Out of Context: Undertale SOUL Supplement

V1 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have the SOUL mechanics of Undertale within its continuity.

By taking this Supplement, you have chosen to be a human with a unique SOUL and you will enter into that continuity as a Drop-In awakening in a cave having fallen through its ceiling.
Unless you have taken the **MONSTER SOUL** Drawback you will be a human.
If you have taken the **MONSTER SOUL** Drawback at which point you will look like a Monster From Undertale.

+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.

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Origin:

HUMAN SOULs come in several colors and are stronger than monsters' SOULs. For this reason, HUMAN SOULs persist after death. A human's SOUL is not the entirety of their being, but rather their essence, housed in a physical body. This is why humans are stronger than monsters when it comes to physical attacks.

**[RED SOUL]**

It seems your SOUL has a strong sense of DETERMINATION. This powerful feeling motivates you toward completing difficult goals, without ever giving up, no matter how grave the situation.

**[CYAN SOUL]**

Your SOUL is enriched by PATIENCE as you are able to refrain from impulsive and irrational behavior, you can endure any hardships and difficulties without being pressured by the frustrations of the events.

**[ORANGE SOUL]**

Within your SOUL dwells a powerful BRAVERY the ability of courage that can come in many forms from the personal to the existential, you can overpower any fear not that you can not be afraid you can become stronger than fear's grasp.

**[BLUE SOUL]**

The essence your SOUL holds true to is INTEGRITY
the embodiment of honesty, they are able to be loyal and be straight forward with great conviction.

**[PURPLE SOUL]**

The sturdy form of your SOUL continues on beyond the struggles it may face as it is reinforced by PERSEVERANCE the strength to carry on pushing through without slowing down or speeding up being a consistent force despite the interference of the world around you.

**[GREEN SOUL]**

The gentle glow of your SOUL reflects its innate KINDNESS aiding others even when at the expense of yourself, you do what you can to make things better wherever you can.

[YELLOW SOUL]

Your SOUL blazes with the power of JUSTICE resulting in you acting as the enforcer of fairness, and law to make sure that order is maintained and kept in check.

Perks:

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

Something Rare -400 EP
This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP
This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique
This Perk is an example of something unique that the subject of this OOCS can do.

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

General Perks:

HUMAN SOUL - Free (Incompatible with "MONSTER SOUL")
A human's SOUL is capable of maintaining its form after death. As a **Perk** this will act similarly to an infinite **Pseudo-1-UP** as upon death your body will become a gemstone like heart of your SOUL's color. So long as someone has this Gemstone they will be able to use any available means to resurrect you such as the D&D Resurrection Spell or the Dragon Ball Shenron Wish as though you had a full body and no time had passed after your death. This will not prevent the activation of any **1-UP**'s but can be activated instead should you choose to.

SOUL GEM -100 CP (Requires "HUMAN SOUL")
You can merge your Heart like Gemstone SOUL with other similar body items such as a Crystal Gem or a Spirit Weapon with each item functioning as Al-Forma for all of them. This will also prevent you from losing or bartering your soul away through things such as making a deal with a devil or becoming a vampire, though it will not prevent you from becoming a Vampire it will simply store your SOUL in the Heart like Gemstone.

MONSTER - Free (Requires "MONSTER SOUL")
Though you are a Monster you are part of a very diverse race. Your **Alt-Form** for this jump will not be as limited as humans are as you can change its shape and size with your options allowing you to physically appear as anthropomorphic, non-human beings such as animals, objects and supernatural beings, including a skeleton or a ghost. This **Alt-Form** body will be made mostly of magic attuned to your SOUL meaning when it dies, the body will turn into dust.

SOUL Music - Free
You are now able to play the Undertale OST from your SOUL. This means that you can play any song in the original soundtrack of the Undertale game either in your head, out loud or via soul waves instead of sound waves meaning only spiritual beings can hear it. This perk can also be combined with other OST perks in order to play those soundtracks in the same way.

Fallen Origin - Free (Cannot be taken with "SOULED?")
This is an **Out of Context Origin Perk**. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as if you had fallen through the roof of a cave from another land.

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.

FIGHT -100 CP (Incompatible with "MERCY")
You are now able to imbue your body and weapons with the power of your SOUL allowing you to attack SOUL, spirits and Ghosts with your physical force. However this is less effective on Soulless beings.

MERCY -100 CP (Incompatible with "FIGHT")
When you have reduced an enemy's aggression enough you can force them to stop attacking you further. Keep in mind that after a period of time they may decide to attack you again.

ACT -200 CP (Free with "MERCY")
You can now talk, inspect, or perform specific non-violent actions to force a form of reverse empathy allowing you to change the enemy's mood or reveal information.

ITEM -200 CP
You are now able to disintegrate any consumable items such as food or bandages to gain advantages. Disintegrating food will restore your health, make you feel fuller and sometimes give you extra benefits. You will instinctively know what you can consume this way and the benefits of each item when you touch them.

WHITE MAGIC -400 CP (Free with “MONSTER SOUL”)
It seems that your SOUL has the properties of a MONSTER SOUL. This means that you can wield magic as monsters do allowing you to perform White Monster Magic. You can fire attacks that damage the spirit and SOUL of an opponent causing pain on a spiritual level but will not physically harm them.

SOUL GEM Booster: BLACK MAGIC
You can now perform a more taboo form of magic, one that was thought to be useless without humans. This Black Monster Magic allows you to perform necromancy, interact with and alter souls, SOULS, spirits and non-caporial entities.

ACT Booster: GREY MAGIC
You can now perform Grey Monster Magic, which deals no damage but can be used for aesthetic purposes allowing you to draw pictures and write messages using magic.

ITEM Booster: SHAPE MAGIC
You now have some control over the size and shape of your magic allowing you to shape White Magic attacks into different forms such as flower petals, bones or flies. Be aware this won’t change how powerful your attacks are.

SAVE -600 CP
You now gain a SAVE Slot at the start of each jump which will be overwritten by interacting with SAVE Points or by autosaving. If you interact with a SAVE Point it fully restores you to full heath. You can return to your last SAVE whenever you wish before the jump ends and if you die you will return to your last SAVE Point however the SAVE will be erased requiring you to either make a new SAVE or go on without the SAVE.

WHITE MAGIC Booster: EXP (Requires “FIGHT” and “HUMAN SOUL”)
You now have access to a LV system known as LOVE. The higher a person's LOVE is, the stronger they are and the easier they can bring themself to hurt others. LOVE is increased via the gain of EXP. Be aware this system is tied to murder with the EXP "Execution Points" gained increasing depending on how cruel and personal the kill is. This means the more cruel and sadistic they become the higher their LOVE "Level of Violence" becomes. For example, personally strangling someone to death will be worth a lot more EXP than mercy-killing someone being tortured.

WHITE MAGIC Booster: ACHIEVEMENTS (Requires “MERCY” and “HUMAN SOUL”)
You can now awaken the SOUL of others, enchanting them with the power of a SOUL Trait. This allows them to manifest the powers of soul traits such as Determination, Kindness, Justice, Patience, Bravery, Integrity, or Perseverance. When you awaken a SOUL you can also bestow them with the WHITE MAGIC Perk and the corresponding COLOR MAGIC of their origin. You can't control what trait they awaken, with that being decided by what traits match them as a person.

WHITE MAGIC Booster: Boss Monster (Requires "MONSTER SOUL")
You now have a deep connection to a belief such as love, hope, and compassion so much so that it has colored a part of your SOUL. This improves your physical capabilities and magical powers are enhanced to superhuman levels. This also makes your body and SOUL more stable making it so that unlike regular monsters your form will not dissipate as your SOUL disappears. Instead you can now linger on taking on a far more powerful Boss Monster form for a short period of time, however unless you absorb a HUMAN SOUL while in this form you will eventually dissipate essentially dying. After absorbing a HUMAN SOUL you will gain your Boss Monster form as a true **Alt-Form**.

FIGHT Booster: Genocide Route (Requires 3 Perks Boosted by "SAVE")
Whenever you reach a SAVE Point it will display a kill counter that indicates the number of sentient lifeforms alive in that area. Once you reach LOVE 20 "which can be reached easiest by murdering an entire sapient species", you will gain the power to ERASE. ERASE will allow you to wipe anything from existence however particularly powerful beings will take longer periods of time to be ERASE. Once a target is deleted, it cannot be restored or revived by any means unless the user allows it to be.
There is no cap for your LOVE, and your power to ERASE scales with your LOVE and overall strength, being faster and stronger the higher it is.

MERCY Booster: True Pacifist Route (Requires 3 Perks Boosted by "SAVE")
You can now go beyond the possible in order to reach a solution to SAVE everyone. Whenever you enter into combat you will gain thousands of sets of memories from that battle allowing you to see almost everything your opponent has up their sleeve and ACT accordingly. What's more your mind, body and SOUL can [refuse] curses, poisons, decay, destruction and even if someone uses ERASE on you. While these effect will not be resisted you instead [refuse] as it's about to succeed returning you to your original state requiring the enemy to start again from the beginning but you can still [refuse] again.

SOUL Music Booster: Shop (Requires 3 Perks Boosted by "SAVE")
You now possess an Object SAVE this allows you to save any non-living object, building, structure, machine, data or any complex systems of energy and power. This will then allow you to reload that Object Save in order to restore the object to its previous state. This can also be used to load raw materials into the SAVEd state in order to create multiple copies of the item.

SOUL Music Booster: Neutral Route (Requires 7 Perks Boosted by "SAVE")
You are no longer limited to a single SAVE and can now make multiple SAVEs for each slot types in each jump. Additionally you are now able to purchase both **FIGHT** and **MERCY**.

[RED SOUL] Perk Tree:

Go the distance -100 CP (Free for [RED SOUL])
Whenever you are walking, running, flying, driving or using any methods of transformation you do not use up fuel. This means that you no longer feel hungry or sleepy so long as you keep traveling and any vehicle you are driving will not use up fuel during the travel itself.

Rise to the occasion -200 CP (Discounted for [RED SOUL])
It seems that you now have a way to trigger events that are going to happen to occur on your own terms. This can be used to delay things such as an alien invasion or a war but only so long as it can't prevent the event from occurring.

Eyes on the prize -400 CP (Discounted for [RED SOUL])
You are able to keep aware of your actions even beyond what you consciously know as with this perk you will gain a passive awareness of anything that you can do which will help or hinder you in the short term. It's gonna be something as simple as picking up a key before you leave the building or beating up a specific enemy who plans to attack you when your back is turned. Each and every action you could take, you'll know if they help hinder or are in-different to your wellbeing.

WHITE MAGIC Booster: RED MAGIC
You gain a wide variety of Red Divination spells which give you an awareness of danger. You have an instinctive proficiency with a specific spell that passively visualises a Red magical shape to warn you of incoming attacks which only you can see. The Red outline will only warn you of committed attacks so it won't activate until the opponent can't passively prevent the attack.

BLACK MAGIC Booster: CRIMSON MAGIC
Through magic you can now set souls ablaze and wield fire through your magic. Thanks for this you have a wide variety of fires you can cast, and you can use SOUL flames. SOUL flames not only allow you to burn spirits , souls and SOULs but also allow you to turn your Heart like Gemstone SOUL into a fireball which burns anyone who makes physical contact with it.

Put your heart into it -600 CP (Discounted for [RED SOUL])
You can now bestow your “Heart” to a person, an idea or a group allowing you to see through their eyes and lend them your power. From this you could create an army who can share your knowledge, powers and abilities however they will be restricted to the amount of energy you possess combined with how much they possess. This can also be used to haunt or depending on the mental difference fully possess those you target.

SAVE Booster: SAVE the World
You now have a living SAVE Slot, this allows you to target and make a SAVE of a person, an idea, a group or even a world. This then allows you to load that target exactly how they were even if they are dead, or have been erased from existence. This can also be used to “load” raw materials into the SAVEd state in order to create clones of the SAVEd target.

Rise to the occasion Booster: Hopes and Dreams
You can now force events to take place so long as they are possible. With this you can designate an event beyond your control such as meeting a canon character, gaining superpowers or even an alien invasion and so long as it’s possible it will happen.

[CYAN SOUL] Perk Tree:

Patience is bitter, but its fruit is sweet -100 CP (Free for [CYAN SOUL])
You now know whenever something is at the highest point of potency for whatever goal you have. This will allow you to know when a food is at its most tasty, when steel is at its optimal point for tempering and when the timing of mixing ingredients together will have the best effects.

Rome wasn't built in a day -200 CP (Discounted for [CYAN SOUL])
Through this perk are an excellent planner able to set up a goal and gain a mental list of all the things you need to have and need to do in order to achieve that goal. While this may not seem that interesting it can be used to plan out any goal no matter how hard.

Hold your horses -400 CP (Discounted for [CYAN SOUL])
Stillness is a virtue as now whenever you're still you will gain an extra form of protection. This protection will reduce the amount of force or damage you take by 75% of what it otherwise would be.

WHITE MAGIC Booster: CYAN MAGIC
You are now able to use Cyan Abjuration spells to punish those who lack patience. Among the spells is one you will have instinctive proficiency with as it allows you to create Cyan projectile barriers that damage anything that moves within its area of effect, requiring those within it to stay completely still if they don't want to be harmed.

BLACK MAGIC Booster: FROST MAGIC
Using your magic you can now freeze souls and command ice to do your bidding. From this you can cast a selection of ice spells and create SOUL Ice. SOUL ice not only allows you to freeze SOUL trapping them in place but also allows you to coat your Heart like Gemstone SOUL granting it a form of ice armour.

A watched pot never boils -600 CP (Discounted for [CYAN SOUL])
You seem to be a master of stasis as you can use this perk to prevent things from changing. This can be used to keep everyone from aging by setting up a floating timeline allowing you and those you care about to experience modern technology, contemporary experiences, and current references while the status quo never changes.

SAVE Booster: Heartache
United possess an event SAVE Slot which allows you to SAVE specific dates, activities and event events, such as a Halloween party, a first date or a funeral, then relieve those activities As though they did not happen the first time. Well echos of the previous interactions of these events will remain in peoples memories, they weren't actively remember them unless you point them out to them.

Rome wasn't built in a day Booster: Fallen Down
Rather than making a floating timeline, you can now create a list of things that become a status quo for the world. Fate, reality and all of existence will then go out of their way to make sure that at the end of a sequence of events everything on this list is true. This will be able to break up relationship, revive the dead, undo life changing journeys, cause people to unlearn character growth and even prevent aging. Those who are under the effect of the status quo will not realise that they are under it's affect.

[ORANGE SOUL] Perk Tree:

Courage of your convictions -100 CP (Free for [ORANGE SOUL])
Whenever you are working on a project, you will know when what you're doing will work out to your benefit even if said results would be bad for others. While this won't give you specifics you will gain an awareness when your actions are starting to lead you away from a beneficial outcome.

Stiff Upper Lip -200 CP (Discounted for [ORANGE SOUL])
With this perk your can see the shortest line to a solution, any time you have a problem regardless of how complicated it is you will instantly learn how to solve the problem in the simplest way possible. This will always resolve the problem long enough so that it can be resolved properly but you may not understand what you actually did or why you did it.

Ride out the storm -400 CP (Discounted for [ORANGE SOUL])
Your are now a master of going with the flow as through this perk your can always move in the optimal way to absorb the force of any strike. Thanks to this you could be attacked by a rotating blade device and find yourself gradually floating through the gaps between the blade as if there was no weapon. While this will optimize your movements in order to dodge any attack you will still need the speed to go with it.

WHITE MAGIC Booster: ORANGE MAGIC
You now have a selection of Orange Enchantment spells which allow you to enhance minds or objects. You have an instinctive proficiency with a spell that allows you to create an Orange magical shape that will cause harm to anything that is stationary within its area.

BLACK MAGIC Booster: TAWNY MAGIC
Your magic can now rage with the might of a hurricane as you can wield the wind and air through your magic. Thanks for this you have a wide selection of spells and can SOUL winds. SOUL winds not only allow you to strike SOULs to push them out of their body temporarily and can grant your Heart like Gemstone SOUL wind wings allowing it to fly at some speed with effective maneuverability.

Rise to the occasion -600 CP (Discounted for [ORANGE SOUL])
There will always be unexpected challenges and problems to solve now you will know what to do. When facing a challenge you will gain the knowledge and understanding of what that challenge is. This will remove the fear of the unknown as you will gain the knowledge of any technology, species, magic and individuals. How to use this knowledge will be dependent on you.

SAVE Booster: Here We Are
You now possess a Knowledge SAVE that once perk jump or once per altered reality allows you to SAVE your mind and load it to gain everything lost. This will auto-SAVE a copy of your mind and knowledge of reality or time when it is altered such as someone inverting morality or changing the past. This will allow you to load the memories on top of what you already possess from alternative worlds increasing your experience and knowledge base.

Stiff Upper Lip Booster: Bird That Carries You Over A Disproportionately Small Gap
Sometimes a simple solution while effective is not enough. Now whenever you have a problem to solve not only will you understand it you will also understand how to truly resolve the problem.

[BLUE SOUL] Perk Tree:

A man of his word -100 CP (Free for [BLUE SOUL])
Whenever someone I makes a promise to you will be able to take that promise a sacrament. Anyone you target with this Perk will find themself unable to make a promise or vow of any kind that they would break if they were allowed to make it. This perk relies on a form of precognition for the trigger but if it activates the person will find themself to let any noise out as they attempt to make the vow.

Lay your cards on the table -200 CP (Discounted for [BLUE SOUL])
As a Jumper you understand better than most there are people watching you from the layers above and thanks to this perk you can do it too. This Perk allows you to toggle an awareness of the 4th wall, allowing you to choose to perceive the world from the perspective of a novel, comic, manga, video game, movie, tv show, anime or a cartoon. This will allow you to hear the narrator, see thought bubbles, watch flashbacks and read important details shown to the audience.

Come clean -400 CP (Discounted for [BLUE SOUL])
Sometimes your opponents remove the burdens of effort through the usage of boosters and strengthening by abilities allowing them to control the gap in power between you. Whenever you target someone who is using an item or ability to boost their natural abilities you will be able to use this perk to apply resistance. This effect will only match the boosting ability meaning that the opponent may burn through magical energy to maintain their boosted abilities when they stop their abilities will not be reduced.

WHITE MAGIC Booster: BLUE MAGIC
You can now cast a number of Blue Transmutation Spell that among other things allow you to alter gravity. You also have instinctive access to a spell that allows you to double and half the amount of gravity on a target.

BLACK MAGIC Booster: HAINT MAGIC
Using your magic you can now unleash a torrent of power and wield water through your magic. From this you can create a number of water effects and can also grant a Heart like Gemstone SOUL the ability to move on its own or pin a soul in place preventing it from leaving body.

Play fair -600 CP (Discounted for [BLUE SOUL])
The integrity of competition will continue so long as you have the convictions to hold to it and the will to refuse defeat. With this perk whenever a challenge, competition or match have been agreed upon by you and another both of you will be unable to break the rules of the challenge. Additionally so long as you refuse to lose luck, random chance and poor decision on your opponent's part will prevent you from losing. Be aware this won't help you win it will only postpone your loss until you give up or regain the upper hand.

SAVE Booster: Bergentrückung
Whenever you start a battle, competition or challenge you can choose to use Battle SAVE Slot to save it. This can be used in one of two ways: The first is to restart the battle making it so that from everyone else's perspective the match has only just started, this will also restart randomised elements such as cards drawn from the deck meaning a different hand each time. The second is to relive the battle, this will make it so that you can experience the saved battle in a simulation.

Lay your cards on the table Booster: Bereavement
You are no longer limited in your field of battle to the world around you and can now battle by using the fourth wall against your opponent. You can destroy the buttons shown in a video game to make that option impossible to them, rewrite the targets thought bubbles to change their mind, reach over panels of the comic to take something from another scene and much more.

[PURPLE SOUL] Perk Tree:

Soldier on -100 CP (Free for [PURPLE SOUL])
Whenever you are put under any stress regardless of if it's physical, spiritual, mental or some other form of stress you will be able to adjust in order to adapt to it. While this won't make you more powerful it will help you to become better at redirecting that force, building up a resistance to it or just learning how to push through and ignore it.

Hang in there -200 CP (Discounted for [PURPLE SOUL])
Every wound you take, every injury you receive and every defeat you suffer only makes you stronger. Whenever you are injured the rest of your body will become stronger, every broken bone makes the rest more durable, every cut on your skin makes the rest tougher, every time you lose you know how not to lose the same way again. However the effect becomes reduced whenever you are healed to full but some of the enhancements always remain.

Weather the storm -400 CP (Discounted for [PURPLE SOUL])
Whenever you are trapped or being debuffed by an opponents abilities this Perk will allow you to steal those restrains and grow through them. While this perk is active any time you are restrained or debuffed you can lock them in place in order to grow through the weaknesses increasing your base capabilities at a rapid rate until you are as strong with the restrains as you were before they were applied.

WHITE MAGIC Booster: PURPLE MAGIC
You now possess a number of Purple Illusion spells which allow you to trick your opponent's senses. You also have an instinctive proficiency with a type of illusionary restraints that can't normally be physically broken but can be destroyed by the mind. When active this spell with wrap the target in purple ropes, chains or webs preventing them from being able to move on their own.

BLACK MAGIC Booster: EMINENCE MAGIC
Using magic you can now manipulate and dictate flora allowing you to become a master of plants. From this you can use a wide variety of plant based magic and you can extend vine like tendrils from your Heart like Gemstone SOUL allowing you to grapple virtually from vantage points or use them as whip for self defence.

Power Through -600 CP (Discounted for [PURPLE SOUL])
You can now hold true to the proverbs “Pain is a lie” and “Suffering is temporary” as you can switch off the sensation of pain while retaining the awareness of it. This also allows you to ignore your injuries with your body acting as though they don’t exist to the extent that after losing an arm you would lose blood from it unless something touches the open wound and you would be able to lift something up with the phantom limb.

SAVE Booster: But the Earth Refused to Die
You are now able to perform a quick SAVE, a type of SAVE that only lasts for about 30 second but allows you to reverse time to try again. Loading a quick SAVE will not override it but if you die within the lifespan of a quick SAVE it will auto active returning you to that point requiring you to make another quick SAVE. With relative time and effort on your part this can be used to guess any password on the first try at least from other people’s perspective.

Hang In There Booster: Battle Against a True Hero
You can no longer die from your lesser wounds and you will grow in strength as your injuries grow together this makes you a perpetual motion machine of power. Every scratch, every pain, every wound only makes you stronger, so long as your enemy fails to kill you everything they do only makes you stronger. Your wounds will stabilize, your strength will grow and nothing will be capable of putting you down short of death and even then you might be able to punch through. So long as each strike would not kill you, you will only grow stronger and each injury will be counted independently of one another, theoretically it would be possible for your entire body to be destroyed through enough small strikes that the empty framework of your phantom body to continue unabated.

[GREEN SOUL] Perk Tree:

Throw spaghetti at the wall and see what sticks -100 CP (Free for [GREEN SOUL])
You have an encyclopedic recall of some of the strangest and tiniest details, these ideas will come to mind whenever you need them. While this may sound strange to others you can also recite and combine these ideas in various ideas, guesses, or methods to get extremely bizarre and effective results.

Spaghetti Junction -200 CP (Discounted for [GREEN SOUL])
It seems you have a limited amount of toon force as now your physicality is the way reality thinks it should be. Through this perk you are now able to walk, jump, slide and run on any surface including the air as though you were crossing the road or climbing up the sheer face of a wall as though you were climbing steps.

Spaghetti Plot -400 CP (Discounted for [GREEN SOUL])
It seems that even when surrounded in chaos you can easily act with precision. Thanks to this you can draw a perfect circle, cut exactly 1 mm of bread and have such fine-tuned control over an attack that you can strike an opponent near infinitely without ever dealing a fatal blow. This is also incredibly useful for guessing the number of jelly beans in a jar.

WHITE MAGIC Booster: GREEN MAGIC
You possess a decent selection of evocation spells focusing mainly on healing and defensive magic. You are able to perform a type of instinctive magic that allows you to fire blasts of Green magic to either heal those hit by the spell or act as either instantaneous but temporary shields.

BLACK MAGIC Booster: SCHEELE MAGIC
Your magic can now be as sturdy and balanced as the earth as now you can wield ground based magic. Thanks to this you can use a wide variety of stone based magic and use SOUL earth. You can use SOUL earth to connect to the land around you not only to tap into the surrounding magic. You can also use this repair spiritual wounds, make them worse or turn your Heart like Gemstone SOUL into a box that can block projectiles from one direction at a time.

Spaghettification -600 CP (Discounted for [GREEN SOUL])
It seems you have taken on the true meaning of spaghetti as your body and mind are far more malleable than they otherwise should be. Your body is now able to stretch, bend, twist, squeeze, flatten, deform, expand and inflate your body while reducing the damage you take from physical force dramatically. Your mind's elasticity allows it to function in a state beyond intelligence, logic, reason, or thought allowing it to wrap around fathomless concepts and should others attempt to break into your mind they will find it distorted beyond mundane comprehension and incredibly difficult to navigate without willing assistance.

SAVE Booster: Bonetrousle
You now possess a Body SAVE Slot which allows you to save any parts of any target's body onto the Body SAVE. This will allow you to mix and match parts of various people and species in order to create a customized body which when a full boy exists can be used as a Psudo-Alt-Form that can be loaded onto yourself or others to change the physical appearance into the creation. When used on someone who possesses an Alt-Form they can use it to regain their normal appearance, if someone lacks any shapeshifting abilities they may not be able to regain their normal form. This can also be used to load raw materials into the SAVEd Psudo-Alt-Form but without other perks it will lack life.

Spaghetti Junction Booster: Nyeh Heh Heh!
Your limited toon force has seeped into your body and mind extending your elasticity beyond physicality. You can now Toggle this in order to operate under the rules of animated worlds. This allows you to replace the rigid laws of reality for anything you are touching so that they follow Cartoon Physics. Objects and people can be bent, stretch and animate in bizarre ways such as painting functional tunnels on walls, pulling large objects out of thin air and gaining the physical resistance of toons.

[YELLOW SOUL] Perk Tree:

Weighing of the Heart -100 CP (Free for [YELLOW SOUL])
You have a solid sense of punnery and an awareness of the sins of others. Thanks to this you will be able to use clever word play and word association to anything you see or do. You also are able to perceive the cruelty within another allowing you to work out what evil actions they have taken and how long ago they were. Initially this will be a vague sensation but with practice you will be able to see the exact action and time it happend down to the second.

Karmic Retribution -200 CP (Discounted for [YELLOW SOUL])
You can do it to others as they do to you, whenever someone causes you harm you can activate this perk in order to reflect harm on them. When activated this will harm the being who harmed you in the same way they did but steadily over time rather than all at once. However while this will cause harm to good beings the amount of harm done will be increased proportional to how evil they are.

Cause and Effect -400 CP (Discounted for [YELLOW SOUL])
You seem to possess a strange form of movement that travels across another axis that your enemies can not access. Thanks to this when you are attacked you can dodge in a way that they can not hit even with their most wide spread attacks. When avoiding a 2 dimensional attack like a blade slash you can quickly move into the Z-Axis, when fighting a 3 dimensional attack such as an explosion you can dodge into the W-Axis and when being attacked by an nth dimensional attack you can dodge into the nth+1 dimension. This doesn't mean that you will automatically dodge, it just means you are capable of doing so regardless of the restrictions at play.

WHITE MAGIC Booster: YELLOW MAGIC
You now possess a wide selection of Yellow Conjuration which allow you to summon objects and minions. You have an instinctive proficiency with a spell that allows you to create a Yellow magical copy of yourself who will follow a single word command for a few seconds before self-destructing. The Yellow copies are not intelligent and are fairly slow so they are not the most effective in combat.

BLACK MAGIC Booster: GAMBOGE MAGIC
Thanks to your magic your soul now has a shocking quality to it as you can cast electrical spells through your magic to paralyse, disorient or invigorate the souls of others. You can also turn your Heart like Gemstone SOUL into a shooter mode allowing you to fire projectile attacks directly from your SOUL.

Pearly Gates -600 CP (Discounted for [YELLOW SOUL])
You are now able to artificially increase and decrease the relative size of an area in order to shape and bend space-time in order to move through space in ways that defy normal physics. Thanks to this you can set up shortcuts or pathways in order to let yourself and others travel a short distance to arrive at any location as through moving between rooms.

SAVE Booster: Song That Might Play When You Fight Sans
You now possess two distinct Auto-SAVE Slots, the Time-Auto-SAVE Slot and the Space-Auto-SAVE Slot, each overriding their respective previous Auto-SAVE. The Time-Auto-SAVE Slot will SAVE every pre-set iteration of time which by default will be set to 10 minutes but can be altered to whatever amount you designate.
how long it creates the SAVE. The Space-Auto-SAVE Slot will create a SAVE every time you enter or exit a location, what designates as a location will be up to the SAVE Slot.

Karmic Retribution Booster: Megalovania
You can now create long term contracted and expanded spaces which you can also set up through an almost instinctive intent. From this you can expand space between you and a person less than a meter so that the distance is vertically infinite in scope, making it almost impossible for an attack from them to travel the distance between you. You can create a cage or battle arena of reactive space-time around a target so that regardless of how far they travel within it they cannot escape.

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

Clothing - Free
A striped shirt and shorts in a colour of your choice.

Golden Flowers - Free
These beautiful Flowers fill you with the emotion of your respective soul colour.

SAVE BOOSTER: SAVE Point
You now gain a pack of 12 seeds once per year which you can plant in any type of ground even when their isn't soil. These seeds will grow into flowers of potentially any colour including metallic green, blood red and semi-transparent blue. When you inspect them you will be able to activate SAVE but only once per Flower.

Drawbacks:

SOULED? +100 CP
With this Drawback you are no longer a Drop-In or from an alternate Reality, instead you will become a local who has gained a SOUL. You will need to work out your background with your Jump-chan and will also lose all items from this supplement that are not flowers.

Random Encounters +200 CP
Normally, no other beings from UNDERTAIL will arrive in this setting. However with this drawback, various monsters will appear only to attack you. Keep in mind that these Undertale monsters will keep showing up and attacking you regardless of if you kill them or spare them.

Color-blind +300 CP
Your soul is now vibrently rejects other colours meaning that you can only take perks from the general perks section or your chosen Origin's Perk tree.

Frisk +200/400 CP (Requires "FIGHT")
Frisk is a young human with medium-length straight brown hair, who wears a long-sleeve light blue shirt with purple stripes, blue pants and red-brown shoes. Frisk is filled with desire to help others that can extend beyond death now they will do everything they can to protect others from you.
For **+200 CP** Frisk will have **HUMAN SOUL**, **MERCY**, **ACT** and all the perks in the **[RED SOUL]** Perk Tree.
For **+400 CP** Frisk will have all the perks in the **[RED SOUL]** Perk Tree and all the general perks other than **FIGHT**, **MONSTER** and **SAVE**.

Chara +200/400 CP (Requires "MERCY")
Chara is a young human with medium-length straight brown hair, who wears a long-sleeve green shirt with yellow stripes, brown pants and black shoes. Chara is filled with a deep hatred that persists beyond their death now that they are alive again they will hunt you down and do everything they can to kill you.
For **+200 CP** Chara will have **HUMAN SOUL**, **FIGHT**, **ITEM** and all the perks in the **[RED SOUL]** Perk Tree.
For **+400 CP** Chara will have all the perks in the **[RED SOUL]** Perk Tree and all the general perks other than **MERCY**, **MONSTER** and **SAVE**.

Toriel +200/400 CP
Toriel is an anthropomorphic, white-furred goat monster with a compassionate and motherly personality but she sees it as her duty to protect everyone from you no matter the cost.
For **+200 CP** Toriel will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[CYAN SOUL]** Perk Tree.
For **+400 CP** Toriel will have all the perks in the **[CYAN SOUL]** Perk Tree and all the general perks other than **FIGHT**, **HUMAN SOUL** and **SAVE**.

Alphys +200/400 CP
Alphys is a yellow, reptilian monster with a hunched posture, she is a bit nerdy being both a scientist and an obsessive fan of anime and manga. She has decided to stand up as her own protagonist in order to protect the world from you.
For **+200 CP** Alphys will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[ORANGE SOUL]** Perk Tree.
For **+400 CP** Alphys will have all the perks in the **[ORANGE SOUL]** Perk Tree and all the general perks other than **FIGHT**, **HUMAN SOUL** and **SAVE**.

Asgore +200/400 CP
Asgore is a large white-furred hominoid goat monster with two curved horns, a golden-blond mane and full beard. He is the king of monsterkind, he is gentle and soft-spoken but he will regretfully kill you for the benefit of his people.
For **+200 CP** Asgore will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[BLUE SOUL]** Perk Tree.
For **+400 CP** Asgore will have all the perks in the **[BLUE SOUL]** Perk Tree and all the general perks other than **MERCY**, **HUMAN SOUL** and **SAVE**.

Undyne +200/400 CP
Undyne is an anthropomorphic, fish-like monster with blue scales, a long red ponytail. She is a royal knight and a hero to her people but she is intense, loud and competitive. In this world she believes she must kill you for monsterkind's freedom.
For **+200 CP** Undyne will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[PURPLE SOUL]** Perk Tree.
For **+400 CP** Undyne will have all the perks in the **[PURPLE SOUL]** Perk Tree and all the general perks other than **MERCY**, **HUMAN SOUL** and **SAVE**.

Papyrus +200/400 CP
Papyrus is a tall and slim skeleton with a geometric skull and pupil-less eyes. Though he has a large ego and high self-regard, he is deeply earnest, hardworking and genuinely kind-hearted. As such Papyrus intends to be the knight he always dreamed of by protecting not only the monsters, but also humans and his beloved spaghetti from you.
For **+200 CP** Papyrus will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[GREEN SOUL]** Perk Tree.
For **+400 CP** Papyrus will have all the perks in the **[GREEN SOUL]** Perk Tree and all the general perks other than **FIGHT**, **HUMAN SOUL** and **SAVE**.

Sans +200/400 CP
Sans is a short skeleton with a wide, permanent, toothy grin. He normally shows a laid-back and lazy personality, acting as a prankster who loves terrible skeleton puns, however underneath that he has a darker side as a merciless Judge. Though he will see you as an enemy he will just have fun until he deems it necessary to make you suffer before he kills you.
For **+200 CP** Sans will have **MONSTER**, **WHITE MAGIC** and all the perks in the **[YELLOW SOUL]** Perk Tree.
For **+400 CP** Sans will have all the perks in the **[YELLOW SOUL]** Perk Tree and all the general perks other than **MERCY**, **HUMAN SOUL** and **SAVE**.



MONSTER SOUL +600 CP
As you have a MONSTER SOUL this means that your SOUL is WHITE and upside down containing only a fraction of the power of a HUMAN SOUL however this will give you far better control over it. From your white SOUL you will be able to wield magic however should you die your SOUL and body will disintegrate. Additionally you can not take an **Origin** unless you have the **Boss Monster** Perk.

Flowey +1000/2000 CP
Flowey the Flower is a sentient, smiling golden flower with a face that shifts into expressive, often creepy grimaces. Flowey is one of the few truly SOULLESS beings in the world and one of the closest things to true evil you may ever find and their sole goal will be to devour your SOUL.
For **+1000 CP** Flowey will have access to all the perks on this Jump Document other than **SAVE**.
For **+2000 CP** Flowey will have access to all the perks on this Jump Document.

Generic Drawbacks:

Accident Prone +100 CP
You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP
You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP
For the duration of this Jump, you lose all age resistance perks and powers.

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

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP
You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP
Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

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

Artificial Flashbacks +100 CP
You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

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

At Least Buy Me Dinner First +100 CP
Dangerous entities have a habit of taking an interest in you… a romantic interest.

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

Bad Name +100 CP
Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP
People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP
Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP
It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP
This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP
Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP
You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP
You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP
You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP
You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP
You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP
Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP
You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP
Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP
Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

Friends to the Four Winds +100 CP
Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP
Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP
It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with "X-Rated")
This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP
You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

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

Hideous Haircut +100 CP
You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP
Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP
You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP
Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP
You need at least seven hours of sleep per day, or you'll feel exhausted.

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

In Another Castle +100 CP
Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP
You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP
You are a terrible chef and everything you cook is disgusting. You can't even cook toast without making it *monstrously* vile.

Knowledge Lockout +100 CP
You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

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

Loser +100 CP
Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP
Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP
You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP
Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP
People don't care when you're injured.

Nightmare +100 CP
Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP
There's one random person who constantly tries to outdo you… And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP
Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

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

Pixelated Objects +100 CP
This pixelation in this Jump would shame an NES. Everything is blocky!

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.

The Pollen +100 CP
You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP
Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP
You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

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

Scarred +100 CP
You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

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

Shameful Attraction +100 CP
The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

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

Sickly +100 CP
You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP
Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP
The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP
You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP
A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP
Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP
Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP
For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP
Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP
Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP
Things keep happening that leave you thinking you're going crazy… and maybe you are, but not because of this Drawback.

Turn-Based +100 CP
Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP
People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

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

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

Unwanted Crossover +100 CP
This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP
You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP
You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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 need to speak to you.

What's His Name? +100 CP
No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP
No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP
Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP
You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP
You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")
Things in this Jump are a little more… *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

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

Amnesia; Personal +200 CP
You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP
You lose all memories and knowledge you gained since beginning your first Jumpchain.

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

Betrayal +200 CP
You keep trusting people who don't deserve it, and they keep betraying you.
Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP
Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

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

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 ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP
You have a local criminal record, and anyone who recognizes you as the target may attempt to turn you in for the bounty.

Demonic Disturbance +200 CP
Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

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

Fighting Myself +200 CP
At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

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

Godly Distractions +200 CP
Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP
You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

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

I Hate Fighting Me +200 CP
At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +200 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.

Is this Blood +200 CP
You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP
You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP
Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.
For **+200 CP,** you start the Jump with power equal to the local protagonist.
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 **+400 CP,** your level of growth will be capped to match the growth of the local protagonist.
For **+600 CP,** you'll instead be limited to 90% of the scale of growth of the local protagonist.
For **+800 CP,** your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP
You often struggle to find allies and will often find yourself alone without anyone to trust.

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.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

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

Poor Underestimation +200 CP
You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

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

Read People Like A Brick +200 CP
You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

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

Stealthless +200
You are very bad at sneaking.

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.

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, and 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 that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP
You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP
Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP
You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

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

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.

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

You’re A Joke +200 CP
No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP
You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

The Jumper's League of Antagonism +200/400/600/1000 CP
With this drawback enemies from your previous Jumps will enter this continuity and find one another and join forces to destroy you. Your enemies will work together, while using their abilities, technology, and resources in order to enhance each other. When it comes to an Organization either the leader or the member you've fought the most will join the team with a contingent of lower ranked members for foot soldiers of the group.
For **+200 CP** up to three enemies will appear.
For **+400 CP** up to six enemies will appear.
For **+600 CP** up to ten enemies will appear.
For **+1000 CP** every enemy from previous jumps who wanted to kill you will appear.

Amnesia: Pre-Jump +300 CP
You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP
You are now mute and unable to speak verbally for the duration of this jump.

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

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.

Death Takes a Holiday +300 CP
Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

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

The Ghosts Of Murder's Past +300 CP
Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP
You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

I Saw You Barely Over A Year Ago +300 CP
Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 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, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP
Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 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.

Living In Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP
You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP
There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP
Any time you are in a form of transportation, it will be attacked.

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

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

Villain of the Week +300 CP
It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP
You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

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

You Get One More +300 CP
If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP
For the duration of this Jump, you can not import any out-of-Jump companions or followers.
If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP
For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.
If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP
Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a Jump failure.

Here Comes The Bad Part +400
Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP
You are bound by any promises you willingly make.

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

Known Enemy +400 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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP
Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP
For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.
If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP
You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

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

From the Depths of Hell +400/800 CP
For **+400 CP,** a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.
For **+800 CP,** they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP
Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

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

PS1 Game +500 CP/+1000 CP
There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.
For **+500 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 with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.
You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

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

So Weak +600 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.

We Humans Are Full Of Surprises +600 CP
The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP
Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next Jump until you have beaten them all. For **+1000 CP,** all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

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

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: "Powerless", "Empty Handed", "Alone")
To take this drawback, your Jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +??? CP
By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links and choose one of the six options it provides.
If that setting has a Jump Document already, you may use that Document for this Jump.
You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

> **TV-Show +500 CP**
> You must use this link and select a **TV show:**
> https://www.randomlists.com/random-tv?dup=false&qty=6
>
> **Animated Movie +800 CP**
> You must use this link and select an **Animated Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Animation
>
> **Science Fiction Movie +1000 CP**
> You must use this link and select a **Science Fiction Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction
>
> **Fantasy Movie +1000 CP**
> You must use this link and select a **Fantasy Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Fantasy
>
> **Horror Movie +1400 CP**
> You must use this link and select a **Horror Movie:**
> https://www.bestrandoms.com/random-movie-generator?genre=Horror