Out of Context: Post-Mortem Supplement

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This document can be used as a supplement in any Jump that would not otherwise have beings that live after dying.

By taking this Supplement you have chosen to be something that died in some way but came back and you will enter into that continuity as a Drop-In awakening into the world by denying your final fate.

+1000 CP

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

Origin:

You are back in the land of the living, even if you shouldn't really belong here, but how did you come back exactly?

Zombie

Ah the classic rotting corpse, that's you now. Originally that was the term for corpses risen using witchcraft, but nowadays pop culture depicts it as the result of a wicked biological plague that is a threat to all of society. This origin takes after its latter form, with you being a biological menace.

Skeleton

Bones are the most sturdy part of the human body, so it's typical to see them as the last remaining pieces of someone who's dead. Because of that they became a symbol for death and danger. Which is why seeing a living skeleton is so odd, but most cases where you see a skeleton walking you can assume the work of foul magic.

Vampire

The bloodsuckers are known beyond the need of introduction, but let's summarize them anyway. Cold cannibal walking corpses, a dark reflection, maybe even a mockery, of Humanity's most predatory nature taken to an extreme. Vampires represent the detachment, cruelty, and pull many of society's elites have, is it any wonder why those sinful creatures are so often characterized as the leaders of the damned?

Ghost

When the spirit is more resilient than both flesh and bone, and when it has a cause to continue living, it becomes a haunting specter in the night. Their spiritual nature awakening to powers of

other souls and while their influence over the world may be restricted, it still can be felt beyond mortal men.

Mummy

Unlike the others, you had a whole ceremony to yourself! Oddly enough the ceremony was about preparing you to travel to the afterlife, what exactly are you doing in the land of the living? Either way you have power in mysticism and favor with divine powers.

Perks:

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

Almost Unique -??? CP

Something Rare Booster: Something Unique

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

General Perks:

AHHH! - Free
You can clearly see the theming of this jump, that is to make you scary. Which you are now in spades. You can leverage all your unnatural traits to terrify those unaware or lacking of will. Do note that fear causes a fight or flight reaction, and some people will pick “fight” no matter how scary you are.

Body Positivity - Free
It is often rather hard to face the fact of what you have become, not so much for someone like you who can change forms at the drop of a hat. But anyway, you will find yourself comfortable in whatever shape you find yourself in, whether your body is literally rotting or you find yourself lacking in having a body period.

This Is Halloween! - Free
The holiday decided to your kind is present in many worlds and cultures, but not all of them. Not before anyway. This is a narrative toggle perk that allows you to import holidays dedicated to the dead of any culture you have experienced. Be it the traditional version of Halloween, the modernized version, or any other holiday dedicated to the dead like dia de los muertos.
You can even leave it open and just let the world naturally create its own holiday with its own traditions regarding it.

Post-Mortem Origin - Free (Cannot be taken with “Not Drop In”)
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were deceased and buried in an appropriate way for your origin and rising as your jump starts.

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.

Oddly Hygienic -100 CP

You'd think somebody who was dead for a while would repulse people, if not by the sheer macabreness and taboo of your existence, than by your smell. Oddly enough that isn't the case for you, you smell alright even when you have no right to. This extends to any passive effect of your being that would be unpleasant to other senses, and you can toggle this freely.

Jumper The Friedly [X] -100 CP
You will find making friends to prove quite difficult, if it's already hard to relate to people as a human from a different culture, then you can imagine how being a creature that defies the universal constant of mortality can be.
Fortunately, this perk provides people with a more clear showing of you and your intentions when you activate it. This makes people give you the benefit of the doubt far easier, as long as your intentions are harmless or friendly enough.

Hybrid -150 CP
Each origin gives its own form of being alive while dead that is unique to them, but why limit yourself? With each purchase of this you can obtain the **"self"** perk of one other origin that isn't yours, maybe you are a mummy that was experimented on like a zombie, maybe you are a ghost piloting your skeleton body, or something else like that. Becoming a hybrid will merge the strengths of each **self** perk while also helping with its weakness (A zombie+ghost hybrid will be easier to be material than a pure ghost due to possessing their dead body, a mummy+vampire will find itself more resilient to the sun using it's bandages etc) You can fanwank how that works exactly, but it won't get rid of the weakness outright, just make them less of a issue. This perk grants you a single discount for a perk under 600 of another origin, and you can purchase it multiple times to become a more complex hybrid.

Band of The Undead -400 CP
The life of those living after death normally would be quite lonely but that is no longer the case for you, jumper, because you now have the means to revive people using the same method you have come back from death. This is not just limited to the type of undead of your origin, but extends to any alt form that is related to someone's passing or is something like an undead (Bleach's hollows, Vampires, angels etc). You can revive people as many times as you feel like it as long as their souls are intact, and they gain any benefit their new body would naturally have.

Hybrid (x4) Booster: King of the Damned [Requires: Zombie Self, Skeleton Self, Vampire Self, Ghost Self and Mummy Self]
I see, you aren't satisfied being the leader of just a few subsections of monsters, are you? Very well, you have become quite the regal monster. You can freely decide how your alt form takes shape using all monster variants mixing and matching them according to your desire. Its power will be like all the "Self type" perks fused together to make something one magnitude stronger than the sum of their parts. Optionally you may make yourself x10 bigger than you could have been otherwise. Not only that, you are a true monster sovereign, giving you an aura of authority even to monsters that aren't undead related. You have conceptual power over the concept of

fear, you can create monsters from your own massive reserves of energy, whether that energy be biological, magical, spiritual, bloody or anything in between.
Your conceptual link to monsters and fear has also altered the energy your soul can produce, any sort of monstrous power (Mutant virus, foul magic, curses etc) will be formed into a dark, composite form that has all it's strengths combined and doubled, the exact form it takes is based on your true character underneath the king of monsters you have become (Noble dark king's will find their energy forming to more gentle, while monsters in all sense of the word will find their dark energy being foul and acidic)
And finally, your monster weaknesses are almost fully muted, though a holy god would still be able to output enough divine force to force the weakness into you.

Undying -600 CP
You've rejected your final end before, and you will do so again. Death itself will only get you after fighting you to tooth and nail, and that is being generous. Firstly, your refusal to die made you immune to the authority of death or any other divine force demanding your death, the only way to put you down is by shattering your body and will. And speaking of that, you have become a magnitude more durable than your post-mortem self would already be, and finally, should even then they manage to break your body beyond your ability to recover, you'll come back even after that. But your revival does have its costs, it's based on your will power, and each time you perish, you lose around 20% of the will power granted by your perks, even if they are described as "limitless". After your perk's willpower ends, it will target your actual soul and will, debuffing you for each death. To fully kill you they must eliminate your willpower completely. You recover your soul and full willpower once you finish the jump or 10 years have passed, depending on which one is shorter, and you can revive yourself at any point after death, but you'll lose the chain if you keep yourself dead like this for longer than an entire year.

Band of The Undead Booster: Death Defier
You probably heard once or twice some uppity psychopomp speaking of how sacred death is, how it's natural and good for the order of the cosmos or some other nonsense like that. Fortunately for you, you really DON'T care for such notions, nor are you forced to play by those rules. You can now revive people from literally nothing, much like how you resurrect yourself, and whatever powers that be of the dead can do nothing about it. Reviving someone is as easy as just asking them if they want to be revived. That's it, no trips to the underworld needed, no bargain either, no price at all… Except probably pissing off whoever is incharge of people dying, but hey, what are they going to do? Kill you?

King of The Damned Booster: God of The Underworld
Before you merely rebelled and became independent, now you can replace those in charge as an alternative and competitor. For starters, death becomes much like fear and monsters, a part of you, you are the divinity of death.
Being a god as you expected comes with great power, if you weren't already, now you find yourself casually being someone who can influence multiple continents with your raw power. You have a conceptual connection to everything related to death, so all of your powers that fit into that category are boosted by a magnitude, and they also join in your dark power reserves

obtained from the **King of The Damned** perk. And even the leftover weakness to the divine is completely diminished into nothing.
And of course, as a god of death, you reserve your own afterlife. Or multiple afterlifes if you wish to split your realm. Having such domain as yours grants you many boons, firstly as you can imagine, every soul that you have claimed over will lay here (This includes companions, followers, anyone that considers you their ruler/god, anyone who you have claimed their soul/killed and everyone from a jump assuming it doesn't have a determined afterlife besides your own), death has as much meaning in here as you so desire, frankly if you feel like it you can just open a portal from your afterlife into the living world and revive people effortlessly.
Only those who can travel through the afterworld would be able to reach here without your say, and if they challenge you here that will prove most foolish as you are always at your peak power in your domain, this realm is an extension of yourself after all with all the power that implies.
You may fully customize and split your realm, make hells and heavens to fit what you desire, and automatically filter and sort souls into it according to your moral system, whether consciously or subconsciously is your choice.
And finally, you can't be killed, erased, banned from existence or any of the sort until someone somehow manages to erase your realm. Should you die, you'll just respawn here like nothing happened, this extends to anyone you have claimed. Effectively giving you unlimited 1-ups in your chain as long as you have it functioning. This realm by default starts as a universe, but if you pass that threshold of power it can expand into a multiverse and beyond.

Zombie Perk Tree:

Zombie Self (Free & Exclusive Zombie)
As a zombie, you walk among the living as your body dies yet refuses to stay down. Unlike popular depictions, even as your body rots by the passage of time, you still operate with the same efficiency when your body was at its peak, if not more. Your body now has no reason to safeguard its full muscular potential, and as you consume flesh, you'll find your body recovering and becoming stronger, for some reason brains of beings with human level intelligence (or higher) seem to be worth x10 more for your growth as a base, the smarter, the tastier and more nutritive to you. You are also harder to put down, it would require a clean shotgun shot aimed to your head to put you down for good. You can customize the details of your zombie form as long as it doesn't grant any large advantage besides being at maximum x2 taller than a normal man, and post jump this becomes an alt form. Zombies have no real weakness, but they would be the weakest compared to the other undead origins.

Bitey -100 CP (Free for Zombie)
Dear god, that bite strength you have on that jaw is ludicrous. As a baseline human your teeth can match that of a hippo! All the better to eat meat… This perk continues to scale up with your physical strength.

Slow & Steady -200 CP (Discounted for Zombie)
Wins the race, supposedly anyway. While you aren't as debilitated when it comes to speed as most depictions of zombies, you also have no reason to hurry. Because you can keep tracking someone down indefinitely, it doesn't matter if they are out of sight, as long as you are stubborn enough, you will eventually find your target.

Deluxe Meatbag -300 CP (Discounted for Zombie, Requires Zombie Self)
Not only has whatever biological concoction that made you into a zombie manage to keep your body moving even when it shouldn't, it has made your biology just all around better. Your regeneration has increased to the point where, should your brain be pierced by a shotgun gun, if they don't burn your body or something to that extent, it will recover as well as before. By default you would be strong enough to tear through solid metal and outpace the best humanity has to offer, and this upgrade applies to all your body's functions. Maybe you were an attempt to create a superhuman gone wrong?
This is an upgrade perk, thus it increases this origin's above perks, including the **Self** perk by two.

Walking Plague -400 CP (Discounted for Zombie)
The most famous zombie related ability, their bite isn't feared as much as a direct attack but because of the biological dangers it poses. Whenever you bite someone you can insert any pathogen, virus, or chemical component you have ever experienced in your life, and it will have x2 more effect than if you just used it as it was intended. By default you also gain the ability to deteriorate your target's body, but that has a lesser effect on people with regenerative effects

Band of The Undead Booster: Infectious
To the surprise of absolutely no one, this is the perk you take to spread your zombie virus. Any contact your target's body's internal system has with your own body's fluid, no matter how alien as long as it is indeed some type of flesh, will cause them to become some type of zombie by your own conscious choice. Those of a biology weaker than yours can be easily turned, while foreign and stronger immune systems may be more difficult, the target's own will power will also play a factor on it, but unless treated, they will eventually turn into a zombie. You may either create mindless zombies with complete obedience, or zombies more like yourself with higher potential, and you can share any perks that would boost their biological ability by turning them by this method. By exerting great physical effort you may create a cloud of the same virus to propagate through the air, the more energy you put into it, the greater the radius, but it is far less effective if you turned someone directly such as biting your target.

It's Evolving! -500 CP (Discounted for Zombie)
Just when they think a zombie apocalypse can't get any worse, they start evolving. Your biology now has the dreadful ability to adapt to situations at a rapid unnatural rate, this is capable of granting your body resilience to natural forces, creating natural weapons out of your body, and increasing the attributes of your physiology. You do have some subconscious control over how your body adapts but you can't exactly "Adapt Wrong", you'll never find yourself adapting in a way that would be detrimental to you. As a basic example, if you experienced growing on fire for about half an hour, your skin would adapt to the heat. Do mind that this adaptation only extends to biology on its own merits.

Hybrid Self Variable: It's Adapting!
Depending on which **"Self"** type perk you have, your adaptation expands its range and potential accordingly. Should you have more than one Hybridization, you get the benefits of all you possess.
Skeleton Self: Your adaptation covers magical effects defensively, and your bones become far more sharp and tough as weapons.
Vampire Self: Your blood can now take unnatural toxic/acidic/ or any other harmful effects, and you can grown defensively to holy types of damage (Each different faith however would count as different necessary resistance to be developed)
Ghost Self: Your adaptation would now cover for threats to your soul, attacks that target your essence will become lesser the more they abuse it.
Mummy Self: Your adaptation now covers curses, petty curses of someone lesser than you in magic would vanish in a couple of seconds, a curse of a equal to you would take several minutes, someone significantly stronger than you would take long hours, and someone cursing you who's basically a god compared to you could take between a year and a decade.

Brain Power -600 CP (Discount Zombie)
You already were different from the mindless zombie type, but now your intellect puts those puny humans closer to your drooling kin than to your outstanding genius mind, especially your focus on transhumanism, even when your talents take a turn to the macabre… You are a sci-fi tier genius, especially when it comes to biology, you are capable of actualizing hyper virus,

mutant experiments, and shaping and manipulating flesh to your heart's content. As a bonus, by eating someone's brain you gain access to all their scientific expertises and intellectual talent added to your own. Now any feat of bioscience is no longer a matter of if you can, it's now if you dare.

Undying Booster: IT'S ALIVE!

Your intellectual ability to manipulate life has allowed you to actually generate life, without getting down & dirty of course, though I guess you ARE getting dirty in a more literal way… Never mind. Anyway, you have the ability to grant life to your experiments with just a bit of effort, you are effectively the new and improved Frankestein. Any creature that you grant life will generally meet your expectations of how they develop as an individual, or depending on your desires, more like a machine of flesh. They can even develop souls if you so desire. This understanding and manipulation of life also allows for the creation and customization of odder hybrids, you have all the competency necessary to splice up your own body, or that of your targets, with the biological traits of another creature. You have mastered this process to the point that it would only take a month of half-assed experimentation with an entirely alien creature for you to figure out how to create human hybrids of said creature, and if you put your back into it, you could reduce the time to a week. Of course, this is limited to creatures that are physical and not esoteric, unless you somehow find a way to study the soul much like you have done with the body

Skeleton Perk Tree:

Skeleton Self (Free & Exclusive for Skeleton)
As a skeleton, you are a creature raised by necromancy and instead of your vanished muscles, magic is what moves you now. Fortunately for you, you're a high quality raised skeleton, the magic that raised you enforced your skeletons to be way more durable, and through magic means your lack of organs does not detract from your senses, though optionally you may have a glowing dot in the place where your pupils would be. Despite your lack of muscles, you aren't any weaker than you would be otherwise, your bones are also unreasonably durable, a magnitude beyond what they would have been otherwise, and they require no sustenance whatsoever besides your soul staying in place, your soul due to the necromantic ritual that raised you from your grave also gives you a passive ability to recover your bones, although drinking milk for some reason accelerates this process by two magnitudes, it really doesn't make any sense but it just works. You can freely customize your skeleton form within reason, and post jump it becomes an alt form. Skeletons, while very resilient, will die if their magic reserves are drained and abilities related to life (normal healing magic/potions included) will deal damage to them.

Bad To The Bone -100 CP (Discounted for Skeleton)
For some reason skeletons have the tendency to be among the more jovial and silly of the undead, guess you can blame the funny bone for that. Though among your peers, you seem to reign supreme when it comes to puns, you have a ton of them, a skeleton. And you are indeed pretty good at humor, especially skeleton based puns (or any other creature you happen to be/become), and you have the ability to decide if you actually want to be funny or annoying at will, changing your mannerisms to suit your comic needs. Appropriately zany laughter included in this perk's package.

Reattachment -200 CP (Discounted for Skeletons)
As durable as you are, sometimes you are still going to get split apart and your pieces will fall over the place. Fortunately for you, that isn't quite so bad as it sounds, as all parts of yourself, that are big enough relative to an organ, will fit back where they belong with just some focus. This isn't regeneration, but if combined with regeneration it will make sure your body heals right. If you manage to get the ability to manipulate your own body beyond this perk's original range, then this perk will follow suit (Aka if you have cellular control, your cells will stinge back together at your command) As a bonus, this perk does let you be way more malleable when controlling your skeleton, and for some reason that makes you into a stellar dancer.

Golden Skeleton -300 CP (Discounted for Skeleton, Requires Skeleton Self)
Some video games feature skeletons as mook enemies, but sometimes a stronger recolor shows up to be a tougher challenge. That's you now, minus the mook part, you are a special skeleton made out of a stranger more durable variant of the typical components that make up the skeleton. Additionally, you learned a ritual that takes a while, but allows your skeleton to take the unique traits and durability of any mineral you get your hands on, though it can only mimic a single mineral at a time.

This is an upgrade perk, thus it increases this origin's above perks, including the **Self** perk by two.

Jolly Roger -400 CP (Discounted for Skeletons)
Better be ready to put up your flag, jumper! Because you can do what you want, you are a pirate! You find yourself legendary proficient in all things pirate related, from navigating through the oceans, sword & gun combat, traversing with canny agility through the most chaotic of battle fields. Though the most special ability this perk provides is your summonable ghost ship, it's size and weight at first are nothing special, a bit short actually, but with your own power and training it can grow larger at your will. Due to the ship's ghostly nature it can float and navigate on wind, phase into being material and ghostly at will, and it follows your will to guide its direction. You can customize your ghost ship with whatever technology or equipment you can fit inside of it.

Band of The Undead Booster: Davy Jones' Locker
If you are going to be a captain, of course you need a crew! You now can fetch souls from the ocean and revive them as your pirate crew, though optionally you may just get their skeletons as servants if you don't want undead slaves. Either way they will fill out your ship, the bigger your ship is the more you can summon skeletons minions this way, and they will move according to your desires like they know your commands automatically. You may also customize them like you can your ship, if you have this perk and the **Golden Skeleton** perk, you may create skeletons based on any mineral you ever used the ritual with.

Bone Magic -500 CP (Discounted for Skeletons)
Living skeletons are works of foul magic, so is it any surprise that with magic you have learned how to manipulate your bones? And you also have the ability to generate bones from your own magical reserves. You can generate bones and skeleton structures 10 meters from your own body by default, though with training and mower power that range increases. You can create giant skeletons, skeleton structures, sharp bones, and much more. You may also combine your other magics with bone motifs, or to simplify it, if you could summon a dragon normally, you can summon a skeleton dragon, this not only changes aesthetics but also may help with conserving energy since you don't need to waste power by creating muscles or equivalent to other magics.

Hybrid Self Variable Booster: Bone to Pick
Depending on which **"Self"** type perk you have, your magic expands its range and potential accordingly. Should you have more due to Hybridization than one, then you get both boosters.
Zombie Self: Your bones can now, at the cost of more energy than usual, grow flesh. Not the finest biology creation you'll find but it pairs up nicely with bone magic.
Vampire Self: Now should you be able to manually touch your target's body,you'll be able to manipulate their bones to a limited degree depending on their power compared to yours.
Ghost Self: Your bones now grow ethereally, making maneuvering around them in the air much faster, you'll find yourself being able to spin large bones with ease.

Mummy Self: Your bones now have the odd ability to deal extra damage based on your target's karma. The more sins weigh on your target's soul, the more harmful. Though those with divine pardon or counterbalancing good karma seem to diminish this ability somewhat.

Lichdom -600 CP (Discount Skeleton)
No longer are you just a skeleton, you are the necromancer! For starters you have an affinity for any magic related to death, this increases your control, efficiency and power with those types of spells by x5, and you have gained a soft magic system related to death if you didn't already. You can pretty easily command someone significantly weaker than you to perish and they will. Your mana reserves have also been amped by x2, and your skeleton form can now become larger and stronger the more mana you have. If you didn't have it already, you also gain the ability to cast some generic lich spells, five of your choosing.

Undying Booster: Grim Reaper
You have become a proper avatar of death, quite ironic given the perk necessary to boost this, but either way.you have gained that authority. You gain the iconic cloak and scythe of a reaper; your cloak can optionally hide your face and all features, allows you to fly and makes you look supernaturally menacing and the cloak by all accounts is part of you that you can summon at will. Since the scythe is actually a supernatural crystallization of the concept of death, you may shape it however you please as long as it is still a scythe, you can manipulate the scythe using your magic to create replicas as projectiles and wield it with unearthly proficiency, and on top of that the scythe comes with two main special abilities: 1. It can kill whatever it harms with enough force, everything can be slain, even spiritual and/or conceptual creatures will be slain and banished to the realm of the dead. And 2. The scythe can interact with souls, open portals to death related realms, and guide souls to their appropriate destiny. You can rig where the soul goes, but by default the scythe will automatically judge a target's soul's karmic debt and guild.

Vampire Perk Tree:

Vampire Self (Free & Exclusive for Vampire)
As a vampire, you were made into a literal cold blooded monster. Vampires usually have a lot of miscellaneous abilities, but by default you start off strong enough to rip apart a human with your bare hands, able to outspeed slower cars and you can take some gun shots without much of an issue. Though what sets you apart from your counterparts is that vampires are (un)naturally attractive and tempting, your form resembles your human form but paler, and you are attractive and charismatic to a supernatural degree. Though your diet can only have meat and blood, as those are the only things that your body can sustain on it. The more blood you consume, the stronger you'll become, though long periods without consuming blood will weaken you. Drinking blood is also what sustains your regeneration and lifeforce. You aren't limited to cannibalism, animal blood is a valid choice, however blood from weaker and less sentient creatures will give far less than drinking from a human or stronger/smarter creature. As a vampire, you are of course weak to sun/sunlight (although the sunlight reflected by the moon has no effect on you), thankfully you don't fall under the more restrictive drawbacks vampires have besides that.

What is a man? -100 CP (Free for Vampire)
A miserable pile of secrets!.. Vampires can be quite the dramatic creatures, huh? You seem to be a great example of that, you could even make a more than solid career as an actor. You can wax poetic at any time and still be taken seriously, and this helps you build whatever image you want to put up. From seductor, to dark lord, to foul beast. You wield those roles expertly.

Carnivorous Familiar -200 CP (Discounted for Vampire)
It seems you have formed a bond with animals that, much like yourself, consume flesh and blood. You can make familiars out of those sorts of animals, just share a bit of your blood and that animal will be yours, though stubborn enough animals beyond the norm may resist it. They will be loyal to you and you can sense through their senses, you will also find yourself being able to dedicate your blood reserves unto them to empower them further. Once you have one of such a familiar, you may spend more blood to create replicas of them should the original vanish or if you desire more.

Unholy -300 CP (Discounted for Vampire, Requires Vampire Self)
While vampires in general are against nature, some of them are more directly related to demons. You seem to be such a case now as your body has been tampered with hellish essence, giving you the allure and greater power expected of a demon. You are seductive enough to be mistaken for a succubus/incubus, your physical parameters will develop twice as fast as before by drinking blood, and you can produce foul flames through the use of your blood. This is an upgrade perk, thus it increases this origin's above perks, including the **Self** perk by two.

Thrall -400 CP (Discounted for Vampire)
Vampires are at their core creatures of bloodshed and corruption, of temptation and sin. So it's only to be expected for them to have a more nefarious lure than simple, if unnatural, beauty. By

picking this you are no exception, as you have unlocked the hypnotic abilities a vampire has. Be it by sight, smell, or hearing, by focusing on the power of your voice you can battle against a target's own willpower and should you win, change the target's mind unnaturally to the way you view things. Do note that forcing something that goes against your target's character will awaken more of the target's revolt and thus will weaken the hold you have on them if abused.

Band of The Undead Booster: Hickey
The most iconic vampire ability of all. You could already do it before, but now it comes with a more nefarious extent of manipulation and some extra goodies. Firstly you'll be able to turn anyone you manage to bite in the neck and suck their blood, those who have divine resistances or the likes may be able to resist for a few seconds, and not even that if they are willing. Secondly they will become supremely loyal towards you, with nothing being able to top you as their priority (or as loyal as you so desire), and as a bonus how their loyalty is manifested (Infatuation, duty, friend etc) is under your control. Thirdly, you may freely give them any vampire/monster trait you yourself have, allowing you to freely hybridize them, but at maximum they would start at 1/10 of your vampiric might combined with whatever traits they already have, with potential to unlock new abilities via combining their own powers with yours.

Life Drain -500 CP (Discount Vampire)
Vampires suck, no that wasn't an insult, just a statement over their universal ability to do so. You seem to suck extra than most vampires though, as you can create extremely small tendrils from any part of your body, like your fingers for example, and it will be as effective as if you had used your mouth previously. And speaking of which, the rate you can drain someone's blood has been doubled, and no longer to you simply just drain their blood, you may also drain their lifeforce through the blood. The practical difference? Lifeforce gives you more energy than blood would and grants you a bigger boost relative to your target's might, and lifeforce is not as simple to recover as blood, you are draining their life energy directly after all, taking their lifeforce would cause your target's youth and power to deteriorate, and even immortal would be exhausted should you drain them even if they theoretically can produce infinite blood. You may toggle if you wish to drain lifeforce or just blood for your convenience.

Hybrid Self Variable Booster: Leech
Depending on which **"Self"** type perk you have, your draining ability will be improved accordingly. Should you have more due to Hybridization than one, then you get both boosters.
Zombie Self: Your lifesteal now can be more "rushed", making it ten times as fast as before, but at the cost of being 1/5 as energy efficient as before and causing the target's body to deteriorate faster..
Skeleton Self: While lifeforce can sometimes be connected to magic and the like, that isn't always the case. So it's a good thing you can now drain esoteric forces from your enemies and into your reserves, as long as you actually have space to hold said energy anyway.
Ghost Self: Unlike the others, this isn't necessarily an upgrade to your ability to suck. Instead you now have the ability to vanish from sight to pounce on your enemies and strike them that way, this ability, while not absolute, works on even those that can sense spirits/souls.

Mummy Self: Vampires usually drink rather than eat, but couldn't the former be more effective? Now by consuming a target's organs you can speed up draining their lifeforce relative to the consumed organ.

Dracula -600 CP (Discount Vampire)
Also known as the son of the devil, there are many that bear this title in the omniverse and you now count among those. You are literally the son of the devil, or at least you effectively are as such. You wield control over hellish sorcery, being able to call on hoards of demons relative to your own power. And you gained the metaphysical power to corrupt, much like how vampires themselves are almost like a violent mockery of humanity, you can force that corruption on others by pushing your might into your target. Holy powers, or any power that may be that relies on positivity, will falter should you be able to overwhelm your target with your power. And you can spread this profane ability through all of your other powers, making it so contact with them will lend to corruption. Corrupt your charisma and watch as cults are formed in your name, corrupt your flames and watch as they burn through flesh more than they have the right to, corrupt even your healing and watch as your target's body is deformed by being healed in the wrong manner, the limit is your perverse imagination.

Undying Booster: **Blood Moon**
What a dreadful night have you brought? Now your ability to corrupt has extended to the world itself, well, at least for a day. Once per jump or ten years you may use this Blood Moon, it will last 24 hours, the moon will be out for 24 hours, due to fiat that does not cause any calamity by itself unless you so desire. The moon will eclipse the sun for the entire period, and while the blood moon is up all the weakness of you and your allies are gone, every holy/positive power of your opposition will be diminished, and all the profane power of yours and your allies will be enhanced by a magnitude

Ghost Perk Tree:

Ghost Self (Free & Exclusive for Ghost)
You are a soul unbound from your mortal body, that comes with some boons and shortcomes. Firstly, as a soul with no vessel you can move freely through the air, walk through walls and you have no real weight holding back your speed. You can't be damaged by ordinary attacks obviously, since you're a ghost. Unfortunately that also means you have a diminished ability to impact the real world, you have to focus on an object more than normal just to have an effect on it and you can't directly control sentient beings, but on the bright side you unlock something akin to telekinesis to move objects close enough for you to focus on. Since you are just a soul at the end of the day, normal people can't perceive you as ordinary, but you may create an uneasy effect if you want to be spooky. Your emotions can changed the form your soul takes shape and giving you a boost in power, you can "live" indefinitely since you aren't really wasting any resource

Soul Stylist -100 CP (Discounted for Ghost)
All that experience with being a ghost made you have further control over your soul, now you can consciously change its appearance. By all accounts that will be your "true form", should you find yourself in an afterlife, or any other way of having your soul separated from the body, it will take the form you molded over some cloud or angel, unless you want to change into that for some reason.

Ectoplasm -200 CP (Discounted for Ghost)
You now have the ability of producing this oddly sticky, slimy and viscous substance called ectoplasm, for some reason it can interact with body the material and spiritual world just fine, it can be incredibly sticky if you so wish, as you can control this substance's traits to further extremes with more focus. Use it for pranks, gross out your friends, trap people, or try to be the ghost version of Spider-Man, your call… Though some may find this ability to be kinda gross.

Territorial -300 CP (Discounted for Ghost, Requires Ghost Self)
Ghosts often lay in places that they either died in, or hold significant meaning to them, that makes them stronger and such is your case. You find your influence growing passively the more you lay in a place that has some significance for you, the objects inside and the very air being your favor. To give you a mentric, a place as meaningful as the house you grew up in would find your spirit being x5 more influential than normal. The meaning your territory holds doesn't necessarily need to be positive, if you find yourself in a place where you were tortured your hatred will manifest itself as a bigger, if not more chaotic, boost in power.
This ability also applies to objects you hold dear the same way, you'll find your favorite weapons being extensions of yourself as far as possessing them goes. This perk extends to any soul based ability you may have and will unlock in the future.
This is an upgrade perk, thus it increases this origin's above perks, including the **Self** perk, by two.

EXE -400 CP (Discounted for Ghost)
The virtual medium seems to have an odd affinity for the supernatural, maybe it's because the land of pixels and bytes is far less rigid compared to reality. You seem to be an expert either way, as you can manifest yourself in either games, files, or the internet as a whole like a pseudo-virus. You freely manipulate the virtual world and make it seem almost real, you can effectively make the files hack themselves. You could make for a pretty awesome hack rom maker if you put your mind into it too. But you are also effectively a pseudo-A.I that can process information and travel the net almost conceptually, this also helps with controlling everything electronic.

Band of The Undead Booster: Terrible Fate
Remember when your ability to influence the virtual world almost conceptually? Well… You can create "real" digital realms now to trap your targets' souls. Inside such worlds, you are admin, aka god. Unless your target has some innate soul resistance or the likes, you can treat their existence like any ordinary file with all that god-like power that entails.
Also for some reason your potential victims will not be put off by any obvious haunted signs, unless they are actively hunting you, so feel free to mess with them and they act like the fools that we call creepypasta protagonists.

Possessive Spirit -500 CP (Discounted for Ghost)
You have nobody, so why don't others give their body to you? Well there are a couple of reasons why most people would deny, but most reasons don't stop you from brute forcing it, or at least trying anyway. You can now possess living beings similar to how you could an object, though the expected caveats: it is a battle of wills, while their physical strength won't be an issue, mana/willpower will. Even after defeating their will, it will continue to passively push you away from the body that doesn't belong to you, unless you somehow manage to get a "claim" over the body. As you are just "piloting" the body, you can wreck it just fine and cause damage to it recklessly even if you are "just" half-way possessing them with your target still resisting. There are some circumstances where your target will be easier to possess, such as if they are mentally weakened, or are sleeping or anything of that sort.

Hybrid Self Variable Booster: Haunting
Depending on which **"Self"** type perk you have, your possession ability will be improved accordingly. Should you have more due to Hybridization than one, then you get both boosters.
Zombie Self: While possessing somebody, even as they will resist, you can more freely control their body, though it will be janky until their will is subdued, moving like this is likely to break the body in some way, especially if that's your actual goal.
Skeleton Self: You can cause further panic as you possess someone, which makes it easy to beat their will. You can also possess any lingering skeletons you can find and it will be just as good as their living selfs.
Vampire Self: By possessing someone, you can passively drain their energy reserves as if you were sucking their blood.

Mummy Self: You now know a ritual that you can set up that will mute your target's willpower for half an hour, though making this ritual requires 2 hours of preparation beforehand.

Grudge -600 CP (Discounted for Ghost)
Ghosts are usually spirits that still wander the living world due to unfinished business, and you really do mean business. Now you have the ability to focus your negative feelings towards someone into fuel for power when seeking your target's downfall. You become more demonic, powerful and vicious, at the cost of your sanity if you abuse this power too much. The soft limit to the powerup you obtain depends on your hatred, but the exact extent this boost goes is hard to measure, but on average should the average person hate someone so much that they would be willing to kill, then it would be a x10 boost to their spiritual power.
Once you activate this ability on a target, your ghost form (or any similarly spiritual form) will take a more macabre and dangerous form, your powers growing erratic and also more powerful.

Undying Booster: Nightmare Fuel
You have learned to expand on your phantasmical nature to become the manifestation of fear to your target, you can at will take a vastly more haunting form tailored to your target's weaknesses and shortcomings. You can summon the spirits of those that also hold a grudge towards your target at will, and they will effectively have the **Grudge** and **Ghost Self** perks by default, along with any other perks from the ghost perkline you have purchased.
You may also extend this fear quality to your own perks and powers, should you use this with fire manipulation, you may create ethereally haunting flames, should your target have a weakness to flames or fear towards it, they will be three times as effective as they would be and that's just a example.
You can also by default create mirages of what haunts your target's hearts, they can't escape it on their own unless they manage to surpass their fears, and you may use your target's own fear to fuel your energy reserves

Mummy Perk Tree:

Mummy Self (Free & Exclusive for Mummy)
You are a conserved corpse, by default from Egyptian funeral practices, but I don't see why you should be limited to that, there are other cultures that have similar practices. The bindings that conceal your body are unnaturally effective at preserving it, making you extremely durable by human standards, let alone what a corpse should be.
You have the odd ability to control the bindings in your body as if they were an extension of your body, and you require no substance whatsoever to continue living. However, unlike the other origins, you are bound to your tomb, which isn't so bad as it provides you with further empowerment to your physical capacity and esoteric abilities, which will be in the items section below.

Intruder Alert -100 CP (Free for Mummy)
Your kind do suffer from home invaders a lot of the time, so good thing this perk notifies exactly when somebody/something is messing with something that is yours, and how many intruders there are and where they are snooping around.

Light as a Feather -200 CP (Discounted for Mummy)
What's your soul weight, Jumper? Nevermind, this perk says it weighs nothing. Every supernatural trial or check will perceive your soul as being squeaky clean, whether it be guilt, karma or sheer malice, you pass it flying colors, unless you don't want to for some reason.

Pharaoh -300 CP (Discounted for Mummy, Requires Mummy Self)
Seems you were more than your average joe turned mummy, you were in fact, the Pharaoh himself. That means you have access to all your former servants (each with the **Mummy Self** perk), and your material possessions. You also have the faint hint of divinity still coursing in your veins, which means any divine blessing you obtain will be boosted by one extra half and you find yourself easier to acquire favor with gods.
This is an upgrade perk, thus it increases this origin's above perks, including the **Self** perk by two. And in case you were wondering: Yes, for the Mummy origin that extends to their **Tomb** item.

Traveler of Duat -400 CP (Discounted for Mummy)
The difficulty of traveling from the living world to the next world varies greatly from realm to realm, but this perk makes such travels far more convenient. All you have to do is be vaguely aware of which realm you want to go, and you can open a rift that allows for your exclusive entry to any realm where souls travel to. You find yourself safe from any hazard that would usually be on your way, even sentient guardians will at first glance believe you are meant to be here. You would usually appear where an ordinary soul would upon first entry, but after that you can travel this way to any place you have been in that afterlife.

Band of The Undead Booster: Ferryman

It seems your underworld travels have been made even more convenient, you can create “shortcuts” through any sea to travel nigh-instantly to any place connected to rivers or large enough for a ferry, and to any place in the underworld with similar ease. Retrieving someone’s soul from the dead has become as trivial as inviting them to your boat. You also gain the ability to summon a convenient ferry in case you don’t have any other sea faring item, it also has immunity to any danger innate to whatever underworld you travel may have. You won’t have to worry about hellfire burning your ride, though if a demon throws fire at you specifically this won’t save you.

Sanctity -500 CP (Discounted for Mummy)
It is all quite troublesome and downright distasteful. They enter into your sacred resting place, steal your stuff, and somehow think they are the good guys… No more, you will stand that no more! Whenever someone dares to trespass into your domain, with enough awareness to know that they are stepping into something that isn’t theirs, you can now more easily curse them. You also gain some generic curses as a form of soft magic for those occasions, but you can use any other curse/karma related ability you may have and it will be boosted by 200% while the trespassers are in your domain. And should they go the extra mile and try to steal from you? Then you can curse them so hard by default you could transform them into gold statues on the spot.

Hybrid Self Variable Booster: Curse of Ra!
Depending on which **“Self”** type perk you have, you unlock new curses that can be amped up by the previous perk. Should you have more due to Hybridization than one, then you get both boosters. Do note that curses won’t work as well on people with magic resistance or magic power comparable if not bigger than yours.
Zombie Self: You may now curse your target’s body, making them ugly being trivial, giving them body deformities a matter of a bit of energy and focus.
Skeleton Self: You may now curse people with bad luck, make them have minor accidents like tripping for a month is simple, dooming them to an early death will be mildly hard for an expert.
Vampire Self: You may now curse your targets in ways that benefit you, you will receive as a temporary boost something corresponding to whatever curse you used on them, relative to your power to theirs. When that isn’t applicable, you get fortune and health.
Ghost Self: You may now cause supernatural terror to your victims and threaten their very souls should they continue daring you.

Fear of God -600 CP (Discounted for Mummy)
With this perk you have become quite the darling to divine forces, so much so that you know all the tricks and details in how to maximize tribute and honor your benefactors, maybe not so much THE BENEFACTOR who’s carrying you in your journey, but all the other lesser ones are fair game, from the profane to the divine.
In fact, you may choose one pantheon to bring along your journey and import them for free, they don’t count as companions nor followers but they will still show you support passively, though with tribute you may receive greater boons. By default you would expect it to be the Egyptian pantheon, but you may select any pantheon or even create your own of equal range and power.

Do keep in mind that while you are the darling of the gods, they are still fickle, even if this perk makes sure you don't get on their bad side, this does not mean they own you much beyond what they are willing to provide, and any rituals that you know can convince them to give you favors will be costly relative to what you ask.
By default the power of those gods would start off on the planetary level, but as you grow in power and the faith you give to them via yourself or your other subjects, their power and influence will escalate. To obtain passive boons, such as ensuring health or wisdom to your people, you must build shrines and monuments, and on the other hand active boons, such as asking god to strike your foes down, will require great sacrifices.
You may toggle whether the gods have influence beyond your rituals and devotions, but their influence and power will be far lesser in realms that they don't have a "right" to, doubly so if there are other local contesting gods. And they also will generally be on their best behavior when it comes to you and your allies/followers.

Undying Booster: Plague
Ironic perk title aside, you find yourself even more of a dear to the gods, so much so that messing with you will be like a personal offense to them. With a simple ritual, as long as your target has personally offended/threatened you or your people, you may convince your pantheon to focus their power in sending calamities appropriate from their domain unto that of your enemies.
Another benefit this booster grants you is that once per jump, your gods will allow you to be revived. Besides granting you one extra 1-up (Which at this point is most likely redundant), means that no other cosmic force has access to your soul, same goes for the souls of your followers and companions, and they can't complain about you defiling death.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it. Location items will first appear where you start your jump, will merge together naturally if you buy multiple of them taking the aesthetics of your favored as the main one, and post jump you can either be imported into your next location or merge with your warehouse at your convenience.

Resting In Peace - Free

You are dead, kinda. The exact details depend on your origin, but all of them receive the place where they are supposed to rest. By default that would be a coffin, but you have alternative options if you are feeling fancy, not like it will matter much.

Besides being a neat macabre decoration of your design, you find resting here to be indeed peaceful, ironic as that is. No matter how uncomfortable it should be, it will be as comfy as the best bed you ever had. And even the fact that you may be a restless spirit, or any other condition that would make sense for your biology, won't stop you from sleeping here and recovering as normal. Below you will find items where you can incorporate this item together as your spawning point whether you take the local drawback, or you keep being a drop-in.

Lab - 200 CP (Free for Zombie)

This is the lab where the strain that created you was made, assuming you were of the zombie origin, if not this place still holds that strain inside. Along with scientific notes explaining how to make Zombies like the **Zombie** origin. It also has all the resources and compounds necessary. This place is average in size, but it contains a pretty good setup for any starting ambitious mad scientist in the making.

Dungeon - 200 CP (Free for Skeleton)

Were you an adventurer of some type before your death? Given that this is where you seemed to have. It is filled with treasure, monsters, and even some minor magic artifacts (relative to your chosen settling). While the monsters here aren't special nor obedient to you, they seem amicable enough and won't attack you. What's more you have this book on necromancy that details how to make servant skeletons, another one from the same author with skeleton puns , that's rather neat ain't it?

Castle -200 CP (Free for Vampire)

Are you an aristocrat of some sort? Because you have found yourself with this large castle, this is no castlevania, not yet anyway. But it is highly luxurious, with homunculus maids and butlers to take care of your estate. What's more, this place is tax free for some reason, and also highly luxurious. Vampires sure are living the high life while all the other undead are more modest huh? How elitist.

Abandoned Place -200 CP (Free for Ghost)

Jumper, there is something wrong with this place… It's haunted! Oh wait, it's just you. And some other ghosts who are all pretty much doormats for you. Some are vengeful, some are peaceful,

but all of them fall inline. What is this place? Maybe it was a place with significance to you, an amusement park, tourist trap, a temple, or maybe even your old house.

Tomb - (Free & Exclusive Mummy)
So remember when I mentioned vampires were elitists? Seems mummies have it better actually. You have a massive place dedicated to your rest, the size of a large pyramid, but not necessarily a pyramid if you have another idea. This place is rich with both culture and treasures, and at your command it attracts attention to supernatural levels to potential adventurers or archaeologists and the likes.
You know this place inside and out like it was part of your own body, and while mummies struggle to move out from this place, that does mean that the magic that keeps your mummified body alive is at full strength while inside. You aren't quite immortal with this alone, but it would take you being burned fully for you not to reform while inside your tomb.
As long as you routinely rest on your **Resting In Peace** item (That will be inside your tomb for obvious reasons), you will find your physical capacity at its peak and improved by x2. And if you possess the **Pharaoh** perk, your tomb becomes ten times as wealthy and imposing, your mummy subjects taking advantage of the same boost as you have.
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Drawbacks:

Tricky Treat +50 CP
The real terror is the possibility of your build ending up with 50 points left and nothing to purchase. So you can have this fairly innocent drawback. You can get your final 50 points for your build, all you have to do is… Go trick or treating around.
You have to visit 50 different houses during halloween, doesn't need to be all the same halloween even. Each time you successfully convince someone to give you candy on Halloween you get **+1 CP** until the total of **+50 CP** This perk promised is granted. You don't get anymore from this drawback after **+50 CP**, besides the candy.

You are Dead! Dead Dead! +200 CP
Your heart has stopped and your brain is cold, you are so so dead! But your chain doesn't end. But you are no longer a Drop-In or from an alternate Reality.
You are a native who kicked the bucket the normal way, and now you are back. Why the extra +100 CP from the usual for this type of drawback? Because dying sucks, or so I heard.

Brain Worm +300 CP (Exclusive to Zombie)
Oh, sorry. You aren't exactly the zombie, you are instead a parasite who has taken control of a death human's body. Because of that, you may only take perks from the **Zombie** origin..

Rockstar +300 CP (Exclusive to Skeleton)
Oh that's sick actually, you aren't just any skeleton, you are one of those skeletons from rock albums! More or less, you actually made a deal with a devil to become a skeleton. But because of the agreements you can only take perks from the **Skeleton** origin… Hey, at least you get a free guitar, that's something, right? Yes, the guitar has fiat.

Werebat +300 CP (Exclusive to Vampire)
You were indeed bitten by a bloodsucking monster, but not the one that was expected. You are now a werebat, like a werewolf, but instead you are a large bat man hybrid beast. No, not that Batman. No, not that Manbat either… Ok actually pretty much like that Manbat. That also means you can only take perks from the **Vampire** line.

Curse Spirit +300 CP (Exclusive to Ghost)
Instead of a spirit that was cursed, you are a cursed spirit. Since that didn't help with explaining at all, you are a spirit formed from people's fears and negative emotions instead of a dead human's soul that lingered on. Because of that, you can only take perks from the **Ghost** line.

Preserved +300 CP (Exclusive to Mummy)
You are still a mummy, but you seem particularly old fashioned about your undead nature, to the point that your soul rejects being another type of undead. So sorry, you can only take perks from the **Mummy** perkline.

Bane +100 CP (May Be Chosen Multiple Times Per "Hybrid" Perk Purchase)

All monsters have their weakness to go with their strength, though by default the weakness of the origins here are pretty light. That is no longer the case, it doesn't matter if you had a perk/blessing/item that prevented or removed weakness, they are at full effect. Before your banes would be diminished by being a hybrid, but that is no longer the case, quite the contrary now. Each weakness will stack. For the purpose of this drawback, Zombies are weak to fire, Skeletons to physical strikes, and mummies are also weak to fire. All origins are weak to holy based damage.

Greater Bane +500 CP (Requires Bane drawback)
Your weaknesses are dialed to 11, you either have to pick much more varied and inconvenient weaknesses significant to your Origin, like the more “old fashioned” weaknesses vampires had like having to ask for permission to enter someone’s house. Or your weaknesses are far more brutal, with vampires dying to the faintest speck of sunlight. Also any normal priest, even a half-assed one, can kill you if you are caught off-guard so be careful with this.

Night Hunters +100 CP/+200 CP/+400 CP/+600 CP/+1000 CP
There are people around the world who know about the undead, and they gear themselves up to protect their fellow ignorant men. You will have encounters with people like that routinely, how much you gain from this perk determines their knowledge and competency.
For **+100 CP**, they are ordinary, if determined people. They are at worst aimed with firearms, and they only know that undead like you are real and a threat, besides that they have around the same knowledge any other person would know.
For **+200 CP**, They are still just human, but vastly more trained and knowledgeable. They know your kind’s weakness, they have experience with weaker undead, and they are more armed and have more resources, they aren’t quite the level of a military but they aren’t that far off.
For **+400 CP**, they are borderline superhuman as the default. They have far more resources and they have centuries of knowledge and study over the undead and how to combat them. Think of the likes of Trevor Belmont from the netflix series as the measure for the best they can offer.
For **+600 CP**, they are vastly more powerful and numerous, being a full on secret society all over the world. Now the previous best they could offer is below their agent’s average, their heavy hitters being strong enough and with enough potential to match the stronger protagonists from the castlevania game series at their peak.
For **+1000 CP**, god is real, and he hates you and your kind. What god? Doesn’t really matter and you don’t know. This god would be the holy equivalent to the **God of The Underworld** perk and he empowers his followers, who even without his influence would be equal to their **+600 CP** counterparts.

Generic Drawbacks:

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

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

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

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

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

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

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic 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.

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 honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it’s just about to be relevant.

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely Dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won’t be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

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

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

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

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

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

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

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

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

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

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

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

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

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

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

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

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

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

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

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

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible, you can't tell if a week has gone by or eight years.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

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

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

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

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

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400 CP
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 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.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

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

Notes:

Apparently mummies were fetishzied first before becoming Hollywood monsters. What does that have to do with this jump? Nothing, I just happened to discover that when reading the mummy page on wikipedia because of this jump.