# Out of Context: Atlamillia Supplement

V1.0

By James the Fox

This Jump may be used in any Jump that would otherwise not have Dark Cloud's Atlamillia and Georama systems in its continuity.

By taking this Supplement you have chosen to be a wielder of the mysterious Atlamillia and the wondrous power of Georama - a means to construct or reconstruct cities - and you arrive within the continuity as a Drop-In, arriving at a former city razed to the ground by a disaster.

As a wielder of the Atlamillia, you appear Human, unless you choose not to.

**+1000 CP**

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

# Origin:

You may choose one of the following reasons that you obtained your Georama powers.

**Fairy Magic**
As you made your way to this Jump, you were visited by a fairy, and tasked with protecting and restoring this damaged world. He gifted you power to protect those scattered by destruction, and the ability to return them to their proper place. You specialize in preserving life and buildings, as well as rearranging towns and cities to the liking of those who live there in the present day.

**Time Magic**
You have come from a ruined future, and returned to the past to fix it. Shortly after arriving, you've befriended a group of dwarves, who have given you a means to rebuild a broken time - a broken world. You specialize in constructing brand new infrastructure, guiding others to where they're needed, and building a future even better than the one lost.

**Genie Magic**
… Something is wrong. Your coming has intersected with a dark ritual, and the power meant to construct has been turned towards deconstruction. You emerge from a massive broken urn, an incorporeal force of malice with your Atlamillia having become a phantom light at your core. You specialize in annihilation and gathering servants, knowing and otherwise, to obey your ends.

# 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:

**Neverending Adventure - 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 using this Supplement.

**Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)**
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

**The Building Blocks - Free**
In order to wield the power of Georama, you need certain objects - Atla or Geostones, depending on your Origin. Either way, you may now sense when these precious objects are

nearby, and should you arrive within 50 meters of them their locations will be automatically marked on any maps you possess.

**Last Survivor - 100CP**
Disasters, natural or unnatural, can happen suddenly and without warning, and you can't fix anything if you don't survive. This Perk serves as minor plot armor, ensuring that when mass scale destruction happens around you, you won't be annihilated by the attack. If a flood rolls in and wipes the village off the map, you'll probably find yourself washed up on the edge of it, but you may still starve from the loss of food in the aftermath if you're not careful.

**Build Up! -400 CP**
As you augment and improve your weapons through smithing or other methods, you'll find it possible to upgrade your weapon into a new and more powerful form. You'll need to find ways to bolster specific attributes of the weapon to make it happen - for example, you may need to significantly bolster the "Master Sword's" affinity to Lightning, its anti-Beast properties, and its anti-Undead properties to transform it into "Bolt of Hylia" - but once you've figured that out, simply push your will through the weapon to cause it to evolve into its new form. You may also choose to let the weapon appear as any form it has taken, if you decide you don't like how a specific upgrade looks.

**Ride the Winds of Change -600 CP (Capstone Booster, Requires Atlamillia)**
In this and in future Jumps, special gateways will appear throughout the setting. These gates may be used by your Atlamillia to travel through time. At the start of each Jump, you must determine if your Atlamillia is "Red" or "Blue." With Red Atlamillia, you may travel exactly one hundred years into the future. With Blue Atlamillia, you may travel exactly one hundred years into the past. Once you've used a gateway the Atlamillia changes color, to allow you to return to the present day.
***Last Survivor Booster: Unbreakable Origin Point***
Of course, such manipulation of time, especially in the past, could create disasters in and of themselves - the kind that could send ripples across your own history. But with this Perk, you yourself can't be erased from time, even if each and every one of your parents and grandparents were wiped out by a disaster in the past.
***Build Up! Booster: Corridor of Time***
In the Present, your Atlamillia becomes Yellow, and able to travel exactly 100 years into the Past *or* Future. When in the Future, your Atlamillia becomes Blue, while in the Past your Atlamillia becomes Red, allowing you to travel back to the Present.

## Fairy Magic Perks:

**This is an Atla? -100 CP (Free for Fairy Magic, Requires Atlamillia)**
These are mystical spheres that the Fairy King used to protect buildings and people from devastation, keeping them in stasis until they can be returned to normal. You may now open them up and store their contents within your Atlamillia until you're ready to use them. Once you've returned to where the buildings and their occupants originally were, you may restore them to their original state and place them anywhere within the area's limits, complete with the people sealed inside. As a bonus, in this Jump and future Jumps the nearest canonical site of natural or unnatural calamity will instead have its people and buildings sealed into Atla for you to retrieve.

**Voice of the Lost -200 CP (Discounted for Fairy Magic, Requires Atlamillia)**
You may talk to any living beings stored within your Atlamillia. Language barriers aren't a problem, and they will honestly convey their wishes for how their home should be restored. If bits or pieces of their property were sealed separately, they can help you put them back together.

**Synthesis Slots -400 CP (Discounted for Fairy Magic)**
As you wield a weapon, it now gains experience and gains Weapon Levels. Each weapon also now possesses three slots in which you may place sources of elemental energy, which are absorbed when the weapon levels up.
***Build Up! Boost: Synthsphere!***
When a weapon reaches Weapon Level +5, it may be converted into a Synthsphere, which can be infused into a weapon through level up. While slotted into a weapon, a Synthsphere conveys about 60% of the original weapon's power to the weapon it's slotted into. Note that fiat-backed items that are Spectrumized will not be restored to you until the weapon they were synthesized to is destroyed.

**Shield of the Fairy King -600 CP (Discounted for Fairy Magic)**
Jumper, do you hear them? The voice of the wind… the earth… the trees… and all the things you can't stand to lose? With this power, when you're in the midst of disaster, you may choose for those things that would be destroyed to instead be stored within Atla. Your range covers the entire village, town, or city that you're in.
***Ride the Winds of Change Booster: Guardian Spirit***
Your protective power extends well and truly beyond you, allowing you to cover an entire planet. Wherever and *whenever* widespread disaster strikes, even if you're not there, your power encapsulates those who *are* there in Atla, keeping them safely stored in various nearby nooks and crannies until you can arrive.
***Voice of the Lost Booster: Generosity of the Found***
The people you've rescued know who it was that saved them, and as you follow their requests their appreciation for you grows. Each member of the town will happily give you something of theirs as a reward for restoring their abode, and when you've fulfilled every single request in town, the local leader will provide you something they mysteriously found - a random Georama Clear Reward, as listed in the Items.

## Time Magic Perks:

**This is A Geostone? -100 CP (Free for Time Magic)**
Geostones are oval spheres of stone that glow with an inner red light. Within them is encoded the wisdom of the ancients, with blueprints for buildings, plantlife, and other objects that the Carpentarion can interpret. You can sense the contents of a Geostone while in contact with it. In addition, in this and all future Jumps, you'll be able to find Geostones scattered throughout the setting that can be used to expand your library of buildable objects.

**Blueprints for the Future -200 CP (Discounted for Time Magic)**
Geostones possess more than just blueprints for specific buildings - they also possess blueprints for the shape of the future, as it's meant to be. Acquiring these stones in each Jump will give you knowledge on the "Origin Points" of a setting's various bits and pieces, showing you how to preserve the important parts of the setting's canon - and if those parts have been destroyed, showing you how to replace them. This of course includes buildings, but it goes even further. Did someone get erased from the future because their ancestor was killed by a time traveller? With this you'll know what kind of people need to be in town to ensure the person is born anyway.

**Synthesis Points -400 CP (Discounted for Time Magic)**
As you wield a weapon, it now gains experience and gains Weapon Levels. With each Weapon Level it gains, the weapon gains "Synthesis Points" that can be spent to absorb concentrated sources of elemental energy - such as crystallized fire - to grant them elemental or anti-enemy-type attributes.
***Build Up! Boost: Spectrumize!***
You may now convert mundane materials into a "Spectrumized" form and infuse them into weapons that have Synthesis Points. Each item has a different boost it can grant once Spectrumized - holy water will increase the weapon's holy attributes, of course, but bananas or clay might make the weapon more durable, soap or glass might grant the weapon a minor ice affinity, and cheese of all things might make the weapon more deadly to beastly foes!

**Rewriting the Book -600 CP (Discounted for Time Magic, Requires Atlamillia)**
It's all well and good to know that you need a gardener to restore a giant tree to the future. It's a whole other thing to be able to convince such a gardener to uproot their entire life, travel miles away from their home, and dedicate the rest of their lives to ensuring the future you want to restore. With this Perk, however, you can sense when someone is both able to enact the changes you need and in need of a change for themselves. The rest is up to you, but surely you can help them finish up any unfinished business and convince them to help you out?
***Ride the Winds of Change Booster: Stand the Test of Time***
Of course, it would be unfortunate if the changes you make were just completely undone, wouldn't it? Well now you don't need to worry about it. Any changes you make have moderate plot armor built to keep them from being undone until at least 100 years after you made them. If you have your own Plot Armor Perks, this effect is amplified by them.
***Blueprints for the Future Booster: When This Wonderful World Starts To Shine…***

Geostones aren't just for preserving the future - you understand that now. They're here to *improve* the future. You know how to build a future that is almost identical to the one that was meant to be, but with unusual twists that make your allies in that future even stronger. Perhaps a notable figure died in the present who was supposed to be a great sage? With this, you can ensure that a student or admirer takes their master's name, and becomes an even better sage than the original ever could have been. Or perhaps a giant flying fortress you restored to the future unexpectedly has a giant robot form that wouldn't have existed otherwise. In addition, the people of that better future will know of your actions, and provide you a suitable reward - a random Georama Clear Reward, as listed in the Items.

## Genie Magic Perks:

**This is A Minor Setback -100 CP (Free/Required for Genie Magic, Requires Atlamillia)**
If you wield the dark power of the Genie, upon your arrival you will be incorporeal and need a host to take form. Thankfully you may choose to infect any small part of the world with a fraction of your power and dark intentions - an exceptionally small part, honestly. A depressed rabbit person, a megalomaniacal general, or even a stray rat. In doing so, you give up some of your Perks for their use, and leave a part of yourself equal to the percentage of your Perks you've given up within the host. Even with just a fraction of your power, though, you'll find that your hosts have developed the ability to fly, and are a fair bit more durable.

With this, you can even be in effectively two places at once, though your power and ability to act will be divided (in any proportion you choose) between each of your hosts. However, so long as a single host still lives, so too will you.

A host's power and ability to obey your intentions will be limited by their original form. A mouse filled with most of your power will be shaped like a parody of you, big and dumb and yet terrible in its power, for instance. But a human, especially a strong human, could do amazing things, commanding your lesser hosts with even just a fraction of your strength, all while unaware that you're subtly pulling their strings… and should you fill them with more power, perhaps after that rat has died, you could overtake them completely.

In future Jumps, your incorporeal form will be an Alt-Form, one you will need to infect others or reclaim what you gave them.

**Demon Army -200 CP (Discounted for Genie Magic)**
As your power spreads, it can produce or control monsters, who will do battle in your name. Monsters that are weaker than you will bow and serve you when you call to them… even those that are good at heart. The stronger they are, the more they might resist, but so long as you are stronger than they are, with time and effort you'll get what's yours. Any monsters you hold under your sway at the end of a Jump become Followers, to be bred and used for your army of darkness.

**Demon Evolution -400 CP (Discounted for Genie Magic)**
Much as others would upgrade their weapons, you can upgrade your most successful monsters into new forms. Your monsters grow and gain experience and build in Levels as they fight and train. This includes giving brand new, never seen before forms to monsters within established settings. You are limited in that monsters can't simply become an entirely different kind of monster - you can't turn a beast into a dragon, or an undead into flora.
***Build Up! Boost: Monsterforging***
But perhaps simple training isn't enough. With this Perk, you may usurp the powers others would use to improve their weapons and armor, and mold your monsters and other lifeforms with the same techniques (including, of course, the weapon-upgrading Perks buyable in this very Jump Document).

**Look at those ants scurrying about. -600 CP (Discounted for Genie Magic, Requires Atlamillia)**

Start there. You can shoot lasers from your hands that can destroy buildings. These blasts are strong enough that a lesser host wielding this power might spin around in midair from the recoil… or perhaps they're simply having too much fun with it. For many worlds, this on its own could be enough to raze most of a continent within a few days.

In addition, at the start of any given Jump you may choose to simply destroy any Starting Locations that are the size of a normal earth city or smaller with a rain of horrific power.

***Ride the Winds of Change Booster: Corridor of Time***

But perhaps you should stay your hand. After all, there's so much more destruction you could do. You can reach the past, through those who've lived it. You may defy your Atlamillia's normal limitations simply by possessing someone who was alive before that point. You can then emerge in that distant time, find another, and repeat the process. So long as you can find someone, there is no limit to how far you can go backwards in time.

***Demon Army Booster: The Eden of Darkness***

Look at your monsters, languishing in dungeons. Trapped, pushed into a corner, and often even sealed away. No more. They serve you well. Wouldn't it be swell for you to serve them in turn? When you have destroyed a place, for good and all, you can build on top of it, constructing dark parodies of what stood there before with Georama-like powers, though you will need resources to do so. These places are well-suited to your monsters' needs, bolstering their strength and yours. And once you've completed one of your sanctuaries, you'll find that your servants have not been idle, as they provide you a suitable reward - a random Georama Clear Reward, as listed in the Items.

# Items:

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

**Clothing - Free**
A full set of clothing. The Dark Cloud setting is full of variety in their outfits, ranging from a adventurous poncho and hat, genie-like garments, pumpkin shorts, overalls, safari clothes, and more! Pick from the outfits of the heroes or villains, or choose your own! You may import any outfits you already possess into this slot.

**Atlamillia - Free**
A sparkling gemstone that serves as the conduit for your magical abilities. It may be embedded onto any accessory you like, ranging from a necklace to an armlet to an earring and more, including importing it onto an accessory you already own. Perks that require this Item will be marked as such.

**Basic Weapon - Free**
A basic, un-upgraded weapon. This weapon can take almost any barebones form - a knife, a staff, a wrench, a gun, a slingshot, what have you. Just don't expect it to have any special properties by default… except for one. Unlike other items on this list, this weapon repairs in about a day by default, though in doing so it loses any upgrades you've placed upon it. It also notably cannot be upgraded with **Build Up!**.

**Carpentarion -100 CP (Free with "This is a Geostone?")**
A mighty flying construct of wood and steel. Though it could be used in a pinch for combat, it's built for construction. It can convert the data stored inside Geostones into something usable, and its internal factory can craft anything from a field of flowers to a mighty skyscraper… so long as it has the blueprints. When it places objects, they quickly integrate into the local environment - plants root themselves in, bodies of water fill and flow appropriately, and buildings find their foundations sturdy and are hooked up to any sewers and power lines within reach.

**Georama Playground -300 CP**
A cleared out space is attached to your Warehouse, about the size of a small town. You may freely place and arrange copies of any buildings you've pulled from Atla or gathered blueprints for from Geostones, allowing you to build your own town without regard for the future or people's wants.

## Georama Clear Rewards:

These items may be purchased normally, but are given out as rewards from the Perks "***Generosity of the Found***" and/or "***When This Wonderful World Starts To Shine…***"

None of these items return to you if lost, stolen, or destroyed, unless otherwise stated.

**Repair Powder -100 CP (Georama Clear Reward)**
A bag of powder that, when spread over a damaged but not destroyed weapon, repairs it to perfect condition. This bag has enough powder to repair 10 weapons, and refreshes every month. Additional acquisitions of this item boost the number of uses per month that the bag carries by 1.

**Dwarven Satchel -100 CP (Georama Clear Reward)**
Building takes time and materials - lots of materials, especially if you intend to build an entire village or city from the ground up. In addition to being big enough on the inside to supply multiple construction projects, this bag naturally gathers materials from the nearby environment over time, at least 5 parcels of objects each hour, and 1 more for each enemy you defeat during that time. From simple materials like scrap metal, clay, and wooden logs to more esoteric materials like elemental essences and legendary ores, this satchel can hold anything you might need to build what you want. Additional acquisitions of this item expand how many items are added to the bag per hour.

**Built Up Weapon -200 CP (Georama Clear Reward)**
A well built weapon, often one that might be considered a little legendary. It is always the same kind of weapon as the Basic Weapon purchased above, though it's often around par for any weapons you have on hand - perhaps a little better or a little worse.

**Circus Voucher -200 CP (Georama Clear Reward)**
A strange ticket depicting… your Benefactor in clown makeup? This can be exchanged at any time for any purchase from the local Jump's Companion options.

**Fruit of Eden -300 CP (Georama Clear Reward)**
A rare treasure, this fruit bolsters your life force, enhancing your personal durability, regenerative abilities, and resistance to disease, as well as extending your natural lifespan by roughly ten years.

**Coin Collection -300 CP (Georama Clear Reward)**
A small satchel with 4 randomly chosen Coins with unusual effects. By slotting them into your weapon or Spectrumizing them and synthesizing them into the weapon, they grant your weapon a special power.
The list of coins are:
Wealth Coin: Enemies drop money when defeated - if they already did so, they drop 30% more.
Poison Coin: Your attacks can poison enemies.
Time Coin: Your attacks have a chance to freeze the opponent in time.

Bandit Coin: Your attacks have a chance of stealing an item on your opponent's person.
Bull's-Eye Coin: Your attacks have a 15% chance of dealing 80% more damage. Incompatible with Dark Coin's effect.
Dark Coin: Your attacks deal 50% more damage, but drain 1% of your lifeforce with every swing or shot. Incompatible with Bull's-Eye Coin's effect.
Indestructible Coin: Your weapon is harder to break.
Absorption Coin: Your attacks have a 15% chance of restoring your lifeforce proportionate to the damage you deal. Incompatible with Healing Coin's effect.
Healing Coin: Simply holding this weapon heals you a little every five seconds. Incompatible with Absorption Coin's effect.
Experience Coin: Weapons gain experience 20% faster.

## Companions

Party Recruitment - 100 CP
With this option you may recruit a single Companion to this Jump, giving them an Origin and 500 CP to spend in this Supplement. You may purchase this option even after you've left the Jump in which you took this Supplement, allowing Companions you've met afterwards to obtain the powers of the Atlamillia.

# Georama Drawbacks:

**Not Drop In +100 CP**
You are no longer a Drop-In or from an alternate Reality. You are instead a Local who somehow has come to possess the power of Georama. You will need to work out your Background with your Jump Chan.

**Time Seal +300 CP (Exclusive to Fairy Magic Origin)**
A magic seal binds you, keeping you from acquiring Perks from the Time Magic Origin.

**Fairy Seal +300 CP (Exclusive to Time Magic Origin)**
A magic seal binds you, keeping you from acquiring Perks from the Fairy Magic Origin.

**The Dark Battle +200 CP**
Normally you would be the only one with Georama within this continuity, however with this drawback two others will appear, one of each Origin, but who are aiming to block your attempts to reconstruct this world… they lack any non-free Perks or Items, thankfully.

**Silent Protagonist (+200 CP for Fairy Magic Perks only)**
For some reason, you appear to be unable to speak, at all. Hope you're good at pantomiming, because otherwise it's gonna be harder to get the locals to tell you how best to rebuild their homes.

**Polyn Count (+200 CP for Time Magic Perks only)**
That's… an arbitrary limit. Any space that can be modified by your Carpentarion's Georama functions now has its own "Polyn" Count, based on the internal and external complexity of each object within - the more polygons the inside and outside of each structure consists of, the more Polyn it produces. You can't exceed 1000 Polyn per Georama space, which sounds like a lot but adds up surprisingly fast. You may have to finish your towns the hard way…

# Generic Drawbacks:

## Basics

**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.

**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.

> **+ Chain Amnesia (+200 CP)**
> You have no memories of your time going through Jumpchain.
> **+ Full Amnesia (+300 CP)**
> You have forgotten everything about yourself other than what you learn in-Jump and what memories come with your in-Jump origin and background.

**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.

**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)** you'll also find that your level of growth will be capped at 90% of the scale of growth of the local protagonist.

**Not So Shiny Toys (+400 CP)**
All items gained from other jumpchains will not be able to be imported into this jump.

**Friendly problems (+400 CP)**
All companions, followers, and pets are barred from this jump.

**Mortal (+400 CP)**
All of your perks are all disabled for the duration of this jump.

## Origin Modifiers

**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.

**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.

**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. Value doubles if you take **Just a Child** or a similar Drawback.

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

**Random Setting +1000 CP**
By taking this drawback you are no longer allowed to select the setting of your Jump. Instead, open this spreadsheet, and use a digital roller to roll six dice with as many sides as there are Jumps listed here. You may choose one of these to be your Main Jump.

## Setting Modifiers

**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.

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

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

**Silent World (+100 CP)**
The world seems emptier than it should be. Aside from named and essential characters (such as shopkeepers) you'll find that each city's population is only about 10% of its capacity.

**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.

**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.

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

## Opponent Modifiers

**Stalker (+100 CP)**
A random ordinary human knows everything about you and has become obsessed with you. They will seek you out, geek out over you (often spilling your secrets to others), try to draw your attention, become jealous of others' interest in you, and generally distract you.

+ **Divine Stalker (+200 CP)**
Instead of a random ordinary human, your stalker is now a powerful godlike being who has decided to interfere in your time here for their own amusement. It will whisper your secrets into the ears of your allies and enemies, cause strange weather patterns that hinder your plans, drive wedges into alliances, toss you into other dimensions for a lark, and generally be a massive nuisance.

**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.

+ **Thugs for days (+100 CP)**
At least 10 random thugs from a single angered faction will randomly show up once a

week and target you. You may take this as many times as you take Angered Factions, with each faction acting on a different day each week.

**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.

**Wanted (+100 CP)**

Somewhere within the setting, you have a criminal record. Thankfully, this record doesn't follow you outside of this area, and so you'll be find so long as you don't enter the region, but if you do, expect local law enforcement to try and arrest you.

**+ Dead or Alive (+200 CP)**

Your criminal record is now worldwide, and such that the powers that be want you brought in dead or alive. Expect an endless array of bounty hunters and heroes of all stripes to be chasing you down.

**Dark Minions (+200 CP)**
If a setting has creatures of darkness or evil, they are now drawn to you en masse. If no such being exists in this setting, new ones will be created. Weirdly, no one aside from you or your Companions ever seems to see them or interact with them, meaning the monsters' focus is purely on you.

**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.

**+ To Serve Jumper (+200 CP)**

Scratch that, even the sentient creatures are looking at you funny. You look and smell delicious, and everyone who meets you aside from your Companions wants an actual bite. Worse, rumors spread about what a delicacy you probably are, so expect hunters to seek you out wherever you hide.

**+ Competent Enemies (Variable)**
All of your enemies will get situational intelligence whenever you face them making them twice as competent. This boosts the value of Drawbacks that provide enemies within this Jump by 50% of their baseline.

**+ Double Trouble (Variable)**
You will always encounter twice as many enemies in the world. For generic goons, minions, and mooks, there will simply always be twice as many as usual. But for unique, major foes,

each will have an identical copy that manifests at the start of battle, who only you and your Companions can see. Despite this, the copy can cause harm. You will need to defeat both the original and the copy to win any given fight. This boosts the value of Drawbacks that provide enemies within this Jump by 50% of their baseline.

## Ally Modifiers

**Team Up (+100 CP)**
It seems that you can't go anywhere without some random person showing up and joining you. This will often be one of your Companions, but can also be characters from the setting. Whatever their skill compared to yours, your group's successes will always be attributed to them, while your group's failures will always be attributed to you.

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

**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 things unrelated to your current predicament.

## Self Modifiers

**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.

**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.

**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.

**Honorable (+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.

**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.

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

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

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

## Challenges

**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.

**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.

# Scenarios:

## Main Scenario 1: Restoration of the World

*(Requires **This is an Atla?** and for this Supplement to be used in Supplement Mode)*
*(In settings that have nobody theoretically strong enough to perform the roles of "The Guardian" and "The Destroyer", replace them with "The Fairy King" and "The Dark Genie" as an Out of Context ally or enemy, respectively.)*

Your arrival could not be more auspicious. The major villain, now referred to as "The Destroyer", of the setting has elected to enact a scorched earth approach to his enemies, attacking every his enemies with unimaginable power. It was only the quick acting of a powerful local, referred to now as "The Guardian" that prevented the setting from being reduced to ashes and dust. You arrive in a clearing that should have been one of the starting locations from the Jump this document is Supplementing. But hope is not lost. Rather than be destroyed entirely, the location and all of its residents have been placed in Atla and hidden away within a dungeon nearby. You will need to delve into that dungeon, facing monsters based on a mix of the local threats and Dark Cloud 1's various monsters, acquire the many Atla hidden within, and restore the town to at least what it once was. Do this…

… and find that your task is not done. You will find that each and every Starting Location not associated with the  from the main Jump has undergone the same fate. To complete this Scenario, you will need to restore each and every Starting Location. Along the way, you will need to gather allies - one from each Starting Location, who will join you in your quest to turn the setting back to what it once was, and ultimately do battle with The Destroyer to ensure this doesn't simply happen again. Worryingly, this foe has the dark powers of Genie and Time Magic, with a build equal in CP invested to your own, though they seem unable to access Fairy Magic.

Rewards: In addition to any rewards you may gain from **Generosity of the Found**, those who chose to join you on your quest to restore the world become a single-slot Companion. This party gains 600CP to spend on Perks and Items from the General and Fairy Magic categories, the effects of their purchases mutually available to all of them simultaneously.

Meanwhile your Atlamillia shines, and guides your way to a grand tower, known as **The Jumpchain Shaft**. One hundred floors tall and chock full of monsters based on those both from Dark Cloud 1 and from all of your Jumps, this dungeon is always scaling its own power, with every twentieth floor seeing a massive jump in the quality of your foes, with the 80th Floor and Up always serving as a match for you at full power. The treasure chests in the dungeon feature Non-Fiat Backed versions of items from the Jumps you've been to, as well as items from Dark Cloud 1. While the Jumpchain Shaft manifests within this Jump, after this Jump you may choose on a case by case basis whether to attach it to your Warehouse or place it within the setting of each future Jump.

## Main Scenario 2: Rebuilding of the World

*(Requires **This is a Geostone?** and for this Supplement to be used in Supplement Mode)*
*(In settings that have nobody theoretically strong enough to perform the roles of "The Denier", replace them with "Griffon" as an Out of Context ally or enemy, respectively.)*

You arrive in one of the Starting Locations for the main Jump… and find it walled off from the rest of the world. Rumors persist that there is nothing beyond the walls, something you must ascertain for yourself. Make your way to the outside world, and find that the world is in ruin, with precious few survivors. Outside of your starting location, expect 90% of life to be simply… gone, including 90% of the setting's major characters. If the future was meant to be a beautiful garden, then someone has elected to rip out the seeds. It will be up to you to restore these Origin Points, by any means necessary. If you have **Ride the Winds of Change** the part of the setting you will need to restore will be in the furthest past you can reach (so if you start with Blue or Yellow Atlamillia, you will need to build and populate towns 100 years in the past from where you start, while if you start Red Atlamillia you'll do your building in the present day).

But can you really restore the future with only the aid of the people from your Starting Location? Maybe, if you follow the advice of the Geostones found in dungeons near each destroyed area. Be careful, though - those dungeons have monsters both from this world and from Dark Cloud 2.

Along the way, you will find that the villain is someone who, seeing their own future and disliking it, wielded unimaginable power to take away everyone else's futures instead. This foe, "The Denier", still lives, and you will need to defeat them to ensure they don't simply wipe the future out a second time with the Genie and Fairy Magic they acquired. Be warned - they have a Build from this supplement with as much CP as you spent, though for a relief they don't seem able to wield Time Magic.

Rewards: In addition to any rewards you gain from **When This Wonderful World Starts To Shine…** you also gain a **Dwarven Blessing**, which doubles the rate at which any Dwarven Satchels refill, as well as ensuring any crafting/construction material Items you purchase with CP in other Jumps are restocked twice as fast when you use them to build something.

At the same time, your Atlamillia shines and guides you to a long abandoned cavern - the **Jumperite Mines**, with a hundred floors of tunnels delving deep into the earth. While there *are* monsters from throughout your Jumpchain inside, there's also a nigh endless supply of any kind of minerals or gemstones you've encountered before, if you're willing to find and mine it. Iron? Duh. Gold? Definitely. Kryptonite? Yep. Master Ore? Of course. The rarer and more powerful the material, the deeper you'll have to go, though, and in this mine's deepest twenty depths you'll find enemies that are a match even for you, no matter how strong you've become.

## Main Scenario 3: Destruction of the World

*(Requires **This is A Minor Setback** and for this Supplement to be used in Supplement Mode)*

Well, as you should guess, there's only really one way this can go. Destroy this world. Scour it of anything that doesn't serve you. Let your armies of darkness spread across the world, and make everything yours. You should expect resistance, of course, unless this world isn't especially strong. But that's fine - it'd be boring if it were otherwise.

Though, it might be a little annoying if some hero were to show up with an Atlamillia of their own. The true hero of the setting you've Jumped to will be gifted with Fairy and Time Magic, and their own build with as many CP as you spent on your build, though of course they don't seem able to wield your own Genie Magic. A Benefactor's interference, perhaps? Ahhhh well. At any rate, you'll need to deal with them if you're to have your personal paradise.

Rewards: Putting aside any rewards you've gained from **The Eden of Darkness**, you'll get a simple reward - the entire world you've conquered will become yours to take with you. You can attach it to your Warehouse… or you could attach it to the Jumps you visit going forward, giving you a chance to spread your territory.

While you think about that, your Atlamillia is shining. Follow it and find a grand castle in the sky - your **Dark Heaven Castle**. The Followers you gather here have that most basic of commands - be fruitful and multiply - which they will achieve with gusto. So long as you keep some of your forces here, I doubt you'll ever truly run out of servants. The deeper hundred galleries of the castle serve a different purpose, though - providing ghosts of foes you've encountered in your Jumpchain, which grow stronger the deeper you get, and who will fight you and your servants with all they've got. A lingering grudge, it seems. The twenty deepest galleries of the castle have the strongest foes - foes that would be a challenge even for you, at your best.

## Bonus Scenario 1: Heavy Punishment

To take this scenario you need to have taken at least 10 distinct Drawbacks from this Supplement, totaling at least 1500 CP (Drawbacks you can take multiple times only count as one altogether). In addition, any Jumps taken with this Supplement must take native Drawbacks to their local cap (or 600 if they have no listed cap).

Rewards:

You gain the Perk **Take Your Troubles With You.** You may now apply Drawbacks from any Out of Context Supplement you've already used, including this one, to any future Jump as though they were native Drawbacks. Your repertoire of ways to make things harder for yourself also expands as you take on more Out of Context Supplements.

## Bonus Scenario 2: Out of Context Gauntlet

A chance to define your Jumpchain? Certainly. In order to complete this Scenario:

- This Supplement must be applied to a Jump with an existing Jump Document.
- You must take the **Plot Anchor** Drawback - you must be an active participant in the main story of the Main Jump. You must also take any Drawbacks the Main Jump has that would enforce this.
- The powers associated with this Supplement are no longer Out of Context. Their nature may or may not still be exclusive, but they now have a history that others may know or research.
- Worse, there will be a character from this Supplement's inspiration arriving in this world at the same time you do… and they will side with whichever side you would most oppose.
- The setting as a whole will be made roughly as dangerous as the inspiration behind this Supplement.
- If this is *not* your first Jump, additional rules apply:
    - This Jump will be a Gauntlet.
    - You must take and complete one of the Out of Context Scenarios.
    - The Jump you Supplement this document to must be randomly chosen. You must select your Jump via the method used in the Random Setting Drawback: open this spreadsheet, and use a digital roller to roll six dice with as many sides as there are Jumps listed here. You may choose one of these to be your Main Jump.
        - If you are taking Chain-Drawbacks that enforce similar randomness, you may only select from the first three results.
        - If you are taking Chain-Drawbacks that force you to take multiple Jump Documents and take them together, this Supplement counts as one of those three, and the others must be rolled randomly.
    - You must take the Boss Rush Drawback.
    - The price of all Perks doubles.

Reward:
For completing this task you may add this Jump's entire purchase list to your Bodymod. Yes, including the Main Jump.
If a Race Option was taken in the Main Jump, and this Supplement had its own distinct Racial Option that you bought, you may choose to either combine the two race forms or make it a secondary base form.
Companions you got here or which were gained from this Supplement may import into future jumps for free with no companion slots taken up and a stipend of 1000 CP on top of the highest amount of CP they could receive from a Companion Option in that Jump.
Scenarios taken during the course of this Jump, if completed, will also be included in the Bodymod package.
This doesn't replace the Bodymod, you may still take it or, if you took some Bodymod replacer already, this will simply add onto it.

# Ending Choices:

Go Home: Return to where you started. Time will resume in all realities you've previously left frozen. Have 1000 CP to spend on this Document as a parting gift.

Stay Here: Remain in this Jump for the rest of your life. Your affairs in your home world will be set in order, and time will resume in all realities you've previously left frozen. Have 1000 CP to spend on this Document as a parting gift.

Move On: Continue your Jumpchain.