

Out of Context: Jujutsu Sorcery

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This document can be used as a supplement in any Jump that would not otherwise have Sorcerers from the Jujutsu Kaisen series within its continuity. By taking this Supplement you have chosen to be a Jujutsu Sorcerer and you will enter into that continuity as a Drop-In stepping out of a cursed portal; which itself will disappear after you step into this new world.

+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 Sorcerer are you?

Student

You are rather new to the scene, with preliminary experiences in Cursed Energy usage.

Modern Sorcerer

You seem to be an experienced Sorcerer, adapted to the current age with your techniques.

Incarnate

You're an ancient Sorcerer through one method or another have maintained your life from ages past to the modern age.

Perks:

Note:

To get a **Booster:** Perk you will need to purchase the stated Perks. As a **demonstration:**

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take the **Almost Unique** Perk that it follows & the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Sorcerer - Free

You are a Sorcerer, someone able to harness your own Cursed Energy to fuel your jujutsu sorcery as well as see Cursed Spirits/intangible. Cursed Energy is a form of spiritual energy that leaks from human's own negative emotions. Sorcerer's train to create Cursed Energy with the slightest sparks of emotion, besides just from their own negative emotions. You start with reserves equal to Nobara Kugisaki . Post-Jump, all perks here will affect other generic power systems besides Cursed Energy like: Mana, Chakra, Nen, Ki, Aura, etc...

Grade 4 Talent - Free

You have learned the very basics of utilizing your Cursed Energy with about 5 years of experience. From detecting Cursed Energy, sensing the strength and where such energies are, as well finding residuals of left over powers. Manipulation of Cursed Energy, managing the flow of energy within your body. Applying Cursed Energy to reinforce and double your own body's physicality, or objects you temporarily imbue with Cursed Energy. And lastly the basics of raising barriers, like Curtains, to conceal Jujutsu activity.

Curse User Origin - Free (Cannot be taken with "Not Drop In")

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

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

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

Binding Vows -100 CP

Usually a Binding Vow is an unbreakable contract forged between one sorcerer with another, and is often referred to as the foundation of all Jujutsu. These Binding Vows can even be made with yourself for a boost in power proportional to the restriction given; the greater the risk, the greater the reward. The easiest example is "Showing One's Hand", by explaining your power in its entirety to your opponent. Even just adding complexities to your powers to activate - using chants, hand signs, or full on rituals, would boost your abilities (up to an additional 100%). You are capable of such examples and can enforce vows unto others as long as they consent.

OUTPUT VS QUANTITY -200 CP

Can now treat your Cursed Energy Reserves as well as your max output of Cursed Energy as if they were muscles to train and grow without degradation or limitations. Training reserves will just see you emptying them dry, while max output training involves using techniques or Cursed Energy at high levels multiple times.

Innate Cursed Technique -400 CP

Innate techniques are unique abilities engraved on the user's body to utilize their Curse Energy, specifically in their brain. Normally a person only possesses a single such technique, and no two techniques are the same just as each individual is unique. With this purchase you may create or

choose a canon, non-inherited Cursed Technique of Grade 1 potency or lower to wield. Perk also works as a booster for other perks.

Special Grade -600 CP

Perk makes you a Special Grade Sorcerer, someone with the power to destroy a nation overnight. Your Cursed Energy can now amplify all attributes by double when reinforcing, which stacks with any previous perks or abilities for multipliers to now apply to all attributes - physical, mental, spiritual, etc... Your reserves of Cursed Energy are now even higher than the Honored One's himself (Satoru Gojo), with stamina to match so you can fight all day and night for a week without getting tuckered out. This perk is also the capstone booster.

Innate Cursed Technique Booster: Pinnacle of Jujutsu

You have achieved mastery over your Innate Domain and can now project a Domain Expansion into reality at will. Within a certain area, you create essentially a pocket space barrier and know about everything inside it, with the barrier's form being based on your Cursed Technique. The technique is guaranteed to hit any targets you designate while within the Domain Expansion. Or instead of an enclosed space, you also know how to create an Open Domain Expansion, with now your auto-hitting ability doubling in power but targets can leave your "designated area" at any time. Further still, you can double the potency of your Cursed Technique for both the enclosed and open Domain Expansions by omitting the auto-hit feature. Post-Jump, any of your abilities can be imbued into a Domain Expansion, possibly even multiple abilities at once.

Your Cursed Technique is also now "special grade". You can now create or choose for your innate technique to be anything shown as Special Grade level, or even an inherent technique from a Jujutsu clan such as: the Zenin, Kamo, Gojo, or Inumaki clans. Any of your intrinsic or extrinsic powers/perks can be passed down through your bloodline, with you deciding who or how they are inherited!

Six Eyes (requires perks "Hybrid", "Cursed Tool Creator", & "Body Swap")

Your eyes turn azure blue and grant you a myriad of abilities. Perfect eyesight to see objects or people up to five miles away as if they're in front of you, see in different spectrums of light (like UV, infrared, etc), see the flow of supernatural energies, enhanced peripheral vision (360°), and even discern the grandest of illusions. Enhanced mind with a processing speed to rival supercomputers, with near-instant reflexes for anything you can perceive; even stretching a single moment you perceive into over a minute, like bullet time. And your use of Cursed Energy is so effective that you can manipulate it and your powers at the atomic level, making it so there's near infinitesimal wastage on your reserves (reduce costs to 1/100th). If an ability requires a sacrifice or your death as the end result, you can now use it once a month with no repercussions.

Student Perk Tree:

A Proper Death -100 CP (Free for Student)

You seem to have an odd sort of charm. Able to come to terms with others, their situations, and even settle their problems. Not "Talk no Jutsu" per say but the longer you talk with someone, the more likely you will be able to understand and overcome any issues they are experiencing.

Left, Right, Goodnight -200 CP (Discounted for Student)

You have an instinct for combat, mastering new combat styles (unarmed or armed) in a quarter of the time needed. Learn by observation of such moves while applying principles of any "learned" techniques at 100%. This applies to any applications for power systems or shared powers you observe as well. You also are drawn to weak points of your opponent, though you'll have to figure out yourself what these weaknesses are in order to capitalize this attraction.

Divergent Fist -400 CP (Discounted for Student)

Once a skill formed from another Sorcerer's "bad habits" at manipulating their own Cursed Energy, now has turned into a reliable technique. This perk allows for any of your strikes or powers to land a delayed second impact of equal force after your first strike. From the humblest punch to the largest fireball you can conjure, all attacks will hit twice! As a side benefit, you may delay your second impact up to 5 seconds from your first one to begin with; training could see you extend this delay for a much larger time frame.

Innate Cursed Technique Booster: Black Flash

A rare phenomenon for any Sorcerer, a Black Flash occurs when one's Cursed Energy makes physical impact within 0.000001 seconds to distorts space and the Curse Energy flashes black. The blow's normal power is enhanced by x2.5 and the Sorcerer operates at 120% of their normal potential, entering a Flow state for a short period of time. By default, this act is now easier for you to accomplish and will be possible to apply for any other power system as well as for any critical hits you land.

Half A Curse -600 CP (Discounted for for Student)

Your physicality is now past the peak of humanity: sprint to match speeding cars, leap from 3rd story buildings to the ground with no issues, and punch through solid concrete walls (or just step through them) as easily as if you were breaking a wooden pencil. This new physicality is your starting point and will never degrade, and with training you could raise any of your physical attributes (with no ceilings) to new peaks. Your hybrid nature also makes it so you no longer experience the same racial weaknesses of creatures you share a lineage with, while retaining all the benefits.

Special Grade Booster: The Vessel

You've become the perfect container for any power or being that resides within you, whether in mind, body, or soul; even able to acquire multiple powers even if a power system limits it, with no adverse side effects. You cannot be hurt by your own powers and never reject any modifications done to your being, accepting any grafts as if they were always part of you. Also, you are able to access any innate powers from these implants as if you were the original holder without any drawbacks, and can access the powers of any beings residing

within you as your own.

Left, Right, Goodnight *Booster: Shrine*

You now know the true shape of your soul. The first half of this ability is perfect restoration, both in natural recovery and a full self-restoration that occurs every hour. Your body simply resets and returns to your latest peak form of your soul, recovering all: injuries, stamina, energy pools, trauma, etc... Other half of this ability is to perceive the souls of others and to damage them directly; bypassing any defenses or immunities one possesses.

Wounds you do leave with this 'soul damage' cannot be recovered from unless the targets can heal their own soul. Any targets do you kill will remain dead as well, no resurrection or substitution techniques will aid them from escaping a fatal strike. And all those you fell will have their souls absorbed and integrated into your own to contain.

Modern Sorcerer Perk Tree:

Foster the Next Generation -100 CP (Free for Modern Sorcerer)

You seem to have intuitive talent when teaching students, identifying latent skills and their interests to keep them engaged while retaining any of your lessons. As an instructor, you're able to pass down any of your teachable skills to your proteges in a matter of weeks. And, can awaken Cursed Energy in others as if giving them the "Sorcerer" perk by a simple but firm handshake; this does not guarantee an Innate Cursed Technique (like a 25% chance).

Shikigami User -200 CP (Discounted for for Modern Sorcerer)

Creatures of the user's design composed of Cursed Energy provided by a Sorcerer, and summoned by some sort of physical intermediary to serve as loyal familiars. Resembling Cursed Spirits in form, their durability and strength matches the amount of your Cursed Energy reserves you invest proportional to your own durability... EX: half of your reserves = half of your durability/strength. Can create Shikigami from any of your powers in the future.

Reverse Cursed Technique -400 CP (Discounted for Modern Sorcerer)

You can multiply your Cursed Energy to be turned into positive energy to heal yourself as well as others while injuring negative filled and/or evil beings. An act that comes easily to you. You can apply this concept to any supernatural powers you have for their effects to be reversed as well.

Innate Cursed Technique Booster: Extension Techniques

Innate Techniques cannot be changed, but they can be trained and expanded on to maximize their original ability. Now any of your powers can be 'expanded' upon with some training, having their original abilities become more malleable to use while not changing its core function. For example, a static ability that can only target 10 people can be 'expanded' to double the number of targets by halving the potency of the ability; or turning a fireball into an insect shikigami, to deliver the explosion on a certain command.

Cursed Tool Creator -600 CP (Discounted for Modern Sorcerer)

Weapons that have been constantly infused with cursed energy to retain such effects on their own are called Cursed Tools. This process usually takes a long time, but now you can instantly turn any weapon into a Cursed Tool with a single imbue of Cursed Energy. To fully make use of this talent, you are also a master craftsman for weapons and armor. Find that you can reinforce objects or buildings under the same imbue process; as well as knowing how to fix any supernatural items if they were to ever break or just need repairs.

Special Grade Booster: Special Tool Manipulation

You now can imbue more than just your Cursed Energy but supernatural abilities into items. Much like enchanting, you can imbue one of your powers/perk into an item or another user's powers if they (or a part of them) are present for the process. This new skill also makes it easier to recreate enchantments or just reverse-engineer properties of other objects if you have time to study. Any object you have imbued with your Cursed Energy can be manipulated remotely as if by an invisible hand, with comparable tactical senses as if you were the object yourself. Always have the "mindspace" to control each imbued object and

be aware of its surroundings, while operating normally yourself.

Shikigami User Booster: Puppet Jujutsu

You've become familiar with Cursed Corpses, non-living objects possessed by a curse that gain their own self-control. Natural Cursed Corpses are usually malevolent to all (much like Cursed Spirits), while Artificial Cursed Corpses are created by Sorcerers with a core that allows them to act independently from their creator and lasting only as long as there is Cursed Energy left in said core to fuel them. You also are privy to the secrets of Masamichi Yaga's development of the Abrupt-Mutation Cursed Corpse - Panda; independent and sapient Artificial Cursed Corpses with Cursed Energy reserves that regenerate on their own. Once a day, you produce a Cursed Energy Core you can implant into an object to turn into Artificial Cursed Corpse (which can follow pre-determined commands or be directed by your mind), but you do have the blueprints on how to make more separately. These auto-produced cores have enough energy to last a full day of continued activity, and recharge themselves after 24 hrs of inactivity.

Using three cores on one object creates a Sentient Artificial Cursed Corpse, who are absolutely loyal to you with self-regenerating reserves equal to Panda; reserves which stack with each new core added, and cannot be killed unless all cores are destroyed. You can design the personality's of the sapient Corpses, or copy another's memories into a core by touching a core to a target. If you wish, you can toggle one of your Alt-Forms into a Sentient Artificial Cursed Corpse with 3 available cores.

Incarnates Perk Tree:

Burn it All Down -100 CP (Free for Incarnates)

You can toggle your emotions and morality in order to make complete rational or immoral decisions on a whim. Never feel regret for what you pursue, or for whoever gets in your way.

Secret Arts -200 CP (Discounted for Incarnates)

Know more than just the basics of Jujutsu... Seem to know techniques hoarded away for yourself or by organizations to keep an upper hand; some would call them Anti-Domain Techniques. You have become immune to instant-hit/death techniques or powers with barriers by using Simple Domain, Falling Blossom Emotion, or Hollow Wicker Basket. Along with Domain Amplification, you infuse your body with your Innate Domain to negate any Cursed Techniques (Post-Jump any supernatural effect) you come into contact with the same Cursed Energy output you exert. Though this last application does make it so you cannot use your own Curse Technique while active.

Cursed Energy Trait -400 CP (Discounted for Incarnates)

Your Cursed Energy has a special nature that harms or hinders your opponents, based on whatever trait is chosen. Whether this is a texture or element, like being sharp or electrified, your Cursed Energy takes on this trait at no extra cost. You may switch out your chosen trait at will.

Innate Cursed Technique Booster: Special Traits

You are now able to instill concepts for your Cursed Energy to exhibit: fear, rage, sadness, lethargy, etc... Those that are struck by such a trait will feel whatever concept was imbued into your Cursed Energy to their maximum. As a side note you can change the aesthetics of how your powers are perceived, for example: having your Cursed Energy shine as lustrous gold, radiate hot pink, or brood in dark purple. The last tidbit of your new unique energy manipulation, is figuring out how to solidify your own Cursed Energy. Now you'll never be unarmed as you can shape a weapon to your hand or even defend others by extending a shield in their time of need.

Body Swap -600 CP (Discounted for Incarnates)

Much like another ancient curse user, you have gained your own ability to take over other bodies. You are able to swap over to a new body with an uninterrupted 3 minute ritual and some donor for your new form. This process prefers you to take over intact corpses, but if you can restrain a target for 3 minutes you can perfectly possess their body too. You will have some sort of indicator in this new body up to your discretion: cranial stitches, transplanted & miscolored eyes, full-body tattoos, etc...While in your new body, you have access to all its memories, skills, and powers; while transferring to a new body lets you retain a number of powers from past bodies you inhabited, at most 3 + each Jump completed past this Jump (which are fiat-backed). If you are in a "new" body at the end of a Jump, it becomes an alt-form for you.

Special Grade Booster: Great Vengeful Spirit

Somehow, you have already died and have come back to life due to your own Cursed Energy. You've turned into a Special Class Vengeful Cursed Spirit, a being now completely composed of Cursed Energy, physical strength to destroy whole buildings, and immune to

mundane damage. You may design this new alt-form between sizes 1-4 meters tall. Your Cursed Energy Reserves are now triple what they were before and it makes it so you no longer need food, drink, rest, or air but can still enjoy them. You also have new ways to utilize Cursed Energy: to phase through objects, accelerate your healing, and even just absorb ambient Negativity to convert into more Cursed Energy.

You also know how to curse/turn people into Vengeful Cursed Spirits like yourself. Though they won't be obedient to you, those turned will not seek out your destruction (unless you start something first).

Secret Arts Booster: Reincarnation / King of Curses

You no longer have limits on the number of techniques you can store...Which aids in the main benefit of this perk. You are now able to fragment yourself into static items called Cursed Objects, with your power being split between you and the number of created Cursed Objects. For example, making 3 Cursed Objects will have your total powers split into four for each object and yourself (25% for all recipients). Those that eat or absorb a fragment are subsumed by you, having you take over their body as your own, following the same principles as the original "Body Swap" perk. If multiple Cursed Objects are eaten between individuals, you will have a hive-mind between these new bodies to control and coordinate. You are always aware of your fragments, who share the same durability as yourself. Any fragments that are destroyed will have the invested power within them returned to you within a month. You will not have "died" in a Jump until all of your fragments are destroyed; though if reduced to a fragmented form, you must have reconstituted yourself before the end of a Jump or it will count as a Jump Failure.

You know how to turn or just fragment others into Cursed Objects, taking a 3 minute ritual. And lastly, as a last resort you can sacrifice a host body to "Incarnate" into your original body. This act fully recovers you from any injuries and status effects, while restoring energy pools at the cost of the current body's form/powers/skills/memories. This act can happen automatically if you were to die in a host body as a hasty 1-UP.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.
Any damaged or lost items will be repaired/returned within a week.

Clothing - Free

Appropriate clothing for your origin: a school uniform for **Students**, a suit and tie for **Modern Sorcerer**, and a haori with a matching kimono for **Incarnates**.

Slaughter Demon - Free (Exclusive to Student)

A bladed weapon the same size as a bowie knife. Imbued with Cursed Energy, it can harm Cursed Spirits and the intangible alike.

Cursed Corpse - Free (Exclusive to Modern Sorcerer)

A nonliving object, in this case a dress mannequin, imbued with your Cursed Energy so that you can manipulate it from any distance.

Barrier Nails - Free (Exclusive to Incarnates)

A box of ten weekly restocking nails covered in ofuda talismans, meant to aid in maintaining barriers on their own once placed.

Special Grade Cursed Tools -300 CP

Each purchase gives you a Special Grade Cursed Tool from the canon story. Choose from: Black Rope, Playful Cloud, Soul Split Katana, Inverted Spear of Heaven, Chain of Thousand Miles, Sword of Extermination, Dragon-Bone Sword, Festering Life Sword, or Kamutoke.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality. You are instead a Local who somehow has Cursed Energy and the training behind it. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Cursed Spirit Infestation +200 CP

No matter what setting you're in, it now seems to be crawling with Cursed Spirits made from the "Cursed Energy" of the residents here. Whether this is a spontaneous event due to your entry into the world, or a well-guarded secret in setting is up to you.

Hostile Sorcerers +200 CP

Normally you would be the only "Sorcerer" within this continuity. However with this drawback, one person from each origin will appear, with their full Perk Tree line who are each going to 'Do bad stuff'.

Jujutsu High Schooler +300 CP (Exclusive to Student)

You are somehow someone that can only use the Student Perk Tree. Because of this you are no longer able to take perks from the Modern Sorcerer and Incarnates Perk trees.

Assistant Manager +300 CP (Exclusive to Modern Sorcerer)

You are somehow someone that can only use the Modern Sorcerer Perk Tree. Because of this you are no longer able to take perks from the perks from the Student and Incarnates Perk trees.

And I'm Back!!! +300 CP (Exclusive to Incarnates)

You are somehow someone that can only use the Incarnates Perk Tree. Because of this you are no longer able to take perks from the Student and Modern Sorcerer Perk trees.

Curse Users +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other Sorcerers within this continuity, however with each purchase of this drawback, a new Sorcerer will appear at some point during your Jump, somewhere on your Planet.

For **+200 CP** only ***Junpei Yoshino*** will appear.

For **+400 CP** both ***Junpei Yoshino*** and ***Miguel Oduol*** will appear.

For **+600 CP** the ***Junpei Yoshino***, ***Miguel Oduol*** and ***Kenjaku*** will appear.

For **+1000 CP** the ***Junpei Yoshino***, ***Miguel Oduol***, ***Kenjaku*** and ***Ryomen Sukuna*** will appear.

1. Junpei Yoshino will have access to all the perks on the **Student** Perk Tree.
2. Miguel Oduol will have access to all the perks on the **Modern Sorcerer** Perk Tree.
3. Kenjaku will have access to all the perks on the **Incarnates** Perk Tree.
4. Ryomen Sukuna will have access to all the perks on this Jump Document.

Generic Drawbacks:

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Almost Entirely Dark +100 CP

Has the sun gone out or something? Everywhere you go seems 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 companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Angered Factions +100 CP

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

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however, these events never took place.

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 keep becoming romantically interested in you.

Awkward Affection +100 CP

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

Behind Your Back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

Black Cat +100 CP

You are constantly finding ill omens pointing at you. Mirrors break in your presence, individual magpies drop dead in front of you, and many more. Let's hope these superstitions are just that.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback, you'll constantly butt heads with cultural norms that are different from your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

Didn't Read The Instructions +100 CP

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

Double Trouble +100 CP

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

Easily Deceived +100 CP

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

Elites Everywhere +100 CP

Every Group of opponents that you face will have at least 1 extra Elite member.

Extended Stay +100 CP

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

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

Faulty Wires +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Friend List +100 CP

You will constantly find random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is aiming at you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal but it will make things more dangerous.

Heroic Sayings +100 CP

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

Hidden Knowledge +100 CP

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

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Honorable +100 CP

You are honor-bound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take action.

How Do I Keep Falling Into These Situations +100 CP

Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

I Must Nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Kick The Cook +100 CP

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

Knowledge Lockout +100 CP

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

Language Barrier +100 CP

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

Low Budget +100 CP

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

Magnet For Misfortune +100 CP

You have terrible luck causing you to be nearly constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP

People don't care when you are injured.

Nightmare +100 CP

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

No Hard Feelings +100 CP

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Orphan +100 CP

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

Pixelated Objects +100 CP

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

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. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Prove Your Worth +100 CP

Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove your worth on something else.

Recurring Foe +100 CP

You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Rough Childhood +100 CP

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

Scarred +100 CP

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

Scripted Encounters +100 CP

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

Shy +100 CP

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

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Silent World +100 CP

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

Simple Minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Stalker +100 CP

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

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the 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 is they always seem to get the praise for a situation and you the dissatisfaction.

They Heard You +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

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 henchmen, sidekick, minor minion, and comedy relief character thinks they can kick your ass and thanks to this drawback they are 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 keep getting sucked into the narrative ignoring everything that happens around you.

Thugs For Days +100 CP

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

Touch Of Madness +100 CP

Things keep happening that make you think you're going crazy and maybe you are.

Two Of A Kind +100 CP

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

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and 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 and move at a snail's pace so I hope you're a patient person.

Wanted +100 CP

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

The Weirdo +100 CP

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

What's His Name? +100 CP

No one seems to remember your name and you have 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 will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

What's Wrong With His Face? +100 CP

Your face has been messed up making you grotesquely ugly and nearly unrecognizable to everyone who knows you.

Where Did I Go Wrong? +100 CP

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

X-Rated +100 CP

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

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 that you shouldn't and keep being betrayed.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and 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.

Dead Or Alive +200 CP

You have a local criminal record and anyone who recognizes you as the target will 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.

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 have to fight a fake copy of yourself.

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 they may choose to retroactively add the Greek gods in order to take this Drawback.

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.

Instruction Tape +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.

Looking For Help +200 CP

You have difficulty finding 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 of your enemies.

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 the smallest bug to the largest lion, the only exception 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 pushed to the front. 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, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task 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 someone, 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.

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

You're A Joke +200 CP

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

Amnesia +300 CP

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

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.

Everything Is Fine Now +300 CP

There are consequences for your actions and it seems that after each battle you are going to 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 a very annoying way possible.

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.

I've Come To Duel You! +300 CP

It seems that 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 and often attack you.

Outside Problems +300 CP

You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

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 there. 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 as 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 so let's hope you have a 1-UP.

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 who? 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 with the option of them being frozen in stasis for the duration of the Jump. 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.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, and canon events will not take place.

Empty Handed +400 CP

For the duration of this Jump all out-of-Jump Items and Warehouse options other than body mods 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 MacGuffins that will be scattered around the world. 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 of 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 forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

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 restraining them will buy you time but they'll find a way out.

Lost Or Found +400 CP

It seems that 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 overconfident for 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.

Deathbound +500 CP

For the duration of this Jump, you will die at least once a year.

False Friends +500 CP

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime 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 of the World with events forced to stick to a linear plot with optional time-sensitive subplots; you will not gain a lives system 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 which build up over time, these injuries heal at a “normal” human rate despite any healing abilities you might have.

Boss Rush +600/1000 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move on 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.

Us Humans Are Full Of Surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link 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.

If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.

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