Out of Context: Character-Insert Supplement

V1.03 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have a Character-Insert within its continuity.

By taking this Supplement you have chosen to replace a canonical character within the story's continuity. You will enter into that continuity awakening as that character at the beginning of the story.
As you are replacing a pre-existing individual you will have the same race, gender, species and appearance as the selected character.

+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:

Not everyone who replaces a character does so in the same way or with the same intentions. What type of self insert are you?

Fixer

You care about the stories you're entering and want your favorite characters to survive and will go through each story and fix it.

Lover

You may find many characters attractive and would like to have them join you. You may not be a fighter but you like to focus on romance.

Observer

It seems rather than simply replacing someone you are a voice in the back of their head, a guide, a mentor or maybe more. It's their life and you're going to help them.

Gamer

You're not just a self-insert, you're also a gamer, you have a gaming system which could allow you to reach unseen heights.

Perks:

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

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:

Character Insert - Free
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Perk to select any canon character that the main characters would be able to defeat at the start of the story if both were at full strength. You will replace the selected character gaining their body as an **Alt-Form**. You will also gain all of the memories, powers, abilities and skills of the selected character but they will not be fiat backed.

Character Insert II -200 CP (Requires Character Insert)
The **Character Insert** perk is now boosted so that you can now select to insert as any canon character who at the start of the jump, the canon version of the main characters from the start of the second story arc would be able to defeat if both were at full strength.

Character Insert III -200 CP (Requires Character Insert II)
The **Character Insert** perk is now boosted so that you can now select to insert as any canon character who at the start of the jump, the canon version of the main characters from the middle point of the overarching story would be able to defeat if both were at full strength.

Character Insert IV -200 CP (Requires Character Insert III)
The **Character Insert** perk is now boosted so that you can now pay **-50 CP** in order to select to insert as any canon character who at the start of the jump, the canon version of the main characters from the start of the final story arc would be able to defeat if both were at full strength.

Character Insert V -200 CP (Requires Character Insert IV)
The **Character Insert** perk is now boosted so that you can now pay **-100 CP** in order to select to insert as any canon character who at the start of the jump, the canon version of the main characters at the height of their power would be able to defeat if both were at full strength.

Character Insert VI -400 CP (Requires Character Insert V)
The **Character Insert** perk is now boosted so that you can now pay **-200 CP** in order to select to insert as any canon character from the story.

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.

Gender Lock - Free
This **Perks** when purchased allows you to select a single gender. This **Perk** can then be **Toggled** so that in any future jump you are always that gender. This **Perk** acts as a **Body Mod** in regards to any restrictions and may alter the plot to accommodate a character changing gender.

Timely Arrival -100 CP
Using this **Narrative Perk** you are able to select what point in the Plot Timeline the Jump begins.

World Access -200 CP
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Body Integration +100 CP**
> This Drawback can only be used with the **Character Insert** Perk. Normally when inserting into a body it is a quick and easy process but by taking this drawback you will be forced to feel the integration as the souls merge and each nerve is synched up. This process will be very unpleasant and feel different enough for each body that you are unlikely to adapt to it.

Timely Arrival Booster: World Arrival
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Baby Steps +200 CP**
> This Drawback can only be used with the **Character Insert** Perk, instead of starting a Jump when the plot begins you will instead be inserted as the selected character from their birth. The 10 year Jump timer will only begin at the point the Jump would normally begin.

Plot Master -400 CP
You may activate this **Perk** at any point within a Jump in order to gain knowledge about the Jump Setting. This can be used on specific targets such as searching for the name of an item or person with it giving you the equivalent of an in depth Wikipedia Page about them with the Canon knowledge and a page about the Fanon interpretations. This can also be used in a general sense in order to give you an encyclopedic awareness of every canon aspect of the franchise as well as a wide variety of fanon and fanfiction that is appropriate to the Jump, story and setting.

Timely Arrival Booster: Timely Plot
Using this **Narrative Perk** you can **Toggle** the plot to keep it on rails. Normally this is used to prevent events you do not directly alter from being changed by your actions but it can also be used to substitute events you have changed. For example if you have killed a character who instigates events this can be used to cause another character to take their place.

World Access Booster: World Master
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Plot Rush +300 CP**
> This **Drawback** can only be used in settings that are part of a multi-story franchise such as Game of Thrones, Harry Potter, Indiana Jones or Stargate. After completing the Main-Jump but before moving onto the next Jump all other Drawbacks will be disabled and you will be forced to enter a Sub-Jump at the beginning of one of the settings story arc's while character-inserted as a primary or secondary character for that story arc. Mechanically the character you unsettled as will count as though you had used the **Character Insert** to enter into the Sub-Jump as then. For the duration of the repeated Jump restrictions may be planned on any out of jump non-bodymod perks, powers, items and companions. At the start of each Sub-Jump you will be given a plot relevant mission to complete with a time limit failing this mission will result in jump appropriate punishments. The Sub-Jump may have alterations to the initial Jump including alternate versions of setting, characters, buildings and creatures or plot alterations that would be acceptable in fanfiction. You may use **Narrative Perks** to alter the setting to a degree however these changes must be applicable to every variation of the setting and can not be used to alter the plot points. This **Drawback** can be taken multiple times but the reward will cap at **+1000 CP**.

You can also use this Perk as a **Meta Perk** to allow you to chain together multiple Jumps in the same setting so that once completing the first jump but before starting the first drawback Sub-Jump you may complete another Jumpchain in the same setting.

Full Integration -600 CP
You can now gain the Knowledge, Powers, Skills and Abilities of the character you selected to insert as with the Powers, Skills and Abilities becoming Fiat Backed and locked as a **Sub-Perk** to the corresponding **Alt-Form** of the selected character.

Timely Arrival Booster: Timely Integration
The natural talent of a character can often be useful and through this perk you are able to gain **Sub-Perks**. These **Sub-Perks** allow you to access the natural abilities of each of your **Alt-Forms** possessed at birth regardless of what **Alt-Form** you are in.

World Access Booster: World Integration
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **The Tools You Have +400 CP**
> Using this Drawback for the duration of this Jump you are locked into using a single **Alt-Form** and are unable to perform any form of shapeshift other than that the selected **Alt-Form** is capable of performing through its **Sub-Perk**.

Plot Master Booster: Plot Integration
You can now gain the Knowledge, Powers, Skills and Abilities of the character you insert as from every point in the canon story. These Powers, Skills and Abilities will each be stored as a separate **Sub-Perk** of the corresponding **Alt-Form**.

Fixer Perk Tree:

Lost and Found -100 CP (Free for Fixer)
That which is lost can be found again, using this perk you have an awareness of any family helpers, heirlooms or abilities your bloodline contains. You also gain a small almost magnetic pull towards what was lost.

Timely Arrival Booster: Timely Found
When you are in danger a lost item, ability or ally will be likely to come to your aid. This can include an ally pulling you out of the way of an assassination attempt, a bloodline ability activating when you are in danger, a transformation unlocking when it is needed to survive or one of your ancestors possessions appearing in your hand when you are in need of a weapon.

Player Status Booster: Found Status
Your Status Screen now contains a map icon which shows your surrounding location centralising on you. Items that appear on your map will have an icon and color to indicate their use and their rarity. The map can be zoomed out however it will always stay centered on your current position with the further you are zoomed out the less detailed the map becomes.

Plot Anchors -200 CP (Discounted for Fixer)
Whenever a threat starts to form towards your well-being or to interfere with your plans and objectives you will start to have an uncomfortable feeling which becomes clearer the closer to the event you become. A day before you may be able to figure out what will be impacted but a minute before it's too late you should have figured out what the threat is.

World Access Booster: World Anchors
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Pre-Warned +200 CP**
> This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain glimpses of the future showing them your plans that will negatively affect them appropriately 24 hours before you instigate those actions. This drawback has a 24 he cool-down per person and how well they can understand or react to these images depends on the individual and incident.

Recruit Companions Booster: Plot Companions
When a potential companion that you wish to recruit is dead you can use the **Recruit Companions** Perk to resurrect them and make them a companion. In the event that the potential companion is undead, an Alt-Form of their living body is given. This will give an elf ghost, an living elf **Alt-Form** or a goblin vampire a living vampire **Alt-Form**.

Live Entertainment Booster: Plot Entertainment
Whenever a threat begins to form you will gain a full vision of the canon events that would occur at that time and place in detail. You can reactivate the vision after the event it has occurred allowing you to see a faint overlapping vision of the events that would currently take place the closer you get to the time the event the clearer this vision will become.

Lost and Found Booster: Lost Anchors
You can be alerted when others are in danger allowing you to know what they are facing. You can use this alert in order to instantly send any items you are in contact with to them and gain the knowledge of where the incident is occurring.

Those in Need -400 CP (Discounted for Fixer)
Many of the settings you visit have problems of their own that the story never shows and with this perk you will gain an awareness of who you would be able to help and what the issue is you will need to solve.

Plot Master Booster: Lost Master
You gain a mental list of all the sociological and plot relevant issues that exist within the canon events of the setting. This list is filtered by default to show only those problems you can solve, however you can change this filter so that it contains all of the problems that would occur in the canon plot even if the story doesn't directly reference them.

Inventory Space Booster: Inventory in Need
Your inventory now has access to a gatcha option that will allow you to use Inventory Tokens to get prizes. You can use these Inventory Tokens to use the gatcha option which gives you a random reward. You can get 1 Free Inventory Token by logging into the inventory menu once per 24 earth hours, from earth time 00:00 until 23:59. To spin the basic gacha costs 1 Inventory Token but a variety of gatcha options are available each requiring a different amount of inventory Tokens to spin. Some holiday or themed gatcha are available for limited times with special offers and additional Inventory Tokens could be purchased if you have the shop option.

Lost and Found Booster: Those Found
Whenever someone you are aware of starts searching for something, you gain an awareness of who is searching for what. If you have any information about the item or have seen it before that information will come to the front of your mind.

Plot Anchors Booster: Plot in Need
Whenever an event takes place that would alter or negatively affect the canon plot such as the death of someone important or the removal of a plot item you will become aware of it and know why they were important in the canon plot.

Story Book Ending -600 CP (Discounted for Fixer)
Once per year you are able to see what consequences your actions so far will have at the end of the Jump. This will allow you to see what would occur if the main character replaced you at that point and thought their actions up to that point were their own. You can also use this to put forward to customize what changes you intend to do and see how it would come out.

Full Integration Booster: Story Book Integration
When you are inserted as a canon character you gain all of the knowledge the canon version of the character you are replacing gains throughout the time period of the story. This allows you to retain any information they forget however it will automatically filter out information that would cause any damage to your mind such as an overlord from an alien database.

Normalised Love Booster: Normalised Ending
You are able to **Toggle** this perk so that prediction abilities such as future vision, prophecies and supernatural deduction powers will not see your actions directly. Depending on the power this will alter the visions so that they will see how things were to go without you or see the results of your actions

We Are Protagonist Booster: We are Ending
You can completely change the appearance of your self duplicant changing details about its appearance such as their eye and hair colour or change fundamental aspects of it such as its age, gender, ethnicity and species.

Lost and Found Booster: Lost Ending
You are now able to see into the future whenever you discard or hide an item allowing you to see who will next find it and how long into the future it will be found.

Plot Anchors Booster: Story Book Anchors
You are now able to extend the length of how far you can see into the future allowing you to see the long lasting results of your actions. When activating the **Story Book Ending** Perk you can choose to see 100 years in the future, 500 years in the future or 1000 years in the future instead of only seeing the end of the Jump.

Those in Need Booster: Story Book in Need
Once per week you can choose to activate this perk targeting a single individual, this will allow you to see a flashback of their life story and what their future will be if you do not change anything. You can also use this to customize a viewing to see how their past would have been if an event in their past had been different.

Lover Perk Tree:

Romantic Magnetism -100 CP (Free for Lover)
You have a certain thing about you, a thing that makes those you find attractive more likely to notice you and the traits you possess that they find attractive.

Timely Arrival Booster: Romantic Arrival
Whenever you are interacting with someone you find attractive you will know how they will feel about what you are about to say and gain a general awareness of what they would most appreciate hearing.

Lost and Found Boost: Found Magnetism
You can feel a pull towards those you are romantically compatible with. The greater the compatibility the greater the pull you feel towards them and the more they will notice their preferences in you.

Player Status Booster: Romantic Status
You now gain a status window that shows an Affection Meter for anyone you target as important. This Affection Meter will show when you do something to change the affection level as well as telling you what they think of you and what type of relationship you have with them.

Recruit Companions -200 CP (Discounted for Lover)
At the end of a jump you can choose to recruit character's you haven't recruited as new companions. You may recruit 1 canon character for **-50 CP**, 8 canon characters for **-200 CP** or as many as you want for **-300 CP**. You do not have to pay for the companion immediately but will need to pay off this amount before the companion can be imported into a future jump.

World Access Booster: Recruit Access
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Recurring Enemies +200 CP**
> This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain an **Origin** and **300 CP** to spend on the Jump document you are using for the setting.

Live Entertainment Booster: Recruit Entertainment
Your companions are not always around you and sometimes you may be concerned for their well-being. Using this perk you are able to select any of your companions and see what they are doing in real time.

Romantic Magnetism *Booster: Romantic Companions*
Whenever you have a romantic interaction with someone you can choose for them to become followers, a form of companion who is imported into future Jumps for Free but does not gain CP.

Sharing Your Desires -400 CP (Discounted for Lover)
When interacting with a romantic interest you gain an instinctive understanding of what they want, both in a practical way and a pleasurable way. From this you gain an understanding of who is trying to use you and how to scratch someone's itch.

Plot Master Booster: Sharing Your Plot
Whenever you are looking at someone you can choose to **Toggle** this Perk in order to view a thought bubble that shows what the selected person is thinking both text, image or animation but it does not produce sound.

Inventory Space Booster: Sharing Your Inventory
You can now see what items in your inventory would provide the best boost in affection for which individuals. From this you can also see which specific individuals would like each item in your inventory the most.

Those in Need Booster: Sharing Your Need
When you and those you are romantically interested in have problems and issues that need to be resolved, you are able to learn of any issues that they have which you can resolve as well as share an awareness of what issues you can resolve together.

Romantic Magnetism Booster: Romantic Desires
While using this perk you are able to feel and share the emotions and sensations of those you target allowing multiple people to feel the love or gratification of those you select.

Recruit Companions Booster: Recruit Your Desires
Your companions are now able to use the **Recruit Companions** perk in order to recruit and import companions.

Normalised Love -600 CP (Discounted for Lover)
While this perk is active no one will have any issue about any form of romantic interactions you have and will consider it normal. From this you could have a romantic relationship with thousands of people of numerous genders and ages without anyone realising that there is anything amiss even if they are in the relationship.

Full Integration Booster: Normalised Integration
You are now able to select any follower or companion and **Fiat-Back** their canon powers and abilities as a **Perk**, locking it to their normal appearance and making it their default **Alt-Form**.

We Are Protagonist Booster: Normalised Protagonist
You can **Toggle** this perk in order to make any additional bodies you create unnoticeable when they initially separate. The additional body remains untenable until they make notable actions such as attacking someone, opening a door or moving an object.

Romantic Magnetism Booster: Romantic Love
Any romantic feelings that anyone has towards you are automatically sustained so that they never fall out of love with you. You can Toggle this perk off for specific people in order to allow them to stop feeling that level of love towards you.

Recruit Companions Booster: Recruit Love
You are now able to use the **Recruit Companions** perk on any character you are in a romantic relationship with to make them a companion for **Free**. Any companion gained through this Perk can be imported into any future jump for **-50 CP** each, you can import 8 companions for **-200 CP** or every companion you are in a romantic relationship with for **-300 CP**. Companions imported this way will gain half the amount of CP you do to a minimum of **+100 CP** but can not gain an **Origin**, can not purchase **Companions** or take **Drawbacks**.

Sharing Your Desires Booster: Sharing Your Love
Using this perk you are able to set up a subconscious hivemind for all of your romantic partners allowing them each to learn the knowledge of the others and share thought and information in real time.

Observer Perk Tree:

Backseat Driving -100 CP (Free for Observer)
You are now able to segment your mind allowing you to create a copy of the mind of any character you have self-inserted as to control the body while you dictate their actions and access to perks. You can **Toggle** this perk to auto-preserve the mind of anyone who you self-insert as keeping it separate from yourself.

Timely Arrival Booster: Backseat Arrival
The new mind will always believe their actions were their own choice, they will be completely under your control and can be merged back into you with you being able to filter it in order to gain any advantages without any disadvantages.

Lost and Found Boost: Lost Driving
Whenever something happens that would negatively affect the mind of your body resulting in it being disabled or knocked unconscious you will be able to override the damage and take direct spiritual control of the body. You can also segment any damage from the rest of your mind and re-assimilate it at your own discretion.

Romantic Magnetism Boost: Backseat Magnetism
You are now no longer limited to only creating the mind of those you self insert as and can now replicate the mind of others or create a custom mind to add to yourself. This mind can be set to control your body, to act as an advisor or can be implanted elsewhere if you have an ability to transfer minds.

Live Entertainment -200 CP (Discounted for Observer)
With this Perk you are alerted whenever an event takes place that would be important enough to appear in a television or movie rendition of the Jump and are able to watch them in real time.

World Access Booster: World Entertainment
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Preemptive Media +200 CP**
> This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain all official media about the canon story as well as all equipment required to view it.

Observation Details Booster: Observation Entertainment
When observing something you can choose to see a flashback or cutscene of events important to the target including but not limited to their creation and development.

Backseat Driving Booster: Backseat Entertainment
Whenever an important event takes place you are both alerted to it and the recordings of these events are stored in your mind so that you can watch them at a time of your choosing.

Bottling your Strengths -400 CP (Discounted for Observer)
You are now able to create a reserve separate from your **Alt-Form** which is able to store any form of resources which your **Alt-form** requires in order to use their powers or abilities. This can store a consumable such as Adam and Salts from Bioshock, or it could be a naturally recharging energy source such as Ki from Dragon Ball or Mana from Dragon Age. You can use these energy reserves either to recharge your **Alt-Form's** reserves when low on them or in order to use those energies while in another **Alt-Form**.

Plot Master Booster: Plot your Strengths
You are now able to replicate in a local area any forces that would normally be required to use a power or ability such as the Speed Force from DC, Magic from Lord of the Rings or the Force from Star Wars allowing you to use those abilities even if they are **Not Fiat Backed** in that jump setting.

Those in Need Booster: Bottling your Need
Through physical contact you can bestow others with appropriate powers which you possess. This will allow you to give others the local version of magic, chi and mutations. These bestowed powers will be dynamically appropriate to the target and will not be Fiat-backed meaning that they will only function within compatible settings.

Sharing Your Desires Booster: Sharing Your Strength
You are now able to share your reserves of energy with others allowing them to use energies that they may not normally experience. Through this you can bestow energies native to their jump such as Aura or Ki in order to activate their natural reserves or give foreign but compatible energies such as mana to a marvel sorcerer mana in order to enhance spells or to perform magic without the normal consequences of marvel sorcery.

Backseat Driving Booster: Driving your Strength
You are now able to multitask your energy usage allowing you to safely inter combine and utilise multiple energies simultaneously. From this you could combine normally conflicting energies types in a stable way such as utilising demonic and angelic energies without them corroding one another and with their energies gaining the properties of both energy types.

Live Entertainment Booster: Bottling your Entertainment
Post-Jump you can rewatch the events of the Jump as a singular movie or television show. You can also choose to transfer a copy of these events to a media type of your choice.

We Are Protagonist -600 CP (Discounted for Observer)
Once per day you can split your body in two in order to have two identical bodies that you mentally control simultaneously. You can recall either body at will destroying them with the remaining body becoming your “real” body. Controlling both bodies at the same will will require concentration and practice in order to differentiate the bodies in your mind.

Full Integration Booster: Protagonist Integration
Whenever you leave a Jump, alternative timeline, parallel dimension or other similar alternative reality you can choose to leave behind a copy of the **Alt-Form** you used in that Jump which retains all of your Perks and that **Alt-Form Sub-Perks**. At the end of each jump you can choose for the body to gain a copy of all any new perks and powers you have since gained.

Class Skills Booster: We are Class
Whenever one of your duplicated bodies learns a skill, gains XP or improves the system you will be able to choose to synchronize the change to any of your other connected bodies giving them all those advantages.

Backseat Driving Booster: Backseat Protagonist
You are now able to create a separate body for any mind you create with each mind having independent control of their respective body. You can choose to make a permanent separate body which you can customize so that it matches the mind you have placed in it, however the body and its respective mind will become a separate sentient individual who is meta-native to the current jump setting who can not be recalled.

Live Entertainment Booster: Live Protagonist
You can now control each of your bodies individually as you can choose for each body to contain a hivemind copy of your mind that are each in sync with the others. This allows you to share information instantly and focus on every body simultaneously.

Bottling your Strengths Booster: Bottled Protagonist
When recalling a self duplicate you can now create an internal storage for them to go to rather than simply destroying them. This also allows you to save any unused self duplication that are gained each day.

Gamer Perk Tree:

Player Status -100 CP (Free for Gamer)
You now have access to a Status Screen that will show you the numeric representation of your capabilities and conditions. By default it will show the numeric values of your current and maximum **HP**, how healthy you are, your current and maximum **MP**, how much supernatural energy you possess, your current and maximum **SP**, how much stamina you possess and the numeric representation of the individual characteristics of your **Body**, **Mind** and **Soul**. These details are represented by a numeric value and may consist of a combination of the following values depending on the initial setting: Charisma, Constitution, Dexterity, Defense, Energy, Intelligence, Luck, Perception, Strength, Understanding, Wisdom or Willpower.

Timely Arrival Booster: Timely Status
You are now able to gain Quests which are activities with a required outcome to be completed. When completing these Quests you will gain rewards relating to the Quest including XP which when you gain enough will allow you to level up granting you stat points that you can put into your Status improving your capabilities. Once per day you gain daily tasks that will give you significant rewards.

Backseat Driving Boost: Backseat Status
You gain a separate Status Screen for each of your **Alt-Forms** as well as a separate Status Screen that you retain regardless of your Alt-Form.

Observation Details -200 CP (Discounted for Gamer)
You can now observe the Information of others with this information defaulting to their name, skills, ability's and less than a page about their personal history.

World Access Booster: Observation Access
Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

> **Stat Screen +200 CP**
> This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain a list of all the perks and abilities you possess as though they had used the **Observation Details** Perk on you.

Plot Anchors Booster: Anchors Details
You are now able to hyper decelerate time for your mind whenever you look at a status window effectively passing time for everything other than your mind. Whenever a threat begins to form you will gain a Status update about the event and threats. Initially this information will be redacted but the information will be revealed the closer you get to the time of the event.

Recruit Companions Booster: Companions Details
You are now able to set up a Party option with up to 8 companions allowing them to have access to any gamer style perks that you possess.

Player Status Booster: Player Details
Your stats are far more detailed than simply **Body**, **Mind** and **Soul**. Through this you can multiply the stat points you get by 4 by separating each of your stats into the following attributes:

- **Body** separates into **Constitution**, **Dexterity**, **Perception** and **Strength**.
- **Mind** separates into **Intelligence**, **Understanding**, **Wisdom** and **Willpower**.
- **Soul** separates into **Charisma**, **Defense**, **Energy** and **Luck**.

You could then choose to separate these stats even further and multiply the stat points you get by a further 4 to a total of 16 times the initial amount with the stats separating into the following attributes:

- **Constitution** separates into **Endurance**, **Flexibility**, **Recovery** and **Vitality**.
- **Dexterity** separates into **Agility**, **Precision**, **Reflexes** and **Speed**.
- **Perception** separates into **Alertness**, **Awareness**, **Cautiousness** and **Coordination**.
- **Strength** separates into **Form**, **Might**, **Muscle** and **Power**.
- **Intelligence** separates into **Creativity**, **Education**, **Intellect** and **Knowledge**.
- **Understanding** separates into **Comprehension**, **Empathy**, **Retention** and **Utilisation**.
- **Wisdom** separates into **Clarity**, **Psyche**, **Sense** and **Wits**.
- **Willpower** separates into **Fortitude**, **Personality**, **Resolve** and **Sanity**.
- **Charisma** separates into **Charm**, **Presence**, **Leadership** and **Social**.
- **Defense** separates into **Buffer**, **Evasion**, **Resilience** and **Resistance**.
- **Energy** separates into **Force**, **Ki**, **Mana** and **Psionic**.
- **Luck** breaks into **Chance**, **Fate**, **Inspiration** and **Opportunity**.

See **Notes** for more details.

Inventory Space -400 CP (Discounted for Gamer)
You gain a personal space that you can put any items within. The items will be kept in a state of stasis where they will not age or decay. The maximum inventory will match the maximum amount of weight you can carry.

Plot Master Booster: Plot Inventory
Your inventory now has access to a shop option that will allow you to buy and sell items to and from your Inventory Space using an Inventory Currency. You can spend this Inventory Currency to buy things from the local setting including local currency.

Bottling your Strengths Booster: Bottling your Space
You can now create instant dungeons that contain monsters and rewards. By default you will have access to the Zombie Dungeon but can gain more by completing the available Dungeons. The Zombie Dungeon will be an underground area that contains artificial zombies who were never alive and are not infectious. Closing the Dungeon's will reset it, deleting the contents and returning anything from the real world left inside.

Player Status Booster: Player Space
Your inventory now contains a personal space for living arrangements. This space consists of a 20 foot cube that can store anything including objects, plants and people. Tasks can be gained which when completed will allow you to expand or change the available space.

Observation Details Booster: Inventory Details
You can now inspect any objects in your inventory gaining details about an item's history as well as its composition. You can also use this to break an object down into its raw materials.

Class Skills -600 CP (Discounted for Gamer)
You are now able to unlock skills by repeatedly performing related actions. Skills are sub-perks that boost related abilities in certain ways. Cooking related skills could improve your hand strength, give you better control of a knife or improve your accuracy when preparing ingredients.

Full Integration Booster: Skills Integration
Each of your **Alt-Forms** gain their own selection of skills by default equivalent to natural talent and all skills can be improved through repeated use of the skill with some potentially unlocking new Skills when reaching its max level.

Story Book Ending Booster: Story Book Skills
Books about specific subjects or topics will now gain a glow around them making them into Skill Books. When touching a Skill Book you will gain a skill corresponding to the subject of the book. The book will be unharmed and can be read.

Normalised Love Booster: Normalised Skills
You can **Toggle** this Perk at will in order to make any Skills, Perks, Powers or Abilities seem normal to the setting. For example those who see you Fly in a mundane setting will believe it to be a stage magic trick and those in a high fantasy setting will think your flight is a magic spell.

Player Status Booster: Player Class
You can unlock and equip a Class which will give you class specific skills and status boosts while equipped. If you can gain XP you can level up a class to improve the skills and status boosts and with enough levels retain them when changing your class to another.

Observation Details Booster: Skill Details
When inspecting others you can once per day choose to Cut or Copy a skill from your target and paste it into the status of someone else. Cutting a skill will remove the knowledge that the person has in that skill and Copying it will allow them to retain the information. If the target of pasting the skill already has a version of skill the two versions will merge and the result will have the best aspects of both.

Inventory Space Booster: Skill Space
You now have access to a Crafting menu which allows you to convert raw materials into finished products gaining the memories of crafting them and you can Fiat-Back Items in your inventory.

Drawbacks:

Complex Motives +100 CP
Characters gain more nuance with most villains gaining a more understandable reason for their actions and heroic characters gaining more selfish traits.

Who Am I? +100 CP
For the duration of this Jump you will forget your name and personal information such as what your job used to be but will not forget any non-personal knowledge, skills or information such as how to perform your Job.

Something Wrong +200 CP
You're not native to this world and everyone you meet will be able to feel that there is something wrong with you that they can't place. People can overcome this discomfort over time but it will make interacting with new people more difficult.

Narrative Lock +300 CP
By taking this **Drawback** you are no longer able to take any **Perks** other than the **General Perks** and **Perks** from your **Origin Perk Tree**.

Betrayal Fic +300 CP
You can't always trust those who are supposed to support you and with this drawback all of the allies of your selected character will be working against you. This could be for a variety of reasons such as them having a vested interest in your death, them being paid to betray you in some way or them secretly being an evil mastermind who orchestrated the events of the story.

Paranoid Friends +400 CP
The friends and allies of the character you have inserted as, are far more likely to notice any difference in your personality and are likely to jump to the conclusion that you are an imposter then taking the actions that are appropriately for the character and setting.

Empowered Foe +400 CP
The canon Enemies of the character you inserted will gain a profound boost in their abilities allowing them to defeat the most powerful canon version of themself.

Other Inserts +200/400 CP
Normally you would be the only character insert however in this Jump it seems that Truck-Kun has been busy. Now another fan of the setting of this Jump will be reincarnated as another character in the story valid for **Character Insert II** and they will be determined to be the protagonist of the story.
This **Drawback** can be taken up to 4 times with the reward capping at a maximum of **+1600 CP**.
For **+200 CP** they will enter into this jump with only the Knowledge, Powers, Skills and Abilities of the character they have been inserted as.
For **+400 CP** they will also be assigned an **Origin** from this **Out of Context Supplement** that has not previously been used for this drawback and will gain all of the **Perks** for that **Origin** including internally supported **Perk Boosters**.

Extended Lore +200/400/600 CP
If you defeat, contain or somehow overcome the canon plot a new threat will appear that is in line with the curve of the canon power scale.
For **+200 CP** a new threat will only appear once.
For **+400 CP** until the end of the jump this will reoccur every time you defeat the new threat however this drawback will be forgotten.
For **+600 CP** the new threats will start to appear from the beginning of the jump and may even align with the canon enemies.

Author Insert +1000 CP
Normally you would be the protagonist of this story however you're not now there will be a new character. This character is the sibling of a protagonist character and is famous and beloved despite being arrogant, selfish and self entitled.
This new character will have access to all the perks on this Jump Document, will instinctively dislike you and will be enemies with anyone who attempts to be the protagonist both attacking them and turning the public against them.

Generic Drawbacks:

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

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

How do I keep falling into these situations +100 CP
Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

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

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

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

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

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

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

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

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuities.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

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

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Boss Rush +600/1000 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. 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 Drawback “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 +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.
If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Notes:

Constitution is the combination of:

- **Endurance:** How long your body can go before it begins to feel overuse.
- **Flexibility:** How well your body bends and shifts its positions.
- **Recovery:** How quickly your body heals.
- **Vitality:** How long your body can continue after it reaches a state of overuse.

Dexterity is the combination of:

- **Agility:** How fast your individual body parts can move.
- **Precision:** How accurately your body parts can move.
- **Reflexes:** How quickly your body parts respond to thought.
- **Speed:** How fast your body as a whole can move.

Perception is the combination of:

- **Alertness:** How quickly you interpret your surroundings.
- **Awareness:** How accurately you interpret your surroundings.
- **Cautiousness:** How prepared you are for changes in your surroundings.
- **Coordination:** How well your body responds to your surroundings.

Strength is the combination of:

- **Form:** How well you can utilise your physical strength.
- **Might:** How much raw physical strength you can utilize.
- **Muscle:** How efficient your physical strength is.
- **Power:** How much physical strength you possess.

Intelligence is the combination of:

- **Creativity:** How well you combine information.
- **Education:** How well you structure information.
- **Intellect:** How well you present information.
- **Knowledge:** How well you retain information.

Understanding is the combination of:

- **Comprehension:** How well you interpret information.
- **Empathy:** How well you interpret the emotions of others.
- **Retention:** How well you retain interpretations of information.
- **Utilisation:** How well you use information you interpret.

Wisdom is the combination of:

- **Clarity:** How aware you are of your situation.
- **Psyche:** How aware you are of the minds of those around you.
- **Sense:** How aware you are of your surroundings.
- **Wits:** How well you can utilise what you're aware of.

Willpower is the combination of:

- **Fortitude:** How well you can resist mental damage.
- **Personality:** How much mental strength you possess.
- **Resolve:** How much mental strength you can utilize.
- **Sanity:** How well your mind can heal mental damage.

Charisma is the combination of:

- **Charm:** How interesting you are.
- **Presence:** How attention grabbing you are.
- **Leadership:** How much authority you present.
- **Social:** How well you communicate with groups.

Defense is the combination of:

- **Buffer:** How much external protection you have from damage.
- **Evasion:** How well you can avoid damage.
- **Resilience:** How much damage you can ignore.
- **Resistance:** How much damage you can negate.

Energy is the combination of:

- **Force:** How well you can wield external forces and energies.
- **Ki:** How well you can wield physical forces and energies.
- **Mana:** How well you can wield spiritual forces and energies.
- **Psionic:** How well you can wield mental forces and energies.

Luck is the combination of:

- **Chance:** How likely random events will turn out in your favour.
- **Fate:** How likely long term events will turn out in your favour.
- **Inspiration:** How likely you are, to randomly come up with a solution.
- **Risk:** How likely events will provide unexpected problems or opportunities for you.