

Out of Context: Sitting, Really? Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Sitting within its continuity, ok it'll still have sitting but not your sitting all right.

By taking this Supplement you have chosen to be ~~a lazy bastard~~ a sitting pro and you will enter into that continuity as a Drop-In awakening in an out of the way location lying down on a bench. As a sitting pro, you are visibly similar to a Human, unless you choose not to be.

+1000 CP

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

Origin:

Ok this one is a bit odd since it's all about sitting down. Which doesn't have any inherently interesting characteristics even if you have interesting ways to sit.

Casual Sitting Pro

You sit for the simple joy of sitting, whether it's because you've had a long day at work or simply don't want to move.

Proper Sitting Pro

You sit competitively... somehow. You can sit like the best of them in some of the worst conditions and be as comfortable as you are in a good seat.

Unofficial Sitting Pro

Something isn't right with you, you know that right? You sit for the sake of being better at sitting than others as well as the benefit of sitting now.

Perks:

Comfortable Sit Down - (Free)

When you sit down it's comfortable now, as long as whatever position you're sitting in isn't inherently harmful then you could be comfortable sitting at odd angles and in positions that would cause other immense pain. Things that are intentionally to discomfort wouldn't be a problem like deliberately anti homeless seats, but things that are meant to harm like spikes would still be a problem. Either way you'd never suffer from things like cramps and stiff joints from sitting or not moving for too long and your posture doesn't suffer from how you sit now even if you spend days sitting like a twisted pretzel.

Lazy Maintenance - (Free)

Sitting down for too long would have adverse effects on anyone's condition if done for too long, but now you don't have to worry. As long as you are sitting down your physical, mental and skill conditions simply don't degrade.

A Fanciful Sitting Situation - (Free)

Sitting is normally just, well sitting. For you this it's any position where you're at rest. You could be sitting down, laying on the floor, slumped over something, hanging from a cliff or simply standing relatively still. As long as you're not actively doing anything and not moving intentionally from your position it now counts as sitting down for you. As long as it's something you could do for 10 minutes without moving, it counts as sitting.

Take a Seat Why Don't You? - (Free) (Cannot be taken with "Not Drop In")

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were using this Supplement.

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

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

The Joy of a Good Seat (-100 CP)

You find comfort and joy in a good seat with you finding benefits from simply enjoying them. While you'd be able to enjoy sitting on the ground it wouldn't benefit you, but sitting on any intentionally made seat will see you benefiting from it starting with you getting enhanced rest and a minor healing effect a simple wooden seat would make your rest and any healing effects 20% better while a good comfortable seat would easily seat your rest double. If the seat is magical, expensive or supernatural in some way then the benefits will increase as well proportionally with an expensive enchanted throne made of supernatural metals and extremely comfortable would see your benefits being 10 fold for example. Additionally any sitting or lounging based perks you have gain these benefits as well.

Lounging Awareness (-200 CP)

Normally when people are resting they tend to not focus on their surroundings unless intentionally focusing now. You on the other hand gain a form of spatial awareness while you are sitting and resting allowing you to be fully aware of up to a 5 meter radius around you being fully aware of everything within that range and not overwhelmed. You could even read a closed book thanks to this since you're able to perceive everything as if via your normal senses as well as your spatial awareness. Additionally this awareness can grow in power in relation to your senses with the current capabilities being based on if your senses were a normal average for a human.

Observational Conditioning (-400 CP)

As long as you're sitting in some manner you now have a very useful benefit when you're simply watching anything. By observing someone practicing some skill then you will now develop and improve your own version of that skill. Simply by watching someone will see you naturally learn the skill be it something physical, mental or supernatural as long as it's something possible. The only caveat is that you're not copying the other person's skill but developing your own as if you're actively training or studying the skill to the best of your talents meaning you would improve simply by observing as if you were giving it your all. Learn a language by watching some teaching videos or people simply speaking the language. Learn piano by watching a master play it, or hell, learn it by watching yourself simply playing a keyboard. Anything can be learned but this will always teach you from the basics so even if you're watching some high level martial arts you'd only learn the basics if you don't already know them. It should be noted that this is only for skills and knowledge so don't expect your mastering of martial arts leading to you gaining the physique to use those skills.

Restful Mastering (-600 CP)

You now have an interesting ability as while you are resting you can select any skill you have and for as long as you are resting it will train and refine as if you are training and refining the skill allowing you to master and improve any skill passively. While this may seem like the perk

Observational Conditioning it is better since you can use this in conjunction with it to allow you to learn or improve a skill much faster. Interestingly even if you have no access to any relevant resources needed to improve a skill this perk seems to generate the improvements to your skill as if you did have them letting your skills improve at the best rates with as little flaws as possible. Lastly the skill you select will improve 3 times faster while its selected. You can switch the focus skill at any time to any other skill but keep in mind that this perk is only active while you are resting.

Observational Conditioning Booster: Restful Tempering

Now this is interesting. You can now improve yourself via your observational conditioning and by selecting some training method you know and your body will naturally improve and adapt as if you are continuously working that method while you are resting. Unfortunately it's only at 20% the effectiveness since your body would need the extra energy to provide the improvements such consistent training would do. Though this does make the benefits as efficient as possible and as if you're constantly doing them while resting so you could effectively do constant training at all times. If you use **Observational Conditioning** and select a training method then you would gain the benefits of both types of training at 20% so you can stack them together. Keep in mind this stacks with any training booster you have as well.

Casual Sitting Pro Perk Tree:

A Quick Nap (-100 CP) (Free for Casual Sitting Pro)

When you want to from now on you can while sitting down go into a quick nap. To others it seems like you're simply resting but for you it's a very useful rest being more effective for recovering any used energy and every 5 minutes of rest is the equivalent of 1 hour of restful sleep. It even de-stresses your body and mind and with enough time puts you into your current peak condition. Yes this does mean you can rest for a while and gain a full night's sleep instead now, It also prevents you from being overly rested so you don't get tired when you rest for too long.

Restorative Rest (-200 CP) (Discounted for Casual Sitting Pro)

Resting now have some tangible healing benefits for you from now on with 5 minute rest being the equivalent of 1 hours natural healing and recovery with any medical powers and abilities being enhance proportionally and optimized for you while resting if used on you effectively making all healing object, powers and abilities 12 times as potent on you with no negative effects that it normally wouldn't affect you with.

Contemplative Conditioning (-400 CP) (Discounted for Casual Sitting Pro)

Sometimes when you think about things you seem to learn and understand things better as from now on while your sitting in some manner the simple act of contemplating something will see you naturally understand things with much clearer clarity allowing you to come up with more detailed and effective planning as if you had more information and an hour to contemplate for every 5 minutes. Additionally this makes it so that while you contemplate anything you will naturally learn relevant information allowing you to find out more about enemy plans and actions just by thinking on them, or expand your understanding of a subject just by thinking on it.

Observational Conditioning Boost: Refining Conditioning

From now on you seem to passively refine any skill you are actively training in some manner from your active training to the benefits of **Observational Conditioning** and **Restful Mastering** and any other training booster you have. This makes it so that any form of training will steadily develop your understanding and mastery of the skill allowing you to deepen your capability with existing abilities as well as steadily expand the skill. This means that the simple use of a skill in any capacity via training will see you refine them over and over meaning that eventually your skills you thought were mastered would reach a point when your previous mastery could seem like the basics. This doesn't expand a skill only make your understanding and mastery expand beyond what was thought possible like the sheer creativity of how you use a skill as well as your finesse in using it.

Bulwarks Seat (-600 CP) (Discounted for Casual Sitting Pro)

Sitting down in any situation that isn't inherently peaceful is usually a gamble for any one but you now have a benefit being that while you are seated in any way you become much harder to harm in any capacity with your own inertia being enhanced making it far harder to move you against your will. Simply by sitting down you and anything you have on your person or holding

will become 100 times more durable and enduring to any form of damage with your personal inertia being improved 200 fold instead making it seem as if you're 200 times heavier and difficult to move. You're not invincible but you are incredibly durable and hard to hurt. Additionally while you are sitting any defensive powers and abilities are also boosted 100 fold but only while sitting.

Restful Mastering Booster: Optimized Rest

The simple act of resting now provides you a steady source of improvement as if you are doing a decent but not intense workout at all times optimized to improve your overall condition at all times. The effectiveness of this workout is only 20% as if you were to do the exercises yourself but since it affects all of your body evenly this helps you overall far more. This can be used as **Restful Tempering** well causing your training to be far stronger. In fact the benefits of **Restful Tempering** are now doubled.

Restorative Rest Booster: Saint of Rest

Your capabilities of healing are now boosted, doubling the effectiveness of all forms of healing you experience as well as all forms of healing you use on others. This also provides you with a small healing aura being that as long as someone is within a 5 meter radius of you when you are resting they will now gain the benefits of **Restorative Rest** as well. Lastly you can project any form of healing you have to target anyone within the range of this perk and it will affect them as best as the healing ability could.

Proper Sitting Pro Perk Tree:

Comfortable Sit (-100 CP) (Free for Proper Sitting Pro)

You are now surprisingly durable being able to resist blunt damage and sharp objects 10 times better than a normal person, can comfortably endure -60 degrees celsius and 1000 degrees celsius comfortably, sit in a cobra nest as they bite you or even lounge in a room filled with highly caustic gas and simply don't feel discomfort easily. You can effectively endure uncomfortable and even intentionally hazardous conditions, have a supernaturally high acid and poison resistance, equally impressive temperature resistance and are simply 10 times more durable than before. As long as it wouldn't be enough to instantly kill someone 10 times more resistant than a normal person you could comfortably sit anywhere.

Equilibrium (-200 CP) (Discounted for Proper Sitting Pro)

Sometimes sitting down can be a challenge since what you want to sit down on is really awkwardly shaped. You now have an impeccable sense of balance and positioning allowing you to intuitively know how to sit on anything with your full bodyweight without causing any issue. Hell you could sit comfortably on a staff you prop up yourself. Your sense of balance is now gyroscopic allowing you to have flawless balance in any way at any orientation preventing any environment from causing you to be unbalanced. As an odd benefit you can't get motion sick now.

Seated Inertia (-400 CP) (Discounted for Proper Sitting Pro)

While you are seated you have enhanced Inertia making it harder for you to be harmed or moved. This enhanced Inertia is only 3 fold but it does stack with any other inertia enhancements you have.

Observational Conditioning Boost: Inertial Impact

You no longer need to be seated to have your inertia enhanced as can now consciously enhance the inertia of any action you take meaning you could hit with more weight or resist things with more ease. Additionally your inertia can stack with any other perks you have but you still have to follow the rules of the other perks to have all effects. Lastly both this perk and **Seated Inertia** are now 5 fold enhancement rather than 3.

Phantom Work Ethic (-600 CP) (Discounted for Proper Sitting Pro)

While you are seated you can now at will project a phantom copy of yourself that only you can see(though some with special eyes may be able to see it as well) which can be used to work tirelessly on anything you desire allowing your phantom to work in your place at the best rate you can. The phantom will have all the benefits from all perks and skills you have, allowing it to be just as good as you are at anything you are able to do, though the phantom can't improve its abilities via effort, only make use of what you're able to. While you can sense and even perceive through them and can order them about the phantom will only be capable of what you are and will obediently follow any orders as close to your intent as possible. Thanks to their tireless nature, as long as you are resting in some manner you can have your phantom do any work or activity you desire.

Restful Mastering Booster: Phantom Workforce

An upgrade to your **Phantom Work Ethic** as this effectively turns you 1 phantom into 5. This allows you to have up to 5 phantoms to work on anything you desire with them innately working together flawlessly allowing them to work great together. This also gives your phantom access to phantom copies of any tools and equipment you own to make better use of their capabilities though they are limited to only making phantom copies of what you actually own to use. Lastly Your phantoms are able to fight for you as well but you're restricted to its usual rules to keep active, so don't expect to be running around with your phantoms since you have to be seated.

Equilibrium Booster: Gravitational Anchoring

Your center of gravity is now able to be moved at your will allowing you to effectively shift your weight any way you desire. While you can't do things like move it from your body you can move it around your body to make moving and acting better allowing you to do things like have all your weight in a hand to move your body about with ease and launch yourself around. It has a lot of potential but it's your choice on how you use it. Don't expect to go flying with just this but putting all your weight behind a punch is already a great thing. Since it's a gravity manipulation rather than straight up weight you can redirect your gravity as well meaning you could orient yourself in any way though for some reason trying to get away from a gravitational body with just this will only neutralise your gravity letting you float. If you're in a gravity free or near no gravity area such as space it can be used to drag yourself towards anything though only at rates matching earth's gravity pull. This is an intentionally odd and ambiguous perk as it lets you manipulate your own weight and gravity's effects.

Unofficial Sitting Pro Perk Tree:

Efficient Sitting (-100 CP) (Free for Unofficial Sitting Pro)

Probably the most useless perk you can get from this supplement to be honest since it's not that strong on its own. Effectively what it does is while you are sitting you get the most out of sitting, every breath would be like a deep breath, food digests better and is as high quality processed as possible and you get 100% out of anything you can do while sitting. Though activities would simply disrupt your sitting making it effectively pointless(Though if you had something that would benefit you a limited amount while sitting it now doubles any potency).

Maintenance Seat (-200 CP) (Discounted for Unofficial Sitting Pro)

While you are seated you can at will project a small 2 meter radius aura that can clean and maintain objects around them. While it does provide minor repairs to any affected objects it is only to the level of what someone could do at home with basic supplies and no mistakes. The objects affected by the aura will steadily be cleaned of any filth as well as maintained to the best condition they have ever been in such as clothing ending up in pristine pressed condition and as freshly out of a wash, while other things would have similar as well. Effectively with this perk as long as it's not intentional damage nothing would harm or damage anything within the aura.

Unmoved Efficiency (-400 CP) (Discounted for Unofficial Sitting Pro)

While this perk may seem like **Efficient Sitting** with how it's all about not moving it has a few distinct differences. First the simple act of not intentionally moving provides a few benefits, boosting the benefits you gain from anything while not moving, your perks, the benefits of drugs, spells cast on you. Practically everything is beneficial enhanced in potency 3 fold its initial enhancements. Anything that you can do without moving such as meditation, cultivation or simple breathing is enhanced as well and the benefits of anything you have that you can do without moving will also be boosted so if you could use telekinesis without movement then it would be 3 times stronger. As long as you're not moving your body everything is 3 fold better for you.

Observational Conditioning Boost: Unmoved Empowerment

Now while you aren't moving you can steadily enhance yourself, the simple act of sitting will now give a number of other benefits. First, anything that requires you to be sitting to benefit such as cultivation will now not only be as efficient as possible for you as if you are perfectly aligned with the cultivation method but have flawless talent at it. This goes for anything that involves needing to be seated in some manner. You also passively refine your capabilities and physical being as if working on all that you are though this is a very slow passive on its own being only 1% as effective as other similar perks, but since it affects your physical being and all skills it's potentially game changing overall especially since it can stack with other skills. Lastly, sitting down will steadily provide your body with needed fluids, nutrients, minerals and vitamins as well as any other needs steadily if slowly. The simple act of sitting for 1 hour is all you need to sustain your body now with excess being used to optimize and correct inherent flaws in your body slowly over time.

Dissociative Experience (-600 CP) (Discounted for Unofficial Sitting Pro)

While you are seated in some manner you can at will enter a meditative state which allows you to mentally enter any fictional world or setting you know of to experience them as you desire and while this can't do anything for you physically it can allow you to train or experience anything you desire to an extent. You couldn't change who you are or give yourself abilities you don't have but could affect the fiction to see you as you desire for example. Want to be Naruto's brother despite clearly being a half dragon monster? Sure just keep in mind you'd look like naruto's brother to others and in the mirror. Want to be seen as a genie that only Hermione can see and interact with? You might not have the powers of a genie but only she could see and interact with you if you want. Effectively you can live out any dream you desire or train your skills in any fiction you want. Lastly, using this time is dilated for you, making it so that 100 hours in meditation is now the equivalent of 1 hour in the real world. Since it's a fictional world, negative effects or death have no repercussions other than cutting your state short and waking you up, but nothing prevents you from re-entering to either continue from where you ended or starting again. Also these fictional worlds you enter are effectively fully fleshed out worlds you experience so they are complex and have a lot regardless of the world you go to.

Restful Mastering Booster: Fictional Dreamer

This is vastly more impressive than before as **Dissociative Experience** is now enhanced for starters you can now gain physical improvements while using the perk allowing you to train at will in those fictional worlds with no threat to yourself. Second the time dilation is enhanced making it 24 times more potent making it so that 1 hour in the real world is now 100 days in the fictional worlds. 3rd you can choose to actually change yourself to experience anything you desire but if you aren't in your own body then you don't gain the physical growth and improvements, though skills can still be improved. You can't gain powers from these worlds, only improve what you already have. Negative effects and repercussions have no consequence other than waking you up. Before I forget I should mention that since you can choose to experience anything as yourself or someone/something else you no longer suffer from any form of body dysmorphia or discomfort being what you are and have a continuous sense of self preventing you from forgetting who you are regardless of how long you are in a fictional world.

Maintenance Seat Booster: Seated Repair

Your maintenance aura is enhanced allowing your aura to repair any damage to anything within range at a noticeable yet slow rate as well as generate any missing material, parts and fuel for anything within range. Each object within the range would be affected and would have the regeneration of material and parts at a rate of 2 cubic centimeters of mass per 5 seconds. It will also steadily repair the objects to the best possible condition they were ever in.

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.

Appropriate Clothing Set - (Free)

A simple set of clothing that fits in with wherever you end up. Regardless of what these clothes look like you will find that they are comfortable and self-cleaning and self-repairing, becoming clean within 24 hours and repairing all damage short of total destruction within 48 hours.

A Foldable Chair- (Free)

A small foldable chair that simply folds down into a small backpack and unfolds into a 4 legged small yet comfortable seat. Nothing special, just a seat.

Special Little Thermos - (-100 CP)

You have yourself a small thermos now that is enough for 500ml of any drink, soup or stew as long as it's a mostly liquid food or drink it now seems to have at all times. It comes with a cup cap and it will always refill when the thermos is closed. As long as it's closed you can at will switch the contents with any drink, soup or stew you desire as long as you have ever tried some so don't expect to try a drink you've never had before. Regardless of the contents it will always be fresh and in the best condition, a beer would be nice and chilled while soup and stew would be as if fresh from the cooking pot. Though you can have them at any temp you desire as long as it's something you want so have some cold stew if you want.

Relaxing Onesie - (-100 CP)

This is an odd one simply being a perfectly comfortable full body onesie that fits you perfectly covering from your toes up to your head with a hood. By default it's just a perfectly comfortable simply light grey onesie but it has a number of benefits. For starters while you are wearing it you can change the design of the onesie at will to look like anything you desire as long as it's still clearly a onesie so no defensive or special benefits just looks so look like the stay puft marshmallow man if you want, a xenomorph or even a fluffy full body copy of Trump if you really want to. Its self cleaning and self repairing allows it to keep itself clean and repair damage rapidly, in fact as long as it's not destroyed completely it will fully regenerate and repair within 2 hours while the cleaning would only take at most 10 minutes from being completely soaked thru with filth. The onesie is always at a near perfect comfort and temperature while worn through environmental conditions does affect it as long as it's between -30 celsius and 500 degrees celsius then you'd be comfortable and protected from such conditions before the temp starts to affect you. It also provides minor protection on its own though it's only comparable to tempered leather armor regardless it's an always comfortable thing to wear. Lastly there is a minor SEP field which doesn't prevent others from noticing your or the onesie but lessens the surprise from seeing you wear it as well as lowers the likelihood of being out of place. You'd still stand out but people are more likely to just get on with their life after a few moments, though keep in mind if you change your onesies look in front of people they will still be shocked and if your onesie is unique it may still attract a lot of attention.

Drawbacks:

Not Drop In (+100 CP)

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

You are instead Local who somehow found the power of sitting.

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

Inherently Lazy(+100 CP)

You are now a surprisingly lazy person, it's not that you can't do things but unless you're made to do something you rarely want to do anything that doesn't involve little to no activity from yourself. You'd happily spend days watching TV but it's an effort to even go to the shop for snacks to munch on while watching.

Stop Sitting Around (+100 CP)

You can't seem to get peace when you're sitting down doing your own thing. When you're not doing something, things seem to happen around you that get people upset at you for sitting around. You could spend a day working at a computer sitting around all day but the moment you start doing anything other than work something seems to come up. Never anything harmful except in already dangerous situations where you shouldn't sit anyway but it's always something majorly irritating. Thankfully it's not a constant thing as it can only happen 5 times a day but each time will at least irritate you a little.

Enemy Power User (+200 CP)

Normally you would be the only one sitting perks from this supplement within this continuity, however with this drawback someone will appear, one of each type of origin who are each going to cause or at least try to cause you problems, though they're unlikely to try to kill you. This can be taken 3 times, 1 for each origin.

Limited to First Origin (+300 CP) (Exclusive to Casual Sitting Pro)

"You are somehow something that can only use the Casual Sitting Pro Perk Tree".

Because of this you are no longer able to take perks from the **Proper Sitting Pro** Perk tree or the **Unofficial Sitting Pro**.

Limited to Second Origin (+300 CP) (Exclusive to Proper Sitting Pro)

"You are somehow something that can only use the Proper Sitting Pro Perk Tree".

Because of this you are no longer able to take perks from the **Casual Sitting Pro** Perk tree or the **Unofficial Sitting Pro**.

Limited to First Origin (+300 CP) (Exclusive to Unofficial Sitting Pro)

"You are somehow something that can only use the Unofficial Sitting Pro Perk Tree".

Because of this you are no longer able to take perks from the **Casual Sitting Pro** Perk tree or the **Proper Sitting Pro**.

Generic Drawbacks:

Wanted (+100 CP)

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

X-rated (+100 CP)

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

Double Trouble (+100 CP)

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

Low Budget (+100 CP)

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

Thugs for days (+100 CP)

At least 10 random thugs will randomly show up every day and target you.

Silent World (+100 CP)

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

Stalker (+100 CP)

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

Angered Factions (+100 CP)

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

Heroic Sayings (+100 CP)

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

Rough Childhood (+100 CP)

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

The Weirdo (+100 CP)

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

Team Up (+100 CP)

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

Knowledge Lockout (+100 CP)

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded (+100 CP)

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

Plot Anchor (+100 CP)

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

Kick the Cook (+100 CP)

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

Scarred (+100 CP)

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

Always Left Behind (+100 CP)

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

Honourable (+100 CP)

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

Nightmare (+100 CP)

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

Inconvenients (+100 CP)

Small issues will constantly occur causing minor discomforts for you.

Extended Stay (+100 CP)

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Friends from beyond your dimension (+200 CP)

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb (+200 CP)

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

Dead or Alive (+200 CP)

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

The Good People (+200 CP)

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

The Bad People (+200 CP)

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

Wider World (+200 CP)

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

Dark Minions (+200 CP)

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

Blinded (+200 CP)

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

Pet Food (+200 CP)

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

Publicity (+200 CP)

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Thou shalt not kill (+200 CP)

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Selective Amnesia (+200 CP)

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

Total Amnesia (+200 CP)

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia (+300 CP)

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

Living in Exciting Times (+300 CP)

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies (+300 CP)

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

Just A Child (+300 CP)

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

Local Scale (+300 CP)/(+600 CP)

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

The Importance of Education (+400 CP)

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

Find and Seek (+400 CP)

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

Not So Shiny Toys (+400 CP)

All items gained from other jumpchains will not be able to be imported into this jump.

Friendly problems (+400 CP)

All companions, followers, and pets are barred from this jump.

Mortal (+400 CP)

All of your perks are all disabled for the duration of this jump.

Boss Rush (+600 CP)

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

Notes

Thanks to **BetInteresting5446** for commenting “this jump has no right being this good. whats next an amazing jump about sitting in chairs” which sent me on a tangent to make this.

I don't really care about my spelling so if there's any mistake assume it was auto corrected by my crappy software.

I literally only made this since I thought the idea of a jump based around sitting would be dumb, but I actually had fun making this one more than I thought I would.