Out of Context - Digimon Story Supplement

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This document can be used as a supplement in any Jump including those with Digimon as long as they’re not based on games of the “Digimon Story” Series of games (Digimon World games for the NDS included)
By taking this Supplement you have chosen to be a human who has acquired a Digivice of an unusual sort, able to scan Digimon and convert the data acquired into new Digimon. In essence, you’re now a Protagonist of the “Digimon Story” series of video games, meaning there is now a Digital World attached to this one.
As a human with no additional powers it can be quite dangerous, and thus take these:

+1000 Choice Points

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

Kid Tamer
You just found your way into the Digital World or become a Tamer by chance, think the same as the protagonist of Digimon World DS. You're inexperienced but you have plenty of enthusiasm.

Team Tamer
You're a human who lived and maybe was even born, in the Digital World, you have experience but aren't top-tier yet.

Hacking Cyber Sleuth
You were a normal person, but now you have been recruited into being a Cyber Sleuth, a Cyberspace Private Investigator. You may or may not have a Half-Data Body.

Secret Agent
Oh this is an unusual one, you're now a Secret Agent tasked with investigating and dealing with Urban Legends and related Paranormal Phenomena. Basically you're a 1-Man Mobile Task Force from the SCP Foundation with more morals and Digimon. Your Digivice is also a gun for some reason.

Perks:

General Perks:

Digital World - Free
This is sort of a Meta Perk, basically you can toggle whether or not any Jump you enter after obtaining this has a Digital World connected to it and thus, Digimon. You can choose between one of the three archetypes of Digital World, that being Yggdrasil which 99% of all stories take place in, Homeros, which is the Digital World Illiad where Time Stranger takes place, and finally the unnamed Server holding Witchelny. If you're wondering what the difference is, Royal Knights, Olympos XII and Magic Digimon respectively. How that would work out in each jump is up to you and you can use this to keep a connection to a Digital World you had for a previous jump as well.

Code Scan - Free (Mandatory)
An ability central to this series of games. When you encounter a Digimon your Digivice will generate an percentile amount of Scan Data. Said percentiles depend on the level (Baby + In-Training: 100%, Rookie: 50%, Ultimate: 15%, Mega: 10%, Ultra: 5%) up to a Scan Rate of 200%. In future Jumps this may be used on any other non-mundane lifeform.

Convert - Free
This is what that data is needed for: Once you have at least 100% Scan Rate on a Digimon you can convert that data into a new Digimon (or other non-Mundane creature). These creations will count as Followers for the sake of Perks and Meta Effects and will be 100% loyal to you with no chance of being turned against you. The higher the Scan Rate is (Max 200%) the stronger the new creature will be at its base.

Loading - Free
The darker side of these games, the "Loading" of Digimon into others to strengthen them. To make things less morally questionable the loaded Digimon will have its Digicore returned to the Digital World to reincarnate in a Digitama (Digi-Egg) and only its accumulated data is absorbed. Think of it as voluntary Data Absorption from Tamers.

They should make a Game out of This - Free
As a way to make raising Digimon easier there is this Perk. Basically, you can now call up basic information about any and every Digimon you have on hand and see stats and levels. While this may sound like magic, it really isn't, you're just getting a diagnostic of the program known as a Digimon. In Future Jumps this applies to every Follower and Companiono if they are in an applicable form, but not to you.

Shielded by your Friends - Free
You may wonder how come you can stand behind your small army of giant monsters and not get sniped, the answer is rather simple: This Perk. As long as there is something under your command still able to fight, nothing can target you directly, either by magic, attack or psychic manipulation. Yes they have to get through your personal array of Royal Knights before they can take a shot at you. Good luck to them.

Digimon Story Origin - Free (Cannot be taken with "Not Drop In")
This is an Out of Context Origin Perk. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were 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.

Continuation of Existence -100 CP
If you get digitized, is that still you? Regardless of your Jump-chan's response, this perk ensures any instance of going digital is still considered you as long as it holds your mind in it as the primary container. So no going around making AI copies of yourself as a 1-Up stockpile.

Eternal Router Access -100 CP
This is a simple quality-of-life Perk, any device with Internet access can access the Internet of your homeworld and any other world you have visited with their last content status as a basis. They are divided but you can search all of them at once with Search Engines functioning flawlessly. You cannot post to past worlds as they're likely frozen in time, but on the flip side every piece of media will be present in its finished form, this includes all movies, TV Shows, Manga and Fanfiction, even if they were abandoned or put on indefinite hiatus, yes even if their creators are dead it will be as they would've written it, with such a version existing even if someone else continued it, the two versions co-existing.

Digiline -100 CP
The Digiline refers to a communication System found in every Digimon Story Game which allows Digimon to communicate with you remotely. In later games this is also used by pretty much everyone who has met you to send you messages. Basically, if anything interesting or relevant comes up, with this Perk you get a notification on a digital device on your person, including your Digivice, and this can even net you missions with rewards.

Gold Rank -200 CP

This may sound like a Perk that gives you a rank, but it isn't. Instead any creature you're training will grow five times faster than normal, for this jump that means Digimon and anything else that could fit the criteria of the Code Scan Perk, in future jumps this will also apply to yourself. You can buy this Perk more than once but every time you do, it only adds +5 to the multiplier, so purchases 1 to 3 will be 5, 10 and 15 times.

Evolution -200 CP

Evolution is a big part of Digimon, both the metamorphosis kind that we all know from the other franchise ending in "Mon" but also the change in allele frequencies over successive Generations. Or at least that is what it looks like given all the environment-based variations like SnowGoblimon and MoriShellmon. Anyway, we're talking about the first kind, you can now induce evolution like we see in Digimon in any creature under your command, which in this Jump means anything that falls under the influence of "They Should Make a Game Out of This" and anything under your command in the jumps after. You can also control what they evolve into. This also works on yourself after this Jump. The only restriction is that they will have certain conditions to meet before they can evolve.

Degenerate but Grow -400 CP

This Perk is linked to "They Should Make a Game Out of This" in that it allows you to make a Digimon Degenerate, the act of lowering it by one stage, which will reset its level to 1 and reduce its stats. However, with this Perk that isn't all as 1% of the stats it had in the prior form will carry over as extra points. In future jumps this applies to any "Evolving" creatures under your command. This also works on yourself after this Jump.

Evolution Booster: Slide Evolution

Now combining both forms of growth you can cause a creature under your command which can be influenced by either Perk to change from one possible form into another of equivalent power. For example, make your Greymon become Blue Greymon or Geogreymon.

Homeostasis' Sight -600 CP

Homeostasis is the supreme deity ruling the multiverse of this franchise, a supreme entity above the Hosts who house entire worlds. He rarely interferes with mortals but when he does, it tends to be quite beneficial. As such you will find yourself gain great fortune from here on out with the data of the Digital World coming to you easily, gathering Scan Data Twice as fast and granting all Digimon you create with the Convert ability to have double the stats they would normally have.

Boosted "Degenerate but Grow" Booster: Blessing of the Greater Being

Homeostasis must truly smile on you. Now when you Degenerate a partner they will carry over 10% of their stats. Furthermore when evolving their new form will start out with 10% higher stats than normal. Lastly you will no longer be limited by raw stat numbers, any time a stat reaches the final 9 they will just roll over. This applies to levels as well, meaning the hard level cap will be removed. Though Aptitude will still determine their soft level cap and be increased by the usual methods (Evolution and/or loading Digimon)

Kid Tamer Perk:

Pure of Heart -100 CP (Free Kid Tamer)
Your heart is pure, this isn't just "You're a good person", this is purity of spirit, you would be the ideal person to raise anything which develops based on who raises them and everyone can tell. In the context of Digimon World DS, this would make the ideal partner for Chronomon as it would always evolve into Chronomon Holy Mode rather than Destroy Mode, which would cut the boss fight from that story much shorter. As an added bonus, you cannot be corrupted mentally or spiritually, you can allow "Corruption" if you want, but it will be superficial at most with you just gaining the benefits and not the downsides.

Child of Merit -100 CP (Free Kid Tamer)
The early protagonists of this series of games were relatively young, so why do people so often enlist their aid in crucial matters? Well, like them you will be judged not by appearance or age, but by your merits. No matter who or what you are, people will see you for who you are and not what you appear to be. As a bit of a Meta bonus, if a Jump Document prohibits one Origin from being a certain race, you may choose to ignore that prohibition. So be the Pokemon who is also a Pokemon Trainer if you want.

Attraction of the Great -200 CP (Discounted Kid Tamer)
Often

Support Perk -200 CP (Discounted for Characteristic of Character A)
This should be something character A can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character A)
This should be a perk that helps character A get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character A)
This is the thing that Character A uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Characteristic of Character B Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character B)
This should be something character B can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for Characteristic of Character B)
This should be something character B can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character B)
This should be a perk that helps character B get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character B)
This is the thing that Character B uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

Characteristic of Character C Perk Tree:

Utility Perk -100 CP (Free for Characteristic of Character C)
This should be something character C can do that helps but isn't very powerful.

Support Perk -200 CP (Discounted for Characteristic of Character C)
This should be something character C can do that helps themself and their allies.

Self Strengthening Perk -400 CP (Discounted for Characteristic of Character C)
This should be a perk that helps character C get stronger in one way or another.

Something Rare Boost: Rare Self Strengthening
This should be a way to integrate the rare perk into the self strengthening in order to make it even better.

Main PowerUp -600 CP (Discounted for Characteristic of Character C)
This is the thing that Character C uses to become far more powerful when they are serious.

Almost Unique Booster: Unique PowerUp
This combines the powerup with the unique power to make the powerup far stronger.

Support Perk Booster: PowerUp Support
Your support perk is now combined with the PowerUp to make them both more powerful.

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
Appropriate clothing from the power types origin.

Damaged Vehicle - Free
If the power type would have arrived on a vehicle this is the damage one they arrived on.

Drawbacks:

Not Drop In +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow "***has this power***".
You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP
Normally you would be the only one "***with the power type***" within this continuity, however with this drawback "***one person for each origin***" will appear, one of each type "***but without perks***" who are each going to "***Do bad stuff***".

Limited to First Origin +300 CP (Exclusive to Characteristic of Character A)
"***You are somehow something that can only use the Characteristic of Character A Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character B** Perk tree or the **Characteristic of Character C**.

Limited to Second Origin +300 CP (Exclusive to Characteristic of Character B)
"***You are somehow something that can only use the Characteristic of Character B Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character C**.

Limited to First Origin +300 CP (Exclusive to Characteristic of Character C)
"***You are somehow something that can only use the Characteristic of Character C Perk Tree***".
Because of this you are no longer able to take perks from the **Characteristic of Character A** Perk tree or the **Characteristic of Character B**.

Perk Users +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other "***People who can use your power type***" within this continuity, however with each purchase of this drawback, a new "***way that you entered***" will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only "***a Character A like Villain***" will appear.

For **+400 CP** both "***a Character A like Villain***" and "***a Character B like Villain***" will appear.

For **+600 CP** the "***a Character A like Villain***", "***a Character B like Villain***" and "***a Character C like Villain***" will appear.

For **+1000 CP** the "***a Character A like Villain***", "***a Character B like Villain***"**,** "***a Character C like Villain***" and "***a Capstone Booster like Villain***" will appear.

1. "***The Character A like Villain***" will have access to all the perks on the **Characteristic of Character A** Perk Tree.

2. "***The Character B like Villain***" will have access to all the perks on the **Characteristic of Character B** Perk Tree.

3. "***The Character C like Villain***" will have access to all the perks on the **Characteristic of Character C** Perk Tree.

4. "***The Capstone Booster like Villain***" will have access to all the perks on this Jump Document.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different 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
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

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

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