Out of Context: Heavenly Restriction Supplement

V1 By Sevenhollowsouls, Original Template by DeverosSphere

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

By taking this Supplement you have chosen to be under a heavenly restriction and you will enter into that continuity as a Drop-In awakening by simply waking up in an odd place to be sleeping in the world you're going to.
As someone with a heavenly restriction is visibly similar to a Human, unless you choose not to be.

+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:

Heavenly restrictions are something that a cursed sorcerer or someone born to one of their clans can have which will typically cause some form of benefit to them but at a cost. In your case you will be similar to Toji Fushiguro effectively having no access to supernatural energies but having immense physical benefits in turn.

Heavenly Assassin

Like Toji you took to your physical talents and pursued using them to hunt targets becoming master assassin and warrior.

Heavenly Prodigy

You used your immense talents to instead of becoming a powerful warrior to instead refine your skills well past conventionally mastery.

Heavenly Nobody

You simply didn't want to get involved and now you became a master of evasion allowing you time to pursue your creative and intellectual talents.

Perks:

Heavenly Restriction[Superior Physiology] - Free

You have a heavenly restriction, in turn for not having access to any supernatural energy(For this jump at least) you will have a Physiology that makes you absurdly powerful to the point that even without training you're absurdly powerful. First your body is always going to be fit and have peak athletic build and a small natural boost to your looks. Second, you're going to be naturally confident, but it also makes you take a healthy amount of caution. Third, you're innately able to gauge the strength of others just by looking at them at least in relation to yourself and this including any hidden power they have. Fourth, your physical abilities are absurd now, for starters your body is durable enough to take a 50 caliber sniper round to the forehead at point blank range and only have your head slightly pushed back because of it. Your physical speed and strength are terrifying with you being strong enough to casually crater the ground at your feet by stamping and if you try to destroy a multistory building with a single punch. You're fast enough to go from a standing start to standing a few meters behind someone that was already 10 meters away from you in the opposite direction and steal a hat from them in the litterall blink of an eye with your perceptions, reaction and dexterity scaling to match. Your dexterity and spatial awareness is enough to effortlessly fight anyone weaker than you blindfolded in a place you've never been. You have a natural danger sense that warns you similarly to spider sense though it gives you a sense of where and what the danger is allowing you to react better than you should be able to. You're a natural at combat and anything physical even without other talents you could be the best at any skill or style of combat within 5 years of casual effort. Your absurdly flexible and precise in your movements that you could casually balance on your fingers and walk on a tightrope while bending yourself in knots with them almost as easily as walking on a normal solid path. You have a reduced amount of needs requiring only half the sleep as before

and comfortably surviving on only 1 bowl of rice or equivalent per day and only half the amount of liquid as before. In addition to that you naturally regenerate and recover much faster allowing you to recover from exhaustion 10 times faster than before and your natural regeneration can not only fully regenerate missing limbs but is fast enough that you could lose an arm at the elbow and have it fully back by the end of 2 weeks. Your stamina is also absurd now enough that your could fight at full effort for 6 hours non stop and only be slightly winded.Lastly you are resistant to supernatural energies. Enough that any form of supernatural energies would need to be twice as potent to affect you as badly as they would for a normal person. This is a base of any physical abilities you have and affect any alt form you have/gain meaning that each form would have proportional increase in physical abilities(including powers that are based in biology) for each alt form you have. Also since this is now your base capabilities any enhancements gained are scaled on top of this now.

Natural Perception - Free
You are now able to perceive the things normally hidden from normal people. This makes you resistant to mind affecting things, memetics and cognito-hazards. Not enough to stare at things that would kill you just by being looked at but enough that you'd instinctively look away with a migraine. If a supernatural effect or nature would prevent a normal human from seeing it you can see it, such as Jujutsu Kaisen curse spirits, Harry Potter ghosts or Death Note Shinigami, for example.

Drifters Rest - 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.simply waking up from a nap in an odd place.

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 Will of Self Control -100 CP
You have a strong will, enough to walk through fatal injuries, smiling just to scare someone you don't like. Your will is strong enough that you can with barely any effort act as normal through things that would break even people trained to resist whatever you're experiencing. Attempts to affect your mind are only 2% as effective as before now and any attempt to control you would need an absurd level of strength to even make you twitch.

Heavenly Endurance -200 CP
Your Endurance is now absurd and by absurd I mean you practically can endure anything. Your physical durability is doubled, your stamina is tripled and you are naturally comfortable with your body removing all aches and pains. Things that would mentally break a normal human on a glance would at worst give you a minor head ache, torture would be at worst irritating and annoying rather than painful, though you still feel the pain its just not effective on you. Your resistance to supernatural energies and powers are doubled. You get some small amount of joy from pushing yourself and as such can commit to absurd levels of training and studying now.

Lastly you can ignore you needs for up to 3 days now allowing you to do absurd things like fight for 3 days straight and at the end of it you'd only need to eat, drink and sleep 2 times as much as normal to compensate and be perfectly fine after words. Your also much more comfortable with temperature allowing you to be as comfortable in the sahara desert as you would in an air conditioned home and would only need light clothing for the arctic for the same, even at arctic winter.

Resistant Emptiness -400 CP
The sheer lack of supernatural energies can come with some absurd weaknesses but for you it has also brought a blessing of its own. The sheer lack of supernatural energies has resulted in you having an absurd level of resistance to them meaning that it will now take 10 times as much to affect you as it would before. That's not all, your simple existence will rapidly erode and brake any curse or unwanted effect on yourself as well as protect you from the negative effects of magic and cursed objects and places. If you got turned into a werewolf the curse would be broken within 2 days even if it was a strong curse. A magic sword that slowly makes the user go mad wouldn't even affect you, while a cursed blade that harms the user for every kill made with it would see the searing wounds it would make turn into barely noticeable paper cuts. This also makes it so that you bypass any requirements for using any magic or cursed equipment, so pick up Mjolnir if you want and be a dick anyway.

Heavenly Blessing -600 CP
Now a Heavenly Blessing is something that simply does not exist, at least normally. As a result you are unique being that you now have all the benefits of your Heavenly Restriction with none of the drawbacks. If you have any supernatural energies you gain them back at full and any more you gain have the same benefits. Your supernatural energies, powers and skills can no longer be taken or suppressed in any way, so feel free to use magic in a magic free zone. While your energy reserves aren't inherently boosted by this perk if they would be affected because of your physical condition they now scale based on your **Heavenly Restriction[Superior Physiology]** perk. Your supernatural energies also get affected by your natural talent allowing you to improve in mastering them 3 fold. Lastly the rate of your stamina recover is added to the rate of regeneration for any supernatural energies you have allowing you to fully recover your energies at the same rate as your stamina at least. Lastly your overall physical condition and talent in all physical and supernatural areas are increased 2 fold.

Resistant Emptiness Booster: Something To Fight Back
Thanks to you having access to heavenly blessing your resistance is improved further. Your physical resistance is improved 2 fold overall but that's not the important thing about this perk. You now have a form of resistance that will no-sell supernatural powers based on the max capacity of your total supernatural energies. Any supernatural abilities that are used against you will be weakened when affecting you by 5% of your total energy reserves for every supernatural energy you have. This means that powers have reduced effectiveness on you now, Unless their beneficial to you. Say your energy capacity is 100, then every supernatural power and effect will be reduced by 5 so if someone attacks you with something that's worth 10 it would only affect you by 5. This reduction is before any other defensive effect you have so even a magical shield

of yours would find supernatural attacks affecting you much weaker. Keep in mind this adds each defense for each supernatural energy you gain. That's not all though any powers or effects that try to affect you directly such as mind and soul manipulation/destruction will find that instead of a 5% total energy reserves it would be 80% as it's directly affecting your mind and soul. The potency of the energy is also a factor for your defense but it's safe to say you can judge the potency of the energy reserves based on how much energy is needed to break a hole in a brick wall.

Heavenly Assassin Perk Tree:

Sensory Mastery -100 CP (Free for Heavenly Assassin)
Your senses are 10 times more potent than peak human senses and have such mastery over them you can perceive all that each of your senses pick up with startling clarity and awareness as if you were focused on each thing you sense. Your senses are also startling hard to harm now to the point you could only be slightly irritated if a flash bang directly hit you. It wouldn't even hinder your sight now. You can't be annoyed with your senses now.

Sense of Tracking -200 CP (Discounted for Heavenly Assassin)
You can find anything and anyone now.if you want to find something you get a sense of the general direction and can sense relevant tracks for them almost as if their being pointed out to you. You can also find information about a target very easily now allowing you to piece together descriptions into accurate representations of a target, their personality and even how dangerous they are. Your vague sense can only point you in a direction but you have the skill and experience to track someone down even without clues being pointed out to you via this perk. You still have to track them but it would take supernatural effort to avoid you now and even that's not a guarantee.

Master of Arms -400 CP (Discounted for Heavenly Assassin)
You are a natural combatant with master level training and skill in practically any martial art and weapon that humanity has ever invented or used. You're so good at mastery that individually all martial arts you have(which is now all of them) is refined and mastered to a level comparable to Bruce Lee at his best. Your mastery with weapons is comparable as good with any and all weapons whether melee or ranged. Interestingly this updates in different jumps giving you matching levels of mastery of any human martial arts and weaponry unique to the jump, as long as its something a human developed or learned. Though it should be noted that if the martial arts would develop supernatural powers or abilities via practice and use you'd not have that only the mastery of technique, though with simple use and practice you could get the supernatural aspect(as long as it's trainable).

Resistant Emptiness Boost: Bite of Emptiness
You can now instinctively enhance the properties of anything you are using to harm or kill others. This passively happens and doesn't actually improve the damage of what your doing but instead allows your physical attacks to harm the immitarial and magical as if its another physical thing, deflect spells and even kill the unkillable. You're not able to harm something more but you attacks can harm them like anything else so if you want to punch a dementor to death or slap a killing curse away like it's nothing.

Dreaded Assassin -600 CP (Discounted for Heavenly Assassin)
You are a terrifying master of assassination. You have such a mastery of stealth that you can move so silently that you'd barely be heard by someone with supernatural hearing in a perfectly quiet room if you were directly behind them. You naturally don't produce a smell so you can't be detected or tracked by scent. You can passively and consciously reduce your presence to the

point that unless someone with supernatural senses is directly looking at you their eyes would pass over you even if you were wearing bright orange in a forest, standing out in the open and looking right at them. If you have supernatural energies others simply can detect them now. You and at will move without disturbing the surroundings at your full speed and while air will be displaced it would be barely displaced making it hard to detect. You are highly trained in all forms of assassination and have immunity to all mundane poisons and absurd resistance to supernatural poisons. You are so skilled at throwing you could stab someone in the back by deflecting the knife of the surroundings in an almost casual manner after just a glance. Your knowledge on the human body is enough to qualify as a doctor allowing you to be a deadly fighter as you intimately know human weak points. You instinctively can sense weak points in a target allowing you to cripple and kill with shocking ease. You can control your killing intent to the point that your very presence emits a strong enough killing intent to force the average adult soldier into unconsciousness, or you could suppress your killing intent to the point your attacks simply don't have presence. You have a terrifying sense of space allowing you to be devoid of all your senses but still avoid danger and fight at near full capacity relying on your special sense alone. Lastly you have encyclopedic mastery of all forms of assasination including the preparation and creation of assasination tools like knives, smoke bombs, poisons and more as well as the mastery of each of them. This info and skill updates every jump with new info and skills.

Heavenly Blessing Booster: Assassins Tools
At will you are now able to generate any mundane tools and supplies that can be used for assasination or combat. This allows the creation of weapons, poisons, explosives, tools and support equipment. All of which can be made at will. The restriction is that you can only create up to 2 tons of mass supplies at a time and have to willingly dispel previously summoned items which will vanish after 3 hours if not dispelled anyway. While it's restricted to mundane tools this includes scientific tools and tech as long as it doesn't incorporate magic or mystic materials. The also have to be something you either have experience using or know how to make in order to summon them so knowledge or experience gained from perks allow the creation of various weapons, tools and equipment.

Sense of Tracking Booster: Quest Marker
When you want to find a specific thing or person you can activate this power which will give you a specific direction and information about your target allowing you to find the exact location of your target as well as awareness of any dangers the target has instored for you, whether its some special powers or various traps. You can at will call up a view of your target that only you can see. The quest marker directs you to the fastest path possible to your target unless you want to go the safest way in which case it will guide you to avoid dangers.

Heavenly Prodigy Perk Tree:

Mind of Munchkins -100 CP (Free for Heavenly Prodigy)
You are instinctive when it comes to making the most of what you have, allowing you to intuitively understand the strength and weaknesses of any skill, power or object that you have and to use them all together with terrifying efficiency for a shocking quality of effect. This makes you very creative in using what you have.

Multitasking Awareness -200 CP (Discounted for Heavenly Prodigy)
Normally a person can only focus on 1 thing at a time fully and now you have a talent for true multitasking. With the same ease as focusing on one thing you can now multitask with the ease of focusing on up to 10 different things.

Skilled Apprentice -400 CP (Discounted for Heavenly Prodigy)
You are now talented in an absurd way. For starters any skill or power you practice or learn will now automatically give you the skill and experience of 1 hour of dedicated practice, based on your rates of learning and development. Second, you naturally auto correct yourself, learn and improve via repetition, meaning you can master a skill just by doing the same aspect of it over and over. Third and last, your learning rate for all skills and abilities are now 5 times faster than before.

Resistant Emptiness Boost: Skilled Mastery
Any attempt to learn and improve your skills will see you improve 20 times faster than before with this improved rate being the base of your learning before the boosts from other perks. This means that with a **Skilled Apprentice** you would learn 100 times faster than before. Lastly your skills can be pushed beyond human level allowing your skill alone to reach superhuman capabilities with enough training.

Dread-Lord -600 CP (Discounted for Heavenly Prodigy)
You are a natural leader with a deep understanding of strategy and tactics which updates with equivalents every jump you go to, expanding your knowledge and understanding of both strategy and tactics. You are an experienced leader having the skill to make the most out of new recruits and veterans alike, intuitively knowing how you can push individuals you look at to get the best results. You have a naturally charismatic presence which gives you shocking levels of confidence and awareness of your own abilities and those around them. You are startlingly good at giving motivational speeches and have very strong willpower. Given some time you could train a village of 50 medieval peasants to the level of fighting a force of 100 Trained soldiers to a stand still, and if you're given soldiers you could make them individually comparable to action movie protagonists/one man armies. You are intuitively aware of honesty and intent making it practically impossible for someone to lie to you with you intuitively understanding what is meant rather than what is said. You gain an encyclopedic understanding of laws as well which updates every jump and when new laws are added or you end up in places with their own separate law systems. You also gain an intuitive mastery of these laws to the point that you could talk circles around professional layers with startling ease even when all evidence is against you.

Heavenly Blessing Booster: Shadows of the Dead
You have a very interesting power. Any time someone or something dies within a 10 meter radius of you it gets added to an archive of beings you can summon from your shadows/portals. Any being you personally defeat or kill also gets added as well regardless of if they are dead or not though all that are added are only copies of the defeated, not the originals. Everything added will be as strong as they were at their best when defeated so even if you kill a crippled monster you're able to summon it at its best when it was a legitimate threat. All beings can be summoned and ate all flawlessly obedient and follow orders s intended happily even though their mere copies. These beings can't improve but if they are killed they simply return to the archive and can't be summoned again for another hour. There are no limits to the amount of beings that can be stored but you can only summon as many beings as can fit within a 100 meter radius at a time, though as long as there's room you can keep summoning more without dispelling any that are summoned. As long as a summon isn't killed, they can be summoned and dispelled at will.

Multitasking Awareness Booster: Extreme Self Control
Your self control is absurd to the point you can flawlessly control all aspects of yourself. You can move your body with such precision you can stop your fist exactly 1 milimeter away from hitting someone. Your emotions are so tightly controlled you never have to worry about losing yourself to them even when you're experiencing enough rage to surprise even DC's Atrocitus with how calm your expression is. If you have supernatural energies your control is so tight you simply don't waste energy when using it for anything and while you might not have mastery over the energies you would rapidly gain it with some training.

Heavenly Nobody Perk Tree:

Creatively Inclined -100 CP (Free for Heavenly Nobody)
You are creative, having a mind that can see the possibilities of any skills and imagination to make creative use of anything you have. You are talented at any and all forms of artistic fields naturally having the equivalent of 1 years dedicated training in any form of art that you pick up as long as its used for any artistic, entertainment or crafting endeavor then you will not only be talented but skilled in the field like a prodigy that has practiced and learned for a year. Additionally in any of these fields you improve twice as fast as before.

A Lack of Presence -200 CP (Discounted for Heavenly Nobody)
Just because you have a physically superior body doesn't mean you want to show it if and as such you can now passively reduce the presence you emit as well as tailor it somewhat to manipulate circumstances. By default you won't have a presence much stronger than a normal human but at will can change it to be barely noticeable similar to an SEP field though you can still interact with your surroundings. You can change your presence to portray desired feelings and emotions to others so you can seem weak, strong, sad, happy, sick, serene and many more all at will without changing your expression if you want. This makes blending in and hiding shockingly easy as unless someone that's highly perceptive is looking for you specifically and you're doing something that clearly stands out then nobody would notice you. If you're trying to blend in or hide even slightly they would take supernatural perception to notice you even if you're talking to the person you're hiding from. This also makes you an absurdly good actor and voice actor to the point you can mimic any way of speaking and voice you can imagine as well as the motions of others to almost flawlessly mimic people.

Pursuit of Knowledge -400 CP (Discounted for Heavenly Nobody)
You are an amazing student being able to read 10 times faster than before and comprehend information with startling ease allowing you to just by low effort and barely any studying go from know knowledge on a subject to passing with high marks on a test within the same day. It would take longer to truly learn a subject but a single year's light studying would be enough to graduate modern highschool assuming you started with no relevant knowledge, all with flawless marks. Interestingly you can learn at a glance including creative skills and as such can mimic any skill after watching it once, though it would take a few attempts to match the level of skill without something else. Your memory and recollection are now flawless and you can't be harmed by knowledge you have learned and are now highly resistant to memetic and cognito-hazards to the point something that would kill just by being looked at would take 10 minutes of staring before you'd feel a slight headache.

Resistant Emptiness Boost: Extrapolating Knowledge
You are an absurd genius now, your reading speed is further doubled as is your overall speed of perception and reaction. More importantly is how you subconsciously extrapolate information from all combined knowledge you learn allowing you a deeper understanding of what you lear as well as make better use of the knowledge and how they work together. Additionally as long as you have relevant understanding you can look at tech and work out how it works learning

how to fully make it. If you had the relevant knowledge of how the core components of a machine works you can practically learn how to build and repair them just by looking at them. For example basic mechanic knowledge and internal combustion knowledge would be all you really need to learn how to build any model of car just by looking at their internals.

Dreadful Self-600 CP (Discounted for Heavenly Nobody)
You are a startlingly powerful person. For starters your overall physical abilities and durability are further doubled, Your recovery and regeneration rates are doubled again. Your danger sense is refined to the point you can practically avoid all danger effortlessly. Your sense of presence is boosted allowing you to make yourself seem more than you are. You're also immune to mind and soul affecting powers. You are resistant to supernatural poisons and disease to the point that a supernatural poison that would kill a human on contact would only give you a short iced rash. You no longer need to sleep, eat or drink but can do so at your leisure. Your Stamina capacity is doubled again and your stamina will never drop below the point of exhaustion allowing you to keep fighting even when you're completely drained of stamina. You also have a 50% resistance to supernatural power and energies meaning all are half as effective against you as before. Lastly you can't die as long as 1 pound of flesh remains. Allowing you to regenerate from all damage without loss of your mind, soul or existence. The only way to truly kill you is to erase your whole body, though your regen is boosted 3 fold if you have less than 50% of your body mass. .

Heavenly Blessing Booster: Heavenly Harvester
You are an anomaly with your body having an absurd amount of malleability. For starters anything that you are exposed to that has a possibility of bestowing you some form of power or abilities like the Erskine Super soldier formula from the MCU will not only be guaranteed to benefit you but you will gain the best possible version of the enhancement as well. This affects all enhancements you gain , including enchantments from perks from out of jump but only ones gained after this jump. You can take as many enhancements as you desire even if they would not be compatible, they would be for you. Second, if someone has a unique power or skill thats linked to their biology in even a vague way then by simply taking a drop of blood or more you can not only integrate their unique biological powers but you can unlock its full potential and mix and match them with other powers and abilities you have. You'd gain their full potential for the unique powers and that's before it's enhanced by any other perks or your Heavenly blessings effects. For example by taking a drop of Sasuke Uchiha's blood, even if he hasn't unlocked the Sharingan you'd not only gain the sharingan but it would be a fully matured Mangekyou Sharingan with all the unique powers the eye would have as well, though it wouldn't give the Rinnegan since he needed either Senju blood or blessing from the Sage of Six Paths for it, though just by getting Senju blood would unlock it for you as well. Quirks, Bloodlines, X-Genes, Meta Genes, Bang Babies, V infused and other people that gained their powers via biology or experimentation would be targets to gain the powers from.You also gain a mental archive of all biology and powers gained via this perk allowing you full knowledge of each power and the free reign to mix and match them at will.

A Lack of Presence Booster: Normal Abnormality

Hiding is good but so is blending in. Now this isn't simply blending in, its complete control over your own form. You're somewhat restricted to your species but you can do things like change your gender, age, height, race, hair and anything else you can imagine freely, allowing you to change form rapidly in many ways. That's not all, since you can change your form you can also heal yourself at will, though you can only generate and remove mass at a rate 20 times your regeneration rate. While you can't change your species you can make yourself appear in any way you desire, even making you body parts prosthetics, weapons, tools or anything else you can imagine as long as it's attached to your body. You are terrifyingly adept at whatever forms you take so you never lose fighting potential and in fact can actively change your form to improve fighting potential. You can't affect others with this just yourself.

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.

Simple Clothing - Free

A simple set of short sleeves, tight back shirt, tan baggy training pants and slipper shoes all in a similar style to Toji Fushiguro from Jujutsu Kaisen. All of them are perfectly comfortable to you and of high quality material.

Cursed Knife - Free

A Simple combat knife heavily infused with cursed energy. Aside from making it many times stronger than the steel it's made from and keeping it incredibly sharp it can also harm the intangible.

Travel Rations - Free

A small bag that holds 2 fairly sizable and dense nutrition bars that have more than enough nutrition and calories each for a grown adult a day's needs, and a bottle that contains clear drinking water. The bag will always have a supply of rations and water that refills when closed. The rations have no taste.

Drawbacks:

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

Limited to First Origin (+300 CP) (Exclusive to Heavenly Assassin)
"***You are somehow something that can only use the Heavenly Assassin Perk Tree***".
Because of this you are no longer able to take perks from the **Heavenly Prodigy** Perk tree or the **Heavenly Nobody**.

Limited to Second Origin (+300 CP) (Exclusive to Heavenly Prodigy)
"***You are somehow something that can only use the Heavenly Prodigy Perk Tree***".
Because of this you are no longer able to take perks from the **Heavenly Assassin** Perk tree or the **Heavenly Nobody**.

Limited to First Origin (+300 CP) (Exclusive to Heavenly Nobody)
"***You are somehow something that can only use the Heavenly Nobody Perk Tree***".
Because of this you are no longer able to take perks from the **Heavenly Assassin** Perk tree or the **Heavenly Prodigy**.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

The Weirdo (+100 CP)

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

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

Knowledge Lockout (+100 CP)
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

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

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

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

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

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

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

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

Inconvenients (+100 CP)
Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)

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

Friends from beyond your dimension (+200 CP)
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

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

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

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

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

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

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

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

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

Publicity (+200 CP)

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

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

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

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

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

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

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

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

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

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

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

Not So Shiny Toys (+400 CP)
All items 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.

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.

Notes

This jump is inspired by the Heavenly restrictions from Jujutsu Kaisen but isn't meant to be exactly like them. It's basically my own interpretation of the restrictions mixed with some ideas the concept got me thinking about.
Hope you enjoy this one.

If you don't understand a perk, just interpret it however you want.

Please ignore any mistakes or misspellings since I just threw this together.