

Out of Context: Dark Lord Supplement

V1.03 By **DeverosSphere**

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

By taking this Supplement you have chosen to be a prophesied dark lord and you will enter into that continuity as a Drop-In awaken exiting a spatial rift of hellfire that thunders with a call to your coming storm.

As a Dark Lord you can look visibly similar to a Human, unless you choose to take on a more monstrous form.

+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:

There are many types of Dark Lord ranging from the beasts of the past to the tyrants of the future. What type of dark lord are you?

Ancient Evil

You are a beast of a long forgotten age where mankind was barely more than an animal doing battle at your whims, where wars were won through flesh and steel.

Modern Calamity

You are a monster of the modern age, one who knows control is the key that wars are won not only through combat but through fear.

Futuristic Corruption

You are a darkness from beyond the stars, to you those of this world are primitives that you should conquer and subjugate for your empire.

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:

Dominating Aura - Free

You are able to **Toggle** and project an aura of evil power that will cause those who touch it to feel a fear as deep as your power.

Black Is Slimming - Free

You can instantly change any clothing you wear to darker aligned colors including Black, Grey and Crimson Red. So long as you are in these colors you will look cool and slightly more intimidating.

Dark Arrival - Free (Cannot be taken with “Fall to Darkness”)

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to enter this Jump Setting though a spatial rift of hellfire as if you were using this Supplement.

Dynamic Entry - Free (Requires 3 “Out of Context Origin Perks” from other Supplements)

Using this narrative Perk you can dynamically craft your method of Dropping into a Jump.

Preceding Authority -100 CP

Everyone you meet will either know who you are or understand how powerful you are and then show you either the fear or respect your reputation deserves.

Devil's Tongue -200 CP

You are confident and darkly charming with this Perk giving you knowledge in each situation of how to creatively word your intentions in order to charm, seduce, threaten, mislead and deceive others so that even those who oppose you may be tempted to follow your will and those who are the most righteous may be fooled into willingly falling into the grasp of your darkest desires.

Dark Master -400 CP

Using this Perk you can ping how evil someone is and if you target someone who's alignment bends towards evil you can force them to serve you. Your evil target will obediently do as you command and so long as you are more powerful than them they will never willingly betray you.

Soul Bindings -600 CP

You can imbue an item with a fragment of your soul thereby making it a **Bound Item**. As long as the **Bound Item** is not destroyed you can't truly die and if you are killed you will be in a state of spectral undeath from which you should be able to return to life if you have the means to do so.

Dark Master Booster: Dark Bindings

You can now make multiple **Bound Items** and can imbue them with more power in order to make them each as durable as you are. This makes it so that they can not be damaged or destroyed by anything that would not be capable of damaging or destroying you at full power.

Dark Master Booster: Soul Beyond Form [Requires Forged Flesh, Enchanted Mind, Fallen Heart]

You can now take the form of your soul in a shielded spectral form and are able to create a new body at will either in the shape of your soul or as a new **Alt-Form** of your design. You are also able to attach fragments of your soul to any part of your body so that if separated from you it will have all the abilities of your **Bound Items**. By using the required Perks in tandem you will be able to sculpt a large enough **Bound Item** or multiple smaller **Bound Items** into a new body that you can control as a form of pseudo-self-duplication.

Ancient Evil Perk Tree:

Warrior -100 CP (Free for Ancient Evil)

With this Perk you may select a single weapon type from any continuity and master it with all the training and experience one would expect a martial grand master from its continuity who specializes in that weapon to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Sculpted Flesh -200 CP (Discounted for Ancient Evil)

Your control over your physical appearance is like that of a master sculptor over clay as you can shift and alter your physical appearance through will alone allowing you to take on the most terrifying of forms or the most innocent of faces.

Primal Minions -400 CP (Discounted for Ancient Evil)

You are able to animate basic materials into mindless, soulless creatures who can understand and follow through on your orders with some being capable of using tools.

The type of Minions you get will depend on the materials used made from mud or stone would be durable and physically strong whereas Minions made from fire would be physically fragile and weak but able to absorb and project flames.

Dark Master Booster: Dark Minions

You can animate your energies and separated body parts in order to create custom minions who are able to act as extensions of your will and with them acting in each situation the way you would want at that time.

Forged Lord -600 CP (Discounted for Ancient Evil)

You are a master of all forms of mundane craftsmanship including forging, smithing, leather working and herbalist mixing. What's more you have access to a Spectral Forge that can take the form of any mundane crafting tool and copy the properties of any supernatural crafting tool such as a Lunar Forge, a Skyforge or a Magical Forgemaster's Hammer in order to summon a forge with the combined abilities of all of them.

Sculpted Flesh Booster: Forged Flesh

Any items you forge can be absorbed into your body allowing you to call them onto your body at will and be set to do so reactively so that armor you absorbed can be summoned to defend you body even from attacks you didn't see coming.

Soul Bindings Booster: Soul Lord

If any of your **Bound Items** is held by anyone other than you, the fragment of your soul within it will be able to influence the holder's soul. By interacting with their soul your **Bound Items** will warp their mind and perspective towards your will and towards serving you.

You can use **Forged Flesh** on any **Bound Items**.

Modern Calamity Perk Tree:

Mage -100 CP (Free for Modern Calamity)

With this Perk you may select a single Spell from any continuity and master it with all the training and experience one would expect a magical grand master from its continuity who specializes in that spell to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Magical Mind -200 CP (Discounted for Modern Calamity)

From this Perk you will be able to shield your mind from intruders and forcefully delve into the thoughts and memories of others. The mental shield will also act as a form of memory organization and enhancement giving you a near photographic memory. To read the mind of others will be easy for the unprotected but may require time, effort and the application of pain on those with a powerful mind.

Permanent Mark -400 CP (Discounted for Modern Calamity)

Whenever someone becomes your subordinate they are marked with a logo that reflects you and the marks are slightly different depending on their position in relation to you. This logo can not be seen by anyone other than you or your subordinates unless they wish for it to be seen and you allow it. You and your subordinates can also use these marks for a form of instantaneous telepathic communication.

Dark Master Booster: Dark Mark

These marks are able to do more than simply communicate, they can now be used to channel power into or out of your subordinates, they allow you to possess anyone with the mark and summon them to you, they can also be used to remotely kill them.

Enchanted Effect -600 CP (Discounted for Modern Calamity)

Using this Perk you can imbue any object with a spell or magical ability without any cost. This magical enchantment can either be set to activate the enchantment or cast the spell when the item strikes a target or have it cast a constant effect.

Magical Mind Booster: Enchanted Mind

You can imprint any object with a copy of your mind that can either act as a separate or connected to you so that it will act as an extension of your mind that acts in parallel to you.

Soul Bindings Booster: Soul Effect

You can imbue any of your **Bound Items** with a copy of any of your Perks and powers so that anyone wielding that items will temporarily have access to those Perks or powers.

You can also use **Enchanted Effect** and **Enchanted Mind** on any **Bound Items**.

Futuristic Corruption Perk Tree:

Pilot -100 CP (Free for Futuristic Corruption)

With this Perk you may select a single vehicle from any continuity and master it with all the training and experience one would expect an expert pilot from its continuity who specializes in that vehicle to have. This can be taken multiple times for **-50 CP** for each additional purchase.

Metallic Heart -200 CP (Discounted for Futuristic Corruption)

If any part of your body is removed your soul will maintain your shape enabling you to survive for a short period of time without it. If you replace that part with an approximation of it such as a rock in the shape of a kidney then your soul will shape the replacement so that it is functional.

Obedient Empire -400 CP (Discounted for Futuristic Corruption)

Through this Perk your subordinates will be capable of structuring themselves in the most optimized way possible. All of your subordinates who are in any possession of authority understand what you would want in each situation and are completely loyal to you, with them making what they believe to be the best choices towards your goals.

Dark Master Booster: Dark Empire

Your subordinates are able to temporarily use a copy of any of your Perks that are relevant to their official duties, including Perks relating to law, management, crafting and finance. You are able to **Toggle** which Perks your subordinates can use and selectively grant specific subordinates specific Perks.

Fallen Mechanic -600 CP (Discounted for Futuristic Corruption)

This perk allows you to understand the operation of and subconsciously create a mental schematic for any mechanical device you perceive. Through these mental schematics you understand how to construct the devices and which available materials are usable for its construction knowing how to process the available materials for your use including processing ores, scrap metal and waste materials into usable components.

Metallic Heart Booster: Fallen Heart

You are now able to create a mental schematic for any organic or otherwise physical structure you perceive, allowing you to create fully functional artificial replacements for any body part or organ in order for it to replace the original part. You are then able to instinctively mix and match components from your various mental schematics in order to build new mental schematics for even more complex devices or organisms allowing you to create a fully functional body of techno organic chimeras.

Soul Bindings Booster: Soul Mechanic

Through this perk you can gain mental schematics for any form of non-physical structures such as the soul, magic or ki allowing you to create devices that integrate with those energies. You can also use **Fallen Mechanic** or **Fallen Heart** on any **Bound Items** in order for them to be used in construction from mental schematics.

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.

Dark Lords Attire - Free

This dark slightly armored clothing comes with a cape and is appropriate to your selected origin.

Dark Weapon - Free [Requires Warrior, Requires Forged Lord]

This shapeshifting weapon has the default appearance of your first selected warrior weapon and it can copy the shape of any singular component weapon that you own such as an ax, mace, sword, spear or hammer.

Dark Grimoire - Free [Requires Mage, Requires Enchanted Effects]

This magical spellbook has the complete instructions for every publicly available spell and enchantment from the continuity that your purchased spell comes from.

Dark Vehicle - Free [Requires Pilot, Requires Fallen Mechanic]

This shapeshifting vehicle has the default appearance of your first selected pilot vehicle and it can copy the shape of any type of vehicular transportation that you own such as a car, carriage, plane, boat or spaceship.

Drawbacks:

Fall to Darkness +200 CP

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who was somehow imbued with the power of darkness.

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

The Lord Of The Ring +200 CP

Sauron was the mightiest Maia of the Vala Aulë the Smith, and learned much from Aulë in the ways of smithing and handiwork, becoming a great craftsman, and "mighty in the lore of" Aulë's people. He was among the most powerful Maiar.

Sauron will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Morannon and he will have access to all the Perks on the **Ancient Evil** Perk Tree.

He Who Must Not Be Named +200 CP

Voldemort was originally a wizard who, in his quest for immortality and godliness, practiced many Dark Magic rituals that progressively corrupted his body into the form of a gaunt man with snakelike traits, such as slits instead of a nose and a very long neck.

Voldemort will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Hogwarts and he will have access to all the Perks on the **Modern Calamity** Perk Tree.

The Fallen Chosen One +200 CP

Darth Vader is the military commander of the entire Empire, and second in command after the Emperor Palpatine. **Darth Vader** is part cyborg, kept alive only by his intricate robotic suit, fully equipped with a breathing apparatus and electronic limbs.

Darth Vader will come out of a spatial rift of hellfire, he will have all the abilities he did just before the battle of Scarif and he will have access to both the force and all the Perks on the **Futuristic Corruption** Perk Tree.

Primal Force +300 CP (Exclusive to Ancient Evil)

You are now a physical embodiment of darkness and are no longer able to take Perks from the **Modern Calamity** Perk tree or the **Futuristic Corruption**.

Demonic Sorcerer +300 CP (Exclusive to Modern Calamity)

You have harnessed the magical energies of the demonic realm and are no longer able to take Perks from the **Ancient Evil** Perk tree or the **Futuristic Corruption**.

Hellish Mechanoid +300 CP (Exclusive to Futuristic Corruption)

You are a machine constructed to conquer and destroy and are no longer able to take Perks from the **Ancient Evil** Perk tree or the **Modern Calamity**.

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 arsehole 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>