

Out of Context: Human+ Supplement

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This document can be used as a supplement in any Jump that would lack any characters that are both competent relative to the plot and don't rely on any supernatural or abnormal traits beyond what a human person could theoretically achieve.

By taking this Supplement you have chosen to be an individual that fits in the ordinary crowd and you will enter into that continuity as a Drop-In into a regular life.

As a "Normal Human" you appear as a completely healthy adult by default.

+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:

One of humanity's greatest strengths is their diversity, there are almost countless paths a person would be able to travel, and the following origins would provide you the skills and traits for you to be far from helpless dealing with even the supernatural.

Avenger

You are a person who has dedicated his life to making your own justice, you aspire for a greater ideal, or maybe you want to punish the scum of this world. Whatever inspires you to take on this life of vigilantism, you will be provided with the grit and skills to deal with criminals everywhere, super powered or not.

Leader

You are a person of order and progress, the mastermind keeping the world in check even in the sort of chaotic era where men start developing powers more dangerous than even the nukes of the past. However said organization is to deal with such matters is up to you, or maybe you aspire to a more royal position, you'll do a fine job in any position of leadership no matter your ambition .

Mad Man

You are a person very different from the other previous ones and most people in general, not inherently malicious, but certainly unpredictable. You thrive on chaos, some would call you insane even, but they don't know there is a method to your madness, or maybe you really are a complete lunatic, who can say for sure anyway?

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:

Anti-Normie Filtering - Free/-200 CP

Supernatural creatures like to keep themselves apart from common men in many worlds, even to the point where they create wardens or just so happen to cause a reaction that makes it almost impossible for a normal person to interact with them. No more, with this perk, any effect that would target you specifically for being human or lack of a magical trait is nullified. This will be free for this jump, but you'll have to pay 200 CP to retain this ability afterwards.

Healthy Body - Free

It really wouldn't be fair for you to go face literal demi-gods and the like without at bare minimum making you a good example of what mankind can be. Your body now is healthy in all aspects, giving you good genes overall and starting you off with a healthy and fit body type of your choice. You won't be any Mike Tyson with this alone, but you are more than well off for any physical activity you might want to partake in.

Ideal Body -200 CP

Going beyond what even the most gifted men could realistically obtain, your body has reached the peak of common humanity. Becoming an abnormality of natural talents even if they would be otherwise mutually exclusive. Your body now is capable of being both ideal for running and fighting both at once. In terms of strength, stamina, speed, senses, agility, reflexes, accuracy, longevity, durability, natural healing, flexibility, tolerance to harmful substances, you will hardly find any peers to contest yourself in a single specialization among the mundane, let alone someone who can match your all of body's abilities. Your physical body will never degrade over time, even as you near your natural life's limit, you will be as healthy as you were in your peak of youth..

Healthy Mind - Free

Of course, if you are given a good body to start off with, then it's only fair to give you a boon to the one aspect that sets humans apart from other creatures on earth. Your brain has been elevated to match what many would envy, you possess great ability to connect the dots, absorb and analyze information, top-tier reading comprehension, and enough creativity to be a major asset to any field of study you decide to dedicate yourself to, and you have a straight IQ of 120 minimum.

Ideal Mind -200 CP

If the mind is what sets apart humans from other animals, then you must be extremely human. What you have been granted now is the best of the best humanity has to offer when it comes to gray matter, all shoved into your brain. Not only has your mind reached into the peak of information processing, cunning, trickery, wisdom, practicality and more, but you now have the talent of naturally picking on the ideal mindset for you to wield any skill you may have, according to your own perception. Getting into the zone would be child's play for you no matter the skill, and the IQ scale to you has become obsolete. Your mind will withstand the passage of time and entropy without ever degrading or regressing.

Healthy Soul -200 CP

To complete the three aspects that make up a person, with this option dealing with your core as a person. This perk makes your will is unbreakable to torture, relieves you from every conceptual/spiritual corrupting at the start of every jump or decade, makes it easier for you to keep your principles and ideals together, and also directly boosts your soul's "power" similar to the boost provided by this perk's physical and mental counterparts. That means you would have +50% of whatever spiritual or will based energy that you would have otherwise, both in terms of straight power and reserves.

This also comes with a strong sense of self and humanity, thus allowing you to never lose sight of what you were and what you want to be, leaving the capacity for sympathy and genuine human connection, even as you become far more than just a common man and grow as a creature.

Ideal Body & Ideal Mind Booster: Ideal Soul

Your decision of mastering both your mind and soul to complete the trinity has been greatly rewarded. For starters, from this point on, improving on any of those three aspects of yourself will benefit the others too, either as in the form of empowering, inspiration or powerup. Secondly, your soul has become truly a phenomenon in power, possessing a power that by default would be 300% above what would be the norm and also capable of being trained to match any of the beings you face, and the same talent you have for your mind and body can be applied to all matters relating to your soul. And finally, your will truly shows what the "indomitable human spirit" could look like at its peak being unflinching even to the cold crue eldritch cosmic terror. Your elevated soul also prevents you from suffering personality death, ennui, and all other entropy effects of the tides of time, your soul will remain radiant as ever.

Everyday Man - 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 just one one among the crowd, as if an extra blank character suddenly decided to take a more major role out of their own will.

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.

The Great Equalizer -200 CP

Of course, no matter how much kung fu you do, you won't be able to parry an entire train... That's the case for most people anyway. But that's why humans created tools, and you are blessed when it comes to finding the tools for the right job. Is a caped alien farmboy crapping on your style? Just go on a dedicated afternoon exploring and odds are you are likely to discover what makes your target vulnerable, and your efforts to weaponize it as a weapon of your choice are two times more effective than your ordinary ability to do so, even if it is a literal alien material.

Charles Atlas' Blessing -400

It's a sad fact that there is a limit to a human's capabilities, a limitation to how far your body can go, how much information your mind can process at once. It's a good thing that this perk makes you the exception. Any action that an ordinary human could perform, you will be capable of endless improvement with enough time and effort on that skill/capacity. Though this perk only applies to the “ordinary limitations” humans would have, so it doesn't apply to any magical powers, even if they would be natural or even common to humans in whatever land you visit, though being an all around genius would naturally help with most types of magic. By default, with this, you would never feel diminishing returns, unless you were using anything “unnatural” like steroids or a special training area, but if you get your hands on any other uncapper type of perk, anything that would be considered ordinary by this perk will receive a x2 booster on top of whatever other limit breaking perks you may have.

Healthy Soul Booster: Life's Force

The limitations of the original perk are stretched to include mystical and esoteric forces, as long as said forces are something that any human from its native world could harness. Not only that, but any energy reserves that comes innately from you can be used to augment your body and vice versa, making the reserves grow larger the more you train, and making you able to pull from your own vitality to magnify any innate energy at the cost of your health.

Ideal Soul Boost: Life's Idol

Ordinarily, taking too much from your own vitality would leave you dying, or being a husk of your former self and wishing you were dead. That might still end up an issue even with this, but now your vitality or “life essence” itself can be trained much like the previously mentioned attributes. This affinity with life itself also increases by a magnitude your abilities of healing or that deal with life itself, and passively increases your health to abnormal extent the more you master and practice such arts yourself.

Author's Pet -600 CP

Let's be blunt here, we all know many of the stories where the human character beats the literal gods and the like are heavily biased on part of the author, and with this perk you get some of the benefits related to that. First this perk comes with a passive effect: You are lucky in a sense that always lets you use your strengths before facing down a potential enemy, you won't die because the final boss found you too early, but this isn't enough luck to make you not need to put in the effort. It just means you'll have the opportunity to give it your all with opponents that would make you the underdog.

Secondly, you obtain three "plot charges" you can actively use, with those you may do an impossible (Or extremely unlikely) feat, like managing to catch the speedster more than x100 faster than you in a quick draw or something equally ridiculous, but not an immediate "I win button". Using this perk defensively to protect yourself costs 1 of those charges, while using it to deal a cheap shot on your super powered opponent would cost 3, if you play your cards right you could just need that one cheap shot. Those charges are spent automatically to protect your life should it be needed. Your maximum storage is just three and you recover all of them by the start of the next jump. The only weakness of the plot charges is that an opponent with narrative manipulation can cancel it out, but that way it prevents them from using narrative manipulation when it comes to you for the next 24 hours.

Charles Atlas' Blessing Booster: Prep Time

Yes, you probably were expecting something like this to show up here eventually. What this provides is the ability to use those plot charges proactively by plotting to take someone down. That would cost only 1 of those but you would have to use them at least 24 hours before facing your opponent and you would actually need the resources to plan it out, but provided that you know your enemy enough to gather his weakness both physical and mental, you will be able to spend your charges to plan how to deal with the situation and the "plot" will ensure all goes along to the plan unless a third party intervenes. This ability is limited to single individuals and not groups, but should you be dealing with a pair then you can spend two plot charges to deal with both at the same time.

Avenger Perk Tree:

The Mask -100 CP (Free for Avenger)

There's more to a mask's purposes than to simply conceal the wearer's identity, you know of this and take advantage of it. When you wear a mask, a symbol of a figure you want to embody the way you see it, you are able to perfectly capture said image you want to portray. That means that criminals will find you intimidating instead of thinking you are going too early for halloween night.

Daring -100 CP (Free for Avenger)

As a human going around a city in your vigilantism, it's to be expected for you to be good at moving around the urban jungle, which is the case as you might have imagined. With this perk, you gain an augmented spatial awareness that can keep you moving around spaces similar to cities and roofs with ease.

Mastering Yourself -200 CP (Discounted for Avenger)

In an effort for self-improvement, and to further your own ambitions, you have gone through a journey of both self discovery and to make yourself a better fighter. That not only made you a master of up to 5 real world styles of fighting of your choice, whether armed or not, and with comparable skill to the best of the best in terms of specialist, but you are also are given the discipline and self-control for you to know how to keep your own body optimal and to control it the furthest a human can control their own bodies.

Gunplay -200 (Discounted for Avenger)

Some of your fellow vigilants would scoff at using those tools, but not you, not if you pick this perk anyway. You become an expert marksman in all types of gun, with an accurate aim from anything from simple pistols, bow and arrow, riffles, snipers, to even heavy machine guns. You are just like one of those one man army action movie protagonists.

Gadgets -400 CP (Discounted for Avenger)

Of course, you must bring a toolset that truly compliments and enhances all your strengths as you go on your patrols. This perk not only gives you the means to create said tools yourself, but also provides you a very specific sense of foresight that tells you what might be the best tool to bring around with you.

Charles Atlas' Blessing Booster: Iron Jumper

What do those not blessed with power to do but make your very own? Your capacity for creating tools has increased massively, being able to build machines that, with the right materials, can withstand the strikes of literal gods. Creating a machine that can simulate the power of a meta-human is something that would take you a month to do.

I Will Find You -400 CP (Discounted for Avenger)

Woe be the poor sap that manages to catch your attention, as you are now an unreasonably good tracker, having all of the skills to find someone with the faintest of trances, from the physical ability of your senses, to all the best tactics to find an unfortunate target. You are a nightmare for anyone who prefers to keep themselves in the dark.

Charles Atlas' Blessing Boost: Baba Yaga

Or you might be the one who hunts down such boogiemans, as your skills of tracking and hunting now are magnified when it comes to dealing with the supernatural. You are a natural when it comes to being a hunter, managing to track down all sorts of creatures, down to the demonic, holy, and even the eldritch. All of them with no exception leave residue that you are able to track. This comes with the ability to detect the supernatural in others, whether they be a disguised monster, hybrid, or only a mere servant. You wouldn't need to recognize the creatures to tell them apart from common men, but if you know said creatures, you will be able to pinpoint the relation your target has to such forces, including if they are subservient willingly, have their wills tempered, or just share a fraction of their blood with the supernatural.

Revenge -600 CP (Discounted for Avenger)

You are a true avenger indeed, as when you have been personally wronged, woe be to the one who wronged you. Your competency, focus, fortune and skill will rise significantly in relation to the offensive, as long as you are actively dedicating your life to this cause. If some stranger stomped on your fresh shoes on purpose you could land one pretty good nut shot back, while on a more serious note, having your family shot down in front of you would turn you from a crying boy to one of the best detectives and martial artists in a matter of a couple of years, having your whole family massacred by gang leaders if you are already a tough marine will make dealing with the gang almost trivial. Now if your wife was taken by the strongest super in the world... Well, that won't be a walk in the park, but you might just manage it.

For this perk to work, the offense has to be personal: Either yourself is affected, one of the people closest to you (that you effectively consider family) or a great violation of one of your most valued principles. On the last one, you can tell if it works if just the thought of it gets your blood boiling. After all's said and done, you get to keep the fruits of your labor besides the good luck.

Author's Pet Booster: Jumper Kills The Jumperverse

Alright, maybe you are pushing the boundaries of "revenge" a bit too much now. The previous ability would only target whoever wronged you directly and the ones who were involved, but now that extends to entire groups, including the innocent ones. Did someone who claims to be a superhero kill your wife? Now your revenge extends to all superpowered people, yes, including the actual good heroes. And the second part of this perk is that the more you slay your targeted group, the more "momentum" you pick up as your opponents scales up, the more the revenge factor is increased, not nearly enough to make it easy for you, doubly so if the gap in power is THAT large, but it will help your odds massively. Do note that this perk still isn't the same level of bullshit of its namesake.

Caped Crusader -600 (Discount Avenger)

You have decided to become more than a man, you decided to be a symbol and so you are now. What this perk does is when you activate it, it amplifies your actions to have an impact far larger than what they would have otherwise. Should you strike at the streets as a fearsome vigilante, the city you reside in will have its criminals grow more cowardly and think twice about what they have done. Should you try to inspire hope instead, you will see that soon will blossom in a kinder world and those who personally accept your help will find themselves blessed with such opportunities and fortune for redemption. You may change what type of symbol you are once per jump.

Ideal Soul Booster: Knighthood

Not literal knighthood, but if the symbol/idea you decided to embody was a king, you surely would be its trusted knight. As when you act on its behalf, your potent soul empowers the concept into life in subtle yet noticeable ways. Should you be a hero who relies on shadows, you will find that to your opponents you will look like the most intimidating of demons, should you be a genius who believes in creating a utopia, your creations will be favored for the benefit of humanity even if they would have been otherwise perverted. And the more you push your symbol, the more it affects the world, or maybe even the universe if you obtain cosmic influence somehow, or maybe even further if your actions go beyond even that. As a second ability of this perk, you will have a boost with soul related abilities related to your symbol.

Leader Perk Tree:

Slayer of Paper -100 CP (Free for Leader)

No matter what sort of organization you have or plan on building, you will have to face the bane of every rule... The dreadful beast called paperwork! Sure, you assign that to other people to deal with, but you will actually have to manage things yourself at one point. That's what this perk is for, rejoice as you have the downright miraculously ability of scaling to paperwork, when it comes to paperwork, you can produce it 1.000 times faster than you should, and there is fiat backing that at worst, it would take 30 minutes of your time, yes, even if you have to single handedly deal with the paperwork of a entire galactic empire. All of that speed without sacrificing any of your ability to manage things.

Law Book -100 CP (Free for Leader)

A leader ought to know all about the rules he creates or has to abide by. With this, you'll always have a mental storage space for not only the laws that are common around your area, but all the rules of any organization you end up joining in. Should you personally witness someone breaking them, you will immediately mentally process the judgment and estimate what their punishment would be in theory. You will also be able to tell apart the spirit of the law rather than the letter of it.

Jumper-Glare -200 CP (Discounted for Leader)

A mortal man, as impressive as he might be, will find himself hard pressed to be respected when working with literal gods. Or that would have been the case otherwise. As not only can you carry yourself with a sense of dignity and seriousness, but just by giving someone who's disrespecting you a look, you can force them to acknowledge your worth, and if that's what you are going for, threat level. You would actually have to be worthy of that level of respect though.

Politician's Speciality -200 CP (Discounted for Leader)

To be blunt: Lying and propaganda. You are really good at that, making promises to get people fired up, saying what the people want to hear, presenting yourself as the ideal candidate or the one with the best claim to the throne. Though depending on the bullshit/validity ration, your followers might not be the brightest... But hey, you can get into office relatively easily. This works best on a macroscale, but you are a pretty good liar either way.

Order & Progress -400 CP (Discounted for Leader)

You have incredible talent when it comes to management in general, you know all the tricks and tips to turn any organization into the one you envision, from taking out the snakes before they can get their fangs in, to cultivating talent and assigning the right people to the right roles. Any type organization would be blessed to have you leading it.

Charles Atlas' Blessing Booster: 6th Good Emperor

You were already great, but now you are legendary at management. The former skills gained from the previous perk have been amplified to the point you could very easily be an emperor of multiple countries and with time, manage your very own galactic civilization. But this perk gives one more blessing: You will know what's the best for your empire by instinct, though not in how to execute it. This ability will ensure you know if your own ego or bias is limiting how great your rulership could be.

Drill Sergeant -400 CP (Discounted for Leader)

One man alone does not make more than an individual, and if you are going to be a leader, you must be more than that. Unfortunately you may find it hard to find trusted and capable people up to a jump's standards, but with this that won't stop you from training them yourself. You are a excellent instructor, capable of passing down your knowledge even the dullest of minds in a remarkable amount of time, you can gauge the talents of your trainee by instinct, and the pace you can work in, you would be able to teach a dumb and lazy young man the same level of skill and knowledge of a general in about a single month while only making him work mildly hard.

Charles Atlas' Blessing Booster: Make A SUPERman Out of You

They could have the perfect instructor available to them, but you normally wouldn't be able to teach someone how to bench press a truck, let alone face alone the threats that a jumper could find himself in. So that's why this boost provides you with the tools to push your trainees beyond the mundane. First of all, everyone you decide to teach and is worth in your eyes receives the "Charles Atlas' blessing" perk, second of all, you can unlock all of your esoteric abilities that everyone can theoretically learn even if said power would have otherwise rely on out-of-context fields, similar to your own fiat, third of all is your ability to create "super soldier serums" becoming roughly ten times easier for yourself and any organization you govern and allow to do so within your permission, and finally, should you possess great understanding and control over the material, you can impart parts or create treatments that allow one to have unique abilities: Adapt alien technology to cyborgs, give your soldiers the sharingan, create kryptonian serums etc. Though this is all limited to your resources and how advanced your science is.

There Was An Idea -600 CP (Discounted for Leader)

It's a daunting prospect, even to the greatest leaders, to manage a world with demigods that challenge the laws of physics, let alone if they are also disregarding the laws of civilization with crimes. Good thing you have adapted to it, or well, the closest thing to adapting to such a chaotic and unpredictable world. What you have is the enviable ability to attract strong and capable unique individuals of an alignment similar to yours, and make a team out of them that actually works. To aid with that, even people with powers beyond your own will consider your words and the benefits of what you are offering, to a reasonable extent of course. This perk also provides support for dealing with their special needs, such as the need for blood or bipolar destructive rage, in ways that would be moral and practical. If instead you want to use captured villains, you will be able to create devices to keep them in check.

Author's Pet Booster: J.U.M.P Foundation

If dealing with a world with a few abnormalities is already hard, then what about one where being abnormal becomes the new normal? Someone has to deal with the mess, provided the world doesn't end up burning down first. And you would be the right person to the job, why, your organization could even contest with those folks at the S.C.P foundation, once you get your groove going anyway. But it depends on what's your goal exactly, do you want to contain and limit the supernatural from the mundane? You could make even a universe like the one from the S.C.P universe seem like us to a civilian even if the foundation didn't exist, do you instead want to shed light on the world of darkness? Then it's only a matter of time before werewolves and vampires become accepted as fact. Do you want to clean up a system where being a hero becomes a career not that different from others? Then you will be able to create a system that filters out the bad apples and motivates and cultivates the talents of true heroes. Go ahead Jumper, bring order to the mighty.

Born To Rule -600 (Discount Leader)

It would be extremely pretentious to think that of yourself, but in your case that seems valid with how you seem to be influencing your domain. This perk first provides a certain regal air about you, it won't necessarily change everyone's opinion of you by itself, but if you declare yourself a ruler or leader of any type, you won't have a hard time being perceived as such. Secondly, just by existing and willing it, any place that is your own will be going into what you wish to make of it, this is less mind control of the populace and more like fortune and circumstance. The only way your people will starve is in the worst case scenario or by your own choice. The final effect of this perk is your validity as a ruler, that might change depending on the context of the jumper, but if possible, your origin will come with a legitimacy to a position as lofty and grand as that of a king. In case of drop-in, there will be an event like pulling a sword out of stone to decide who will be the next king, and that test is just waiting for you.

Ideal Soul Booster: Human-Emperor of Mankind

It's one thing to be a King, another thing altogether to rule over ALL of Humanity. Hm, you might just make it work though, as the previous boons you received were magnified by your conquering soul. The same regal air as before now fully reflects all your deeds that you have done that would be awe inspiring, your empire will refuse to fail as long as you persist yourself and aren't killed, even if you are JUST clinging on to life (Though in that case it might start declining), your empire will only fail AFTER you. And now you find yourself capable of asserting dominion over all mankind should the need arrive. This also comes with a new ability provided by your soul, your soul echoes through the realms inspiring and giving strength to those who are loyal to you and are doing what you would approve of, the grander your own personal power, the larger will be your range relative to your own power.

Mad Man Perk Tree:

:) -100 CP (Free for Mad Man)

A smile can have many different meanings and intentions, and you seem very adept at using all of them. From being the smuggest prick to taunt a person, to putting on a tough face for your allies, or just to have a glorious triumphant laughter to celebrate your plans all coming together. Hell, you could just decide to smile for no reason or when you are low, and that will slightly improve your mood and your confidence.

Sense of Humor -100 CP (Free for Mad Man)

What is funny is quite the complex question when you get to the bottom of it, but you seem to have a pretty good grasp on the subject. Whether you want to amuse yourself exclusively, create inside jokes among your friends, or work the crowd, you can always find some way to find humor in things. And this does come with a mild special effect; making your mockery hurt more than it would have otherwise if you are having fun with it, and calming down allies as the literal comedic relief.

Saw -200 CP (Discounted for Mad Man)

Do you want to play a game? Sorry... Anyway, you are now an expert trap maker. Should you have the resources and you have a good grasp of who you are trying to trap to the point of you being capable of creating challenges to point out their character flaws in humiliating and ironically brutal ways. Assuming no third party comes to ruin your fun, of course. This comes with engineering skills that you can apply elsewhere too.

Shiver Me Timbers -200 CP (Discounted for Mad Man)

There are a lot of thugs who put on the tough guy act, and out of all of them, you are the best one. Sure, it can be rather petty barking instead of biting, but a good bluff can be as good of a tool as any in the right hands, or maybe you just like toying with your food. Point is: You are one scary dude when you turn this perk on, even to people who know for a fact that you are weaker than you they will get more jumpy, this effect increases exponentially with people weaker/below you, so try not to give people a heart attack by accident. Of course, this ability becomes less potent on those of great willpower, but the instincts of the brave will still be jumpy when you turn your intimidation on.

Slasher -400 CP (Discounted for Mad Man)

There is something to be said about the feeling of holding a knife, an object that you can use to shred someone's life in a simple move to the throat... It's like your hands were made to kill, who could blame you if you didn't deny their purpose? You are an expert in handling and using anything sharp, specifically so when it comes to taking someone's life away, instinctively so. You can "feel" out the area you should arm to strike true and kill a target, anything sharp will do, yes including chainsaws.

Charles Atlas' Blessing Booster: Jumper The Ripper

You already had that bloodlust with the previous perk, but now your feelings of "MAIM! KILL! BURN!" someone actually influences your ability to do so more than usual. Your reflexes and handle with any sharp object of your choice have been improved, and when you go into a deep state of murder frenzy, you would effectively do double the amount of damage you would have done otherwise and that's just the start as you get into it. As a secondary effect, you gain the ability to turn off and on such mental states at a whim, but entering "Ripper Mode" would drain you of focus and lead you to mental fatigue if used too much.

WHY WON'T YOU DIE??? -400 CP (Discounted for Mad Man)

You are... Unreasonably studdy, are you sure you are human? Elther way, as long as they don't land something that would have 100% kill you, odds are that you will live to laugh it up later about it. Of course, a knife wound to the chest would still be quite the sticky situation, but you seem to manage being the human equivalent to a cockroach, or maybe even more durable than that.

Charles Atlas' Blessing Booster: He's Right Behind Me

Horror film's antagonists were built to last and to chase their prey relentlessly, and you could apply to that job now. Running away from you really isn't an option given that whenever you aren't being watched, your spatial position works on horror film logic. That means that, you guessed, you can be right behind them, with anything that would have stopped your movement only being a mild stun that you can shrug off and continue your hunt. Also you can recover from blows that your attackers couldn't confirm actually hit you without any issue.

We Do A Little Trolling -600 CP (Discounted for Mad Man)

Some men just want to watch the world burn. Are you included among those? Because if you are, then that's terribly concerning for the populace of your next jump. You now possess a truly frightening mind when it comes to getting things to crash down, if you want to tear down something or someone, it will be mostly a matter of time. Also helps that people underestimate your ability to strategize just because you are "crazy". This gift goes further than simple mayhem, as you can basically manifest the concept of "Everything that can go wrong, will" in your plans in your favor, you can think of how everything can go wrong for your targets and how to make it go wrong.

Author's Pet Booster: Old Man Jumper

The capstone booster of this perk would imply that the theoretical writer of your life would like you, why let you get away with such nonsense in the first place otherwise? But now... That has changed, to your benefit of course. You aren't the little darling of your game master, you are the player character that they can't get rid off. Now any being that tries to decide your fate will find it an exercise in futility; they can't write your destiny for starters, they fail to account for your abilities, and the effect of "We Do A Little Trolling" is magnified by 10 when it comes to divine creatures or higher powers. Go ahead, Jumper, I welcome you to kill god with a banana peel.

Agent of Chaos -600 CP (Discounted for Mad Man)

Jumper... You really are a weirdo, no two ways about the fact. But is that really such a bad thing? Being a loon has its benefits. First of all, no one is quite sure what is knocking in your noggin, so you can only hope to be predicted by equally chaotic individuals. Second of all, you are oddly approachable to anyone that would be an outcast of society, getting along on your oddities as freaks. And lastly, and perhaps more importantly, whenever you serve the “agenda of chaos” you find yourself having great fortune and opportunities to do so, what is this agenda? Why, it's the path that shakes up the status quo the most, not inherently malicious as you can use this agenda to dismantle dictatorships or otherwise grim places to live in. Afterall, what's more threatening to the status quo of the grim dark than the wholesome happy ending? You can “sense” order, what is actually normal and what is expected, both the actual status quo and the perceived one at the superficial level, and you can shake up both of them.

Ideal Soul Booster: Anthropomorphic Crawling Chaos

Your soul has reached the human apex, and in turn it elevates your madness to the next level as well. First of all, as previously mentioned you are still an agent of chaos, but now that has been elevated to the point that you seem naturally favorable to chaotic forces, they would be more willing to play along with your ambitions then they would have otherwise. Second of all, your ability to change the status quo has been elevated too, the more you defy the status quo the more those changes stick beyond what would have been inside your control, the more unlikely as perceived the bigger the changes. And thirdly, surely, you have heard of eldritch abominations corrupting and breaking the minds of humans, but what if the opposite were to happen? The more an eldritch being interacts with you, the more you bring it to your “level” in simple terms. They don't become any weaker, but they become more interactable. You could touch them, but if you are lacking the firepower to kill them then best not to pick a fight, but if the only issue you had killing them was their conceptual nature... Then sure, go ahead. Gods, especially those of the eldritch type, are fickle things, but you can still rub off your madness on them to make them more human-like... And yes, if you are that insanely down bad, you can intimidate eldritch gods with the bottomless lust of humanity.

Items:

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

Magic Glasses -100 CP

You can be as badass all you want, but you'll still have a hard time adventuring when all the most phenomenal things in the world are only allowed to be perceived by a selected group. And to avoid this issue you are given this special item that allows you to perceive any esoteric creature and object as long as you wear it. Interacting with them somehow will be up to you.

Utility Belt -200 (Free for Avenger)

You gain an item to gather all your utility tools, this item can reproduce any tool that mundane humanity has and can be held on one hand, from spray to guns to medikits to a grappling hook. Seems that it can produce as many of those items endlessly, but disappear if you don't use them for a long time. This can be used to store your other items that are small enough to be held by one hand.

ManPower -200 (Free for Leader)

You have people following you, lots of loyal and somewhat capable people who align with your plans for the world. How many? By default 1,000 followers, but you'll keep attracting more followers to fill in the gaps of whatever you are going for. Instead, you may opt for 1/10 of the usual numbers and have by default 100 elite followers, who are equivalent to master of whatever craft/skill you would need, from chefs to marines to engineers, the best of the best.

Jumper Gas -200 (Free for Mad Man)

You got your hands on quite the nasty chemical compound, what it does is to exaggerate to psychotic levels one emotion of your choice. Like fear or laughter, someone who gets targeted by it and has no defenses to chemical warfare will be paralyzed and mostly likely will die if not treated.

The One Real Superpower -100/-200/-400 CP

Cold hard cash, that isn't actually cold nor hard. With the first option you'll receive 10 million dollars, the 200 version provides you with 10 billion dollars, and the 400 version provides you with enough stocks in the global market to make most billionaires jealous with how many pies your finger has been in. This item translates itself differently from jump to jump, but always making you quite rich and giving you quite the influence in the case of the 400 version.

Drawbacks:

Some Guy +100 CP

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

You are instead Local who's... Hm, this type of drawback really doesn't change much in this context. Well, you'll still have to work on your origin with your benefactor, though you'll have to contend yourself with being mundane, atleast at the start of your journey anyway.

Heroic Backstory +300 CP (Exclusive to Avenger)

You are someone who went through your own hero origin story... So basically that means your parents are dead if you are a local, or you saw some really horrid thing as you dropped in, that created a single minded desire to stop that sort of thing from happening.

Because of this you are no longer able to take perks from the **Leader** Perk tree or the **Mad Man**.

Management +300 CP (Exclusive to Leader)

You have found yourself somehow having to fill in the spot of some other guy who just retired, depending on the jump you will be becoming a noble or a government officer or general of an army, unless you already have experience with that sort of position, things will be quite hectic and you won't have much time to focus on other things.

Because of this you are no longer able to take perks from the **Avenger** Perk tree or the **Mad Man**.

Jumper in Wonderland +300 CP (Exclusive to Mad Man)

You... had a very wacky experience with drugs, that left your mind in a pretty odd state, most people won't be able to understand what you are on about, and even yourself might not understand what you were on when this drawback expires. You aren't necessarily stupid, but needless to say your brain is pretty much too fried to do anything else but be looney.

Because of this you are no longer able to take perks from the **Avenger** Perk tree or the **Leader**.

Vendetta +400 CP

So it turns out that you are on the radar of a masked figure, and as you can guess by the drawback's name, you somehow offended said masked figure for him to target you. depending on your alignment you will be dealing with either a hero trying to bring you down, or some control freak caped crime boss.

Either way, this caped revenger will have all the **Avenger** has to offer..

Conspiracy +400 CP

There will be a hidden society in the world you find yourself, one that has somehow discovered your other worldly nature, whether they deem to eliminate you for the betterment of the world or before you become a problem to their dominion hardly matters.

This society is being led by someone with all the perks and items from the **Leader** origin.

Down With The Clown +400 CP

Somewhere in the world, there is an extremely unhinged juggalo with a complete repertoire of mental issues that seems to defy all reason in how he manages to be barely pseudo-functional. One day this clown woke up extremely pissed, the voices in his head telling him that killing you will relieve him of his headache.

This juggalo will come with all the **Mad Man** Origin has to offer.

Perry Stool +600 CP

On the surface, this person seems to have it all, to be downright perfect. But on the inside there is something sinister about his desire for control and perfection, he will never know peace until everybody loves him 100% of the time 100% and that's the bare minimum. He has become aware of your status as a jumper, and he will try to kill you and replace you after gaining your benefactor's favor... While the last bit of sucking up to your benefactor is unlikely to happen depending on how your benefactor is, he will still try anyway

Perry comes with all the perks from the three origins, and the 400 version of **The One Real Power** .

Urbemensch +600 CP

Right... Okay, this guy has ridiculous levels of perfection. Odds are you already are familiar with the concept of mary sues/gary stus, correct? (Especially with this jump already having one) Well, the Urbemensch is not one of those, though in concept they would technically be similar. In layman terms: Urbemensch is the real deal, while the gary stu would be like a crude drawing made with crayon relative to the creation of Adam painting. This is someone in between human idealization and inhuman conceptual perfection, and while unlike the other foes you have found in the drawbacks, he isn't inherently malicious... Problem is that he works on a blue-and-orange morality, and what will he do? I don't know and neither do you, what we do know is that the urbemensch is not chained in how he moves, and the world has to adapt to it.

He has everything this supplement has to offer, **EVERYTHING**... But he gave away his version of **The One Real Power** since he didn't really need material luxuries and only kept what mattered to him.

Only Human After All +400/+800

While the entire concept of this jump involves you being a ""regular"" human being, that's a lot to ask from someone like you who can be some odd mixture of zombie, dragon, dolphin, pink ball of unlimited power etc. So you'll get some extra points for playing along.

For 400, you will lose all non-human power, we are talking about of your abilities that a normal human of it's original settling couldn't have, but keep things like Aura (RWBY), Nen (HxH), Ki (Dragonball) Etc and their unique abilities. You also get to keep your items unless they are somehow something only a certain species could have.

For 800, you lose on EVERYTHING from outside this jump a regular human on mundane earth couldn't theoretically achieve, including items that have magical traits or science too advanced for the 21st century, you'll retain mundane counterparts of any talents or skills though. And yes, you can take this drawback with the **Mortal** drawback too, though that would be pretty cheesy if you ask me.

Generic Drawbacks:

Wanted +100 CP

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

X-rated +100 CP

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

Double Trouble +100 CP

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

Low Budget +100 CP

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

Thugs for days +100 CP

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

Silent World +100 CP

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

Stalker +100 CP

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

Angered Factions +100 CP

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

Heroic Sayings +100 CP

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

Rough Childhood +100 CP

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

The Weirdo +100 CP

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

Team Up +100 CP

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

Knowledge Lockout +100 CP

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

Stranded +100 CP

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

Plot Anchor +100 CP

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

Kick the Cook +100 CP

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

Scarred +100 CP

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

Always Left Behind +100 CP

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

Honourable +100 CP

You are honorbound and will always do things in an 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.

Extended Stay +100 CP

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

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

Friends From Beyond Your Dimension +200 CP

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

Sore Thumb +200 CP

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

Dead or Alive +200 CP

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

The Good People +200 CP

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

The Bad People +200 CP

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

Wider World +200 CP

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

Dark Minions +200 CP

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

Blinded +200 CP

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

Pet Food +200 CP

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

Publicity +200 CP

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

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

Thou shalt not kill +200 CP

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

Selective Amnesia +200 CP

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

Total Amnesia +200 CP

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

Amnesia +300 CP

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

Living in Exciting Times +300 CP

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

Competent Enemies +300 CP

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

Just A Child +300 CP

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

Local Scale +300 CP/+600 CP

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

The Importance of Education +400 CP

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

Find and Seek +400 CP

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

Not So Shiny Toys +400 CP

All items not gained in this Jump or Supplement will not be able to be imported into this jump.

Friendly problems +400 CP

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

Mortal +400 CP

All of your perks not gained in this Jump or Supplement will be disabled for the duration of this jump.

Boss Rush +600 CP

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

Random Setting +1000 CP

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

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

Scenario

Man Vs

What is the value of a person? What can a human become? How many trials can mankind pass? How far do the limitations of humanity go? If you want this enhanced humanity of yours to truly become part of you, of your bodymod, then you will have to answer those questions in practice. You must march on, and face the foes of humanity in order to honor your original race.

Conditions: Must take at least the first level of **Only Human After All** and **Local Scale**, taking the second level of the former will reward you with extra **CP** as you pass the phases. The generic drawbacks **Mortal** and **Not So Shiny Toys** will however be unavailable. Should this document be used as a supplement, should this be used as a supplement you will miss out on your other purchases if they conflict with the drawbacks, though you may obtain any local powers provided they are something a human could use. Each phase will happen one after the other within this order, with only half a month of breathing room for you to plan ahead after beating a phase, though you can call it quits and still get the rewards you earned after any phase. You must complete all your phases within the time frame of your jump. Failure to achieve one phase will result in the next one being retconned out of the jump, with you getting everything from the phases you managed to beat, and you won't fail your chain as long as your failure was non-lethal. **Note:** The booster perks **Charle Atlas' Blessing**, **Ideal Soul**, and **Author's Pet** will not be purchasable with the earned **CP** rewarded before you earn them within the correct phases and with some alterations.

VS Limitations

You will have to earn what would have been given for free. You must become a professional of any physical activity at the regional level, and earn yourself a bachelor's degree of your choice. You will be limited to your bodymod for this. Should you already have achieved a professional level career in a sport or a bachelor's degree previously, you must pick another one. Should you already have taken the time to achieve all bachelor's degrees and professional physical activities then you pass this phase by default.

Note: Since this phase leaves you extremely vulnerable, you may delay the drawbacks: **Vendetta**, **Conspiracy**, **Down With The Clown**, **Perry Stool**, and **Urbemensch** the first phase's conclusion, at the price of halving the **CP** gained from them.

Reward: All the freebies for this jump will become part of your bodymod, including the ones granted by your origin. Additionally every skill from the mundane world that you learned naturally won't be taken from you, as those skills also become part of your bodymod. You regain your perks (minus the ones limited by drawbacks) into the rest of the phases..

VS False God

Not true divinity of any kind, just an experiment to create an artificial superhuman being. It was a success as far as creating a strong person, but an utter failure of character and humanity.

Growing up in this cold and cynic environment of being a product, put on an artificial pedestal and born and raised to be just a glorified dancing monkey, he has grown to become narcissistic, impulsive, and malicious. By the time you reach this phase, he will grow more restless and have more influence over the company that created him, he will start to think big, and it will be your problem to deal with; neutralize him, jumper, in any way that you deem fit.

He will come armed with the typical “flying brick” package of powers and heat vision, and his power would be far above the ordinary for the world you will be going to, at least when it comes to raw physical capacities. However, he is severely missing any sort of skill, strategy, trusted allies, and his massive fragile ego doesn’t help with any of that.

Reward: You gain **+300 CP** worth of perks from here to take into your bodymod. You also gained the ability to judge someone’s character to instinctively know how heroic they truly are, no matter the window dressing.

+200 CP extra if you took the second level of **Only Human After All**.

VS Conquerors

It’s a secret to no one that has read history that humans had a long, terrible story of conquest and war among each other. Now however you must deal with an alien race trying to do the very same to humanity. They look oddly human, but they are far more powerful, with the average warrior of this species being able to match the **False God**, let alone the truly exceptional among their species.

It will start small, as it begins there will be only a single one on the planet. But that soon will change as you reach this phase. He will decide that he has observed enough of humanity and that is time for conquest, he will first try to take down what he perceives as the largest threats and protectors of earth taking advantage of the element of surprise, then move on to call his race to begin the conquering of earth. Depending on the world you are in, this alien would have taken the appearance of a hero to earn trust and familiarize himself with earth. He will be stronger, more competent, and far more mentally strong than the **False God**... Although there is a chance he has formed an attachment to earth that could steer him away from his mission, as much as the soldier tries to deny it.

Now, the first agent is an interesting factor in all of this, perhaps his attachment to earth could be leveraged, perhaps you can manipulate, negotiate, or something else while the rest of the **conquerors** arrive.

After a month has passed since this phase began, more of the conqueror’s race will arrive. The ultimate mission of this phase is to keep humanity protected and independent from the would-be conquerors. Diplomacy is theoretically a possible route, but highly unlikely given the conqueror’s

Darwinistic views and their belief in their superior race. The leader of the conquerors would be around x10 stronger than the **False God**. Your saving grace in this scenario is that there are actually very few of the conquering race left, only a hundred of them, even as strong as they are.

Reward: +300 CP to add to your bodymod, and similar to the would-be conquerors' own ability to grow from struggle, you have gained a variation of the **Charles Atlas' Blessing** to your bodymod.

Charles Atlas' Blessing (Bodymod): This won't allow you to freely break all human limits as its perk counterpart did so easily, but it will 'bleed off' your efforts to improve into your bodymod. With the upper limit being 10% increase per jump (Incremental not exponential), should you spend a quarter of your time in the jump to improve your limits, those will be also increased in your bodymod. Dedicate a quarter of your time to studying and you will grow smarter, dedicate a quarter of your time to hone your body and your bodymod will grow stronger. Should you buy the perks that this perk would boost into your bodymod, then now they will be their boosted version in bodymod. Successfully beating a gauntlet adds 20% to your limits that you may apply to either your physical or mental limits.

+200 CP extra if you took the second level of **Only Human After All**.

VS Monster

Humanity has vastly grown from its primordial roots, only a tiny minority of people still have to concern themselves with dealing with predators, let alone city folk. But that will soon change, as humanity's own enemy is manifested by their own actions as nature is affected and decides to fight back by creating a monster that can tower through mankind's precious cement jungle.

This creature, formerly an unfortunate animal suffering from a mixture of radiation poisoning and earth's own wrath, making the animal its avatar, will be instinctively moved by painful sensations to rampage through all of human civilization it can find, as it becomes far stronger with time, growing rapidly into a full kaiju and keep growing from there in increasingly more grotesque forms.

This creature will take inspiration from a beast of myth, think of a chimera, centaur, kraken or any other similar legendary creature, and it will inherit said creature's special ability from legend. Of course, its form will be far more visceral in appearance due to its radiative nature and the pain it feels. And the most frightening ability of the monster is how it adapts, growing stronger the more it rages, the more pain it feels, by default it will start with one unique ability related to a legendary creature, physical might relative to the **Conquerors'** Leader, radiative aura, and it will only get stronger from there. It will fall into your hands to put down the creature or otherwise neutralize it.

Reward: +400 CP to add to your bodymod, and as you have learned to be prepared after facing such calamity, you have gained the bodymod variation of **Author's Pet & Prep Time**, and if you

have the perks that this perk would boost, you may apply the boosted version to your bodymod. Not only that, but after witnessing the beast's fury and tragedy, you have gained the ability to understand and sympathize with all types of beasts, from common animals to colossal kaijus. If you have benevolent intentions towards them they will be far more welcoming and treat you like you were only of their own kind.

Author's Pet/Prep time (Bodymod): You gain no plot charges that you may actively use, but you retain one that you may use defensively. Likewise, when you think things through, your plans will get some nunging in how they are supposed to go, like whoever is writing your fate wants to see how far your plans can actually go.

+300 CP extra if you took the second level of **Only Human After All**.

VS God

We are arriving at the toughest of trials mankind can face, now it's time for the judgment day to come. Unlike the other phases, this will only come in the last year of your stay in this world, calamity will soon follow. Now the question is... What god is this exactly? Well, he would be for starters the ultimate authority within the world, he would also be the creator of humanity, mankind being a reflection of him.

What are his goals? That is unknown, besides the judgment day where he will start unleashing calamity after calamity, it's unclear what exactly he is attempting to accomplish, but it's clear that you will have to get involved in this conflict or leave the world under the whims of a mad god.

God will unleash calamity after calamity into the world, natural disasters will become common, and multiple beasts similar to the **Monster** will start walking the earth at his command, gates to hell will open. God seems to be able to warp reality freely without restriction, warping even the sky and stars, he truly seems almighty. But there is no definitive proof that he has full omnipotency or omniscency. God won't be in heaven, he will be physically present on earth somewhere. Though physical confrontation seems not on the table to put it lightly, afterall, a mere mortal can never match up against a god in power... Right?

Your objective is clear; stop doomsday and make sure you and humanity live through this. Once you manage to locate God, you will find a majestic, ethereal shape that you can't quite recognize as humanoid. Frankly, it looks quite empty from what you can tell. He acknowledges your existence the moment eye contact is made isn't aggressive by default, now it's up to you how this will end up.

There are a lot of questions to be answered with this: Are humans really that insignificant before their creator? Is divinity really that great and everlasting? Does humanity need a god who so callously judges their creations who try so hard just to live and progress in the midst of their struggles? Does humanity have something within that is eternal too? When a human's spirit surpasses the divine, what will god judge? What will be punished? I am afraid you'll have to find those answers for yourself.

Reward: ...You don't remember exactly what happened as you seem to awaken, you are left with just the last seconds of your confrontation with the creator before your memory fades into nothingness, seems all damage to the world was undone, and you, only you, seem to remember what happened. You would have thought yourself mad, if weren't not from the sensation of fullness you feel within your chest.

Your benefactor comes down in human form to congratulate you, clapping as it's explained to you that you have succeeded, and you have earned the **Ideal Soul** as part of yourself, attaching itself to your bodymod and deeper to your very essence, a feeling far deeper than any other perk you have experienced before. You also gain **Ideal Body** and **Ideal Mind** to your bodymod if you hadn't purchased them before, or a refund for you to spend elsewhere. Seems your benefactor has also given you **+800 CP** extra to spend on your body mod should you have managed all of this with the second level of **Only Human After All**, that's really something to brag about if that's the case.

Ideal Soul(?) (Bodymod): Seems identical to its perk counterpart, however you feel like it was fuller than normal, you feel... More than before with the original perk. You can guess that this is due to the perk going from being an artificial booster, and becoming part of your own essence, or maybe there is more to this? With all the oddities going on and the half smug half proud expression of your benefactor, all you can do is theorize for now. Though it does boost the perks it would have done so originally should they be applied to your bodymod too.

VS Humanity

You aren't actually going to be fighting off the rest of humanity, that would just be counterproductive to everything you have done so far. Think of this as your victory lap, as you are tasked with bringing humanity to a brighter tomorrow. You may extend your time in this jump until you feel like you have done it, but at the bare minimum humanity has to have notably advanced to be in a better state than when you arrived in this world.

It would be extremely ironic if after all of that, dealing with humanity's vices was to be your most difficult challenge, but let's not be cynical now, especially after everything you have done. Go now, jumper, share what you have learned in this jump with the rest of humanity.

Reward: The **Paragon** perk. Depending on your origin, that will have varying effects on mankind in your passive presence.

Paragon: Your faith and effort dedicated to protecting humanity will now carry over other worlds you visit, bringing good fortune to humanity as a whole and making it go one step forward toward greatness. Mankind will walk towards the world of tomorrow one step at a time.

Paragon: Avenger: The worlds you visit have their humanity become brave and bold, truly heroic figures will emerge and they will be true heroes who defend justice and try to better things for others, they will fall into the "great power comes great responsibility" mindset by default and fate will reward them for their Virtue.

Paragon: Leader: The origin most suited for leadership will have humanity be led by example naturally. From now on, greatness will generate greatness, more people will be inspired by good examples to make something of themselves. And they will be great and virtuous as they lead humanity with progress & order.

Paragon: Mad Man: Humanity has learned to embrace the trickster persona for its own good, freewill and liberty of expression will be magnified, and tyrant & oppression of any government type will seldom happen. Everyone seems to become more wise and understanding of each other too. Maybe even the crazy won't feel lonely in this world.

Notes:

I realize how niche and vague what being a “Human+” would be, especially as I designed this jump and added more supernatural elements to the higher end stuff. So because of that, I decided to elaborate on what jumps you could supplement this in. If you have a different interpretation, then sure, go with that.

The way I see it, pretty much like the **Only Human After All drawback**, there are basically two levels to this: 1. Does the settling provide an equalizer that everybody can use to have phenomenal power? (RWBY, DBZ, One Piece etc)

And 2. Is there any competent character in the setting who only uses abilities that were earned from “human” means? (Batman, Ironman, Punisher etc)

For the purpose of using this jump, you may take the 2nd interpretation, or limit yourself to the first one if you feel like it. Even if that sounds a bit hypocritical given some of the options here.

Scenario:

Inspiration: **False god** is a Homelander stand-in. The **Conquerors** are a stand-in for viltrumites, **Monster** is loosely based on myth and Shin Godzilla, **God** has heavy references to Saint Seiya Heaven Chapter, especially the last phrases in the scenario description..

How strong exactly are the opponents?

False God would be at bare minimum superhuman enough that regular tank shells would be trivial for him to live through, and he would scale up to the same gap in power a normal super would have against Homelander in the boys universe relative to your jump. So if you are in RWBY, **False God** would be the strongest huntsman by a mile. And the other foes would only go up from there. God is well... God with a capital G, he would be effectively omnipotent in regards to the settling.

The hell happened in VS God? And why is there the (?) in the Ideal Soul bodymod?

Right, so assuming your jumper manages to catch god's attention, then he will observe and test you. He will know about your nature as a jumper and what it represents, naturally being interested in the concept, now all you have to do is impress him. Should you succeed in proving there is something eternal about humanity by your own actions, then he will concede defeat and declare humanity has surpassed him.

Punching god with the indomitable human spirit, like how Seiya did in Heaven Chapter is endorsed and recommended... Minus the being naked part, you don't really need that. Should you accomplish that, God will reset everything and you will not remember what happened as you proved something eternal about humanity, then your benefactor will shortly after congratulate you. That version of **Ideal Soul** isn't something gifted to you by your benefactor, but is actually what you ascended to by your own soul, so even if you lost your bodymod somehow you would still have it with you, because it IS you now.

Now to awaken the hidden perk, a blessing the god you fought has given you as a reward for being humanity's representative. To awaken it, jumper must become a god of his own, ironically enough.

Ideal Soul: Human Soul

Your being will never compromise in its humanity, not after everything you did. Even as a god that holds true, your divinity has been augmented within the domain of humanity, expanding your powers with all things associated with it, examples being: Justice, Human Martial arts, Science, Society, madness and passion. Basically the same motifs of the origins from this supplement.

Your soul is the place where the fallen angel meets the rising ape now, and that gives you effectively unlimited opportunities.

Changelog:

1.1: Added the scenario, and tweaked **Ideal Body** and **Ideal Mind** to be everlasting, and added to **Healthy Soul** protection from being alienated from humanity, and protection from ennui and the tides of time, also changed **Agent of Chaos** to give the ability to sense normality to disrupt.

1.15: added a bit more text for the scenarios phases **VS False God**, **VS Conquerors** and **VS God**, hinting at things jump could, tweaked the text of **Only Human After All** 800 version, made a special condition for **Limitations** so some drawbacks are delayed so you don't die that easily,

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