

Out of Context: Namekian Supplement

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

By taking this Supplement, you have chosen to be a Namekian with a Namekian **Alt-Form**, and you will enter into that continuity as a Drop-In awakening while hatching from a Namekian Egg.

Namekians are alien humanoids with plant and slug-like characteristics, including green skin, pointed ears, and antennae. They exist in the Dragon Ball Continuity, living on Planet Namek in both Universe 6 and Universe 7, having moved to these planets from the Dragon Ball continuity's Demon Realm.

+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 are now a member of the Namekian race, but which Clan are you a member of? For Namekians, this is similar to gender or ethnicity, as it tends to be something a Namekian is born with.

Dragon Clan

As a member of the Dragon Clan, you are a more magical member of your species with several abilities that pertain to magic. The greatest unique trait of the Dragon Clan is the ability to magically create objects, with the genius-class members being able to create Dragon Balls.

Warrior Clan

The Warrior Clan are Namekians who are proficient in combat and tend to be far more muscular than other Namekians and slightly more aggressive than the Dragon Clan. The average power level of a Warrior Clan member is around the 3,000 range.

Demon Clan

The Demon Clan are Namekians who have been severely warped by Demon Ki. Their appearance varies; most look like normal Namekians with darker skin tones, but others have strange features such as scaled skin, leathery wings, unnatural hair, or sometimes being far larger than a human, but all gain a fondness for cold and dark environments.

Perks:

Perk Booster Demonstration:

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

Something Rare -400 EP

This Perk is an example of something rare that the subject of this OOCS can do.

Almost Unique -600 EP

This Perk would be an almost unique thing that the subject of this OOCS can do.

Something Rare Booster: Something Unique

This Perk is an example of something unique that the subject of this OOCS can do.

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:

Namekian Diet - Free

As a Namekian, you only require water for sustenance, as your body has enzymes that allow you to transform water into nutrients, though you are still capable of enjoying food and getting sustenance from it.

Namekian Lifespan - Free

Namekians have a long lifespan, with ordinary members of their species being able to live for several hundred years before dying of old age. Some Namekians can extend their lifespan further through other means.

Namekian Language - Free

You are now fluent in Namekian, allowing you to read, write, speak, and understand the Namekian language.

Enhanced Hearing - Free

Thanks to their large outer ear structure, Namekians have heightened hearing that is far greater than that of Humans, allowing them to hear whispering at some distance away. A side effect of this is that very high-pitched sounds like whistling can be irritating to Namekians, to the point of causing them pain, but removing the ears lessens the effects.

Thermal Skin - Free

Your skin now has a thermal property that can shield you from extreme drops in temperature. With just this perk and without any other cold protection, the amount of time you would be able to survive in an arctic environment without protective clothing would increase from a couple of hours to a few days, though you would still feel the cold.

Body Flexibility and Stretching - Free

Your body and limbs are extremely flexible, with your limbs being able to elongate at will. While you could elongate your limbs about a dozen times their length without discomfort, the longer you make them, the more unpleasant and painful they become.

Ki Manipulation - Free

All Namekians can control their ki, allowing you to instinctively hide and raise your power level and use basic techniques such as Ki Sensing, Flight, and Ki Projectile.

Egg Reproduction - Free

As a Namekian you can asexually reproduce by splitting off some of your life force, forming it into an egg within your body which will contain your newborn infant child, and then spitting the egg from your mouth.

Egg Origin - Free (Cannot be taken with “Namekian Cells”)

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 hatching from the egg of any Oviparous **Alt-Form** you possess.

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.

Telepathy -100 CP

You can mentally contact anyone you know so long as you have a general understanding of who or where they are. Using this, you can maintain mental conversation instantly while being galaxies apart.

Telekinesis -200 CP

You can manipulate objects and other people with the power of your mind. This can be used for a variety of techniques, including paralysis, disturbing internal organs, leveling areas of ground, and lifting large amounts of materials.

Namekian Fusion -400 CP

You now have access to the Namekians' forbidden technique of assimilation. Through this technique, you can permanently join with other Namekians or temporarily join with other beings to gain a massive boost in power. You can choose to merge perfectly or for one of you to gain the skills, memories, and traits of the other without changing physically or mentally. The Namekian fusion will not obtain any abilities specific to the other person's biology such as clan-specific abilities. A Warrior Clan Namekian would be unable to restore Dragon Balls even if they fused with a member of the Dragon Clan.

Super Namekian -600 CP

The Super Namekian state is not a transformation but a state of being that is unlocked when a Namekian achieves a higher level of consciousness, allowing them to improve their energy control and improve their physical capabilities a hundredfold. This greater control over energy lets you lower and or increase the power you put into any spell or Ki technique in an instant while optimizing them so that they require less energy.

Namekian Fusion Booster: Namekian Fission

The conflicting art of fusing allows a Namekian to split into different copies of themselves at the cost of weakening them. This can be done to create self-duplicates, to undo Namekian Fusion, or to selectively remove aspects from a Namekian, though this results in a new life-linked Namekian being created from those aspects. When Self-Duplicating, both halves will be identical but will only have a tenth of the original power. If the duplicates remerge or one dies, the remaining copy will gain the collective memories, experience, and improvements but will require rest to return to full strength. When unfusing, both Namekians will retain the knowledge and experience that the fusion used, but otherwise will become independent again, though they may feel a sense of loss from the separation. When creating a life-linked Namekian this way, both can read each other's thoughts, and should one die, the other would as well unless the life force has passed to someone else.

Namekian Fusion Booster: Eternal Dragon (Requires "Dragon Balls", "Bone Armor", and "Super Giant")

You have ascended beyond a mere Namekian and can now gain the form of an Eternal Dragon. You can transform from your Namekian **Alt-Form** into a Porunga-like transformation and also gain a new Shenron-like **Alt-Form**. Both of the Eternal Dragon Forms can utilize all of your Namekian perks and abilities but the Shenron Form can not transform into a Namekian Form. While in your Eternal Dragon form, you will be connected to a set of Dragon Balls, and when they are gathered with the correct "chant" recited you can choose to grant one or more wishes depending on your power. Unlike other Eternal Dragons, you will not disappear when the Dragon Balls scatter allowing you to travel in this form. As an Eternal Dragon, you will gain unending life preventing any permanent form of death, the power of flight, the power to breathe in any atmosphere including space, and the power to split yourself into seven Dragons Warriors who all act as an extension of yourself.

Dragon Clan Perk Tree:

Magic -100 CP (Free for Dragon Clan)

You have access to some magical capabilities, allowing you to perform a variety of supportive techniques. By default, you will know how to perform various forms of magic while having access to several spells for flight, energy attacks, elemental manipulation, energy drain, healing, conjuration, transmutation, and sealing.

Magic is distinct from ki and while magic users may possess low ki power, they could easily possess immense magic abilities allowing them to boost their power and others'.

Magic Creation -200 CP (Discounted for Dragon Clan)

You can create inanimate objects such as clothing, houses, and furniture by transforming objects into another form or with enough practice creating them from nothing at all. With little practice, you could transform one object into another such as a stone into a carrot and it would stay that way unless you chose to undo the transformation. Be warned though this could be used on living beings, those beings will remain conscious and may be able to use abilities they possess while trapped in another form. With time and practice, you will gain greater control over your creations allowing you to make stretchy and durable clothing that is millions of kilograms in weight or create custom blocks of metal with the combined properties of various materials that do not otherwise exist in that combination.

Soul Control -400 CP (Discounted for Dragon Clan)

You can interact with and manipulate the spirits, souls, and ethereal energies of yourself and other beings. From this you can perform several abilities from as simple as viewing the souls of others, instantly seeing the good and evil within them, or as complex as going through the full process to manually reincarnate another being including choosing if you wish to purify their mind and soul before inserting them into a new life. You can also use this to implant your soul into another being so long as you are spiritually stronger than them, essentially possessing them or with some difficulty forcefully swapping your souls with others regardless of their strength to perform a body swap.

Namekian Fusion Booster: Dormant Power

You can now tap into the latent spiritual energies of others to draw out their potential and raise their power level. This is not just a normal power boost as it can not raise an individual's power if they have already met their current potential.

Unleashed Potential -600 CP (Discounted for Dragon Clan)

You now have access to a powerful transformation that has your body take on a yellowish hue and your aura take on a golden glow. While in this transformation you can constantly access your latent potential at its highest level boosting all of your capabilities to their optimal state.

Super Namekian Booster: Orange Form

You can now push your power even further beyond as you tap into the power of the Eternal Dragons. This form makes you noticeably taller and bulkier while gaining orange skin. The form greatly enhances the user's power and forces their life energy to take on the properties of an Eternal Dragon making it virtually undetectable.

Magic Creation Booster: Dragon Balls

You now have greater access to the powers of creation as you can now not only create wish-granting Dragon Balls requiring you to create a statue for the Eternal Dragon to perform a birthing ritual for the dragon. This creates crystalline spheres that range in size, color, and number depending on the power and energy used to create them. When all the created balls are united they can be used to call forth the associated Eternal Dragon who can grant wish(es). The limitations, power, and number of wishes the Eternal Dragon can grant will be determined by the power, rules, and intentions of the one who created them. If the creator of the Dragon Balls dies the Dragon Balls become inert. However they can be passed on to another Dragon Clan Namekian but the power of the Dragon's wishes will either be changed to match the new Namekian or remain static to the power of their creator. You can also imbue any of your creations with a copy of any powers, abilities, perks, or spells you have. This allows you to create a cloak and imbue it with a flight spell to let those who use it fly or you could imbue a sword with the **Unleashed Potential** perk to grant those who use it the transformation.

Warrior Clan Perk Tree:

Namekian Resilience -100 CP (Free for Warrior Clan)

Your body is extremely resilient and possesses powerful regenerative capabilities with both being enhanced through the use of Ki. You are capable of using your Ki to survive damage to every part of your body other than your brain for a prolonged period and use your Ki to force your body to rapidly regrow most of your body. The longer you are injured and the more extreme the levels of your injuries are the more Ki you will need to use to survive and regrowing missing limbs will take a far larger amount of Ki to regrow than internal injuries. The process will be painful and exhausting but if you run out of Ki before these injuries heal you are likely to die and if you lack enough Ki the parts may grow back incorrectly which itself may cause you to die.

Katana Kōgeki -200 CP (Discounted for Warrior Clan)

You can now grow additional bones in your body that painlessly slide out your skin to create customized weapons that you can utilize your Ki through. These weapons will be as strong as your bones and can be strengthened or sharpened further by using your Ki. While attacking with these weapons you can perform energy attacks as though they were your limbs so if you clashed blades with another you could still fire Ki blasts from the weapon's tip.

Destructive Armor -400 CP (Discounted for Warrior Clan)

You have learned to coat your body with a form of offensive Ki that damages anything it touches while it remains within you. This makes it so that while it is active it has almost no drain on your Ki reserves but when striking or being struck by others they will be harmed as though you hit the point of impact with a basic energy attack.

Namekian Fusion Booster: Reactive Armor

You can alter the energy output of this technique so that it will instead produce any type of energy technique you can perform when struck, including replicating the Kamehameha, the Solar Flare technique, or even a magic spell. Depending on the technique chosen it may alter the passive energy output of the Ki coating but this can be improved upon with practice and focus.

God Trained Namekian -600 CP (Discounted for Warrior Clan)

You have trained in the techniques of the north Kai allowing you to passively draw in Ki from your surroundings either to use for a spirit bomb or utilise for yourself. You also know how to wield the Kaio-Ken which produces a temporary boost to your Strength, Endurance, and Ki in exchange for damaging your body and causing you pain.

Super Namekian Booster: Red/Blue-Eyed Namekian

You have now unlocked God Ki allowing you to enrich your energy reserves and take on the red-eyed form. This form increases your power exponentially and hides your Ki from those without god Ki however the only change in your physical appearance will be your eyes becoming a gentle red color. With training and experience, you can push this power even further allowing you to gain the Blue-eyed form which is superior to the red-eyed form increasing the control and skill of your abilities and attributes.

Katana Kōgeki Booster: Bone Armor

You can now grow bone bio-armor around your body with spikes that can be reinforced with ki for extra penetration and red gems that can be used to store additional Ki for long-term use. This Armor can be used to create environmental suits to survive in a vacuum, it can be used to reinforce your physical capabilities and it can be used to wield your ki through this bio-armor as if it were your skin.

Demon Clan Perk Tree:

Demon Ki -100 CP (Free for Demon Clan)

You now have access to this special type of Ki that while natural to members of the Demon Realm Race will often cause those who are not a member of the Demon Realm race to go berserk. As a Namekian you are technically a Demon realm race and will find wielding this energy will allow you to power up greatly, but will encourage cruel and violent tendencies. Demon Ki when felt via Ki Sense has a sinister feeling when compared to normal Ki and those killed by Demon Ki are trapped in a limbo state of non-existence that prevents them from entering into any form of afterlife, reincarnation, or spectral state of being.

Great Namekian -200 CP (Discounted for Demon Clan)

You have gained access to the Great Namekian transformation which allows you to grow in height by concentrating the nerves throughout your entire body, invigorating your cells and allowing you to control how large you become. The increase in size increases your physical strength, weight, and durability greatly making the impact of physical attacks and resistance to enemy attacks proportional to your size, though it does not increase your energy level or speed at all.

Mutant Form -400 CP (Discounted for Demon Clan)

Unlike Namekians incorrectly mutated by Demon Ki, you are not trapped within a deformed body but can choose to sprout additional features that would indicate one as a mutant. You can grow and retract the features of any animal you consume such as growing organic wings from eating bats, gaining scales from snacking on snakes, or growing horns from consuming goats.

Namekian Fusion Booster: Chimeric Namekian

You can now release wads of flesh from your body that will take on the form of miniature mutated Namekians with the properties of anything you have consumed. These mini-mutants are mindless puppets that will attack those you target and ideally drain them of energy that they can return to you when reabsorbed or if necessary self-destruct to harm your opponents. If a mini-mutant is destroyed you will lose the material used to create them.

Dark Evolution -600 CP (Discounted for Demon Clan)

You can now activate a demonic transformation that, while influencing the evil in your heart, enhances your offensive power dramatically, allows you to ignore any harm your body takes, and causes your aura to change to a dark violet-purple color while your eyes become pure red. There are several more enhanced versions of this transformation that you could grow to unlock through training which further enhance your strength and the evil in your heart.

Super Namekian Booster: Demon God

You can now enter into the Namekian Demon God state, which causes the Namekian's skin to turn red, their antennae to morph into horns, and then to grow lengthened white hair. While in this form the user's ki and magic power rise dramatically to the level of gods, and they are granted a form of ki that is a combination of demon ki and godly ki.

Great Namekian Booster: Super Giant

Unlike the regular Great Namekian form as you grow your energy reserves increase as you gather dark energy from the surroundings, however after reaching a certain size you will require merging with objects of power to grow further including but not limited to the planet you are on. If you merge with a planet it will act as an extension of your body allowing you to reshape and move them to an extent in proportion to how large you have chosen to grow.

Items:

Any lost or stolen items will be returned to you after a week in the same condition as when you had them. Any damaged items could potentially be repaired if worked on by a capable engineer.

Namekian Clothing - Free

Your egg is bundled within this purple Namekian cloth that seems to automatically change in size to fit you.

Damaged Namekian Ship - Free

Somewhere on the planet a Namekian ship is hidden in a location you are guaranteed to find during this jump until that point it will not return to you. The Namekian ship shares a similar appearance to other Namekian architecture, it is white with an organic sculpted appearance, protruding spikes, and large bulbous windows. When initially found the ship will have a large hole in the side and be partially covered in mold. When repaired the craft will be capable of moving at an immense speed of approximately 0.13 LYPH (Light Years Per Hour) or 3 light years a day. All of the ship systems are voice-activated, requiring the use of the Namekian Language, and contain many amenities from a bed to a toilet to accommodate its passengers and is equipped with a beam weapon capable of defending the ship from attack as well as destroying any space hazards it may encounter such as asteroids and other forms of debris floating in the depths of space.

Ajisa Tree Seeds - Free

You gain 10 seeds for Ajisa trees, which are a form of tree native to the Demon Realm. Though the Namekian people grow them they do not farm them for consumption or use but instead do so as a symbol of Namekian pride.

Drawbacks:

You suck our three-foot long Schwanzstuckes - Free

Namekians don't normally have any genitalia, male or female as they are an asexual species who reproduce by spitting eggs and produce a mucus from their mouths instead of waste. You can however use this drawback to alter your Alt-Form in order for it to gain masculine or feminine features with aspheric genitalia.

Namekian Cells +100 CP

You are no longer a Drop-In or from an alternate reality. Instead, you are a local who was injected with Namekian DNA causing you to become an artificial Namekian Hybrid. You will need to work out your Background with your Jump Chan.

King Piccolo +200 CP

Normally you would be the only Namekian within this continuity, however with this drawback the Demon King Piccolo will appear intent on conquering the world.

Singular Clan +300 CP

With this Drawback, you can only take General Perks and the perks from your Origins Perk tree.

Namekian Clansmen +200 CP

Normally there would be no other Namekians within this continuity, however with each purchase of this drawback, a new Namekian will appear at some point during your Jump, somewhere on your Planet with all of the free perks and all the perks for the selected origin perk trees. This drawback can be taken 3 times, once per Origin.

- If you choose, the **Dragon Clan** Necke, the Hero of Olive Village will appear with all the **Perks** from the **Dragon Clan Perk Tree**.
- If you choose, the **Warrior Clan** Ukatz of the Taino Force will appear with all the **Perks** from the **Warrior Clan Perk Tree**.
- If you choose, the **Demon Clan** Gamelan, the general of the Dark Namekians, will appear with all the **Perks** from the **Demon Clan Perk Tree**.

Supreme Namekian +600 CP

A new Namekian named Gast Carcolh will appear at some point during your Jump, somewhere on your Planet with all of the Perks on this Jump Document their goal will be to destroy you.

Generic Drawbacks:

Accident Prone +100 CP

You're prone to minor accidents that, while inconvenient, painful, or embarrassing, are not likely to kill you. You can expect any plans you make to suffer some kind of bad luck.

Acrophobic +100 CP

You are terrified of heights, and anything deeper than a 10-foot drop will make you weak in the knees.

Age Problems +100 CP

For the duration of this Jump, you lose all age resistance perks and powers.

Almost Entirely Dark +100 CP

Has the sun gone out or something? Everywhere you go, it seems like it's so dark that you could mistake midday for early night.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find that Companions, allies, and benefactors are always ditching you to deal with things unrelated to your current predicament.

Amnesia; Jumpdoc +100 CP

You lose all memories and knowledge of what you purchased in this Out of Context Supplement and any connected Jumpchain.

Angered Factions +100 CP

Each time you take this, a different, random local faction will consider you an enemy once they become aware of you. There isn't a limit to how many times this may be taken.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP

You have horrific flashbacks to horrible events involving your family and yourself. These events never actually took place, and the flashbacks happen randomly.

As You Know +100 CP

Everyone expects you to already know what's going on, so don't expect to get any explanations.

At Least Buy Me Dinner First +100 CP

Dangerous entities have a habit of taking an interest in you... a romantic interest.

Awkward Affection +100 CP

You are really bad at expressing your affection. Every attempt you make is extremely awkward and unpleasant for anyone who observes it.

Bad Name +100 CP

Everyone you meet will assume your name is something that you find insulting or annoying, and nothing you can do will change it in your mind.

Behind Your Back +100 CP

People always say horrible, hurtful things about you whenever they *think* you're out of earshot.

Black Cat +100 CP

Expect to see ill omens that seem to suggest terrible things coming your way. Mirrors break in your presence, lone magpies drop-dead at your feet, and other strange, malign portents follow you. Let's hope these superstitions are just that.

Bounty +100 CP

It seems you've pissed off the wrong people. You have a notable bounty on your head, and while it's not enough to get the big guys interested, it *is* enough to draw the attention of random thugs.

Culture Shock +100 CP

This world doesn't have the same cultural standards you're used to, which isn't a problem if you're quick to adapt. Unfortunately, you *won't* be. You'll constantly butt heads with anyone whose cultural norms and social mores are different from your own. While you can slowly adapt, they'll always rub you the wrong way, and your overall experience here will be much less enjoyable.

Crop Rotation +100 CP

Pests and poor weather have had a serious impact on the local farming industry. Food will be harder to come across and far more expensive as a result.

Dark Memories +100 CP

You will now gain memories of a lifetime of abuse since early childhood. Though these memories are false, you will not be able to differentiate them from real memories beyond knowing they are fake.

Didn't Read The Instructions +100 CP

You don't know how anything works and refuse to have anything explained to you. Using any sort of equipment will require trial and error.

Disinteresting +100 CP

You seem to emit an aura of monotony, causing everyone who doesn't know you to think you are a boring stick in the mud that wouldn't know fun if it hit them.

Do you Feel Lucky, Punk +100 CP

You keep unintentionally making pop culture references that no one else seems to recognise.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world, because every foe you face will have one identical copy that only you can see. The worst part is that this seems to be a Schrödinger situation, as the *real* one is never the one you defeat first.

Easily Deceived +100 CP

You're too trusting, willing to believe almost anything you're told, and become confused when you're told conflicting things.

Elites Everywhere +100 CP

Every group of opponents that you face will have at least one additional elite member.

Extended Stay +100 CP

You can increase the duration of this Jump by ten years. You can take this a maximum of ten times, increasing it by up to one hundred additional years.

Faulty Gear +100 CP

Any tools you attempt to use will rust and decay at an accelerated rate, and you won't realize how severe the damage is until it is too late to repair.

Friend List +100 CP

Random people claiming to be your friends keep showing up, but you won't remember any of them. Although some of them may be, most are trying to maliciously use you for their own benefit.

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.

The Glitch +100 CP

Technology randomly fails around you, normally when you need it the most. You might be able to jury-rig a quick repair, but you'd better act quickly because while this won't be instantly fatal, it will make things more dangerous.

Gore Galore +100 CP

It seems that every creature you kill has ten times the amount of blood and viscera that you would expect, making it a real possibility of drowning in the blood of your enemies.

G-Rated +100 CP (Incompatible with “X-Rated”)

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.

Heroic Sayings +100 CP

You have several quotes and sayings that always come across as annoying or cheesy, which you unintentionally use every time you try to talk to others.

Hidden Knowledge +100 CP

People keep forgetting to tell you important things until it's *just* about to become relevant.

Hideous Haircut +100 CP

You have a haircut that everyone finds disgusting. They'll make comments about how ugly it is, and nothing you do will change it.

The Holiday Special +100 CP

Whenever you reach an in-Jump holiday, the world around you will start to follow the tropes of a Special Holiday Episode. This will happen for every main holiday, such as Christmas or Halloween, and at least once during the Jump for each lesser-celebrated holiday like May Day or April Fools' Day.

Honorbound +100 CP

You always do things as honorably as possible, such as informing someone if you intend to arrest (or kill) them before giving them time to surrender (or prepare) before taking action.

How Do I Keep Falling Into These Situations? +100 CP

Anytime you're not busy with something - whenever you aimlessly wander around, going for a jog, or you just have free time - you'll find yourself walking right into the middle of active trouble.

I Must Nap +100 CP

You need at least seven hours of sleep per day, or you'll feel exhausted.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

In Another Castle +100 CP

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 all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP

You will constantly encounter minor obstacles that are uncomfortable to deal with.

Kick The Cook +100 CP

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

Knowledge Lockout +100 CP

You lose all of your knowledge of the setting's universe and its continuities once you start the Jump.

Language Barrier +100 CP

You do not speak the local language, and no one here knows what you're saying until you learn.

Loser +100 CP

Anyone who doesn't know you will automatically expect you to fail at whatever you are trying to do. This will cause those who mean well to push you to work harder and those who don't mean well to attempt to discredit you.

Low Budget +100 CP

Something about this world just seems... *cheap*, with flying wires, plastic shields, old school lights, and tatty-looking monsters.

Magnet For Misfortune +100 CP

You have *terrible* luck. You're almost constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP

Your avaricious desire for money and other symbols of wealth leaves you willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP

People don't care when you're injured.

Nightmare +100 CP

Every night, you'll fall asleep and suffer terrible dreams.

No Hard Feelings +100 CP

There's one random person who constantly tries to outdo you... And somehow, they keep succeeding before rubbing it in your face.

Optician Required +100 CP

Your eyesight is highly restricted, as you can not see anything other than indistinct blurs without wearing glasses. No form of healing can remove this drawback, and any form of contact lens will feel incredibly itchy.

Orphan +100 CP

Your in-universe parents are dead, and you are an orphan.

Pixelated Objects +100 CP

This pixelation in this Jump would shame an NES. Everything is blocky!

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.

The Pollen +100 CP

You have hay fever, and it's really, *really* bad. Just a handful of flowers could leave you with blurred vision and sneezing for hours.

Prove Your Worth +100 CP

Every time you try to do anything, it seems that everyone wants you to complete an arbitrary task to somehow prove your worthiness. This won't be hard, but it happens all the time for even the smallest things. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth to get things needed to prove your worth for some totally unrelated task.

Recurring Foe +100 CP

You have an enemy whom you have no way to convince to leave you alone. Each time they encounter you, they learn more about you and how to better face you in the future.

Rough Childhood +100 CP

You were not as lucky as some people. Your in-universe childhood was - or 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. Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP

You either have horrible burns or horrible wounds, neither of which you can hide. You appear monstrous to others, causing most to feel deep fear at the sight of you.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You won't automatically become a priority target, but sheer proximity is likely to put you at risk.

Shameful Attraction +100 CP

The worst kind of perverts keep seeking you out and trying to get you to fulfill their fetish.

Shy +100 CP

You find that it's incredibly difficult to talk with people you want to be friends with.

Sickly +100 CP

You have a poor immune system and are more susceptible to illness. You'll get sick at least once a month.

Silent Night +100 CP

Unfortunately not. An annoying narrator who constantly insults you and reiterates things that you already know will rhyme in your inner ear every. Single. Christmas.

Silent World +100 CP

The world seems emptier than it ought to be. You don't know what happened, but the population of your starting planet (or nearest equivalent) is *drastically* lower than expected. After including every named character, the population is at most **10%** of its expected total. If you would normally see eight billion humans, you can instead expect to see as few as eight *million* instead.

Simple Minded +100 CP

You find it difficult to understand somewhat complex topics, and you have trouble remembering when holidays are.

Stalker +100 CP

A random, ordinary human knows *everything* about you and is *obsessed* with you. They're also protected from any Perks or Powers that would help you find them quickly.

Stranded +100 CP

Instead of whatever your normal starting location would have been, you find yourself in the middle of a deserted island somewhere in an ocean.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse, *they* always seem to get any of the praise you may have earned, and *you* always get all the criticism for the group's failures.

They Heard You +100 CP

Any time you say something mean about someone, they'll overhear you and probably get upset. You will forget you took this Drawback.

They Took My Loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

This Is A Holdup +100 CP

For some reason, every two-bit henchman, sidekick, minor minion, and comedy relief character thinks they can kick your ass, and they're going to go out of their way to prove it! Expect to get mugged *a lot*.

This Is A Really Good Book +100 CP

Whenever you try to read a book, you get sucked into the narrative and ignore everything happening around you.

Thugs For Days +100 CP

Every day, a minimum of ten random thugs will show up and target you.

Touch Of Madness +100 CP

Things keep happening that leave you thinking you're going crazy... and maybe you are, but not because of this Drawback.

Turn-Based +100 CP

Whenever you enter into a fight with someone, you will find yourself transported into a weird pocket dimension where you are only able to take an action after each of your opponents in a fight.

Two Of A Kind +100 CP

People keep drawing parallels between you and other people, and these comparisons are *not* flattering.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. They have abilities or a similar area of expertise to you, and they're *not* taking it well. They won't do anything to outright harm you, but they *will* try to one-up or challenge you, and there's not much you can do to get rid of them. If you beat them at their own game, they'll double down. 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.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever, moving at a snail's pace. I hope you're a patient person.

Unwanted Crossover +100 CP

This drawback acts like a magnet for other settings, resulting in strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to have power consistent with the power level of the chosen setting, but you won't have any way of knowing when someone new has shown up.

Wanted +100 CP

You have a criminal record somewhere out there. It has a surprisingly high bounty, but not so much that you will be sought out. People *probably* won't go after you as long as you stay away from wherever your wanted poster is.

Wearing Underwear on the Outside +100 CP

You have terrible dress sense, with everything you wear being the worst possible combination of clothing.

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 need to speak to you.

What's His Name? +100 CP

No one seems to remember your name, so you've been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

What's That Smell? +100 CP

No matter where you go, no matter what you do, something always smells slightly off. The source of the smell varies depending on your location, but it's always distracting.

What's Wrong With His Face? +100 CP

Your face has been messed up, leaving you grotesquely ugly and near-unrecognizable to everyone who knows you. Those with a weak stomach may be sick merely at the sight of you.

Where Did I Go Wrong? +100 CP

You can't tell the difference between confidence and arrogance.

Why Am I Naked +100 CP

You start this Jump naked, and your clothing becomes incredibly fragile as it keeps getting destroyed, leaving you in the nude.

X-Rated +100 CP (Incompatible with "G-Rated")

Things in this Jump are 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 all off.

Amnesia; Local +200 CP

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

Amnesia; Personal +200 CP

You have no memories of your personal life before entering the current Jump, but this does not affect academic, social, or media knowledge.

Amnesia; Jumper +200 CP

You lose all memories and knowledge you gained since beginning your first Jumpchain.

An Accident +200 CP

You keep accidentally falling into compromising positions.

Betrayal +200 CP

You keep trusting people who don't deserve it, and they keep betraying you.

Whether you're just that naive or it's against your better judgment, you keep trusting people who don't deserve it, and they keep betraying you.

Bigger Boss +200 CP

Any time you defeat an enemy, not only will their superior know, they'll also know *how* you did it.

Blinded +200 CP

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

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 ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP

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

Demonic Disturbance +200 CP

Your presence has caused discomfort for the demonic entities within your chosen setting. They will attack you on sight and may go out of their way to make sure any acts of evil in your area are directed towards you. If demons didn't exist in the setting beforehand, they do now.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Fighting Myself +200 CP

At least once per week, you will appear within an empty space outside of time and must fight to the death against a fake copy of yourself. This copy will have all of your Perks, Items, and Abilities, but regardless of how the battle goes, you will not truly die. You will still feel pain, however.

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.

Godly Distractions +200 CP

Your presence has drawn the attention of the universe's local divinity. Though they will not take direct actions against you, they will pull strings to make things difficult for you until you choose to confront them. If no gods exist within the Jump continuity, your Jump-chan may choose to retroactively add the Gods, such as the Greek Gods, to the setting for this Drawback.

Hormone Problems +200 CP

You have a heightened state of arousal that makes it so that you are constantly in the mood and find those you are attracted to far more attractive.

Lemming Friends +200 CP

All of your in-universe allies gain an unfortunate lack of self-preservation, causing them to take actions that are obviously stupid or will likely end very poorly for them.

I Hate Fighting Me +200 CP

At least once a week, you will have to fight a counterfeit version of yourself. Some will be shapeshifters, artificial replicas, and occasionally incomplete clones, but none of them will have any Perks, Powers, or Items gained from a Jump-Doc.

Instructional Video +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.

Is this Blood +200 CP

You have an unfortunate habit of stumbling upon fresh corpses without any excuse or explanation.

Lemming Behaviour +200 CP

You lack any self-preservation. No matter the danger, no matter the threat, you seem to face it as though you are invulnerable. The greater the chances of you being crippled, maimed, or killed, the more excited you become.

Local Scale +200/300/400/600/800 CP

Your power, and perhaps your growth, has been restricted to align with the locals. Any Perks or Items you possess that exceed this power will be weakened if possible or otherwise made unavailable for you to use until you reacquire through normal means power roughly equal to your lost or weakened Perks and Items.

For **+200 CP**, you start the Jump with power equal to the local protagonist.

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 **+400 CP**, your level of growth will be capped to match the growth of the local protagonist.

For **+600 CP**, you'll instead be limited to 90% of the scale of growth of the local protagonist.

For **+800 CP**, your scale of growth will be limited to 85% of that of the local protagonist, while your strength shifts so that it is never enough to make you as powerful as the story arc's main villain.

Looking For Help +200 CP

You often struggle to find allies and will often find yourself alone without anyone to trust.

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.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions that your enemies might be performing while you are helpless. You can't separate these dreams from reality.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

Pet Food +200 CP

Creatures of every shape and size will want to eat you, from animals as small as a flea to ones as big as a lion. The only exceptions to this are sentient creatures such as humans.

Pig +200 CP

You are always hungry, with no amount of food truly satisfying your appetite.

Poor Underestimation +200 CP

You forget this drawback, and whenever you underestimate an opponent, they will get stronger.

Publicity +200 CP

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

Read People Like A Brick +200 CP

You can't read people, you can not understand people's emotions, and you often misconstrue what they mean, causing you to be oblivious to the intentions of others.

Sore Thumb +200 CP

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

Stealthless +200

You are very bad at sneaking.

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.

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, and 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 that you are currently working on, people are less likely to give you new tasks.

Thou Shalt Not Kill +200 CP

You are not capable of killing anyone, from the weakest of insects to the most dangerous of gods, thus giving anyone who may be killed by you selective immortality.

Too Soon +200 CP

Every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Too Nice +200 CP

You tend to be overly accommodating of others, allowing them to dictate or make decisions for you. While most of the time this will be simple things, such as what to eat or where to go, if left unchecked, you could find others determining your whole life for you.

True To Myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

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.

Wider World +200 CP

This world is bigger than you would normally think, but this also makes it more dangerous. There are more magical schools, more super martial arts, more alien races that 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.

You're A Joke +200 CP

No matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

You're Only Paranoid if You're Wrong! +200 CP

You expect every word to be a thinly veiled threat, every offer to be a chance of betrayal, and every moment of weakness to be an opportunity to be attacked.

Amnesia: Pre-Jump +300 CP

You forget all memories and knowledge that you have gained prior to this Jump, but you retain all knowledge you will have gained from your In-Jump origin and background. This essentially makes you your In-Jump character after they gained your Perks, Powers, Items, and Abilities.

Cat Got your Tongue +300 CP

You are now mute and unable to speak verbally for the duration of this jump.

Competent Enemies +300 CP

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

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.

Death Takes a Holiday +300 CP

Your enemies now seem to have some form of immortality, no matter what happens to them. While someone remains your foe, they can't die. None of your allies or enemies can slay them either. However, they can be crippled or imprisoned.

Everything Is Fine Now +300 CP

There are consequences for your actions, and it seems that after each battle, you will need to help clean up the mess.

The Ghosts Of Murder's Past +300 CP

Anyone you kill in this Jump will haunt you in the most annoying way possible.

Holy Problems +300 CP

You have an aversion to all religions and will feel weak whenever you come into the proximity of any religious symbols or objects.

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.

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, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP

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.

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.

Living In Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you. You can try to avoid interacting with them, but fate will often try to involve you regardless.

Outside Problems +300 CP

You keep getting stuck in situations outside the regular continuity, such as monsters, demons, and extraplanetary problems that never came up in the original story.

Part-Time Janitor +300 CP

There are consequences for your actions, and after each time events you are part of make a mess, you will have to help clean up.

Prepare For Evasive Actions +300 CP

Any time you are in a form of transportation, it will be attacked.

Split-Personality +300 CP

It seems that you are not alone in your own head. 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.

Today's Kind Of A Bad Day +300 CP

During this Jump, you will have one really bad day. Someone really strong will show up, beat you up, kidnap someone you care about, and no matter what you do, you will definitely die at least once. Let's hope you have a 1-UP.

Villain of the Week +300 CP

It seems you're a magnet for odd enemies, as every week a new enemy will show up to battle you, ranging from a weakling with delusions of grandeur to those who are a genuine threat to you.

Where are the Instructions +300 CP

You have no idea how to use your perks, powers, or abilities. You require trial and error to figure out the basics, let alone the full power.

You're A Right Git +300 CP

Everyone thinks you're an asshole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP

If you do something annoying more than twice, you will get punished. How, why, by whom? Well, that will be situational.

Alone +400 CP

For the duration of this Jump, you can not import any out-of-Jump companions or followers.

If this document is taken as a Supplement, this drawback will not affect the companions or followers gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects. The canon events are no longer protected, and every action you take will cause reactions that change the plot dramatically.

Empty Handed +400 CP

For the duration of this Jump, all out-of-Jump Items and Warehouse options other than your Body Mod are blocked.

If this document is taken as a Supplement, this drawback will not affect the items gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

Find And Seek +400 CP

Every year, you will gain a list of 12 items that will be scattered around the world. You will gain basic information about them, but failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400

Whenever you get new information, there will always be a bad part to it.

I Am Bound By My Word +400 CP

You are bound by any promises you willingly make.

The Importance Of Education +400 CP

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

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 while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP

Your possessions keep winding up in the hands of the worst person to have them. Let's hope it's not world-shattering.

Powerless +400 CP

For the duration of this Jump, all out-of-Jump perks, powers, and abilities other than body mods are blocked.

If this document is taken as a Supplement, this drawback will not affect the perks gained in the attached Jumpchain.

You must reserve this drawback, with the effects of the drawback taking place for the entire Jump.

That Wasn't So Difficult +400 CP

You will forget this drawback, and any time you act overconfidently from solving an issue, a more difficult issue will occur.

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.

From the Depths of Hell +400/800 CP

For **+400 CP**, a powerful foe you've faced in a previous Jump has been brought to this Jump. They gain access to a random Jump-Doc that they can purchase Perks, Powers, and Items from as though they were a Jumper, and they want vengeance.

For **+800 CP**, they gain access to two random Jump-Docs instead of one and a random Out of Context Supplement.

Deathbound +500 CP

Every year, you will be stalked by death and suffer from dangers that are guaranteed to kill you at least once a year.

False Friends +500 CP

At least 12 times a year, an imposter will replace one of your friends or allies. They are almost identical to the person they're replacing, but they will have malicious intentions.

PS1 Game +500 CP/+1000 CP

There is something wrong with this jump. Instead of it being the normal version of the 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 with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives 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.

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 that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

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.

We Humans Are Full Of Surprises +600 CP

The humans of this world are not necessarily what is expected. There are now mutants, metahumans, or otherwise superpowered people.

Boss Rush +600/1000 CP

Post-Jump, you will be forced to have a 1v1 fight against every enemy you have faced in the Jump, one after another. You will not be able to move on to the next jump until you have beaten them all. For **+1000 CP**, all the opponents will have their raw power to reach yours, but they won't gain any extra training or proficiency.

AU Continuity +1000 CP

You are not in the canonical story, but an alternative universe randomly created from all the FanFictions and Fan Theories.

In Context Foe +1000 CP (Requires 2 or more of the following Drawbacks: “Powerless”, “Empty Handed”, “Alone”)

To take this drawback, your jump setting must have a Jumpchain that you have not used. A new opponent will be added to this jump, with their only goal being to destroy you. They will have double the total **CP** you gain in this Document, which they can spend however they wish in the unused Jumpchain.

Random Setting +1000 CP

By taking this drawback, you are no longer allowed to select the setting of your Jump; instead, you must use one of the following links 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.

You may test each link as many times as you wish before purchasing it, but you must pay for the link before you click it when selecting a setting, and you can't change your mind afterwards.

TV-Show -500 CP

You must use this link and select a **TV show**:

<https://www.randomlists.com/random-tv?dup=false&qty=6>

Animated Movie -200 CP

You must use this link and select an **Animated Movie**:

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

Science Fiction Movie - Free

You must use this link and select a **Science Fiction Movie**:

https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction

Fantasy Movie - Free

You must use this link and select a **Fantasy Movie**:

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

Horror Movie +400 CP

You must use this link and select a **Horror Movie**:

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