

# **Out of Context: Cultivation Supplement**

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

By taking this Supplement you have chosen to be a Cultivator and you will enter into that continuity as a Drop-In awakening at the location of a lightning strike.

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:**

What kind of cultivator are you?

### **Young Master**

You are a member of a family of cultivators that has a long chain of progress and cultivation.

### **False Cripple**

It should not be possible for you to cultivate due to an imbalance in your dantian but after being struck by lightning you have found a different way to cultivate.

### **Reincarnator**

Rather than being a true cultivator you are someone who died and has been reborn within the body of a young cultivator.

### **External Cultivator**

Your form of cultivation allows you to pull energy from your surroundings in order to grow, be that the air, plants or even other people.

## 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:

### Fell From the Sky Origin - Free (Cannot be taken with “Spirit Touched”)

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 the crater of a lightning strike.

### 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.

### Jing - Free

**Jing**, also known as Essence, is an energy that naturally moves around your body in order to help repair and replenish it. **Jing** is a combination of the **Yin Jing** you gained at birth which will change as you grow and the **Yang Jing** that is passively gained from the environment. The two forms of **Jing** combine and replenish one another in order to function as a form of immune system as well as fuel for your cultivation.

### Meridians - Free

Your body now gains meridians, a complex biological and spiritual system that travels through your body connecting to the 3 dantians in your body which act as the organs for your life energy. The meridians allow a number of spiritual life-energy's known as Jing, Qi, Shen and Wu Wei to travel through your body similar to how sensations travel through your nerves or blood through your veins.

### **The Golden Stove - Free**

The lower dantian, also called "the golden stove" is where your body refines and purifies your **Jing** into latent **Qi**. **Qi** is also known as vital energy with its flow when unimpeded being good for health. Through cultivating **Qi** and refining it into your body you can extend your life indefinitely by halting your body's aging, however your mind will continue to age and your life can still be ended.

### **The Crimson Palace - Free**

The middle dantian, also called "the crimson palace", is used to refine **Qi** into **Shen**. **Shen**, also known as the human spirit or psyche, is responsible for the youth of the mind with its refinement improving a person's memory and mental plasticity.

### **The Muddy Pellet - Free**

The upper dantian, also called "the muddy pellet", is where **Shen** is transmuted into **Wu Wei**. **Wu Wei** is also known as emptiness and is attributed to enlightenment as it connects you to existence around you allowing you to reach out with this energy in order to connect to the land, space and people outside your body as though they were a part of you.

### **Spiritual Root - Free**

Your body now contains a Spiritual Root also sometimes referred to as a Spiritual Core. This Spiritual root acts as the main organ that is affected by your cultivation. Using your Spiritual Root you are able to guide your body's latent Qi through your meridians and condense your latent Qi in order to reach new layers of cultivation thereby reinforce both your meridians, dantians and Spiritual Root thereby increasing the amount of Jing, Qi, Shen and Wu Wei you can produce. Depending on the cultivation method used your body will utilize the Qi in different ways, most will fuel your body strengthening it, enhancing it's regenerative capabilities and even extending your lifespan potential indefinitely. Some will allow you to do more esoteric things such as flying, teleporting or allow you to transform into a dragon-like creature.

### **Basic Cultivation Technique - Free**

You are able to memorize cultivation techniques and write them down in such a way that a cultivator can perfectly understand what is written and memorize it. You also gain a basic generic combat manual and low grade cultivation technique that is perfect for a beginner cultivator. The generic combat manual contains combat techniques of varying usefulness while the low grade cultivation technique will help you to understand how to meditate, cultivate and structure your Spiritual Root in order to reach a layer of cultivation. However like most low grade cultivation techniques it will lose efficiency and effectiveness as the cultivator grows. Normally there are 9 Layers of Cultivation to each Realm of Cultivation, however some Cultivation techniques are an exception to this rule, with rank 1 being the start and rank 9 being the peak. After breaking through to the next realm, the practitioner starts at rank 1 of that new realm.

### **Attribute Awakening - Free**

You are now connected to a cultivation structure, which one you get depends on your **Origin** though you may also purchase additional **Attribute Types** for **-100 CP** each.

For each **Attribute Type** you purchase you gain all of the **Attributes** it contains and may select 1 attribute to have **high proficiency**, 1 attribute to have **notable proficiency**, 1 attribute to have **moderate proficiency** and all others that you haven't chosen you will have **low proficiency** with. As your cultivation progresses you will find your Attributes growing in proportion to the level of proficiency you give it.

### **Form Awakening -100 CP (Free for "Young Master", Requires "Attribute Awakening")**

Your form determines how well your Spiritual Root, dantian and meridians react to your **Qi**:

**Body** - How efficiently your body actively utilizes Qi as fuel.

**Mind** - How proficient your Spiritual Root is at moving your Qi.

**Spirit** - How quickly your dantian converts your Jing to Qi.

**Talent** - How efficient you condense your latent Qi.

**Soul** - How thick your meridians are and how much Qi you can contain.

### **Essence Awakening -100 CP (Free for "False Cripple", Requires "Attribute Awakening")**

Your essence determines how your body passively reacts to the **Jing** in your body:

**Strength** - How effectively your muscles use Jing, increasing your passive strength.

**Vitality** - How much Jing your body passively produces.

**Agility** - How your nerves absorb Jing improving your reaction and movement speed.

**Endurance** - How effectively your cells integrate Jing making them more resilient and how effectively your body regenerates.

**Foundation** - How well your brain absorbs Jing improves your memory retention, mental perception of time and mental structure.

### **Elemental Awakening -100 CP (Free for “Reincarnator”, Requires “Attribute Awakening”)**

Your elements determine how easily you can convert your **Qi** so that it gains the properties of a specific element. There are 10 elements total consisting of the 4 basic elements, the 4 alternative elemental connections and the binary aspects of light and darkness.

**Air** - When your Qi is converted to, you can release air to deliver a shock wave of pure force.

**Earth** - When your Qi takes on the properties of earth it can mimic stones of various sizes to cause boulder-like shields, sandstorm-like visual impairments or quicksand like hazards.

**Fire** - By converting your Qi to cause it to make things burn or burst into flames.

**Water** - When your Qi takes on the properties of water it can smother flames be shot out like a cannon or precise amounts for smaller higher pressure attacks.

**Aether** - If you have your Qi take on the properties of Aether it can take on spatial properties allowing it to expand space to create a void or shrink the distance between two points.

**Lightning** - Using this your Qi can take on electrical properties allowing it to move at high speeds and to leave a charge and potential paralysis should it strike something.

**Metal** - From this your Qi can become sharper and far more durable, with it potentially becoming magnetic while being able to conduct heat and electricity.

**Wood** - You can make your Qi take on the properties of wood allowing it to grow like a living organism and become more durable.

**Light** - Your Qi can take on the properties of light allowing it to produce light either in small amounts or larger blinding quantities.

**Darkness** - From this your Qi can take on the properties of darkness allowing it to conceal things in shadows and restrict the vision of its target.

### **Expression Awakening -100 CP (Free for “External Cultivator”, Requires “Attribute Awakening”)**

Your expression determine how well you can utilize your **Wu Wei**:

**Range** - This indicates how far your **Wu Wei** can reach.

**Control** - This indicates how much precision you have over your **Wu Wei**.

**Penetration** - This indicates how much material your **Wu Wei** can pass through.

**Speed** - This indicates how fast you can move your **Wu Wei**.

**Force** - This indicates how much energy you can express through your **Wu Wei**.

### **A Thousand Slaps or One -100 CP**

You have precise proportional control over your strength and can control it relative to those you are facing. From this you can control the amount of strength you wish to use so that as long as you are strong enough in relation to your target you will hit them exactly hard enough to get the result you want. If you want to knock someone unconscious with a single strike or severely injure them without causing fatal harm you will always be able to automatically adjust the force to be relative to the target you are striking to get your desired result regardless of how powerful they are.

**Martial Cultivation -200 CP**

During combat you will find it easier to break through bottlenecks while your body becomes slightly stronger, faster and durable, possibly unlocking abilities related to any Attributes you have high, notable or moderate proficiency in. This also gives you improvements to the generic combat manual the more you fight.

**All Attributes -400 CP**

You can now improve the attributes of all low proficiency attributes to moderate proficiency and allow you to increase 1 attribute to notable proficiency.

***Martial Cultivation Booster: All Cultivation Awakening (Requires “Essence Awakening”, “Form Awakening”, “Elemental Awakening”, “Expression Awakening”)***

You can now improve all of your attributes bringing them all to high proficiency.

**High-Grade Cultivation Technique -600 CP**

You gain a mental library of thousands of different low grade cultivation techniques, hundreds of different moderate cultivation techniques, ten notable cultivation techniques and a single high grade cultivation technique. The low grade techniques will differ greatly with each focusing on an attribute or gimmick, the moderate cultivation techniques are better structured but each have their own specializations, the notable cultivation techniques are a suitable long term cultivation techniques though each will have issues that will eventually be found, the high grade technique will be a bit generic but will allow you to keep growing and improving at a regular rate.

***All Attributes Booster: All Elements Cultivation***

You gain a number of high grade cultivation techniques. You will gain a high grade cultivation technique for each Attribute within any Attribute Types you purchased which focuses solely on that Attribute, you also gain one high grade cultivation technique for each Attribute Type you have purchased that helps you cultivate all the attributes in that attribute type. If you purchased multiple Attribute Types you will gain a high grade cultivation technique that equally improves all attributes at a slower rate.

## **Young Master Perk Tree:**

### **Cultivated Charm -100 CP (Free for Young Master)**

As standard in Cultivation worlds there are always people whose beauty are beyond their peers. Now you too are one such person, turning heads of all beings that could be attracted to you. Additionally as you cultivate your body will remove impurities within you so that over time your beauty will grow to the point that you'd cause wars and fights to break out just for your attention even amongst the Gods and Immortals.

### **Elixir Crafter -200 CP (Discounted for Young Master)**

You have gained all the knowledge required for the art of refining. This allows you to create pills and elixirs as well as the tools required to craft them. These pills and elixirs can have many effects such as healing wounds, curing poison, strengthening the body and boosting cultivation. The potency of these pills and elixirs depend on their ingredients and the amount of Jing you push into their creation.

### **Divine Bloodline -400 CP (Discounted for Young Master)**

You now have the bloodline of one of the Five Divine Beasts, the **Azure Dragon**, the **Vermillion Bird**, the **White Tiger**, the **Black Turtle** or the **Yellow Qilin**. The bloodline you choose will boost your affinities so that low proficiency will be boosted to moderate, moderate proficiency will be boosted to notable, notable proficiency will be boosted to high, high proficiency will be boosted to superior and superior proficiency will be boosted to supreme.

The **Azure Dragon** boosts your **Soul, Strength, Air, Wood** and **Speed** Affinities.

The **Vermillion Bird** boosts your **Mind, Vitality, Fire, Light** and **Range** Affinities.

The **White Tiger** boosts your **Spirit, Agility, Electricity, Metal** and **Penetration** Affinities.

The **Black Turtle** boosts your **Body, Endurance, Darkness, Water** and **Force** Affinities.

The **Yellow Qilin** boosts your **Talent, Foundation, Earth, Aether** and **Control** Affinities.

### ***All Attributes Booster: All Divine Bloodlines***

With this you have access to all 5 Divine Bloodlines but will start with each being segmented meaning that you will need to switch between them as only one is giving you its benefits at a time while the others are dormant.

This also boosts the abilities of any alt-form your bloodline rules over:

The **Vermillion Bird** boosts all feathered and sky creatures.

The **Azure Dragon** boosts all scaled creatures.

The **White Tiger** boosts all land creatures.

The **Black Turtle** boosts all water and ocean creatures.

The **Yellow Qilin** boosts all furred creatures

With time and effort these bloodlines can be merged to gain the benefits of all of them simultaneously.

### ***Cultivated Charm Booster: Cultivated Bloodline***

You now gain a high grade cultivation technique for your bloodline allowing you to refine and improve the bloodline abilities eventually allowing you to transform into the respective Divine Beasts, boosting their innate abilities considerably.

As your cultivation progresses you'll unlock the inherent abilities of your chosen bloodline;

The **Vermillion Bird** gives you greater life-force and healing, the purifying flames and it's Nirvana Rebirth (Self-Resurrection).

The **Azure Dragon** grants greater speed and agility, a superior Dragon Pressure and a higher Authority over the Skies.

The **White Tiger** grants you greater strength, control over Wind and a natural instinct for Slaughter.

The **Black Turtle** grants you greater endurance and durability, control over water and the seas and the ability to reflect the damage you receive.

The **Yellow Qilin** greatly increases your luck and insight, granting greater comprehension abilities and allows you to more easily enter the state of Enlightenment.

If you have **All Divine Bloodlines** then you gain all five high grade cultivation techniques and a superior cultivation technique that covers all five and when reaching the higher realms will harmonize the Bloodlines to grant you greater understanding of the Dao of Five Phases and the Natural Order of the Universe.



### **Twin Core Cultivator -600 CP (Discounted for Young Master)**

You now have two Cultivation Cores with each one allowing you to use a different Cultivation technique simultaneously without affecting one another while allowing you to either gain the benefits of both or switch between which one is active.

### ***High-Grade Cultivation Technique Booster: Twin Core Cultivation Technique***

You gain eight paired high grade cultivation techniques and two paired superior cultivation techniques that are intended to be used by multiple people simultaneously, acting as twin cultivation methods that benefit one another while canceling any side effects that either normally produces. You can now selectively connect any of your Cultivation Cores together in order for you to benefit from the advantages of both twin cultivation techniques.

### ***Elixir Crafter Booster: Core Crafter***

You can now craft your Jing into additional Cultivation Cores allowing you to practice new cultivation techniques for each Cultivation Core as though you had never cultivated before without harming your progress or being affected by any of your other Cultivation Cores. You can also use this to create elixirs that can form a new Cultivation Core in anyone who consumes it.

## **False Cripple Perk Tree:**

### **Cultivated Breaths -100 CP (Free for False Cripple)**

You no longer need to stop and meditate to cultivate as you can now passively cultivate simply by breathing, normally when you cultivate this way you would cultivate at half the rate as if you were meditating, however by concentrating on your cultivation you will be as efficient as if you were performing full meditative cultivation while performing other actions.

### **Refreshed Progress -200 CP (Discounted for False Cripple)**

Whenever you reach a new layer of cultivation your body will be completely restored so that any damage to your body will be entirely healed, tiredness will be washed away and your body will become more refined allowing you to grow at a faster rate.

### **Profound Core -400 CP (Discounted for False Cripple)**

Your body's internal Jing is far purer allowing it to function far better and to be processed into far more refined Qi, Shin and Wu Wei. Thanks to this, the amount of Jing, Qi, Shin and Wu Wei to cultivate to reach a new level of cultivation will be far less than otherwise required.

### ***All Attributes Booster: Profound Attributes***

The purity of your Jing boosts all of your affinities so that moderate proficiency will be boosted to notable, notable proficiency will be boosted to high, high proficiency will be boosted to superior and superior proficiency will be boosted to supreme.

### ***Cultivated Breaths Booster: Profound Breaths***

Your breathing allows you to cultivate at a far higher rate, effectively improving your cultivation technique by one grade and replenishing your body, making it so that you no longer need food, water or sleep.

### **Leveling System -600 CP (Discounted for False Cripple)**

Through this you gain a gaming system that can integrate any other system you have or gain in the future. This gaming system is connected to your cultivation, whenever you gain XP it improves your cultivation and helps you to reach a new layer of cultivation. You can gain XP through defeating or killing enemies or through completing quests that the system gives you. The quests can also reward you with Skill Books that can be converted into Game Skills. Game Skills are perfectly recorded within your mind and the system so that you can perform them perfectly every time. Game Skills can be gained from touching books that are not Skill Books or using Abilities and techniques you possess, these Game Skills can be improved the more you use them.

### ***High-Grade Cultivation Technique Booster: Leveling Cultivation Technique***

The gaming system now contains an inventory that you can store items in and whenever you complete a quest you can be rewarded with items including but not limited to crafting resources, healing items, real money, weapons and cultivation techniques of various ranks.

### ***Refreshed Progress Booster: Leveling Progress***

Your Gaming System now displays a status that shows the details of yourself and anyone you appease, it normally contains the target's name, cultivation level and attributes. Whenever you gain a certain amount of XP you gain a level, each new layer of cultivation will consist of a number of levels. Each time you Level Up you can increase the total level of your Attributes via points you gained from each level additionally whenever you reach a level that gives you a new layer of cultivation you will get to pick a micro perk from the gaming system. Micro perks can also be gained as a quest reward with them boosting you in some way including but not limited to slightly raising your attack, improving your knowledge in academics, giving you a breath attack, giving you access to some kind of bloodline or slightly improving your ability to dodge.

## **Reincarnator Perk Tree:**

### **Life Energy -100 CP (Free for Reincarnator)**

Your life energy is far purer than others allowing you to pass through bottle necks far easier than others and allows your body to produce and assimilate Jing, Qi, Shen and Wu Wei at twice the normal rate.

### **Qi Smith -200 CP (Discounted for Reincarnator)**

You gain all the knowledge and skill required for you to perform metal craft to forge jewelry, weapons and armor as well as how to integrate your Qi into metal and formations. By infusing your Qi into metal you can enchant them with additional effects such as making them sharper, lighter, heavier, more durable and can be made more esoteric, such as giving the item a pocket dimension. By infusing your Qi into formations in order for it to act as a battery for an area of land or an object allowing it to be triggered in order perform a preset Qi Technique.

### **Combat Cultivation -400 CP (Discounted for Reincarnator)**

Whenever you are fighting your body will adapt allowing you to grow stronger through combat Cultivation which will aid you in breaking through bottlenecks and alter your body to better defend from the forces that struck it aiding your body in becoming more durable.

### ***All Attributes Booster: Combat Attributes***

The more you use an attribute the higher its total level will increase, you will also gain some control over what aesthetic changes happen to your body so you can control how emphasized your attributes become.

### ***Life Energy Booster: Adaptive Energy***

You are no longer restricted to only using Qi and can now tap into other forms of life energy including Ki, Chi, Psi, Mantra, Aura and Mana with you being able to integrate each into your meridians, dantian and Spiritual Root thereby allowing you to improve your cultivation in different ways while adding their usage to your arsenal of abilities.

### **AI Assistant -600 CP (Discounted for Reincarnator)**

It seems that before you reincarnated you had an advanced AI assistant device proficient in data storage and analysis implanted in your DNA. Because of your reincarnation this device has merged with your spiritual being allowing you to access its vast database of knowledge and information as though you were remembering information from your own memory while also recording everything that you experience in order to perfectly integrate it into your database and allowing you to relive it later. The AI assistant can decipher foreign information including languages from different cultures, it can scan your abilities such as your cultivation level and Attributes. The AI Assistant can create an interactive simulation of any information you have and can process vast amounts of information in order to aid you in any way it can, including detecting any mistakes you make during your cultivation and how to repair the damage. Despite the AI Assistant not being capable of true intelligence it is able to grow and improve with your cultivation.

### ***High-Grade Cultivation Technique Booster: AI Techniques***

The AI Assistant can now analyze cultivation data on command, running simulations and making deductions based on the gathered information allowing it to improve and combine cultivation techniques, enhance Qi usage and other abilities by providing real-time feedback and suggestions. The AI Assistant can monitor Qi and vital signs, alerting you to potential dangers or opportunities for advancement.

### ***Qi Smith Booster: AI Smith***

You can create extensions for your AI Assistant within formations and metalwork that allows you to create servers to boost your AI Assistants capabilities as well as allows you to scan the cultivation and memories of others. You can also use these extensions to hold and transmit information into someone's mind while recording what is happening to them in real time.

## **External Cultivator Perk Tree:**

### **Spirit Consumption -100 CP (Free for External Cultivator)**

You are now able to absorb energy from supernatural and demonic beings weakening their energy and making them lethargic, in the case of beings without a physical form you can choose to devour them completely. This influx of energy will greatly boost your cultivation however as the energy is not a part of your body it will quickly burn off if it is not refined and purified fast enough.

### **Communal Progression -200 CP (Discounted for False Cripple)**

You can now awaken the spiritual aspects that others need to cultivate, giving them access to Jing, Meridians, Dantians and their Spiritual Root. The person who you have spiritually awakened will have attributes appropriate to their personality and lifestyle.

### **Shen Manifestation -400 CP (Discounted for External Cultivator)**

You are now able to summon a tool or weapon made from your **Shen**, this tool will be deeply connected to your cultivation and benefits from your progress as you do. At first your Manifestation will only grant you minor benefits, but as you progress in cultivation and feed it, you'll find it a very worthwhile investment.

### ***All Attributes Booster: Shen Attributes***

Your Shen Manifestation is now able to change its shape to match your intention with the size, shape and design of the tool changing to fit your will so that even if your tool is normally a blade you can alter it to take the form of a shield, armor, arrow or even an accessory.

### ***Spirit Consumption Booster: Spirit Manifestation***

Whenever you devour the energy of another being you can retain an imprint of it, allowing your Shen Manifestation to mimic it. From this you can summon your tool as a replica of the creature which will act on your benefit or transform yourself into a hybrid of yourself and the target entity boosting your power and giving you access to any abilities the being had.

### **Vampiric Cultivation -600 CP (Discounted for External Cultivator)**

You are now able to passively drain the life force of others allowing you to cultivate and strengthen yourself by steadily draining their energy without any outward sign other than their growing exhaustion. You can use this whilst engaged in combat allowing you to drain energy from an enemy with the drain being faster the more the enemy is exerting themselves.

### ***High-Grade Cultivation Technique Booster: Vampiric Technique***

You gain 6 high grade cultivation techniques and one superior cultivation technique which each focus on different methods of utilizing the energy you drained from others. Some of these techniques focus on extending the range, speed and number of targets you can consume energy from, at the higher grades of some of these techniques you could drain the energy from an army almost instantly.

When taken with **Spirit Manifestation** you also gain 3 techniques that focus on copying the abilities, techniques and memories of those whose energy you have drained.

### ***Communal Progression Booster: Communal Cultivation***

You are now able to combine your cultivation techniques with that of others allowing you to boost your own cultivation through using the refinement of others. From this you can force excess energy into the Dantians of others causing them to become saturated with the energy you give them and then reabsorb the energy again thereby allowing you multiply the effectiveness of your cultivation while boosting the cultivation of others. Depending on which technique you use to practice this form of cultivation it can be compared to a group religious experience or very intimate as is often referred to as Dual Cultivation. If you are of a more parasitic intent then you can just force your **Jing** into them and take their energy forcibly.

## **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.

### **Robes - Free**

This set of soft and comfortable Daopao comes in a color of your choice.

### **Broken Sword - Free**

This sword has been damaged with the blade itself broken into two pieces. Despite that this sword can still grow to the size of a surfboard and shrink to the size of a house key. Should it be repaired you would also be able to cultivate the blade so that you could move it at high speeds with your mind.

### **Pill Furnace - Free (Exclusive to “Elixir Crafter”)**

This Pill furnace is a tool used during the creation of pills and elixirs. The Furnace makes the refinement process easier so that the user is able to produce better medicinal pills and elixirs.

### **Smithing Forge - Free (Exclusive to “Qi Smith”)**

The tools and equipment within this forge aids the user in engraving formations and preparing metal to receive Qi from them thus enhancing the capabilities of the tool created.

## **Drawbacks:**

### **Spirit Touched +100 CP**

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

You are instead a Local who has gained the biology required to cultivate.

You will need to work out your Background with your Jump Chan, additionally you will not gain any of the free Items from this Supplement.

### **Invasion +200 CP**

Normally you would be the only cultivator within this continuity, however with this drawback three Xianxia thugs will appear at a similar level of strength to you and each will intend to destroy you.

### **Cultivation Snob +300 CP (Exclusive to Young Master)**

You are now a true cultivator stringent to the arts of cultivation and can only take **General Perks** and perks from the **Young Master Perk Tree**.

### **True Cripple +300 CP (Exclusive to False Cripple)**

You are actually unable to practice true cultivation and can only take **General Perks** and perks from the **False Cripple Perk Tree**.

### **Energy Wielder +300 CP (Exclusive to Reincarnator)**

You are not a true cultivator as you retain your pre-Reincarnated body however you are internally ergokinetic allowing you to wield energies like cultivators do, allowing you to cultivate but you can only take **General Perks** and perks from the **Reincarnator Perk Tree**.

### **Parasite +300 CP (Exclusive to External Cultivator)**

Your cultivation tends to function inefficiently when used internally causing you to gain a hunger and need to take the energy from outside your body as such you can only take **General Perks** and perks from the **Reincarnator Perk Tree**.

### **Xianxia Protagonist +200 CP/+1200 CP**

You may take this drawback once per origin gaining **+200 CP** and summoning a generic Xianxia Protagonist of that type to your setting that will have access to all the perks of the selected origin and will see defeating you as their main priority.

You may choose to take this drawback for **+1200 CP** in which case all 3 origin protagonists will appear in your setting as well as a superior Xianxia Protagonist who will have access to all the perks on this Jump Document.

### **Cultivation Sects +300 CP/+800 CP**

It is kind of limiting if you are the only one who can cultivate, isn't it? Now the majority of the world will have the ability to cultivate. Granted, most of them probably aren't going to be good at it but it is a power that most people have now access to.

For **800 CP** there are at least a few thousand people who have cheat-like abilities and protagonist-like growth.

## **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](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>

## Notes:

This section gives details on the various cultivation terms.

### Attributes

These components determine how efficient you are with the attribute.

### Cultivation Technique

Cultivation Techniques are methods of shaping your Spiritual Root and structuring your body. Cultivation Techniques come in different grades with each giving the user a different level of power:

**Low Grade Techniques** can help someone grow to an above human level but will normally end when reaching the first Realm of Cultivation.

**Moderate Grade Techniques** can help someone reach superhuman levels of strength and power but will normally be limited to between 2 and 5 Realms of Cultivation.

**Notable Grade Techniques** can help a cultivator reach a transcendent level of power but will take many years to accomplish and normally have no less than 7 Realms of Cultivation.

**High Grade Techniques** are far faster than most lesser Cultivation grades and will normally reach 9 Realms of Cultivation.

**Superior Grade Techniques** can reach beyond 9 Realms of Cultivation allowing them to slowly grow indefinitely.

**Supreme Grade Techniques** are the highest possible grade of Cultivation Techniques allowing the user to grow indefinitely with far less effort.

### Dantian

The Dantian are spiritual organs that help your body process spiritual energies into other forms of spiritual energy.

### Jing

Jing is an energy that naturally moves around your body in order to help repair and replenish it.

### Meridians

Meridians are a complex biological and spiritual system that travels through your body and allows a number of spiritual life-energy's to travel through your body similar to how blood moves through veins.

**Qi**

Qi is also known as vital energy with its flow when unimpeded being good for health.

**The Crimson Palace**

The middle dantian is located adjacent to the heart and is used to refine Qi into Shen.

**The Golden Stove**

This is the lower dantian where your body refines and purifies your Jing into latent Qi. This organ can be found at the crossing of the horizontal line behind the Ren-6 acupoint and vertical line above the perineum.

**The Muddy Pellet**

The upper dantian is found at the forehead between the eyebrows and is where Shen is transmuted into Wu Wei.

**Shen**

Shen, also known as the human spirit or psyche, is responsible for the youth of the mind with its refinement improving a person's memory and mental plasticity.

**Spiritual Root**

The Spiritual Root is a spiritual organ that normally starts slightly above the Golden Stove but through cultivation grows throughout and beyond your body.

Using your Spiritual Root you are able to guide your body's latent Qi through your meridians and condense your latent Qi in order to reach new layers of cultivation.

**Wu Wei**

Wu Wei is also known as emptiness and is attributed to enlightenment as it connects you to existence around you allowing you to reach out with this energy in order to connect to the land, space and people outside your body as though they were a part of you.