

Out of Context: Keyblade Supplement

V1.07 By DeverosSphere

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

By taking this Supplement you have chosen to be a Keyblade wielder with the weapon being placed within your spiritual heart.

The Keyblades are weapons that were fashioned in ancient times in the image of the X-blade in order to fight back the darkness and maintain order in the World.

Shaped like keys, these weapons can operate any lock in existence and are imbued with magic and other unique capabilities.

Your world has fallen into darkness and you have landed in that continuity as a Drop-In you will awaken with any evidence pointing to your world having been swallowed by darkness and Keyblade having led you to the light.

You can choose to be a Disney style sentient animal or become visibly identical to a Human.

+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:

Though you dream you awaken upon an enormous, illuminated stained-glass pillar depicting the Jump world you are about to enter.

As you approach the center three pedestals pop up. Each pedestal houses one of three weapons, which will influence your path: the Dream Sword, the Dream Shield, and the Dream Rod.

You must choose your weapon.

The Warrior

By taking the Dream Sword you have chosen the path of the warrior, the road to gaining the strength to cut down your enemies and the speed to bridge the gap.

The Guardian

By taking the Dream Shield you have chosen the path of the guardian, the road to showing the courage to face your enemies and the endurance to resist their might.

The Mystic

By taking the Dream Rod you have chosen the path of the mystic, the road to learning the power to blast away your enemies and the wisdom to do what's right.

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:

Universal Key - Free

The most important feature of a keyblade is the ability to lock and unlock any keyhole or lock whether physical or symbolic. The most apparent use of this ability is in the opening and sealing of the keyholes to the hearts of the worlds as well as opening paths to other worlds.

Summon Keyblade - Free

The Keyblade is a part of your “Heart” and as such is an extension of your will rather than a physical object that allows you to summon and unsummon your Keyblade at will.

Awakened Origin - Free (Cannot be taken with “Locked Away”)

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 dragged into the setting from a world consumed by darkness.

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.

Alternative Weapon -100 CP (Incompatible with Origin Exclusive Drawbacks)

For each purchase you can grant your Keyblade an additional Alt-Form of another type of weapon. Examples of this are the drawback options but without the drawback penalties.

Keychain Clip -100 CP

Your Keyblade comes with a Magical Keychain clip attachment. This is a piece of equipment that allows you to change a Keyblade's stats, grant it special abilities, and give it a new appearance by equipping different clips.

Each keyblade clip is crafted from the emotions you feel towards a thing or place and by default you will gain one new Keyblade clip whenever you complete a jump and gain one new clip, per Jump world you have already completed.

Keyblade Glider -200 CP

You are able to convert your Keyblades into a vehicle, which you can use to fly, even to other worlds. Although each Keyblade Glider is similar in the manner that they are formed, by throwing the Keyblade into the sky, where it transforms into its vehicle form, each keyblade's glider has drastically different forms.

Drive Form -400 CP

This perk grants you access to drive form transformation ability that allows you to take a more powerful form for a time. By default you gain access to the **Anti-Form** and the **Negative-Form**.

- In the **Anti-Form** you become similar to a heartless, as your clothes, skin, and hair become completely black with bluish highlights, your fingers become claw-like, your eyes become yellow and your body emits a dark mist. While in this form you are able to move through shadows with your movements.
- In the **Negative-Form** you become similar to a nobody, as the colors of your skin, hair, and clothes are photographic negative inverted, the edges of your hands become blade-like and your facial features become blurred and indistinguishable. While in this form you are able to elongate your body and temporarily invert your own gravity.

Synch Blade -600 CP

Somehow you are not limited to a single Keyblade within your heart as it now contains two this also allows you to sense the world through your Keyblade as though it were an extension of your body. By default the first is the Kingdom Key and the second is the Kingdom Key D.

Drive Form Booster: Master Form

With this you are able to telekinetically wield your two Keyblades and maneuver yourself while airborne while you are in any of your Drive Forms.

While in the Master Form your clothes become mostly yellow, your magic casts cost a third the normally required MP and your movements are slightly increased.

This special ability allows you to perform Aerial Dodge while in midair.

Drive Form Booster: Final Form (Requires Limit Form, Valor Form and Wisdom Form)

This is the most powerful among all the Drive Forms as it contains all the abilities of the other forms your clothes become mostly white and allows its user to Glide and briefly fly.

This perk also gives you the ability to bestow a **Keyblade** to each companion with it giving them the perks **Universal Key**, **Summon Keyblade**, **Sword Intent**, **Sturdy Frame** and **Magical Powers**.

This **Keyblade** bestowal feature can be combined with any perk bestowing perks in order to expand what perks are granted with this bestowal and grant any valid target for the perk bestowing perk a **Keyblade** as if they were a companion.

The Warrior Perk Tree:

Sword Intent -100 CP (Free for The Warrior)

You have learned a principle of swordsmanship that allows you to make a blade from your intent alone. This means that when swinging with the intent that you are using a sword you can form a blade's edge. Initially doing this empty handed would have the durability and cutting potential of thin glass whereas using an ordinary stick would have the durability and cutting potential of an iron sword. This will take focus and imagination to do correctly but will become easier and stronger with time and training.

Blade Length -200 CP (Discounted for The Warrior)

While wielding any melee weapon you are able to control the weapon's length in order to extend its length up to five times its initial length or reduce it down to one fifth. This can be used at any time even while in battle and it can be used to scale the size of any weapon to match your size.

Limit Break -400 CP (Discounted for The Warrior)

While in battle you can force any attack to become a Limit Break which will allow you to unleash all your energy as a singular tremendous attack which you wouldn't normally be able to perform. Using this drains your body of all its energy but also heals you from any abnormal effects your body is inflicted by and prevents you from getting any unusual effects for a few seconds.

Drive Form Booster: Limit Form

The Limit Form highlights your physical features while increasing your strength, agility and maneuverability while also reducing the drain on your body to only a third when using the Limit Break while still producing the same level of power in your Limit Break attack.

Blade through the Armor -600 CP (Discounted for The Warrior)

While fighting an opponent you subconsciously gain an awareness of their weakest points with them almost glowing, using this knowledge you can set an auto lock on so that your attacks aim for that spot so long as you can hit from your range.

Synch Blade Booster: x-Blade

Your Keyblades can now do something legendary the two can combine to take on the form of the x-Blade, allowing you to connect to the true kingdom Hearts while being able to create Portals anywhere and manipulate Light and Darkness.

Blade Length Booster: Rangeless Blade

Through this the range of your strike has no limit as you can cause any blade you hold to glow white and extend at high speed to any distance carrying tremendous force when extending. The force, cutting power and speed of the blade is vastly amplified the further it is extended. The blade can retract to its normal size almost instantly.

The Guardian Perk Tree:

Sturdy Frame -100 CP (Free for The Guardian)

Through this perk you have learned the age-old art of force displacement allowing you to redistribute the impacts you receive to any part or parts of your body in order to spread it out and reduce the impact or focus it into a single more defended point.

Auto Defense -200 CP (Discounted for The Guardian)

Using this perk you are able to set a part of your mind to subconsciously track every projectile and incoming attack in order to help yourself and your allies. With this activity you can passively intercept incoming projectile and melee attacks but you will need to be durable enough to withstand it.

Second Chance -400 CP (Discounted for The Guardian)

So long as you are still capable of standing your ground and fighting should you be hit by a powerful attack that would have killed you, you will be able to survive and withstand its effects though you will be on death's door without some form of medical aid.

Drive Form Booster: Valor Form

The Valor Form alters your clothes to become mostly red, and can be toggled to heighten your physical capabilities by a tremendous degree but in exchange it quickly drains your stamina and endurance. While in this form any harm you receive will be absorbed into the form reducing the amount of time you can remain in it but when you revert to your normal form you will be as physically healthy as when you first entered the form.

Keyblade Armor -600 CP (Discounted for The Guardian)

This suit of armor when activated automatically integrates into the clothing the user is already wearing, improving its durability letting them survive the vacuum of space, protecting the user from any form of supernatural Darkness and attacks that would directly target the Heart or Soul.

Synch Blade Booster: x-Armor

You are now able to create a secondary suit of Keyblade Armor that you can bestow to anyone else in the same fashion as the armor you wield or create an empty suit that you can control the movements of with your mind.

Auto Defense Booster: Auto Armor

Whenever you perceive you are about to be hit as many defensive perks, and powers will auto activate in order to negate the attack, this can be toggled for specific perks in order for them not to activate.

You also gain an instinctive awareness of the power, speed and strength behind each attack in relation to your defense, allowing you to understand which attack would do you no harm, how much effort is needed to block and how you would need to move in order to dodge the attack.

The Mystic Perk Tree:

Magical Powers -100 CP (Free for The Mystic)

You gain a notable amount of MP that can be increased with training and a mental list of every magic spell within the Kingdom Hearts universe. You may not initially have enough magic or magical capability to cast them but will be able to with practice and training.

These spell's include but are not limited to Fire, Blizzard, Thunder, Cure, Aero, Gravity, Stop, Magnet, Reflect, Holy, Esuna, Slow, Confuse, Zero Gravity, Sleep, Poison, Balloon, Spark and Water. These spells all have more powerful versions that end in -ra or -aga to show their increased power but there are also spells that break this format such as Aero Shield, Blizzard Arrow and Fireball.

Leaf Bracer -200 CP (Discounted for The Mystic)

This magical defense renders you invulnerable while you are casting Cure or its variants.

MP Haste -400 CP (Discounted for The Mystic)

With this perk your MP charging rate is increased by 25% and if you are charging a large spell it will not halt your MP recharge rate allowing you to theoretically charge a spell indefinitely.

Drive Form Booster: Wisdom Form

The Wisdom Form alters your clothes to become mostly blue, and heightens your MP charging rate to 200% its untransformed rate.

While in this form you are able to glide across the ground as if you were skating along ice with complete control over your horizontal movements.

Any spells you cast while in this form have their casting become purely intent based allowing you to fire a string of spells as if they were magical bullets.

Endless Magic -600 CP (Discounted for The Mystic)

Using this perk you are able to tap into the magical energies within the universe in order to cast or boost spells even if you are completely drained of MP. When doing this you create an energy debt to the universe that you will need to restore before you can cast again.

Synch Blade Booster: x-Magic

You have learned how to dual cast magic and with that how to combine two different spells. Whenever you cast two spells whether the same or different the power release upon impact is dramatically more than the two spells when cast separately. This may require trial and error in order to test as some spell combinations can have bizarre results.

Leaf Bracer Booster: Magic Bracer

Whenever you are casting a spell this Magical barrier will activate protecting you and those near you from harm. This also allows you to toggle a passive Auto Healing Spell that uses half your MP charging rate while you are injured to heal you, however this does not benefit from Leaf Bracer.

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.

Clothing - Free

You have a baggy set of final fantasy appropriate clothing with plenty of zippers and buckles.

Keyblade - Free

This is the Keyblade itself with this purchase your Keyblade can function as both a Perk and an item in regards to drawbacks so that you may keep it if either an item restriction or perk restriction drawback have been taken active but not both.

Drawbacks:

Locked Away +100 CP

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

You are instead a local who somehow has a keyblade.

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

See ya real soon +200 CP

Normally you would be the only one with a Keyblade within this continuity, however with this drawback the Keyblade Master King Mickey will appear alongside his two friends the mage Donald and knight Goofy.

However something is wrong with these three as they each seem to have been warped into something darker.

Dream Sword +300 CP (Exclusive to The Warrior)

Instead of a key what you have found within yourself is a blade. This Dream Sword is a generic short sword with a black Hidden Mickey symbol on the hilt and a blue handle.

Because of this you are no longer able to take perks from the **The Guardian** Perk tree or the **The Mystic**. For the purposes of any perks within this Supplement the Dream Sword will count as a Keyblade.

Dream Shield +300 CP (Exclusive to The Guardian)

Instead of a key what you have found within yourself is a shield. This Dream Shield has a simple design. It is pentagonal and its bottom three corners are rounded. It has a red border and the top and bottom two corners all sport a silver bolt or pin. Most of the face of the shield is black, save for the prominent Hidden Mickey symbol in the center. This symbol is red and has a pale yellow outline.

Because of this you are no longer able to take perks from the **The Warrior** Perk tree or the **The Mystic**. For the purposes of any perks within this Supplement the Dream Shield will count as a Keyblade.

Dream Rod +300 CP (Exclusive to The Mystic)

Instead of a key what you have found within yourself is a staff. The handle of this Dream Rod is tan at the tips but it is otherwise predominantly green. There is a wide, brown disk on the tip of the handle, while the top of the staff is connected to a cyan Mickey Head.

Because of this you are no longer able to take perks from the **The Warrior** Perk tree or the **The Guardian**. For the purposes of any perks within this Supplement the Dream Rod will count as a Keyblade.

HeartMore or HeartLess +200 CP

The Heartless use the Keyblade as a homing beacon, and thus Keyblade wielders are at constant risk of Heartless attacks at any time.

Dark Disney +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other people from the worlds of kingdom hearts within this continuity, however with each purchase of this drawback, a new rift of darkness will appear at some point during your Jump, somewhere on your Planet producing this foe.

For **+200 CP** only “**Captain Hook**” will appear.

For **+400 CP** both “**Captain Hook**” and “**Pete**” will appear.

For **+600 CP** the “**Captain Hook**”, “**Pete**” and “**Maleficent**” will appear.

For **+1000 CP** the “**Captain Hook**”, “**Pete**”, “**Maleficent**” and “**Sephiroth**” will appear.

1. “**Captain Hook**” is an elegant, yet bloodthirsty pirate that commands The Jolly Roger and its crew, Hook will have access to all the perks on the **The Warrior** Perk Tree.
2. “**Pete**” is a fowl tempered anthropomorphic cat with a ruthless and tyrannical personality he will have access to all the perks on the **The Guardian** Perk Tree.
3. “**Maleficent**” is a malevolent fairy and supposedly an incarnation of pure evil and is responsible for all misfortune she will have access to all the perks on the **The Mystic** Perk Tree.
4. “**Sephiroth**” is known as the One-Winged Angel though in truth he is not the true being but instead a more powerful physical embodiment of Cloud's dark memories. He will have access to all the perks on this Jump Document.

Generic Drawbacks:

Accident Prone +100 CP

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

Acrophobic +100 CP

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

Age Problems +100 CP

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

Almost Entirely Dark +100 CP

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

Always Left Behind +100 CP

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

Amnesia; Jumpdoc +100 CP

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

Angered Factions +100 CP

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

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP

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

As You Know +100 CP

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

At Least Buy Me Dinner First +100 CP

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

Awkward Affection +100 CP

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

Bad Name +100 CP

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

Behind Your Back +100 CP

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

Black Cat +100 CP

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

Bounty +100 CP

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

Culture Shock +100 CP

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

Crop Rotation +100 CP

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

Dark Memories +100 CP

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

Didn't Read The Instructions +100 CP

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

Disinteresting +100 CP

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

Do you Feel Lucky, Punk +100 CP

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

Double Trouble +100 CP

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

Easily Deceived +100 CP

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

Elites Everywhere +100 CP

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

Extended Stay +100 CP

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

Faulty Gear +100 CP

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

Friend List +100 CP

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

Friends to the Four Winds +100 CP

Instead of arriving at your Location Choice, your Companions are now scattered randomly throughout the setting. They won't be able to enter your Warehouse until they've found either you or one of your properties.

The Glitch +100 CP

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

Gore Galore +100 CP

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

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

This Jump is now a family feature... or so it seems when it comes to you. Any attempts to swear, drink alcohol, take recreational drugs, have sex, kill someone, or anything that might warrant a PG rating will be averted at the last moment – often painfully and humorously.

Heroic Sayings +100 CP

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

Hidden Knowledge +100 CP

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

Hideous Haircut +100 CP

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

The Holiday Special +100 CP

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

Honorbound +100 CP

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

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

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

I Must Nap +100 CP

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

I Spy +100 CP

Your enemies can easily spy on you without being detected.

In Another Castle +100 CP

Each time you attempt to complete a task or objective, you will find that you have been tricked and will have to repeat the process all over again. You'll not only forget this Drawback, you'll also forget every previous time you've been affected by it whenever you start a different task. This only triggers once per task and will not become an endless loop of deception.

Inconveniences +100 CP

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

Kick The Cook +100 CP

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

Knowledge Lockout +100 CP

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

Language Barrier +100 CP

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

Loser +100 CP

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

Low Budget +100 CP

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

Magnet For Misfortune +100 CP

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

Money Money Money +100 CP

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

Never Mind My Head Trauma +100 CP

People don't care when you're injured.

Nightmare +100 CP

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

No Hard Feelings +100 CP

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

Optician Required +100 CP

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

Orphan +100 CP

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

Pixelated Objects +100 CP

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

Plot Anchor +100 CP

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

The Pollen +100 CP

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

Prove Your Worth +100 CP

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

Recurring Foe +100 CP

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

Rough Childhood +100 CP

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

Gain an extra **+100 CP** if taken with **Just A Child**.

Scarred +100 CP

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

Scripted Encounters +100 CP

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

Shameful Attraction +100 CP

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

Shy +100 CP

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

Sickly +100 CP

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

Silent Night +100 CP

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

Silent World +100 CP

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

Simple Minded +100 CP

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

Stalker +100 CP

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

Stranded +100 CP

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

Team Up +100 CP

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

They Heard You +100 CP

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

They Took My Loot! +100 CP

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

This Is A Holdup +100 CP

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

This Is A Really Good Book +100 CP

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

Thugs For Days +100 CP

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

Touch Of Madness +100 CP

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

Turn-Based +100 CP

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

Two Of A Kind +100 CP

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

Unknown Rival +100 CP

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

Unnecessarily Slow +100 CP

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

Unwanted Crossover +100 CP

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

Wanted +100 CP

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

Wearing Underwear on the Outside +100 CP

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

The Weirdo +100 CP

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

What's His Name? +100 CP

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

What's That Smell? +100 CP

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

What's Wrong With His Face? +100 CP

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

Where Did I Go Wrong? +100 CP

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

Why Am I Naked +100 CP

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

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

Things in this Jump are a little more... *explicit* than normal. Sex, drugs, murder, and a lot more are out there, and it's almost like this world is desperate to show it all off.

Amnesia; Local +200 CP

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

Amnesia; Personal +200 CP

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

Amnesia; Jumper +200 CP

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

An Accident +200 CP

You keep accidentally falling into compromising positions.

Betrayal +200 CP

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

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

Bigger Boss +200 CP

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

Blinded +200 CP

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

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere, and they always attack you. No one else ever seems to see them or interact with them, but those things seem to be drawn to you like ants to sugar. If the setting already has creatures of darkness or evil, they are now also drawn to you en masse.

Dead Or Alive +200 CP

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

Demonic Disturbance +200 CP

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

Discount Budget +200 CP

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

Fighting Myself +200 CP

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

Friends From Beyond Your Dimension +200 CP

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

Godly Distractions +200 CP

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

Hormone Problems +200 CP

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

Lemming Friends +200 CP

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

I Hate Fighting Me +200 CP

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

Instructional Video +200 CP

Whenever you do something for the first time, you will be forced to watch a long, boring tape that doesn't actually explain anything.

Is this Blood +200 CP

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

Lemming Behaviour +200 CP

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

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

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

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

For **+300 CP**, your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting.

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

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

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

Looking For Help +200 CP

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

Mirror Match +200 CP

It seems that you have a clone out there causing chaos. They will have all the perks and race options you picked in this Jump, but their minds are empty.

Nightmares +200 CP

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

Perfection +200 CP

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

Pet Food +200 CP

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

Pig +200 CP

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

Poor Underestimation +200 CP

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

Publicity +200 CP

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

Read People Like A Brick +200 CP

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

Sore Thumb +200 CP

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

Stealthless +200

You are very bad at sneaking.

The Bad People +200 CP

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

The Good People +200 CP

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

Thou Shalt Not Kill +200 CP

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

Too Soon +200 CP

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

Too Nice +200 CP

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

True To Myself +200 CP

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

What The Heart Wants +200 CP

You have a massive crush on one of the main characters, as appropriate for you. You will discover which one when the jump starts.

Wider World +200 CP

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

You're A Joke +200 CP

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

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

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

Amnesia: Pre-Jump +300 CP

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

Cat Got your Tongue +300 CP

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

Competent Enemies +300 CP

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

Crippled Limbs +300 CP

This can be taken up to four times, with each time affecting a different limb for the duration of this Jump.

You may select from either a left or right crippled arm, with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.

You may select from either a left or right crippled leg, with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved, and with both legs crippled, movement speed is reduced to one-tenth.

Death Takes a Holiday +300 CP

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

Everything Is Fine Now +300 CP

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

The Ghosts Of Murder's Past +300 CP

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

Holy Problems +300 CP

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

I Saw You Barely Over A Year Ago +300 CP

Your sense of time is terrible. You can't tell if a week has gone by or eight years.

I'm Going To Take A Walk +300 CP

You seem to be a walking magnet for issues, as every time you go for a simple walk, you will be pulled into the middle of some kind of event, from a simple robbery to a deep, dark plot.

I've Come To Duel You! +300 CP

Your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals, or something stranger.

Just A Child +300 CP

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

Living In Exciting Times +300 CP

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

Outside Problems +300 CP

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

Part-Time Janitor +300 CP

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

Prepare For Evasive Actions +300 CP

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

Split-Personality +300 CP

It seems that you are not alone in your own head. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you, but they seek out what desires you refuse.

Today's Kind Of A Bad Day +300 CP

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

Villain of the Week +300 CP

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

Where are the Instructions +300 CP

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

You're A Right Git +300 CP

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

You Get One More +300 CP

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

Alone +400 CP

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

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

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

Butterfly Wings +400 CP

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

Empty Handed +400 CP

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

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

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

Find And Seek +400 CP

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

Here Comes The Bad Part +400

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

I Am Bound By My Word +400 CP

You are bound by any promises you willingly make.

The Importance Of Education +400 CP

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

Known Enemy +400 CP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and while restraining them will buy you time, they'll find a way out.

Lost Or Found +400 CP

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

Powerless +400 CP

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

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

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

That Wasn't So Difficult +400 CP

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

Where Am I? Why Am I Here? +400 CP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

From the Depths of Hell +400/800 CP

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

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

Deathbound +500 CP

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

False Friends +500 CP

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

PS1 Game +500 CP/+1000 CP

There is something wrong with this jump. Instead of it being the normal version of the universe, you are instead in a PS1 game.

For **+500 CP**, this means that what you see of the world will be blocky with flat textures on the floors, walls, and people who are now complex NPCs.

For **+1000 CP**, the entire world will function as a PS1 video game with events forced to stick to a linear plot with optional time-sensitive subplots. You will not gain a system for extra lives or any of the in-game power-ups. However there may be collectibles that do nothing.

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

Auto-Punishment +600 CP

Every time you make a mistake, you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries that build up over time. These injuries heal at a "normal" human rate, despite any healing abilities you might have.

So Weak +600 CP

At some point during this Jump, you and all your allies will be defeated. There is no way around this. You will lose, and you will all be captured.

We Humans Are Full Of Surprises +600 CP

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

Boss Rush +600/1000 CP

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

AU Continuity +1000 CP

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

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

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

Random Setting +1000 CP

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

If that setting has a Jump Document already, you may use that Document for this Jump.

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

TV-Show -500 CP

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

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

Animated Movie -200 CP

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

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

Science Fiction Movie - Free

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

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

Fantasy Movie - Free

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

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

Horror Movie +400 CP

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

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