

# **Out of Context: Item Supplement**

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This document can be used as a supplement in any Jump that would not otherwise allow you to become a Living Item within its continuity.

By taking this Supplement you choose to enter the setting you’re going to as a magical item with a consciousness and soul. This object will be inanimate physically but expect a lot of shenanigans.  
To prepare you for the road ahead, take this:

**+1000 Choice 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.

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# Origin:

## Armor

You're a form of armor, this may include proper armor, simple clothing, or any other form of garment. Yes, you can be a bikini if you insist. Shields fall under this category too as they're more a form of armor than a weapon.

## Weapon

You're a weapon it seems, some form of armament which is meant to kill. This can be any form of weapon fitting a medieval setting, such as swords, bows, spears or even early guns.

## Location

You're not exactly mobile. Whether you're a Dungeon Core, a restaurant, a Hot Spring or a Beach, you're a location. Even a town may be possible. Don't expect to move unless you figure something out for that or have Perks to allow it. (Ships and other vehicles fit this mold too)

# Perks:

## General Perks:

### **Telepathy - Free**

I have no Mouth but I will scream! Simple and sweet, you now have an innate ability to project your thoughts into the minds of others. You cannot be blocked but you can't read minds either. You can, however, create a basic telepathic corridor, allowing two-way communication.

### **World of Magic - Free**

Not all worlds have magic, but you don't need to have that be a problem! With this Perk, which can be toggled, you may incorporate another world's magic system, to which you've been before, to exist in this Jump. For example choosing Harry Potter would mean that things like hidden wizard communities and schools exist, though not the characters and the locations will be different. Hope you're not into Buffy the Vampire Slayer magic, that one comes with demons.

### **System- Free/500 CP**

You now have your own LitRPG system, it may be whatever style you like although if it is extremely overpowered (Xianxia for example, or with broken functions) it will cost 500 CP

### **Prestige - Free**

With this Perk you may reduce your power down to a minimum, this is a permanent change but worry not, for you can grow stronger again through methods available to you. In a LitRPG system sense, this reduces you to level 1 and resets your stats. However, as a benefit you will also find yourself able to grow stronger, much faster. Again, assuming you took the above Perk, your stats would increase at an accelerated rate or, if the system you chose has no automatic distribution, each level would grant you 1/10 your pre-Prestige level in stat points on top of your normal, and this stacks obviously.

### **Magic Abilities - Free**

You get your choice of magical power which can grow over time in potency and variety. This comes with one Magic System of your choice appropriate to this genre as well as magic power on par with your average magic-granted Isekai Protagonist. I said average for protagonists, not average as in "I said to Make my Abilities Average!" kind of average!

### **Reincarnated as an Item Origin - Free (Cannot be taken with "My Sword Talks?!")**

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

### **Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)**

Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

### **My Wielder -100 CP**

If you are held by someone or assign them an important role in you if you're a location, then you may use this Perk to share any Perks you possess with them or your stats and skills if you have a System.

### **Safeguards -100 CP**

Wouldn't it suck if your ultimate, most powerful attack, broke you? Well, don't worry. You cannot harm yourself intentionally, meaning Perks, Items you imported into and your own skills cannot damage you. Also, your companions and followers are now protected from being corrupted.

### **Avatar -100 CP**

You may manifest a biological (appearing) avatar of yourself. This avatar may appear human or whatever race you chose for this Jump. They will be stronger and tougher than average for the chosen race. Be careful: Damage your avatar takes will translate to decreases of your own durability and/or health.

### **Smelt -100 CP**

You may take any material which matches your own composition and use it up to improve yourself. This will manifest in any manner you want, for a weapon or armor that would mean your sharpness and durability may improve while locations could expand or improve their facilities.

### **Quests -100 CP**

You now gain tasks to complete, either one generic one every day or if you find out about something that is happening in the area as well as from news agencies. Completing these tasks will reward you in ways which benefit you, from money to Items and even EXP if so desired.

### **Twin -200 CP**

Maybe not an actual twin. You're now made up of a pair of Items, maybe two swords, maybe a sword and shield. Choose a second Item type, you gain a second body in that. This acts as a sort of One-Up in general as you can be repaired if the other half of you isn't destroyed, but it also allows you to import here and in future jumps two Items at once if you buy them. Your connection to your twin Item must make sense.

Arms Conversion Booster: Welcome in the Arsenal

You may now use your captured enemies as extensions of yourself. They become effectively part of your "My Body" Item, so they cannot be imported into other items themselves if you do this, nor can they be released, but they will be given the benefits of you importing yourself.

This Twin may match the archetypes described in the Origins you didn't take, you do not gain discounts for those Origins however. Yes, you can have both a sword main body and be the consciousness of a city/empire.

### **Arms Conversion -200 CP**

Want to give others this ability, to become an Item at will? Or maybe use it to punish your enemies by making them a tool for you and your partner? Well, worry not! With this Perk you may convert others, either willing (in which case they can transform back at will) or when incapacitated (in which case they can't) into living items. They remain cognitive and may be given up to three Perks you have.

### **Loot -200 CP**

Wouldn't it be a hassle, if you had to collect parts and materials? Now you don't have to. Monsters and enemies automatically drop Items related to them, such as biological materials or items, when they're killed within 500 meters of you.

### **Microtransaction -200 CP**

You may pay in a proper, previously in circulation, currency you own legally, to increase your stats, permanently, help you with success in some manner of action, namely by guaranteeing this action will be successful, or to pay so that a cool-down instantly goes away. Prices will vary based on how powerful of an action you perform with this. Fiat backed currency is allowed

### **Item Shop -200 CP**

You (or your owner) will need a lot of materials, won't you? With this you gain access to an Item Shop, for which you can summon a text box similar to an online shopping site to buy anything that would be commercially available in your current and any past Jumps you've been to. Prices will depend on the power of the Items bought and won't be affected by Inflation. The currency you use must be proper currency, not something you have made yourself. Fiat Backed Currency is allowed.

### **Attribute -200/-400 CP**

Choose 3 Attributes to gain. You provide or improve these attributes for your wielder. They can be as simple as strength, finesse or accuracy, or more esoteric as making you more powerful against certain enemy types. Being a Dragonbane or Godbane weapon or armor would cost 400 CP though, same with similar attributes. May be purchased multiple times with the second purchase and subsequent ones being discounted. You may choose only 1 attribute to add after the first.

### **Godly Luck -400 CP**

Your luck is now massively increased, thus making a 50/50 chance into a 90/10 chance if not better.

Loot Booster: Legendary Loot

You now have a chance for enemies to drop more than ten times more loot or ten times the quality. Likewise any quests you take on will enable you to double the quantity or quality of rewards.

### **Non-Interference -400 CP**

From now on, nobody can interfere with your powers or take ownership of you without your consent. If someone unauthorized was to try and take hold of you they will experience electrocution and burns far beyond their capability to endure and drop you. Additionally you can, at will, teleport to the side of anyone who you have a bond with (friendship or being a Companion is enough).

### **Evolution -400 CP**

By attaining certain materials and items you may “Evolve” your own Item form or even your wielder, increasing your capabilities while increasing your growth rate. However, this is for your base characteristics, you will be reset to the lowest point you can be in power, which in system means you will return to level 1 but with a significant boost to your base stats and stat growth rate. This increase is equivalent to 5d20, same for the straight-up base stat increases.

Item Shop Booster: Pay-To-Evolve

You may now pay money to skip the requirements for evolution as well as buy level ups with money, though the higher you go in evolution stages or levels, the more you must pay.

Arms Conversion Booster: Selling Function

You may now sell Items you have ownership of for money. The rarer/more valuable an item, the more it is worth.

### **Shishou -600 CP**

Ah, truly the duty of the older, isn't it? You're now a great teacher and mentor, able to bring the best out of anyone training under, inside or wielding you. People which are part of your group, such as party members, companions or troops under your command, gradually grow in competency and power even if they do nothing, but if they actually train, they will experience 100 times faster gains than normal with their stats, if they have any, increasing at a 200% increased rate across the board.

You yourself naturally benefit from this as well.

Twin Booster: The More the Merrier

Now this is just unfair, see the multipliers above? The Growth modifier? Double it for every additional weapon which makes up your overall form. Yes this stacks with “Welcome in the Arsenal”.

Loot Booster: Treasure Trove

You now gain 10 times the amount of loot you would normally get from slain enemies or completed quests. Yes, this is kinda insane. Yes you can stack this.

### **Weapon Copy -600 CP**

Weapons come in all different shapes and sizes and wouldn't it be a shame if you found a cool one but you can't import yourself into it for some reason? Well, worry not! You may now copy the form and ability of any Item you match in type, even if it isn't fiat backed. This will grant you a new Item Alt-Form obviously though you come out with only half the power and potency of that weapon's abilities. How this manifests is up to you if you're a location.

Arms Conversion Booster: Weapon Absorption

Did I say “Copy”? No, now you may outright absorb any Item that matches your type of Item into yourself. For a Location this means you can claim structures into which you expand yourself. You gain the absorbed Item's full slate of capabilities this way.

Twin Booster: Weapon Assimilation

Well, remember how Twin only gave you one extra body? Screw that. You may “Assimilate” another Item which wasn't a living person before, making it yet another body for you. This applies the same rules as Twin to it and it can change into matching Item forms if you wish.

## Armor Perks:

### **Protective Coverage -100 CP (Free for Armor)**

Would suck if your wearer got shot in the head because they don't wear a helmet, right? With this Perk, anyone who you consider your wielder or agent, while in contact with you, will gain all over their body as much protection as if you covered that part completely.

### **Armor Up -100 CP (Free for Armor)**

For starters, this allows you to basically treat anything worn by the person wielding you as part of you without making it so permanently. Secondly, you may assign a piece of armor or article of clothing some of your Perks. The more robust those are, the more Perk Slots they have. A piece of attire made from cloth will have one, even underwear yes, while armor made of Titanium would have something along the lines of 10. Anyone who wears this Perk-upgraded equipment has access to all assigned Perks. These pieces of equipment can be taken off without them losing the Perks but they will be lost after 24 hours and must be reapplied.

### **Rarity Power -200 CP (Discounted for Armor)**

**Rarity, a simple enough concept no? With this Perk your stats and properties improve the rarer your materials are. This naturally is best if you have Perks that can let you integrate materials or gain additional item forms which can obviously have rarer materials.**

### **Trust -200 CP (Discounted for Armor)**

**You're armor, if your partner didn't trust your ability to protect them, what good are you? Now, when you have the trust of others your power increases, you become better in other words. This manifests in a system as percentile increases of your stats which scale with the level of trust you possess. Those you trust yourself also benefit from the same amount of percentile increases as you.**

### **Party Series -400 CP (Discounted for Armor)**

You now have a series of additional forms which correspond to any and all races you've met and been in contact with. These forms gain bonuses if worn by a member of these races and members of said races corresponding to an active form will gain increases in their growth rate and training rate, this being a x10 multiplier to both.

#### **Twin Boost: Guild Series**

Ah, now we're cooking, you now gain a "Companion Form" which allows you to distribute tags to pieces of equipment of people. These tags cause those who hold onto these Items, and who aren't your enemies, to benefit from the effects of "Party System" with a 50% boost to its efficiency, including the base effect.

### **Rarity Upgrade -600 CP (Discounted for Armor)**

And here is something new, eh? You can now sacrifice Items in your possession, whether you have an inventory or not, gaining UP (Upgrade Points) which you can use to upgrade the "Rarity" and therefore quality, of your body or other items. After upgrading the first time, the rarity goes to Common (CO), followed by Uncommon (UC), Rare (RA), Super Rare (SR), Super Rare+ (SR+) and Artifact (AT). Each increase of rarity causes an improvement equivalent to the number of upgrades performed+1 as a multiplier compared to the previous (Common being x2, Uncommon x3, Rare x4 etc.)

#### **Shishou Booster: Teacher Points**

This is a similar system, as you aid others in training and teach them, you gain Teacher Points (TP) which can be used to either improve their stats, raise their proficiency with a skill or Perk, or buy them a new Skill related to the world you're in or which you have visited.

#### **Rarity Power Booster: Blade Armor**

**Normally a suit of armor or a shield has limitations on dealing damage, relying on other items to do the damage for you. Well, now you no longer need to worry about it. You have mastered the art of turning defense into offense, meaning that your strikes, or those of your wearer/wielder, will now hit with as much force as the defensive properties you would give, added to their own offensive output. Yes, this works as you think in a System.**

## Weapon Perks:

### **Eternal Edge -100 CP (Free for Weapon)**

Blades dull, shafts break, arrows run out. However, you do not suffer this. Your ability to deal damage will never diminish, as such your blade will not grow dull or chip, your shaft or heavy end won't shatter and your ammunition will simply appear in your user's hand.

### **Level Link -100 CP (Free for Weapon)**

Isn't it tedious for you to grow stronger? While you may or may not have a LitRPG system, you now gain an equal share of training benefits from those who wield you. In terms of a LitRPG system, this means that you gain EXP whenever your wielder gains EXP and your stats rise when your wielder's stats rise by training other than by level up. This doesn't work if your wielder is just an Avatar of you. This isn't, however, a one-way street. EXP you gain from being used and stat improvements that you gain from other methods of gaining power, will be reflected in your wielder and your party members.

### **Mastery System -200 CP (Discounted for Weapon)**

You now have a "Mastery System" within you. As your wielder uses your various forms, they gain a mastery level in your system. This manifests as a mental gauge and level, even if you don't have a LitRPG system, which when capped will rank up that form's mastery, causing the stats of that form to improve. Secondly you can reset the mastery rank of a form to 0, causing its stats to return to normal but in return, you gain an amount of Mastery Energy or Mastery Points, both of which can be invested in one of your forms which will also have a Prestige Meter. Maxing it out will give it a Prestige Rank, going from E to SSS, the way you would expect it to. This Prestige Rank will increase all stats of that form as well as potentially unlocking new abilities in that form. This stacks with the boosts of the Mastery Rank, meaning increasing it will grant higher stat bonuses.

### **Synthesis -200 CP (Discounted for Weapon)**

Every 24 hours you may sacrifice up to 2 Alt-Forms to transfer their abilities to another or to merge them. Doing so will increase the result's power by the power of the sacrificed Alt-Forms. This can apply to Weapon Forms or other Alt-Forms. Combining these forms physically or in form is optional.

### **Bestiary -400 CP (Discounted for Weapon)**

**With this Perk you can now store monster parts within yourself in a small pocket dimension. This Pocket Dimension is available for any other Perk to access in a process of converting items into energy, selling them or crafting with them. However, the important parts of this are as follows: You can absorb such monster parts loot to unlock new forms, and secondary, storing such Items in yourself will build a Bestiary, a small encyclopedia which will, as you complete the loot list of a monster, fill with important information on that species. Additionally, you gain boosted stats in the related forms the higher your completion rate of the entry is.**

#### **Twin Boost: Item Wiki**

With this upgrade you have a second encyclopedia, an Item Wiki if you will. By storing items inside of you (not monster parts in this case) you can gain an inventory for them. This will both enable you to, if you can buy them somewhere or somehow, gain a discount for these items, but also gain a sort of Radar to find them easier when possible. Lastly you gain bonuses as sets of Items such as Wooden Weapons, are completed.

### **Crafting System -600 CP (Discounted for Weapon)**

**With this Perk you can now craft new Item Forms and, more importantly, Items, from materials you have as well as existing Items. You can also use this to combine Perks to create new, more powerful Perks which combine their effects. Lastly, Items stored inside of you, if you have that ability, can be refined, making them better, stronger, more durable and can also repair them, regardless of complexity. However, this process will scale in the time it takes to do so with you or your wielder's crafting capabilities and the complexity of the item.**

#### **Shishou Booster: Smithy Sword**

**You can now transform into a "Smithy" form, this form has various passive skills to improve crafting work, such as applying the effects of the skill "Rarity Upgrade" to said Item being created immediately, increasing them to "Common" grade. Additionally your wielder will have various crafting skills available which will become better and better as they use you to craft Items, increasing the ease, speed and every 2 grades, increasing the maximum grade by**

**one. Your own crafting capabilities play into this too, as their personal crafting will always work at twice your own skill level.**

**Synthesis Booster: Item Synthesis**

You may now use this Perk to combine 2 or more Items into one. This can be done to any Item you own and the resultant Item will be granted Fiat Backing if at least one of the component Items had it. How the combined Item will manifest is up to you, you can physically combine them or just have the capabilities of one of them added to those of the other. While making builds you can also import more than one Item into other Items, except yourself as well as import Items of the same document into one another.

## Location Perks:

### **Territory -100 CP (Free for Location)**

You have a set area you own, this may be your actual body or alternatively, where your body resides normally. This territory expands as you grow in power and can, if you have means of traveling to other planets, even go interstellar.

### **Strategy View -100 CP (Free for Location)**

You now possess the ability to “Zoom Out” and view your territory and the surroundings of your subordinate beings remotely from the air. You can use this to issue commands and yes, this acts like an RTS game’s map view if you so choose.

### **Construction Work -200 CP (Discounted for Location)**

You may expend materials within your territory or inventory to create structures within your territory or, if it is separate, your body. Select 1 Medieval or earlier, historical or mythologically based, RTS game, you gain the ability to construct that game’s basic buildings available at the start of the game.

### **Upgrade Tree -200 CP (Discounted for Location)**

Remember how I said you’re limited to only the most basic structures of your game of choice? Well that’s no longer the case. You can now construct a “Study Building” which may be any area assigned by you for this, from a simple desk up to an entire district. This structure acts both as a school, where your inhabitants will learn new things as if attending a fully fledged, proper, top-of-the-line school appropriate for their education level, while you receive “Research Points”. This is a resource which is gathered faster the more people are studying and the higher their level of education is. You also gain the “Research Menu” which allows you to trade Research Points for various upgrades such as additional structures, units, vehicles and technologies. What is available will be limited to your current and past worlds but will obviously update with each new world. Yes, if you go to Stargate, you can pay a Trillion Research Points to learn how to produce ZPM and the like or another to upgrade them.

### **Gaccha -400 CP (Discounted for Location)**

Ah, the Gaccha, this is a rather nice little ability. You now have access to “Gaccha Vouchers” which can be traded in a number of menus for Items of that menu, such as buildings (to be placed), weapons (cause that’s a thing), Followers (ergo inhabitants and servants) or general Items. The rarer and more valuable these Items the lower their chance. You can gain more Gaccha Voucher from the General Items Gaccha, which will be won in batches of 10, or from the Item Shop for money as a mid-tier Item.

### **Twin Booster: Double Gaccha**

Simply put, the more bodies you have, the more Items you get from each Voucher and also, you get two Vouchers per day and 20 from the Gaccha when you get them. Simple, I know, but can be quite powerful.

### **Populate -600 CP (Discounted for Location)**

Remember how the Gaccha one lets you get followers? Well now you can make them. By expending resources such as food, wood and metal (corresponding to what would be needed for their equipment) or food alongside pieces of equipment (depending on what you’re creating) you can create units. On default you will be able to make one fantasy race with no special equipment (pure food cost), as well as a basic Warrior (Food + Wood for a club) and a Construction Worker (only Food again). These “Units” or “Mobs” as it may be, will be loyal to you, Sapient in nature and can even be directed by you. They can grow and have an evolution feature depending on your investment and their proficiency. They won’t respawn automatically but you can pay in gold to revive a fallen unit. You can also use, if you have it, the Research Tree to unlock more advanced Unit types, equipment and capabilities.

### **Shishou Booster: Conquering Spirit**

Remember how I said you could grow gradually? Well, you won’t have to wait anymore. You can send out your subordinates to construct Territory Markers which, once you have constructed two outside your territory (requires manual construction) and two on the border, will start of 50 second timer in which, if they aren’t damaged, they will claim that territory for you, expanding your Area of Influence to include everything within. This claimed area cannot be larger than 500 square meters. You can claim territory the same way if there is no land connection by constructing four such markers, creating an up to 500 square meters area where you gain control to use your perks on.

### **Construction Work Booster: Recruitment Buildings**

You now have the ability to construct buildings for creating your various units. Doing so will cost half as many resources normally or can be accomplished by buying the units with money the same way as done in the Item Shop. Units purchased here are cheaper than possible in the Item Shop. You can also use both methods, using up resources and paying a small fee to immediately finish the creation of the units. Additionally, Recruitment Buildings will, once per day, produce 1 unit of each type they can produce for free.

Recruitment Buildings will at first match Construction Work game choice. More can be researched with the Research Tree.

# Items:

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

## **Myself (Free)**

This is you, as in, the Item your soul now inhabits. You cannot separate it from yourself, your body will simply turn into whatever Alt-Form you choose from and then into this if you choose so. This Item is here to enable you to import yourself into Items. You can choose any form which matches your Origin, but you do not gain any special abilities from a form alone. Yes you can look like a Jupiter-class Battlestar, doesn't mean you have FTL capabilities and no, turning into Nasuverse Excalibur doesn't make you the Sword of Promised Victory. If you import either, that is another story. Yes you can import Items into this, including from any Jump you have supplemented with this document if this isn't allowed by default due to this being technically just part of the same build. You can import as many fitting Items you own at once but they will be treated as Alt-Forms, not separate bodies.

## **My Territory (Free and Mandatory/Exclusive, if you have taken the "Territory" Perk)**

Same function as the previous item, all territory you have claimed will default to this Item and can be imported into other properties and other territories/properties can be imported into this. Yes, if you have an interstellar Empire, you can cheat this way. You can import as many items as you want.

## **Dungeon (400 CP)**

This is a Dungeon, as in, a large, predatory location. It is incredibly ancient in nature with 100 floors easily which, when you leave, reset automatically and shuffle around, making them random. You will always find a challenge to better yourself here as well as finding loot and valuables with which you can improve yourself with your own perks.

# Companions

## Import- Free

You can import any companions you got before this Jump or in this Jump, to take this Supplement. They gain half the CP you gained here from Drawbacks and can be either items or humans with their purchases applied to an item of their matching Origin they now own without a consciousness.

In future Jumps you can use this option to let companions who didn't join you before taking this Supplement use it for themselves with the same stipulations as above.

## Wielder -100 CP (Free for Weapon)

This is a being of your choice, belonging to a race native to the world you are entering. They will have an intrinsic connection to you and are incredibly loyal. You can choose their age, gender, appearance, origin and personality are up to you.

# Scenarios

## **First Jump Supplement (Must be used on your First Jump)**

The goal is quite simple: Finish the Jump with the following conditions:

1. You lose all Memories of the plot.
2. You must survive at least 10 years in this setting.
3. May not take “Second Supplement” Toggle.

### **Reward:**

#### **Bodymodding Dream**

As the title says, you are given a dream: Everything you purchased in this first Jump, Supplement and main Jump, becomes engraved into your Bodymod, forming part of your Base State. If you had a non-human form through this Supplement or the Jump, you may elect to make that your base form.

This doesn't replace the Bodymod Supplement, you may still use it.

Companions taken here will be able to import into each Jump with a 1000 CP base stipend for free with the highest value Companion stipend being added on top of it. These companions do not take up any Companion Slots.

## **I want More Bodymod (In case this isn't your First Jump, Incompatible with First Jump Supplement)**

You want to get this all as a Bodymodeven when this isn't your first Jump? Very well, there is an option but it comes with conditions:

1. Everything here costs double CP.
2. You will be locked out of using any Perks or Items from prior Jumps, and also lose your Bodymod for the duration of this Jump.
3. You must have taken the “Random Setting” Drawback and rolled. The first setting with a Jump must be chosen from what you get.
4. You cannot take the “Second Supplement” Toggle.

### **Reward:**

Naturally, you get the Bodymod. However, this reward is limited to this Supplement's purchases, meaning no you do not get the contents of the supplemented jump Bodymodded as well. I mean, this stuff is still pretty extreme for a Bodymod, so don't complain. All Bodymodding related rules from “First Jump Supplement” apply here.

## **Heavy Punishment**

To take this scenario you need to have taken at least 20 Drawbacks from this Supplement.

### **Reward:**

#### **Item Isekai Troubles**

You may apply Drawbacks from this Supplement in future Jumps as if they were Drawbacks native to that Jump.

# Drawbacks:

## **Second Supplement +0 CP**

Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

## **My Sword Talks?! +100 CP (Cannot take “Reincarnated as an Item Origin”)**

You’re no longer a Drop-In.

You’re a native in this world, or at least that is what your entry point will be. However you gain a new companion, who will take the form you would have chosen as well as all the Perks you purchased here.

## **Legendary Weapon +100 CP**

You’re not just a normal magic weapon which has gained a mind and soul. You’re a legendary weapon of possibly divine origin. This in essence, makes you this world’s equivalent of the Legendary Weapons from The Rising of the Shield Hero, a great tool given to a human summoned to that world to try and avert an involuntary fusing of two worlds through collision of said worlds.

You must take the “System” Perk and either import one companion as a human to wield you or gain one Wielder Companion for free regardless of your Origin. Yes, you can be the Legendary Patch of Grass if you want. Hope you know how to leverage that.

## **The Rising of the X-Hero +200 CP (Requires “Legendary Weapon” Drawback)**

Oh this is bad. Those who wield you are now hated by a large and powerful religion in your starting area. This influential group will have conspired with a member of the government to make the life of your wielder hell as they see those who wield you as a demon or devil. Expect Assassins, spies and saboteurs

## **Edge of the Edgelord +200 CP (Requires “Legendary Weapon” Drawback)**

Your partner is now an absolute Edgelord. Maybe they have some hidden softness, but expect something along the lines of Abridged Kirito or canon Naofumi at his worst. ESPECIALLY if you took “The Rising of the X-Hero” above, because that’s gonna amplify this.

## **Calamity Waves +100 CP**

Similar to a certain Anime/Manga/Light Novel/Web Novel your world will now periodically suffer from sudden appearances of rifts to another world from which will come horrible monsters. They will be manageable for most modern militaries at first, and even some medieval ones with a large number of skilled knights or magic can do so, but they will grow stronger. This Drawback causes these waves to appear only once per year but you may take this multiple times. Half the time between waves for each purchase.

Double the CP you receive from this Drawback for each “Legendary Weapon”, “The Rising of the X-Hero” and “Edge of the Edgelord” Drawback you took (maximum multiplier is 8)

## **Battle Maniac +100 CP**

You may take this Drawback twice. For each you must select either yourself or your wielder, the selected individual will now be obsessed with battling and getting stronger. You must choose the other one for the second purchase.

## **Tougher Monsters +100 CP**

Normally, monsters will scale in power with you, as is custom in this kind of scenario. Well, no longer. You may take this Drawback more than once, up to 10 times in fact, increase the strength of all monsters in the world by 10% for each purchase. Mind you, the weakest monsters are also the most numerous, and any increases in their combat capabilities will be bad news.

You gain 200 CP per purchase of this Drawback if you took the “Calamity Waves” Drawback as you will be facing far stronger monsters in these waves. Good luck Jumper.

### **Valuable EXP Resource +100 CP**

You're now burdened with a somewhat... unfortunate means of growing stronger. You will only gain EXP or similar things if you shatter a special crystal now inside of all monsters. These crystals are magical in nature and are extremely valuable for enchantment work, meaning adventurers will be searching any corpses you leave behind. Hope you don't do that. Also, on the upside, destroying that core will kill the monster regardless of strength.

### **Guild Bound +200 CP/400 CP**

You're now partnered with someone who is part of an adventurer guild. This means you need to take quests periodically and pay a membership fee. Failing that your partner will lose their license and you will be confiscated from them, assigned to another newbie adventurer. If you have a system then you gain an additional 200 CP as now you will, if reassigned, lose all the progress you made.

### **Weresevice +200 CP/300 CP**

You're a Werehuman now, Jumper! More specifically, during the night you will transform into a human form involuntarily. You can still use magic to imitate characteristics of your normal form but being that you're an Item in your natural form, you won't exactly be wearing anything when transformed. This doesn't affect your territory or secondary bodies. For an additional 100 CP you will be forgetting this happens every night, surprising you at sunset as well as guaranteeing this will happen during awkward moments. Anyone knowing of this will forget pointing this out until it is too late to run for a room. If you're a building and people are inside of you, they will be teleported out, don't worry.

### **Rising of the Evil HEROes - Variable**

Oh this is troublesome, horrible, mentally broken and insane Japanese people have come to your world, how many depends on your choices here, for each you get 200 CP and you may take this up to four times, choosing one of the first three out of the below options each and only once. The fourth purchase, due to this bringing in all four, you get 2000 CP total instead.

**Evil Armor Hero:** This young man is a self-proclaimed "Holy Knight" whose goal it is to replace unjust government with sacred, righteous ones. Sadly for this world, his idea of the ideal and just government is a Theocracy under the most extreme of zealots who would force everyone into believing as they do. He wields a magical suit of armor which can cast magic projectile attacks and lends him great amounts of defense. He will only grow stronger as time goes on, as he will assassinate state leaders, lead rebellions and incite wars to bring about his "Utopic World". His armor provides support in the form of the full "Armor" Origin Perk Line.

**Evil Sword Hero:** This former VRMMORPG Solo-Player is probably the most tragic. Shortly before coming here, he was one of 1 million players of an VRMMORPG-turned-death game whose world is almost identical to this one. He had joined a small guild and had fallen in love with one of his guildmates, only for them to fall prey to a trap. With him being the only survivor of the guild, he was offered a chance to save them all: To capture you (or your weapon) and forcefully fuse you (or your weapon) to a sword he was given. This Sword is called "Deathcalibur", a demonic, soul eating sword. He doesn't realize that this is all a trap as this sword will devour his soul and the souls of all other players he left behind if he succeeds. On the plus side, he is anti-social to the point where he'd sooner eat Gobin shit than go near a town so... yeah. His sword has the full Perk line of the Weapon Origin and will work well for him.

**Evil Dungeon Hero:** Well this is... awkward. You will hear of this guy as a self-styled Overlord, the ruler of a small, newly popped up dungeon. Said Dungeon will expand rapidly and even begin to claim land around its entrance to the detriment of people. This person, who styles himself after an Overlord from the game series of the same version, has transmigrated to this world and was made actually into the Dungeon Master of a Dungeon Core, a type of predatory crystal life. It has all the Perks of the "Location" origin and will start out as a small cavern in the mountains.

**Bismarck the Evil Battleship:** This is the final foe you may choose. Only available once you have chosen to take this three times, Bismarck takes the form of a flying ship. Possessing three Item Bodies, made of this ship's hull, armor and, at first, one gun turret, Bismarck boasts all Origin Perks as well as Smelt, Twin and Arms Conversion. Obsessed with power, Bismarck, who may or may not be a Jumper like you, will go out of his way to hunt down powerful enemies to convert into more upgrades for himself, including additional gun barrels. Due to his flying form, he will be hard to track down, much less destroy.

### **Monster Magnet +200 CP**

Monsters are inherently, and violently, attracted to your location. They all want to take you for themselves, absorb your powers or just eat you. Yes, there will be monsters who eat whatever you're made out of. They will pose at least a moderate threat to you at all times. Yes, if you become powerful enough, expect that Dragon God from the other side of the globe to come calling.

### **Dripping +200**

Oh boy, you've now got a problem. What problem? Leaking. Your powers, your abilities? Whatever energy they use will passively leak out at all times, meaning you will lose the energy you would otherwise have. This leakage won't actively reduce your stores but it will always be enough so that your recovery rate will be cut down to 1/10th the normal rate you would have.

### **Reincarnators +200 CP**

I know this Supplement has some serious parallels already to "The Rising of the Shield Hero" and all that. But here is another. By some means, any means, there is now a "Reincarnator", an annoying, selfish and utterly delusional human from a world identical to your original home world. This malevolent Isekai wannabe has been given the ability to escape death by transferring his soul to a new body as well as the means to produce more. He also has an Item with at least 10 Perks from this Supplement. You can get rid of him. If you can destroy his soul, which is deadlier than dead. This Drawback may be taken multiple times. No there is no limit, these people are bad news.

### **Bonded Armaments +200 CP**

You're now bound to a wielder, they cannot get rid of you and you can't detach from them. On the plus side you won't get lost and cannot be separated permanently, teleporting to them only seconds after separation, appearing in their hands or in a convenient area. If you're a location, your partner can no longer leave your territory, sorry.

### **Legendary Shield +300 CP (Exclusive to Armor)**

This Drawback prohibits you from taking Origin discounted Perks outside of the Armor and General Perk lines. You're now a shield, a purely defensive piece of equipment. This nerfs the physical damage of your wielder.

### **Reincarnated as a Sword +300 CP (Exclusive to Weapon)**

This Drawback prohibits you from taking Origin discounted Perks outside of the Weapon and General Perk lines. You're now a weapon, nothing less, nothing more. You and your partner are going out there to fight and get stronger, what need is there for anything else?

### **The United Nation of Jumper +300 CP (Exclusive to Location (Free))**

This Drawback prohibits you from taking Origin discounted Perks outside of the Location and General Perk lines. You're now no longer just a location, you have taken the role of a village. The people worship you as the spirit of their culture and your Perks will be adjusted during the Jump to accommodate this role (basically, you're playing Sid Meier's Civilization but with some weird mods)

### **Higher Forces +300**

(May be taken multiple times) In the Web Novel of The Rising of the Shield Hero, the Waves of Calamity are caused by Medea, a god-like bitch who created an avatar of herself in the form of Malty. Likewise, similar beings are behind them in the Light Novel/Manga/Anime versions. Like Naofumi there is now one such entity harassing your world. They're not unkillable, but... yeah. Each purchase adds another, they will be working together.

### **Otherworld Invasion +300 (requires "Calamity Waves")**

(Can be taken multiple times) Oh, this is bad. The Waves of Calamity now lead to another world. A world where wielders of weapons like you reside. They will enter this world with the goal of killing you/your wielder in hopes of ending the Waves by destroying the world you're in. This will end your chain if this happens. Each purchase adds another such invader to the group.

### **Problem Colleagues +300**

You're no longer the only item like you, you're part of a set of such weapons and each has been paired with a summoned Hero. Problem is, for each time you take this, one of the four will have severe character issues. Yes, the fourth time it will include your own wielder. And there are four. If taken with "Rising of the Evil HEROes" this Drawback gives 600 CP instead.

### **Draconic Invasion +600 CP (May be taken 10 times)**

Oh boy, your world is now kind of screwed. It is a blast from Earthland, a dragon from Fairy Tail has escaped Acnologia's rampage into this world. Each additional purchase of this Drawback doubles the number of these dragons. You may take double CP (applicable piecemeal) to make this dragon be as strong as the weakest of the canonical "Dragon Gods" from the 100 years Quest Arc. Otherwise they're about on par with Zirconis and in either case they come in all kinds of varieties.

### **Isekai Boss +1000 CP**

(May be taken multiple times) You know how Isekai Protagonists are brutally overpowered? Well, for each time you take this Drawback, one of the following will appear in your world, and you must defeat all of them before the end of this jump or you fail.

Ainz Oal Gown with his subordinate NPCs

Rimuru Tempest and his followers (post-Orc Lord)

Aporou (Re:Monster) and his mercenary company

Tanya von Degurechaff and the Empire

Maple from Bofuri along with her guild

Every surviving Player of Sword Art Online at the end of the series with all their abilities

Dungeon Delta and the Village of Durence (There is no Epic Loot Here, Only Puns)

## **Generic Drawbacks:**

### **Wanted +100 CP**

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

### **X-rated +100 CP**

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

### **Double Trouble +100 CP**

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

### **Low Budget +100 CP**

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

### **Thugs for days +100 CP**

At least 10 random thugs will randomly show up every day and target you.

### **Silent World +100 CP**

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

### **Stalker +100 CP**

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

### **Angered Factions +100 CP**

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

### **Heroic Sayings +100 CP**

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

### **Rough Childhood +100 CP**

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

### **The Weirdo +100 CP**

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

### **Team Up +100 CP**

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

### **Knowledge Lockout +100 CP**

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

### **Stranded +100 CP**

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

**Plot Anchor +100 CP**

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

**Kick the Cook +100 CP**

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

**Scarred +100 CP**

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

**Always Left Behind +100 CP**

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

**Honourable +100 CP**

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

**Nightmare +100 CP**

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

**Inconvenients +100 CP**

Small issues will constantly occur causing minor discomforts for you.

**Extended Stay +100 CP**

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

**Friends From Beyond Your Dimension +200 CP**

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

**Sore Thumb +200 CP**

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

**Dead or Alive +200 CP**

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

**The Good People +200 CP**

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

**The Bad People +200 CP**

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

**Wider World +200 CP**

This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to

cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

**Dark Minions +200 CP**

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

**Blinded +200 CP**

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

**Pet Food +200 CP**

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

**Publicity +200 CP**

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

**Thou shalt not kill +200 CP**

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

**Selective Amnesia +200 CP**

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

**Total Amnesia +200 CP**

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

**Amnesia +300 CP**

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

**Living in Exciting Times +300 CP**

Completely random but exciting things will nearly constantly occur around you and often attack you.

**Competent Enemies +300 CP**

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

**Just A Child +300 CP**

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

**Local Scale +300 CP/+600 CP**

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

**The Importance of Education +400 CP**

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

**Find and Seek +400 CP**

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

**Not So Shiny Toys +400 CP**

All items gained from other jumpchains will not be able to be imported into this jump.

**Friendly problems +400 CP**

All companions, followers, and pets are barred from this jump.

**Mortal +400 CP**

All of your perks are all disabled for the duration of this jump.

**Boss Rush +600 CP**

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

**Random Setting +1000 CP**

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

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

# Notes

1. Please be mindful and fanwank appropriately with the generic purchases.
2. If you have questions, feel free to ask
3. If I have forgotten to replace something, please notify me on Reddit, this supplement was made using my OoC Fairy Tail Magic Supplement as a template so there is a chance of some of its contents remaining.
4. If you have Perk or Drawback ideas, please place them in the Undiscounted Perks or Drawbacks sections between Perks or Drawbacks of more or less the same price. Same for Items if you want to add something, but be mindful of what this supplement is meant to be.
5. This Supplement is meant to emulate the “Reincarnated as an Item” trope of Isekai stories.

## Changelog

1.0 Finished Jump