

Plain Out of Context Supplement Template

V1.1 By LJGV/Sin-God

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

By taking this Supplement you have chosen to become a **Blank** of some sort and you will enter into a continuity that lacks **Blanks** as a Drop-In opening your eyes somewhere where a **Blank event** is taking place.

As a **Blank** gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, a **Blank**. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen **Blank** form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+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:

Origin 1

Origin 2

Origin 3

Perks:

Note:

To get a **Booster**: Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order 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:

Something minorly helpful - Free

Blank Origin Perk - Free (Cannot be taken with “Not Drop In”)

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

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.

-100 CP

-200 CP

-400 CP

-600 CP

Booster:

Origin 1 Perk Tree:

-100 CP (Free for Origin 1)

-200 CP (Discounted for Origin 1)

-400 CP (Discounted for Origin 1)

Booster:

-600 CP (Discounted for Origin 1)

Booster:

Booster:

Origin 2 Perk Tree:

-100 CP (Free for Origin 2)

-200 CP (Discounted for Origin 2)

-400 CP (Discounted for Origin 2)

Booster:

-600 CP (Discounted for Origin 2)

Booster:

Booster:

Origin 3 Perk Tree:

-100 CP (Free for Origin 3)

-200 CP (Discounted for Origin 3)

-400 CP (Discounted for Origin 3)

Booster:

-600 CP (Discounted for Origin 3)

Booster:

Booster:

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it unless otherwise stated.

-Free

-100 CP

Companions

Companion Import [50-200]

Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]

This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Blank Mind +100 CP

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

You are instead Local who somehow is a **Blank** that has arrived in this world.

You will need to work out your Background with your Jump Chan.

Blank Type (Origin Exclusive) +200/300 CP

Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Blank Your Foes (Varies)

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other **Blank**, only 2 per origin appears. These **Blanks** do not have perks and have stats and attitudes matching the type of **Blank** they are.

Epic Blanks +200 CP/+400 CP/+600 CP/+800/

Sans drawbacks there are no other **Blanks** when you first appear here. This changes that. This drawback causes there to be uniquely powerful **Blanks** who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True Blank +500/800 CP

Oh... Oh no. Now you think like a **Blank**. This makes you a **Blank's** blank even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a Blank would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your **Blank** form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)

Notes & Changelog:

-For version 1.1 of this I went through and got rid of the generic drawback list. Some of these drawbacks were from [Generic First Jump](#), and I did not know that until I was told it. After looking through the list I became reasonably certain that some other drawbacks may well also be from other jumps, so for the sake of simply ensuring that this mistake does not happen I have gotten rid of the generic drawback list on my OoCSs (I will be releasing updated versions of my OoCSs that lack these lists in the next few weeks). **I will say, my OoCSs are compatible with such lists if you want to use them (including from other OoCSs), but I'd rather not plagiarize even unintentionally.**