proportionately increases the power it can give you, but assimilating lands that hold magic secrets or esoteric energies increases your power even further as those energies are assimilated into and synergize with your dimension's power. Who knows what might come of your power if you assimilate a planet inhabited by ninja who manipulate their physical and spiritual energies to conjure the elements, or a realm where witches and demons live upon the corpses of titanic gods of magic.

A Conquering Heart Booster: Dormammu The Living Planet

Of course, a step beyond conquering a realm or assimilating it into your own is assimilating it

into yourself. Dormammu once possessed Ego the Living Planet so thoroughly that Ego had to be shattered by a solid mysterium bullet empowered with the full might of the Nova Force and the Element Gun, itself imbued with much of the power of many Olympians, with a caliber measured in meters and launched at relativistic speeds to exorcize him (Ego got better). You are a version of Dormammu who went a step further, fusing with Ego entirely and subsuming his ancient mind utterly. Your true form now exists at astronomical scales, a head literally the size of a planet, though due to being a fusion of matter and energy you can easily shrink to something more manageable with no loss of power. Ego's eons of knowledge are yours, and his vast cosmic power is thoroughly and utterly merged with your innate magic.

Hell Lord Booster: Lord of The Dark Dimension

A Hell Lord's realm is tied to them more closely than a mortal ruler's, or even a God-King's. The effects of this are threefold. First, no matter how powerful you are, you are always an order of magnitude stronger, in all respects, within the Darkforce Dimension, or in places where it overlaps with another reality, something that can be done with some effort using the right spells. Second, the power of the realm flows into you more easily, effectively increasing the regeneration of your personal supply of magical energy by three or four orders of magnitude. Finally, and this is really only relevant in your case, but your strong connection means you brought the entire Dark Dimension with you, making the base perk's baseline power increase so much that what was once a few drops of water is now the entire ocean.

Items:

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

Perk Armor- Free (Requires Armor)

Your armor, from the Perk. This allows it to import into other armors or have other armors imported into it.

Fortress - 200 TP

A castle in a quaint European nation, a dark wizard's tower, a pyramid run through with Celestial technology, or something else besides. You have a fortress as appropriate to your Origin(or a combination of origins if you've purchased the entire perkline of more than one) that is equipped with living quarters, anything you need in terms of food and drink, be it sustenance or pleasure, and well-stocked laboratories for scientific or mystical research and experimentation, as well as plenty of miscellaneous space.

Nation - 400 TP

You have an entire small but prosperous nation with a reasonably large, thriving population that follows you from Jump to Jump, always nestled away somewhere convenient. Be it an until-now unnoticed part of Eastern Europe or a living Island in the Pacific. Your fortress, if you have one, rests at its capital. The people are unquestionably loyal to you regardless of how you treat them; the laws are whatever you say they are, and outside of actively waging war on your neighbors, you'll never find much, if anything, in the way of outside scrutiny.

Empowerment Chamber - 400 TP

The exact contents of this room will vary based on your Origin. Those who emulate Doom will find cybernetics labs and devices able to synthesize artificial power cosmic, Thanos genetics labs, Apocalypse the means by which the Horsemen were enhanced, Knull means of imbuing a vessel with anti-life or darkforce energy, and Dormammu a variety of dark magic empowerments. Using these means, you can empower any of your Companions or Followers with enhanced abilities, and grant them new ones that complement their abilities, in a thematically appropriate manner. Taking the full perkline of an origin other than your own grants that origin's version as well

Companions:

The following are all individuals who potentially arrived in your new world through the same portal incident that brought you here.

Valeria - 200 TP (Discounted to Masked Dictator)

Val is a cosmic ray mutate with the powers of superhuman intelligence, the daughter of Doom's only real rival, and Doom's goddaughter. She possesses immense talent for both science and magic and is sometimes disturbingly amoral.

Adani - 200 TP (Discounted to Mad Titan)

A human-like alien of... Inconsistent apparent age whose father, a man of questionable morals, was a preacher for the Universal Church of Truth who was murdered before her eyes by Perrikus, a 'dark god' allied to Thanos, who convinced her to join his cause and groomed her to play a role in the Mad Titan's plans. She is blessed thrice over, wielding a small spark of the dark god's power for herself, members of the Phoenix Force, and has been elevated to Godhood by the Quarry of Creation, which also bestowed upon her a giant sword.

Curse - 200 TP (Discounted to Evolutionary Shepherd)

A young mutant girl resembling a pink-skinned goblin with spikes instead of hair who first became prominent in the Krakoa era. Only a child, but largely antisocial, with a sadistic streak and a dislike of baseline humans. She can invoke powerful, reality-bending jinxes on people who hear her speak, even across telepathy, if she is focused on them, but she must do so regularly lest she inflict bad luck in her vicinity, and her powers can only be used to inflict harm: If the target isn't hurt, Curse will be. She's also highly resistant to telepathy.

Elsie - 200 TP (Discounted to God of The Void)

Elsie is a young homeless girl whom one Cletus Kassady took pity on. She has some burgeoning anti-social tendencies... And is, for all intents and purposes, the host of an offshoot of the Carnage symbiote. She ate her abusive and negligent parents.

Emily Bright - 200 TP (Discounted to Dread One)

A prodigious sorcerer of immense power who found herself essentially driven mad by a combination of exposure to dangerous amounts of allegedly dark magic, rage at the clown show

of mistakes and mismanagement that was Strange Academy, and the machinations of Dread Dormammu. Adding insult to injury, the girl who meant well even when actively attacking the school was dismissed as naught but a villain by her former friends.

Drawbacks:

Not Drop-In +100 TP

You are no longer a Drop-In or from an alternate Reality.

You are instead a local who somehow has obtained the power of one or more of Marvel's tyrant characters. You will need to work out your Background with your Jump-chan. You will also lose all items from this supplement.

Enemy Power Users +200 TP

Normally, you would be the only one from Marvel within this continuity. However, with this drawback, one warlock, one malevolent eternal, one mutant supremacist, one alien god, and one demonic entity will appear. They won't have any perks from this document, but they will be moderately powerful and more than willing to raise havoc in their own attempts at conquest of this world.

Kind of a Bastard +200 TP

Doom once killed the only woman he's ever loved without hesitation in order to acquire more power and destroyed an entire universe that bruised his ego. Apocalypse does not blink at genocide. And where do I begin with the other three? You just... Don't have a functioning sense of empathy for the duration of the jump.

Latverian +300 TP (Exclusive to Masked Dictator)

You are Doom. Why would you need to be anyone else? Because of this, you are restricted to taking perks from the Masked Dictator origin only and may only purchase Valeria as a companion.

Titanian +300 TP (Exclusive to Mad Titan)

You are Thanos of Titan, beloved of Death. You have no need for the lesser gifts of others. Because of this, you are restricted to taking Perks from the Mad Titan origin and may only purchase Adani as a companion.

Mutant +300 TP (Exclusive to Evolutionary Shepherd)

You are En Sabah Nur, pinnacle of human evolution. Why would you need to dilute your bloodline with those of inferior beings? Because of this, you are restricted to taking Perks from the Evolutionary Shepherd origin and may only purchase Curse as a companion.

Elder God +300 TP (Exclusive to God of the Void)

You are the embodiment of the void. Why should you pollute the void with the product of the light of other gods? Because of this, you are restricted to taking Perks from the God of The

Void origin and may only purchase Elsie as a companion.

Dread Lord +300 TP (Exclusive to Dread One)

You are Dread Dormammu, Ruler of The Dark Dimensions. Why should you rely on mortal methods? Because of this, you are restricted to taking Perks from the Dread One origin and may only purchase Emily Bright as a companion.

Perk Users +200 TP/+400 TP/+600 TP/+800 TP/+1000 TP

Normally, there would be no other Marvel villains within this continuity. However, with each purchase of this drawback, a new Tyrant from that universe will appear at some point during your Jump, somewhere on your Planet.

For **+200 TP**, only Doctor Doom will appear.

For **+400 TP**, both Doctor Doom and Thanos will appear. For **+600 TP**, Doctor Doom, Thanos, and Apocalypse will appear. For **+800 TP**, Doctor Doom, Thanos, Apocalypse, and Knull will appear. For **+1000 TP**, Doctor Doom, Thanos, Apocalypse, Knull, and Dormammu will all appear.

1. Doctor Doom will have access to all the perks in the Masked Dictator Perk Tree.
2. Thanos will have access to all the perks in the Mad Titan Perk Tree.
3. Apocalypse will have access to all the perks on the Evolutionary Shepherd Perk Tree.
4. Knull will have access to all the perks in The God of the Void Perk Tree
5. Dormamu will have access to all the perks on the Dread One Perk Tree.

Infinity Warped +1000 TP

Warp World was a temporary reality wherein two or more characters from Earth 616 were forcibly merged into composite versions. No fusion of Victor von Doom, Thanos, En Sabah Nur, Knull, and Dormammu existed within that world, but a version of such an amalgam has found its way to this world regardless and possesses every perk in this document.

Omega +1200 TP

Oh dear. It seems you're not the only villain from a comic book universe to arrive in this world. You have a rival from the Distinguished Competition, a certain God of Tyranny called Darkseid, and in addition to one of his Avatars manifesting, he's brought his entire planet and all its armies with him. Good luck, you'll need it.

Generic Drawbacks:

Accident Prone +100 TP

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

Acrophobic +100 TP

You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 TP

For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 TP

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

Always Left Behind +100 TP

Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 TP

You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 TP

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

Antagonistic Timing +100 TP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 TP

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

As You Know +100 TP

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

At Least Buy Me Dinner First +100 TP

Dangerous entities have a habit of taking an interest in you... a romantic interest.

Awkward Affection +100 TP

You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 TP

Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 TP

People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 TP

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

Bounty +100 TP

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

Culture Shock +100 TP

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

Crop Rotation +100 TP

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

Dark Memories +100 TP

You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 TP

You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 TP

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

Do you Feel Lucky, Punk? +100 TP

You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 TP

You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 TP

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

Elites Everywhere +100 TP

Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 TP

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

Faulty Gear +100 TP

Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 TP

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

Friends to the Four Winds +100 TP

Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 TP

Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 TP

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

G-Rated +100 TP (Incompatible with "X-Rated")

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear,

drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 TP

You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 TP

People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 TP

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

The Holiday Special +100 TP

Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 TP

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

How Do I Keep Falling Into These Situations? +100 TP

Anytime you're not busy with something - whenever you aimlessly wander around, go for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 TP

You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 TP

Your enemies can easily spy on you without being detected.

In Another Castle +100 TP

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

Inconveniences +100 TP

You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 TP

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

Knowledge Lockout +100 TP

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 TP

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

Loser +100 TP

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

Low Budget +100 TP

Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 TP

You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 TP

Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 TP

People don't care when you're injured.

Nightmare +100 TP

Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 TP

There's one random person who constantly tries to outdo you... And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 TP

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

Orphan +100 TP

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

Pixelated Objects +100 TP

This pixelation in this Jump would shame an NES. Everything is blocky!

Plot Anchor +100 TP

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

The Pollen +100 TP

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

Prove Your Worth +100 TP

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

Recurring Foe +100 TP

You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 TP

You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it. Gain an extra **+100 TP** if taken with **Just A Child**.

Scarred +100 TP

You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 TP

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

Shameful Attraction +100 TP

The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 TP

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

Sickly +100 TP

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

Silent Night +100 TP

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

Silent World +100 TP

The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 TP

You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 TP

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

Stranded +100 TP

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

Team Up +100 TP

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

They Heard You +100 TP

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

They Took My Loot! +100 TP

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

This Is A Holdup +100 TP

For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get

mugged a *lot*.

This Is A Really Good Book +100 TP

Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 TP

Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 TP

Things keep happening that leave you thinking you're going crazy... and maybe you are, but not because of this Drawback.

Turn-Based +100 TP

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

Two Of A Kind +100 TP

People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 TP

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

Unnecessarily Slow +100 TP

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

Unwanted Crossover +100 TP

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

Wanted +100 TP

You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away

from wherever your wanted poster is.

Wearing Underwear on the Outside +100 TP

You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

The Weirdo +100 TP

Everyone seems to think that you are a strange individual, and they will go out of their way to avoid you unless they actually need to speak to you.

What's His Name? +100 TP

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

What's That Smell? +100 TP

No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 TP

Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 TP

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

Why Am I Naked +100 TP

You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 TP (Incompatible with "G-Rated")

Things in this Jump are a little more... *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 TP

Until the end of this Jump, you can not remember the events of the setting you have entered.

Amnesia; Personal +200 TP

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

Amnesia; Jumper +200 TP

You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 TP

You keep accidentally falling into compromising positions.

Betrayal +200 TP

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

Bigger Boss +200 TP

Any time you defeat an enemy, not only will their superior know, but they'll also know *how* you did it.

Blinded +200 TP

You have lost your eyesight and will not regain it this jump.

Dark Minions +200 TP

Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 TP

You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 TP

Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 TP

Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 TP

At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

Friends From Beyond Your Dimension +200 TP

A powerful godlike being will interfere in your life, making it more interesting or fun for them to observe.

Godly Distractions +200 TP

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

Hormone Problems +200 TP

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

Lemming Friends +200 TP

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

I Hate Fighting Me +200 TP

At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 TP

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

Is this Blood +200 TP

You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 TP

You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 TP

Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.

For **+200 TP**, you start the Jump with power equal to the local protagonist. For **+300 TP**, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.

For **+400 TP**, your level of growth will be capped to match the growth of the local protagonist.

For **+600 TP**, you'll instead be limited to 90% of the scale of growth of the local protagonist. For

+800 TP, your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 TP

You often struggle to find allies and will often find yourself alone without anyone to trust.

Mirror Match +200 TP

It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 TP

You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 TP

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

Pet Food +200 TP

Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 TP

You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 TP

You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 TP

Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be highlighted. It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 TP

You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 TP

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

Stealthless +200 TP

You are very bad at sneaking.

The Bad People +200 TP

For some reason, everybody is a jerk to you. They will treat you like dirt, and if you dare refuse to do anything for anyone, don't expect any kind of help from them ever.

The Good People +200 TP

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, and if you refuse to do a task for someone, you're the jerk. On the bright side, if someone has already given you a task that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 TP

You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 TP

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

Too Nice +200 TP

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

True To Myself +200 TP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

What The Heart Wants +200 TP

You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the Jump starts.

Wider World +200 TP

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

You're A Joke +200 TP

No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 TP

You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and

every moment of weakness to be an opportunity to be attacked.

The Jumper's League of Antagonism +200/400/600/1000 TP

With this drawback, enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources in order to enhance each other. When it comes to an organization, either the leader or the member you've fought the most will join the team with a contingent of lower-ranked members for foot soldiers of the group.

For **+200 TP**, up to three enemies will appear.

For **+400 TP**, up to six enemies will appear.

For **+600 TP**, up to ten enemies will appear.

For **+1000 TP**, every enemy from previous jumps who wanted to kill you will appear.

Amnesia: Pre-Jump +300 TP

You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 TP

You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 TP

All of your enemies will get situational intelligence whenever you face them, making them twice as competent.

Crippled Limbs +300 TP

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 TP

Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 TP

There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 TP

Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 TP

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

I Saw You Barely Over A Year Ago +300 TP

Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 TP

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, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 TP

Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 TP

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

Living In Exciting Times +300 TP

Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 TP

You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 TP

There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 TP

Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 TP

It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but

they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 TP

During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 TP

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

Where are the Instructions +300 TP

You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 TP

Everyone thinks you're a jerk and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 TP

If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 TP

For the duration of this Jump, you can not import any out-of-Jump companions or followers. If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 TP

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

Empty Handed +400 TP

For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.

If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 TP

Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

Here Comes The Bad Part +400 TP

Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 TP

You are bound by any promises you willingly make.

The Importance Of Education +400 TP

You will be required to attend 10% of your total time in this Jump inside an educational institute. Failure to do so will count as a Jump failure.

Known Enemy +400 TP

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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 TP

Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 TP

For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.

If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 TP

You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

Where Am I? Why Am I Here? +400 TP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 TP

For **+400 TP**, a powerful foe you've faced in a previous Jump has been brought to this Jump.

They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.

For **+800 TP**, they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 TP

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

False Friends +500 TP

At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 TP/+1000 TP

There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.

For **+500 TP**, 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 TP**, the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However, there may be collectibles that do nothing. You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Auto-Punishment +600 TP

Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 TP

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.

We Humans Are Full Of Surprises +600 TP

The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 TP

Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next Jump until you have beaten them all. For **+1000 TP**, all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 TP

You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 TP (Requires 2 or more of the following Drawbacks: “Powerless”, “Empty Handed”, “Alone”)

To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **TP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +??? TP

By taking this drawback, you are no longer allowed to select the setting of your Jump, instead, you must use one of the following links 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. You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show +500 TP

You must use this link and select a **TV show**:

<https://www.randomlists.com/random-tv?dup=false&qty=6>

Animated Movie +800 TP

You must use this link and select an **Animated Movie**:

<https://www.bestrandoms.com/random-movie-generator?genre=Animation>

Science Fiction Movie +1000 TP

You must use this link and select a **Science Fiction Movie**:

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

Fantasy Movie +1000 TP

You must use this link and select a **Fantasy Movie**:

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

Horror Movie +1400 TP

You must use this link and select a **Horror Movie**:

<https://www.bestrandoms.com/random-movie-generator?genre=Horror>

Notes

You may note that some origins have better offerings at certain price tiers than others, and that some are more powerful overall than others. Well, I was prioritizing accuracy and/or getting the general vibe of the characters right, though in some cases I'll admit I've exaggerated abilities or otherwise employed artistic license for the sake of fun.

I *could* attach price tags to the heftier origins, but let's be honest: Anyone who only cares about modeling themselves on a specific villain isn't necessarily going to care if another villain's origin has better options, and for anyone looking to mix and match it's just a tax. My experience with these OOC template Jumps has mostly been that people use the generous drawbacks offered to take most or all of the document anyway.

Technically speaking, Autumn Rolfson/the first modern Famine better fits the theme I was going for with the companions than Curse, who has no direct associations with Apocalypse beyond both being mutants who lived on Krakoa concurrently, but a much later writer seemingly forgot that she was a young teenager when she was a Horseman and depicted her as having had a sexual affair with him. Thus, using her would rather drastically throw off the vibe I'm going for.