

# Out of Context: DC Lantern Ring Supplement

V1 By DeverosSphere

This document can be used as a supplement in any Jump that would not otherwise have a Lantern Core based around a color and an emotion within its continuity.

By taking this Supplement you have chosen to be a sentient lantern power ring and you will enter into that continuity as a Drop-In awakening in space and start searching for someone worthy of wielding you.

**+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.

Thanks to **u/fanficwriter1994** who gave me a new angle to work on this Out of Context Supplement after my previous attempts to work on it failed.

## **Origin:**

What lantern corps of the emotional spectrum are you a part of?

### **Red Lantern**

With Blood and Rage of crimson Red. We fill men's souls with darkest dread. Together with our hellish hate, We'll burn you all...that is your fate!

### **Orange Lantern**

What's mine is mine and mine and mine. And mine and mine and mine! Not yours! This power is mine, this is my light. Be it bright of day, or black of night. I lay claim to all that lays within my sight. To take what I want, that is my right!

### **Yellow Lantern**

In Blackest Day, in brightest night; Beware your fears made into light. Let those who try to stop what's right, Burn like his powers...Sinestro's MIGHT!

### **Green Lantern**

In Brightest Day, in Blackest Night; No evil shall escape my sight. Let those who worship evil's might, Beware my power: Green Lantern's LIGHT!

### **Blue Lantern**

In a Fearful Day, in Raging Night. With strong hearts full, our souls ignite. When all seems lost in the War of Light, look to the stars--For hope burns bright!

### **Indigo Lantern**

Tor Lorek San, Bor Nakka Mur. Natromo Faan Tornek Wot Ur. Ter Lantern Ker Lo Abin Sur, Taan Lek Lek Nok--Formorrow Sur!

### **Violet Lantern**

For Hearts long lost and full of fright. For those alone in Blackest Night. Accept our ring and join our fight, Love conquers all with Violet's light!

## **Perks:**

### **Note:**

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

### **Black Light Of Death -??? CP**

### ***Something Rare Booster: Something Unique***

In order to get the Perk **Something Unique**, you need to take both the **Black Light Of Death** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

## General Perks:

### **By this Ring - Free/Mandatory (Cannot be taken with “You have been Found”)**

You gain an **Power Ring Alt-Form** of your selected **Lantern Corp** while in this **Alt-Form** you no longer need to eat, sleep or breathe but will be locked into this **Alt-Form** for this Jump.

### **Lantern Oath - Free**

You are able to create a telepathic link with anyone you are in physical contact with, allowing you to share any other form of knowledge you possess with them so that it becomes something they passively know even if they are not actively aware of it. You are also able to instantly learn the verbal password or Lantern Oath required for accessing any type of power source.

For the duration of this Supplement this telepathic link will be referred to as **Equipped**.

### **Emotional Storage - Free**

You are now able to hold a charge of emotional energy from your **Lantern Power Battery** allowing you to store and utilise the energy supplied by your **Light of Emotion**. You are able to store this charge of emotional energy for up to 24 hours before it dissipates.

### **Energy Blasts - Free**

You can project blasts using any type of energy you are storing as simple projectiles. Each type of energy being used will be condensed creating a orb like projectile taking on the properties of the energy they are made from such will power being green, fire burning and mana being magic in nature.

### **Hard Light - Free**

You are capable of using your **Light of Emotion** to manifest physical light constructs from the thoughts of yourself and anyone you are telepathically **Equipped** to. These physical light constructs take on the properties of their **Light of Emotion** with them being the colour of the corresponding emotion. Using the physical light constructs you can create any particular shape, item or object that you or anyone you are **Equipped** to can imagine as long as they have enough of the corresponding mindset necessary to bring it into existence however they only exist as long as they retain the corresponding mindset. Items constructed from the user's imagined design will function as accurately as if they were actually constructed but are only as powerful and durable as the corresponding mindset of the one creating them.

### **Force Field - Free**

You are able to use your **Light of Emotion** to create various force fields of various sizes and shapes to protect yourself and others around you. These force fields can protect from the hazards of the void including filtering stellar radiation and microscopic particulate matter at high speeds. You can choose to generate dynamic atmospheres within the force fields allowing you to alter the gravity, temperature, chemical composition and remove any waste product, you can also choose to set the forcefield atmosphere to adapt to the target's biology. These force fields are semi-transparent but tend to emit the colour appropriate to its power source.

### **Flight Field - Free**

You are able to create a Flight Field which surrounds you and anyone you are **Equipped** by. This Flight Field allows you to produce anti-gravitons and direct molecular movement allowing you to fly. Within an earth like atmosphere you can safely fly as fast as Mach 10 by creating an aerodynamic envelope around yourself and anyone you are **Equipped** by, when towing others through the maximum safe speed is limited to 1440 mph. In space your speed can be significantly greater and can approach 99% of light speed in normal space. By default your Flight Field takes on the appearance of the lantern corp uniform for your **Light of Emotion**.

### **Universal Translator - Free**

You are now able to passively decipher any language, syntax and writings that you come across allowing you to understand virtually any language in the universe.

### **Sector 2814 - Free (Cannot be taken with “You have been Found”)**

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.

### **Digital Playback -100 CP**

You gain a digital memory bank which can not be externally hacked and functions as a type of perfect memory. Your ring can passively record everything around using a wide range of detection abilities including detecting electromagnetic phenomena such as radio, radar, television, infrared, ultraviolet, microwave, and high frequency band communications. You can project an accurate recreation of any event or environment based on your memories and/or the data in your memory banks. You and others can observe these events in a ghostlike state with all objects in the playback appearing in the full spectrum of sounds and colors.

### ***By this Ring Booster: Galactic Encyclopedia***

Your digital memory bank now contain the vast knowledge of the Book of Oa allowing you to learn about most species, stellar events and conditions that have been recorded by any Lantern ring within the Finite DC Multiverse as well as allowing you to review the missions they participated in for you to review and potentially use to train from.

### ***Emotional Storage Booster: Digital Emotions (Requires 7 Light of Emotion Perks)***

You can now simulate or generate the emotions and mindset required to wield your **Light of Emotion** without the need to truly feel the corresponding emotions. You will not feel the simulated emotions they are limited in how much power they can direct. Should you use it you will feel the generated emotions as they shift your emotions to an appropriate mindset in order to direct the power organically to the limits your mind can reach. These artificial emotions can be used by any other powers that require a specific mindset like certain forms of magic and divinity.

### **Specular Reflection -200 CP**

You are not only a singular **Light of Emotion** you are also the inverse of your light. When you purchase a **Light of Emotion** perk you will also gain its inverted **Light of Emotion** perk.

### **Emotional Entity -400 CP**

You can create a hollow physical shell using your **Light of Emotion** to act as a body for yourself but lacks internal functions such as organs and a digestive system. This body by default must be hominid and wear your **Power Ring Alt-Form**. Any physical damage that your shell takes will not harm or kill you though you can still be killed if your **Power Ring Alt-Form** is destroyed.

### ***Specular Reflection Booster: Specular Entity***

Your **Light of Emotion** can now craft a fully functional human body for yourself out of emotional energy. This body is capable of human functions such as eating and sleeping but can choose not to. This body must wear your **Power Ring Alt-Form** and is susceptible to pain from any damage it receives but you won't die from this harm so long as your ring is not destroyed. You can also restore or redesign the body at will with only a moment of focus.



### **Black Light Of Death -600 CP**

Outside of the Emotional Spectrum is **Black**, the color of Death, Black represents the total absence of emotion, and the life that creates it. While your mindset is clear from emotions or you are in some way undead you can wield the black light. But death is not the end with this Perk you gain a pseudo **1-UP** that refreshes once per jump or once every ten years whichever is first. When activating this pseudo **1-UP** you can use it either on yourself or on anyone you are **Equipped** resurrecting them as an undead corpse that retains their living mind.

This Perk gives you **Death** as a **Light of Emotion**.

### ***Emotional Entity Booster: Nekron***

You are now akin to **Nekron**, an embodiment of death and can share your type of death with others. You can now resurrect any deceased individual other than yourself as a subservient undead. By default they will be zombies though if you have working knowledge of other times of undead you can specify them instead.



### ***Specular Reflection Booster: White Light Of Life***

The White Light of Life is where the Emotional Spectrum originated, it is formed of the purity of life with it not needing a specific mindset to be used, instead it merely needs a living being to wield it. Once per year you are able to resurrect anyone who is an undead or corrupted state to true life. This Perk gives you **Life** as a **Light of Emotion**.

### ***Specular Entity Booster: Life***

You are now akin to the life entity yet due to the taint of death you may be more and can share your type of life with others. You can now selectively use the power of life to resurrect and restore anyone to the prime of their life, restoring limbs, repairing any corruption and even mending damage to the mind and soul of others. You can do this by either emitting singular pulses of life or a passive aura of life.

## Red Lantern Perk Tree:



### **Red Light Of Rage -100 CP (Free for Red Lantern)**

Red is one of the energies far from the center, and represents the emotion of rage and anger. When your mindset is enraged you are able to tap into the power of the red light.

This Perk gives you **Rage** as a **Light of Emotion**.



### **Specular Reflection Booster: Silver Light Of Logic**

Silver is calm and collected, representing logic and structured deduction. This light was originally discovered on stardate 2262.27 by Lieutenant Commander Montgomery Scott who reverse engineered the principles of power rings. When your mindset is analytic and logical you are able to tap into the power of the silver light.

This Perk gives you **Logic** as a **Light of Emotion**.

### **Burning Hatred -200 CP (Discounted for Red Lantern)**

You can now convert your **Light of Emotion** into a form of magical fire. This allows you to make your physical light constructs burn or be converted into fire of the same color that you can control in the same way as your physical light constructs. You can also integrate any alternate types of fire you possess through perks or abilities into this perk allowing you to wield other types of fire such as phoenix flames, hellfire or mystic flames like your physical light constructs.

### **Silver Light Of Logic Booster: Cold Logic**

You can now convert your **Light of Emotion** into an energy based ice or snow. This allows you to make your physical light constructs freeze or be converted into snow or ice of the same color that you can control in the same way as your physical light constructs. You can also integrate any alternate types of ice and snow you possess through perks or abilities into this perk allowing you to wield other types of ice such as ice magic, living snow or the ice of purgatory as if it were your physical light constructs.

### **Enhanced Form -400 CP (Discounted for Red Lantern)**

Thanks to your **Light of Emotion** you can now tap into greater strength. While using this your muscles, bones and all other body tissues are subsidized by your ring allowing them to be stronger and more durable so that you can produce far more physical power. This also allows you to subconsciously create a form of tactile telekinesis around what you touch in order to lift and move a tremendous amount of weight without it buckling under the point you are grabbing onto.

### **Emotional Entity Booster: The Butcher**

You can heighten the connection between your body and your **Light of Emotion** so that the deeper your **Light of Emotion** the more physical strength you possess allowing you to reach heights of power to warp space though physical power alone. You can also choose to isolate your decision making capabilities from your anger allowing you to feel a berserker fury without it dominating your actions.

### ***Silver Light Of Logic Booster: Enhanced Mind***

Through your **Light of Emotion** you can enhance your perspective and your mind. While this is not true superhuman intelligence it does allow you to stimulate and accelerate your brain so that you are able to think clearer, faster and parallel process what you are working on.

### ***Specular Entity Booster: Surak***

Using your connection to your **Light of Emotion** you tap into the collective unconsciousness of all life. From this the deeper you feel your **Light of Emotion** the greater the scope of knowledge and mental processing you can passively access. You can also choose to isolate your logical and systematic mindset from your decision making capabilities, allowing you to choose your actions regardless of if your mind is in a state of hyper pragmatism or absolute chaos.

### ***Magical Absorption -600 CP (Discounted for Red Lantern)***

Your **Light of Emotion** can now tap into mystical energies allowing you to absorb magical artifacts into your **Power Ring Alt-Form**. This allows you to utilize the various magical devices and equipment as though they were functions of this perk.

### ***Burning Hatred Booster: Magical Hatred***

You can empower your hard light projections in order for them to perfectly replicate the functions of any magical artifact you have absorbed. This also allows you to use this perk in place of a magical foci for spell casting and create hard light projections of magical foci for others to use.

### ***Black Light Of Death Booster: Death Absorption***

You can now absorb corpses into your Power Ring, preserving them and allowing you to integrate their capacities into yourself. Through this you can access the powers and capabilities of the absorbed corpse either by creating a hard light replica of it around your body or by augmenting your body to mimic what it could do.

### ***Silver Light Of Logic Booster: Technological Composition***

Your **Light of Emotion** is more connected to technological components allowing you to integrate and absorb various forms of advanced technology into your **Power Ring Alt-Form** and use them as though they were functions of this perk.

### ***Cold Logic Booster: Technological Logic***

You can assemble your hard light projections in order for them to perfectly replicate any technology you have integrated into your ring. You also are able to safely mentally interface with any form of technology even if it normally would not all out for external communication.

### ***White Light Of Life Booster: Life Composition***

You can insert fragments of life energy into objects and technology in order to make it an organic life. The level of complexity for this organic life will be dependent on your capabilities and what the target is. Normally using this on a stone would produce something akin to a slug but using it on an android would make them a human capable of all the things that they would be if they had been born human while retaining their mechanical capabilities.

## Orange Lantern Perk Tree:



### **Orange Light Of Avarice -100 CP (Free for Orange Lantern)**

Orange is another energy away from the center, and represents the emotion of avarice and greed. When your mindset is self indulgent you are able to tap into the power of the orange light. This Perk gives you **Avarice** as a **Light of Emotion**.



### ***Specular Reflection Booster: Universal Light Of All***

The All light is shared and mutual emotions representing the collective and group well being with its colour being wood. This light was hidden by the guardians on a hidden earth trapped in a looping timeline where apes overthrew humanity before the Planet of the Apes is destroyed and the timeline resets to before the humans fell keeping the light of all hidden. When your mindset focuses on the benefits of a group you're a part of and sharing their emotions you can tap into the power of the light of all.

This Perk gives you **Communal-Kinship** as a **Light of Emotion**.

### **Long Lasting Power -200 CP (Discounted for Orange Lantern)**

You are now able to better store your **Light of Emotion** with your maximum charge level being increased to 100,000% of its default power and you can hold this charge for up to 8,766 hours before the charge dissipates.

### ***Universal Light Of All Booster: Long Lasting Rings***

You can now bestow long lasting light construct Power Rings of your **Light of Emotion** to others. Each of these Rings will function as an extension of you and will continue to exist so long as they remain within about 3 space sectors of you, you do not run out of power and you do not run out of charge. You can **Toggle** Perks you gained from this Jump-Doc so that each Power Ring created by this perk can utilize them but they can not be used to exceed your perk limitations. You can not exceed the amount of power your **Emotional Storage** perk can store and any one per year perk can only be used once regardless of how many rings you make.

### **Energy Theft -400 CP (Discounted for Orange Lantern)**

You can now use your **Light of Emotion** to absorb any type of energy to power up your reserves and extend your charge. This includes allowing you to absorb energy attacks, force fields, the physical light constructs of other ring wielders and even multiple forms of magic.

### ***Emotional Entity Booster: Ophidian***

Your **Light of Emotion** allows you to exceed your might as any energy you absorb can be replicated allowing you to perform magic, Ki attacks or force fields simply by having previously absorbed them. You can also choose to isolate your decision making capabilities from your greed allowing you to feel an unquenchable desire without it dominating your actions.

### ***Universal Light Of All Booster: Energy Gift***

You can now use your **Light of Emotion** to mentally connect with others at a distance. This connection allows you to bestow your emotional energy to them so they can boost any powers or equipment they have and communicate with one another through instinctives.

### ***Specular Entity Booster: Hanuman***

You can use your **Light of Emotion** as a universal power source allowing you to recharge or temporarily power any other power source, technology or powers such as energy attacks, rituals or alien weapons. You can also choose to isolate your group oriented mindset from your decision making capabilities, allowing you to choose your actions regardless of if your mind is a hivemind of thousands or you're being threatened by the wellbeing of others.

### ***Stolen Identity -600 CP (Discounted for Orange Lantern)***

You are now able to use your **Light of Emotion** to scan others to copy their appearance and voice allowing you to either alter yourself or create a hard light puppet of them. The longer you scan someone the more accurate the replication you can produce with the scan creating an AI to control the puppet.

### ***Long Lasting Power Booster: Stolen Power***

You are now capable of creating full copy puppet simply by absorbing some of their energy either through absorbing projected energy or touching them. These puppets are almost identical to the original however their only priority is your wellbeing and your orders. In all other circumstances they act as individuals but are only an extension of your power.

### ***Black Light Of Death Booster: Death Identity***

You can now produce Black light construct Power Rings that can be equipped to dead or undead individuals with the corpse retaining all of its powers and abilities. When a corpse is equipped with a black power ring you gain a perfect scan of them and can puppet the corpse directly or have it be controlled dynamically by the AI of the construct Power Ring.

### ***Universal Light Of All Booster: Shared Manifestation***

You can now use your **Light of Emotion** to create a link with any other willing individual allowing you to make a real time light construct avatar of them which they are able to directly control. They are able to control these avatar's at the same time as their real body and can replicate any of the skills and abilities that their normal body would be able to use.

### ***Long Lasting Rings Booster: Shared Rings***

You and anyone who has a power ring that originates from yours can project themselves as an avatar to the location of any other power ring that originates from yours.

### ***White Light Of Life Booster: Life Manifestation***

You can now create a perfect living clone of anyone who you made a link with in the same state that they were at any point the connection existed. This clone can be merged with the original or be used to resurrect the original should they have died while connected to the link.

## Yellow Lantern Perk Tree:



### **Yellow Light Of Fear -100 CP (Free for Yellow Lantern)**

Yellow is a color close to the center, and represents the emotion of fear. When your mindset is focused on instilling great fear in others or tapping into your own you are able to tap into the power of the yellow light. This Perk gives you **Fear** as a **Light of Emotion**.



### ***Specular Reflection Booster: Gold Light Of Peace***

Gold is patient and tranquil representing peace and self comfort. This light was forged in the 31st century by the Elders of Oa. When your mindset is still and peaceful you are able to tap into the power of the golden light. This Perk gives you **Peace** as a **Light of Emotion**.

### **Fear Detection -200 CP (Discounted for Yellow Lantern)**

You are able to tap into the power of your **Light of Emotion** in order to sense the presence of that emotion in others. This allows you to see others by sensing their emotion and to focus on a singular individual in order to see what causes the emotion the most.

### ***Gold Light Of Peace Booster: Peace Detection***

You can utilize the power of your **Light of Emotion** in order to scan any type of conflict in order to determine what would bring stability to the situation. This can determine the causes of the conflict and the actions in motion that could exacerbate the situation before determining a course of action to de-escalate in order to halt hostilities.

### **Phobic Force -400 CP (Discounted for Yellow Lantern)**

You can now draw upon the **Light of Emotion** of your enemies to sap their power. The more they feel that **Light of Emotion** towards you the weaker they become.

### ***Emotional Entity Booster: Parallax***

You can choose to trigger the **Light of Emotion** the target feels for something else setting off the emotional response as if you were that thing. You can also choose to isolate your decision making capabilities from your fear allowing you to feel a crippling terror without it dominating your actions.

### ***Gold Light Of Peace Booster: Serine Form***

You can now empower your defenses through the **Light of Emotion** you feel. The more you feel it the more durable your Flight Field becomes, someone who is in the highest state of that emotion would be able to withstand virtually anything without feeling any discomfort.

### ***Specular Entity Booster: Zundernell***

Your defences are no longer just your own and can now be shared with others, from this if you are in a deep enough state of your **Light of Emotion** you could surround everyone on a planet with a copy of your flight field preventing any harm from befalling them. You can also choose to isolate your serene and peaceful mindset from your decision making capabilities, allowing you to choose your actions regardless of if your mind is in a state of bliss or panic.

### **Dreadful Thoughts -600 CP (Discounted for Yellow Lantern)**

You can now wield the **Light of Emotion** to enter the mind of others. Regardless of their state of mind you can passively read their surface thoughts and alter them akin to an intrusive thought. While the target is feeling your emotion you can access deeper aspects of their mind with the greater they feel it the deeper you can delve into their mind. While most would not see your actions, those with sufficient mental training may be able to tell something is wrong.

### ***Fear Detection Booster: Dreadful Detection***

You can now use your **Light of Emotion** to force your target's mind to focus on specific emotions, causing flashes and memories to surface in their mind. You can also use this to create energy constructs to amplify that emotion.

### ***Black Light Of Death Booster: Death Thoughts***

You can now enter into the minds of the dead allowing you to see any part of their thoughts, knowledge and fears as well as allowing you to copy any aspect of the minds of the living or the dead. When entering into the minds of others you can implant any of these copied aspects of a mind in order to give them memories, knowledge or new fears.

### ***Gold Light Of Peace Booster: Concealed Mind***

Through the **Light of Emotion** to shield your thoughts from outside detection and selectively block out information from the minds of others making it so that they are aware that they know something but the knowledge is trapped in their mind akin to having something on the tip of their tongue.

### ***Peace Detection Booster: Concealed Detection***

You can sense through any type of concealment allowing you to see through illusions and lies. From this any form of invisibility, camouflage or disguise will not work on you as you can see their true appearance overlaying with them. You can feel if what you are being told is credible, where the information originates from and if the one speaking it believes what they are saying, have been altered mentally or physically to believe it, are expressing their opinion as if it were facts.

### ***White Light Of Life Booster: Life Mind***

You can now target non-sentient beings or objects and give them the ability to be conscious allowing them to think, feel, perceive, and be aware of their previous experiences. The target will be able to think, act and express like a human without needing to be or resemble a human with it also gaining senses similar to that of a human. The target also gains the ability to speak one language you know and if it was previously inanimate such as a plant or stature, it gains the ability to move its protrusions like limbs. This can also be used to resuscitate those in a vegetative state such as coma victims.

## Green Lantern Perk Tree:



### **Green Light Of Will -100 CP (Free for Green Lantern)**

Green is the color in the center of the spectrum, and represents the emotion of will. When your mindset is focused you are able to tap into the power of the green light.

This Perk gives you **Willpower** as a **Light of Emotion**.



### ***Specular Reflection Booster: Anti-Green Light Of Submission***

Anti-Green is cruel and oppressive, representing domination and submission deduction. This light was originally created by the Qwardians to be their best weapon against the Green Lantern Corps. When your mindset is submissive or overbearing you are able to tap into the power of the Anti-Green light. This Perk gives you **Submission** as a **Light of Emotion**.

### **Emerald Sight -200 CP (Discounted for Green Lantern)**

You can activate this perk to obtain glimpses of the future. If you select specific locations you will see mental snapshots of the location a few seconds in the future. If you do not target a specific location you will get images of random important events without knowledge of how long in the future they take place.

### ***Anti-Green Light Of Submission Booster: Garnet Visions***

You can now view the past allowing you to see what has occurred in the location you are in. This will account for gravitational drift on planets so that you can specify any amount of time and create light projections to show what occurred in that location.

### **Ignore Materials -400 CP (Discounted for Green Lantern)**

You are able to use your light constructs to temporarily alter a material's properties. This includes allowing you to make yourself and other objects selectively phase so that they can pass through solid objects while remaining connected to non-phased objects, altering the density and causing it to emit radiation.

### ***Emotional Entity Booster: Ion***

You can now perform true acts of creation as you are able to create energy and materials out of almost nothing. You are able to bestow any of your with the properties of any type of material you have scanned. You can also choose to isolate your decision making capabilities from your mental drive allowing you to feel a determination or extreme lethargy without it dominating your actions.

### ***Anti-Green Light Of Submission Booster: Erase Materials***

You are now able to invert matter and antimatter allowing you to set the two states of matter so that when antimatter is combined with matter it creates an explosion and erases the matter and antimatter it touches.

### ***Specular Entity Booster: Anti-Monitor***

You can now perform true destruction as you can completely erase any materials or energy leaving virtually nothing behind in its wake. You can also choose to isolate your domination based mindsets from your decision making capabilities, allowing you to choose your actions regardless of if your mind is in a state of conquest or submission.

### ***Spatial Bridging -600 CP (Discounted for Green Lantern)***

Through your **Light of Emotion** you can form a portal between connected dimensions allowing you to travel between the various realms across the dimensions of your current setting. That's to this you can go to hidden mystic kingdoms, fey realms and demonic planes of existence of potentially conjoined timelines.

### ***Emerald Sight Booster: Spatial Sight***

You are able to view anywhere in the local multiverse in real time and generate wormholes of various sizes between where you are and where you are looking. This allows you to spy on and travel to any location within the local multiverse. You can choose for any generated wormholes to only exist for a predetermined period of time, disable them at will and anchor them to specific objects or gravity wells.

### ***Black Light Of Death Booster: Death Bridging***

You can teleport any type of remains of any corpses to you allowing you to summon scattered ashes or just a dead body to you. You can then reassemble these parts into either a freshly dead body without any damage or if you have a spirit available merge the spirit into their body as an undead possessed corpse.

### ***Anti-Green Light Of Submission Booster: Temporal Stream***

Time tends not to flow in a truly singular direction and the connections in time could be used for communication. Thanks to this perk you can telepathically contact people from different points in time allowing you to converse with and learn from them without negatively affecting the flow of time.

### ***Garnet Visions Booster: Temporal Visions***

You are now able to create temporal bubbles allowing you to simulate time travel. This allows you to safely interact with historic people and events without changing the past or affecting the present. When you exit the temporal bubble you gain a full mental notification of what changes to the present these actions would create and can choose to make these changes occur giving you your personal history from the new timeline without losing the knowledge of your old history.

### ***White Light Of Life Booster: Life Stream***

Through your historical perception you can access the building blocks of life for any creature that has existed allowing you to create any species that has ever existed as a newborn.

## Blue Lantern Perk Tree:



### **Blue Light Of Hope -100 CP (Free for Blue Lantern)**

Blue is a color close to the center, and represents the emotion of hope. When your mindset is aspirational you are able to tap into the power of the blue light.

This Perk gives you **Hope** as a **Light of Emotion**.



### ***Specular Reflection Booster: Grey Light Of Sorrow***

Grey is dower and demure, representing sadness and sorrow deduction. This light appears to be the physical manifestation of the misery the Emotional Spectrum is experiencing due to the many attacks made by Lord Premier Thaaros. When your mindset is in sadness and depression you are able to tap into the power of the grey light.

This Perk gives you **Sorrow** as a **Light of Emotion**.

### **Invigorating Encouragement -200 CP (Discounted for Blue Lantern)**

You can use your **Light of Emotion** to perform cellular regeneration allowing you to repair bodily damages within yourself or others, mending severe wounds either recent or settled in such as regenerating a lost hand or missing tongue. With a wider medical knowledge you would be able to cure a wider variety of dysfunctions beyond normal physical injuries.

### ***Grey Light Of Sorrow Booster: Sad Stillness***

Your **Light of Emotion** can put an object or person into a state of stasis where damage and injuries will not be exacerbated but will not not heal either. This does not prevent the target from gaining new injuries or feeling the pain from them but it does static state that prevents decay and aging making it a form of pseudo immortality.

### **Enhancing Hope -400 CP (Discounted for Blue Lantern)**

You can passively stabilize the emotional, mental and physical stamina of yourself and allies using your **Light of Emotion**. This allows you to heal any instabilities such as asthma, diabetes or schizophrenia both for you and your allies while reinforcing against any abilities that would cause instability without hindering the effectiveness of those abilities.

### ***Emotional Entity Booster: Adara***

You can magnify the ability of your allies allowing them to double their powers and capabilities with the higher your connection your **Light of Emotion** boosting your magnifier further. You can also choose to isolate your decision making capabilities from your hope allowing you to feel a gleeful optimism without it dominating your actions.

### ***Grey Light Of Sorrow Booster: Diminishing Sorrow***

You can use your **Light of Emotion** to target others causing them to leak their emotional energy, this makes them become progressively more tired the longer you target them. Through this you are able to make others become continuously more lethargic until they are put to sleep. If you continue to use this on those already asleep you could potentially put them into a coma.

### ***Specular Entity Booster: King of Tears***

You can now utilise the emotional energy you have drained from others in order to strengthen your own reserves. This allows you to slightly power your own charge and utilise the drained emotions for your **Light of Emotion**. You can also choose to isolate your sadness from your decision making capabilities, allowing you to choose your actions regardless of if your mind is in a state of deep depression.

### **Miracle Worker -600 CP (Discounted for Blue Lantern)**

You can now pull on esoteric reserves of power from your **Light of Emotion** allowing you to draw strength from the emotions within others in order to perform miracles. These miracles will be reliant on your **Light of Emotion** to manifest divine phenomena towards an issue such as saving a life or repairing a star with it producing uncontrollable but beneficial results which resolve the issue. The greater the miracle the more of that emotion is required for it to work.

### ***Invigorating Encouragement Booster: Miracle Encouragement***

You are now no longer limited to only using your **Light of Emotion** for resolving issues and can instead use them to grant prayers. This can be used for a wide variety of things but the greater the desired outcome of the prayer the more of the **Light of Emotion** they will be required to feel.

### ***Black Light Of Death Booster: Death Worker***

You are able to wield your talent with death in order to appease and restore the dead. This allows you to communicate with and restore the souls of both the living and the dead. When a soul is lost either trapped in the world of the living or outside of its body you can returning it to where it belongs. You are only able to cure a Soulless body if you are able to access the soul and if the soul has been sold you are able to remove any soul branding but may have to deal with the previous owner. You are also able to merge souls together or move souls into other bodies in order to either preform a body swap or allow them to possess someone.

### ***Grey Light Of Sorrow Booster: Misfortune's Proclamer***

With this perk you will be able to become actively aware of oncoming events that will trigger your **Light of Emotion**. You can use this to learn of the next event to befall a specific person, an organisation or even a planet potentially allowing you to respond to the event before it occurs.

### ***Sad Stillness Booster: Misfortune's Stillness***

Instead of simply responding to events that are going to happen you can instead instigate a chain of events for a target to feel your **Light of Emotion**. You can either choose for this to occur in a natural state or by putting in extra effort you can craft how the event will occur.

### ***White Light Of Life Booster: Life Proclamer***

Life has an intricate connection with fate which allows you to set up life an eternity in advance. From this can design a life, either a specific person or an entire species and stack events so that they will come into existence. When set fate will align so that the correct, people, planets and species will interact with one another so that they will come into existence.

## Indigo Lantern Perk Tree:



### **Indigo Light Of Compassion -100 CP (Free for Indigo Lantern)**

Indigo is a color farther from the center, and represents the emotion of compassion. When your mindset is focused on the wellbeing of others you are able to tap into the power of the indigo light. This Perk gives you **Compassion** as a **Light of Emotion**.



### ***Specular Reflection Booster: Phantom Light Of Egocentrism***

The Phantom Light is erratic and unstable, representing selfish and self centered emotions. This light was created by Rami as a weapon to use if the Green Lantern Rings' weakness to yellow ever became a hindrance. When your mindset is focused on yourself either beneficially or negatively you will be able to tap into the power of the phantom light.

This Perk gives you **Egocentrism** as a **Light of Emotion**.

### **Discern Intention -200 CP (Discounted for Indigo Lantern)**

You can now target individuals in order to discern information about them. This will allow you to know their personal history and intentions towards you as well as everything they have done that is opposed to your **Light of Emotion**. Information gained in this way will not cause you any harm or emotional discomfort even if this information would normally be corrupting in nature.

### ***Phantom Light Of Egocentrism Booster: Disguise Motive***

You can dynamically **Toggle** this perk so that when others attempt to determine information about you, you will be made aware. When you are aware you can choose to use your **Light of Emotion** to reframe that information so that the conclusion that can be drawn aligns how you want it to be perceived. This could be used to recontextualise your actions however you want it to be viewed such as being an act of cruelty, necessity, justice, vengeance or compassion.

### **Uniform Mind -400 CP (Discounted for Indigo Lantern)**

You can target others to force them to focus on themselves through the lens of your **Light of Emotion**. While trapped in this mindset the target will be forced to reflect on every action they have taken and feel the full extent of their actions with this new mindset.

### ***Emotional Entity Booster: Proselyte***

You can now overwhelm the minds of those you target with a feeling of your **Light of Emotion** making them incapable of feeling any other emotions than those you have selected for them to feel. You can also choose to isolate your decision making capabilities from your compassion allowing you to feel concern for others without it dominating your actions.

### ***Phantom Light Of Egocentrism Booster: Unique Being***

You can choose to forcefully prevent any alteration to your mind, body, soul or any other aspect of yourself allowing you to reject a number of methods of manipulation including mind control and body swapping.

### ***Specular Entity Booster: Volthoom***

Whenever alterations are made to you, you can forcefully reject any negative effects but gain any benefits as a toggleable sub-perk. For example if you were targeted with a spell that boost your strength but burns your lifeforce you can gain a **Toggleable** version of the enhancement without losing your lifeforce while it is active. You can also choose to isolate your selfish and egocentric mindsets from your decision making capabilities, allowing you to choose your actions regardless of if you are in a state of narcissism or self-righteousness.

### ***Extinguished Intrusion -600 CP (Discounted for Indigo Lantern)***

You can use your **Light of Emotion** to dispel and force out any force or entity who deems to control or corrupt others, returning the target to a state of true clarity and awareness. This will also allow you to catch the part of the intruder in any container you have such as putting a virus in a Petri dish or a ghost in a trap.

### ***Discern Intention Booster: Extinguished Intention***

Whenever you target a force or entity within another you not only gain information about them and their abilities but can also use your **Light of Emotion** to remove their intentions towards the target. This means that they will no longer seek what they wanted from them or use the same method against them again.

### ***Black Light Of Death Booster: Death Intrusion***

You are able to create Black light construct Power Rings that take control of any person who died before. While they wear these Power Ring constructs they are completely possessed by the ring with their mind being trapped with the Power Ring being able to mimic their personality and having access to all of their memories.

### ***Phantom Light Of Egocentrism Booster: Invasion Integration***

Whenever another entity attempts to enter your mind, body, soul or similar aspect of your existence you will passively detect them and can choose to harm or absorb that part of them. This allows you to either cause a painful feedback to warn them off or cause them damage that harms their capacity to use that ability while you gain or improve that ability.

### ***Disguise Motive Booster: Invasion Motive***

You can now counter any attempts to enter you allowing you to passively invade theirs and continue to consume parts of them to gain their knowledge, skills, powers, abilities and capabilities.

### ***White Light Of Life Booster: Life Integration***

You are now able to combine and separate multiple life forms choosing if the merging is permanent, toggleable or set it on a timer. You can combine people, plants, fungi, animals and any other forms of life choosing which parts are dominant or repressed. When separated the life forms will retain the memories of the fusion. If you chose to merge living tissue with a living being you can choose what capabilities they gain, allowing a human to gain wall crawling, proportional strength, web production and more from integrating 1 mL of spider venom.

## Violet Lantern Perk Tree:



### **Violet Light Of Love -100 CP (Free for Violet Lantern)**

Violet is the other color furthest from the center, and represents the emotion of love. When your mindset is capable of great love you are able to tap into the power of the violet light.

This Perk gives you **Love** as a **Light of Emotion**.



### ***Specular Reflection Booster: Ultraviolet Light Of Repression***

Ultraviolet is unseen and unnoticed, representing repressed and buried emotions. It is one of the seven hidden forces of the universe that were previously concealed by the Source Wall.

When your mindset is restraining or uncovering emotions you are able to tap into the power of the ultraviolet light

This Perk gives you **Repression** as a **Light of Emotion**.

### **Heart Song -200 CP (Discounted for Violet Lantern)**

You can now target individuals in order to see who they feel your **Light of Emotion** to the most and what they are missing from that emotion. This can also be used as divination to track and locate what it is they feel that towards the most.

### ***Ultraviolet Light Of Repression Booster: Lost Melody***

You can now target someone in order to scale down the intensity of their emotions towards others. From this if you can have any of your **Light of Emotion** reduced in the target so that for example they no longer feel love and compassion towards a romantic prospect or reduce the hate and fear towards an enemy making them no longer care about them in that way.

### **Beloved Gem -400 CP (Discounted for Violet Lantern)**

You can now convert your **Light of Emotion** into a form of Gemstone allowing you to target others who you feel that emotion towards and trap them in a gem of the colour of your emotion. While in this form of suspended animation they are perfectly protected and can only be opened by you or from the gem being overpowering from the inside.

### ***Emotional Entity Booster: Predator***

Instead of merely trapping your target within a gem you can convert your physical light constructs into gemstones of the same color as your **Light of Emotion** and can control in the same way as your physical light constructs. You can also create a ring or bracelet that while being worn keeps the target's body in a state of limitless longevity so that it does not age or decay. You can also choose to isolate your decision making capabilities from your love allowing you to feel an infatuation without it dominating your actions.

### ***Ultraviolet Light Of Repression Booster: Warped Reflection***

You can target someone in order to generate a gelatinous-liquid facsimile of them warped by their perspective of themselves through a lens of your **Light of Emotion**. Though this facsimile will have their capabilities it will have a sludge-like consistency with weak physical defenses.

### ***Specular Entity Booster: Umbrax***

Instead of just creating facsimiles of your target you can convert your physical light constructs into liquids or semi-solids the same color as your **Light of Emotion** which you can control in the same way as your physical light constructs. You are also no longer limited to creating facsimiles of the target and can now create facsimiles of anything they are aware of with it being warped through their mind by the lens of the selected **Light of Emotion**. You can also choose to isolate your subconscious mind from your decision making capabilities, allowing you to choose your actions regardless of if your mind is in a passive aggression or unconscious devotion.

### **Love Attunement -600 CP (Discounted for Violet Lantern)**

You are now able to sense where those you feel your **Light of Emotion** for are in the universe and create a link to them. This link allows you to pull either yourself to them or them to you. This can be used to pull across vast tracts of space and dimensions and will tell you when they feel your **Light of Emotion** for you.

### ***Heart Song Booster: Love Song***

You can now sense your **Light of Emotion** not only from those you are linked to but those who they feel it for allowing you to craft a chain of emotional link throughout an infinite distance. You can passively feel everyone within your chain of emotions and tell when they are in danger. You can choose to sense what is happening around anyone within your chain of emotions and can pull any one in your chain to anyone else within your chain.

### ***Black Light Of Death Booster: Death Attunement***

You can now call forth the spirits of the dead allowing you to question them or utilise their stolen spirit. You may choose to force them into a person or object with them possessing the target and performing your bidding. If released those who were ghosts may remain around you but others may return to their eternal rest.

### ***Ultraviolet Light Of Repression Booster: Dismissed Connections***

You are able to select others and learn what secrets they would least like you to learn and can choose to pull out any additional information that directly links to specific information you learn.

### ***Lost Melody Booster: Dismissed Melody***

You can read a target's true personality and actively repress aspects of them as you see fit. With this you can find double a agent instantly then turn them into your true subordinate, you can suppress a person's true opinions so that only lies remain and you could even make an actor truly believe they are the character they last played as that's all they remember being.

### ***White Light Of Life Booster: Life Connections***

You can subconsciously see every moment of a person's life allowing you to know everything about them and understand them on an instinctive level and share this understanding with others. You can also use this to see how that person's life would have changed if a selected event or events were different and share this vision of the alternative life paths through a connected vision.

**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.

**Lantern Ring - Free/Mandatory (Exclusive with "You have been Found")**

If you take this item you do not gain any perks from this supplement, instead this lantern ring gains all perks purchased in this jump as item features and can alter its form to take on the appearance appropriate for each **Light of Emotion** perk you have taken.

**Lantern Uniform - Free**

You gain a fabric version of the lantern uniform for each **Light of Emotion** perk you have taken.

**Power Battery - Free**

This power battery is connected to a theoretical Central Power Core and allows you to charge your Power Ring for the appropriate for each **Light of Emotion** perk you have taken with its appearance changing to match.

**Central Power Core -100 CP**

For each **Light of Emotion** perk you have taken you gain a warehouse attachment that connects its corresponding emotional nexus allowing it to draw out the raw energy of that emotion.

## **Drawbacks:**

### **You have been Found +100 CP**

You are no longer a Drop-In or from an alternate Reality. You are instead Local who has been found worthy of the Power Ring that has all the Perks chosen in this Jump. You will need to work out your Background with your Jump Chan.

### **Homing Beacon +100 CP**

Your Ring or Ring Alt-Form now gives off a homing beacon that indicates it is an advanced piece of technology whenever it is used.

### **Security Protocol +100 CP**

The perks gained in this supplement can not be used as lethal force making it virtually impossible for this Ring or Ring Alt-Form to take a life.

### **Chemical Conflict +200 CP**

If you take any form of drugs that alter your brain chemistry in a notable way including alcohol, narcotics or certain pain medications it will render you unable to use the perks in this Supplement.

### **Coloured Impurity +200 CP**

This drawback can be taken once per **Light of Emotion** perk that you did not take. The selected colour and emotion will have a negative effect on your Ring or Ring Alt-Form capabilities for the duration of this supplement. Your Ring or Ring Alt-Form abilities are unable to directly affect the corresponding colour and when feeling the corresponding emotion your ring will rapidly lose its charge.

### **War Of Light +200 CP**

This perk can be purchased once per **Origin**. A wielder of the selected **Origin** will appear with the goal of destroying you. They will have all the Free Perks and Items that a jumper with **You have been Found** would have and will gain all of the Perks for their respective Origin as well as the internally boosted Perk.

### **Refracted War Of Light +200 CP**

This perk can be purchased once per **Origin**. A wielder of the **Specular Reflection** equivalent of the selected **Origin** will appear with the goal of destroying you. They will have all the Free Perks and Items that a jumper with **You have been Found** would have and will gain all of the **Specular Reflection** Perks for their respective Origin as well as the internally boosted Perk.

### **Sector 666 +200 CP (Incompatible with Red Lantern)**

Ysmault the remnant of a fallen Empire has appeared within your continuity. This world now served as the Red Lantern Corps' homeworld as Atrocitus and his Red Lantern Corps enter this continuity.

### **Sector 2828 +200 CP (Incompatible with Orange Lantern)**

Ages ago, the Guardians of the Universe made a pact with a group of Okaarans known as the Keepers of the Orange Light. In exchange for keeping the orange light buried and out of reach, the Guardians agreed to leave Okaara and the entire Vega star system outside of their established jurisdiction. This world now hides the paranoid Orange Lantern Larfleeze, who wields the power of Avarice as his world enters this continuity.

### **Sector -1 +200 CP (Incompatible with Yellow Lantern)**

Qward was the home of the Thunderers and the Weaponers of Qward before Sinestro took full control over the Weaponers, enslaving them and forcing them to mass produce yellow power rings to outfit his own army of soldiers known as the Sinestro Corps. This world now serves as the Sinestro Corps' homeworld as Sinestro and his Yellow Lantern Corps enter this continuity.

### **Sector 0 +200 CP (Incompatible with Green Lantern)**

The home and headquarters of the Guardians of the Universe, who act as the administrators of the Green Lantern Corps. This world serves as the Green Lantern Corps' homeworld as Hal Jordan and the Green Lantern Corps enter this continuity.

### **Sector 2628 +200 CP (Incompatible with Blue Lantern)**

The world of Odym, is a planet of lush beauty and unrestrained life where the Blue Lantern Corps was formed. This force is powered by the blue light of hope to assist life and all the peoples of all worlds. This world now serves as the Blue Lantern Corps' homeworld as Saint Walker and his Blue Lantern Corps enter this continuity.

### **Sector 2814 +200 CP (Incompatible with Indigo Lantern)**

The planet Nok was once a slave center but was later topped by the power of the Indigo light. Abin Sur allied with the native Natomo forged the Indigo rings that forced those who wear them into only feeling compassion. Converting the worst killers and sadists into a Lantern Corps that aids those in need and forcefully converts criminals into Indigo Lanterns. Nok acts as the Indigo Lantern Corps' homeworld as Indigo-1 and her Indigo Lantern Corps enter this continuity.

### **Sector 1416 +200 CP (Incompatible with Violet Lantern)**

The Star Sapphires hail from Sector 1416 and were founded and led by the Zamaron: Oans who, after migrating to Zamaron, found a parasitic crystal which they shaped into several Star Sapphires. These were used to empower females who had been loved and spurned, providing them the opportunity for revenge. After realizing the power of the Star Sapphires was too great for them to control, the Zamaron forged a Violet Power Battery and power ring out of a Star Sapphire gem. Zamaron now serves as the Violet Lantern Corps' homeworld as Carol Ferris and her Violet Lantern Corps enter this continuity.

### **Singular Colour +500 CP**

By selecting this drawback you are locked out of the perk ***Specular Reflection*** and can now only take General Perks and Perks from your selected origin Perk tree.

### **Inverted Colour +500 CP (Can not be taken with Singular Colour)**

By selecting this drawback you gain the ***Specular Reflection*** perk for Free but any perk not boosted by the ***Specular Reflection***, ***Specular Entity*** or ***White Light Of Life*** Perks will be locked only giving you the corresponding boosted variant as an independent perk and you can only take General Perks or Perks from your selected origin Perk tree.

### **The First Lantern +1000 CP**

Volthoom, also known as the First Lantern, is the first creature in the Multiverse to ever wield a power ring. Volthoom will have all the items in this Jump Document including a power ring with all of the perks in this Jump Document.

Make no mistake Volthoom is an enemy to all of the Lantern Corps, Sentient Power Rings and the Guardians of the Universe.

## **Generic Drawbacks:**

### **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.

### **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.

### **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.

### **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.

### **Wanted +100 CP**

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

### **X-rated +100 CP**

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

### **Double Trouble +100 CP**

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

### **Low Budget +100 CP**

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

### **Thugs for days +100 CP**

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

### **Silent World +100 CP**

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

**Angered Factions +100 CP**

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

**Heroic Sayings +100 CP**

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

**Rough Childhood +100 CP**

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

**The Weirdo +100 CP**

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

**Team Up +100 CP**

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

**Knowledge Lockout +100 CP**

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

**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.

**Plot Anchor +100 CP**

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

**Kick the Cook +100 CP**

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

**Scarred +100 CP**

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

**Always Left Behind +100 CP**

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

**Honourable +100 CP**

You are honorbound and will always do things in an 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 actions.

**Nightmare +100 CP**

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

**Inconveniences +100 CP**

Small issues will constantly occur causing minor discomforts for you.

**Behind your back +100 CP**

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

**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.

**As you know +100 CP**

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

**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.

**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.

**Magnet for Misfortune +100 CP**

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

**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.

**Two of a kind +100 CP**

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

**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.

**Simple minded +100 CP**

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

**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.

**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.

**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.

**Touch of Madness +100 CP**

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

**Hidden Knowledge +100 CP**

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

**What's wrong with his face +100 CP**

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

**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.

**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.

**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.

**Pixelated Objects +100 CP**

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

**Elites Everywhere +100 CP**

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

**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.

**Language Barrier +100 CP**

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

**Friend List +100 CP**

You will constantly find a number of 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.

**They took my loot! +100 CP**

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

**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.

**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.

**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 you worth on something else.

**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.

**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.

**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.

**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 taking aim on 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 will make things more dangerous.

**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 than 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.

**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.

**Where did I go wrong +100 CP**

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

**Antagonistic Timing +100 CP**

Your enemies keep showing up at inappropriate times.

**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.

**Shy +100 CP**

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

**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.

**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.

**Orphan +100 CP**

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

**I Spy +100 CP**

Your enemies can easily spy on you without being detected.

**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.

**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.

**At least buy me dinner first +100 CP**

Dangerous entities keep becoming romantically interested in you.

**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.

**Never mind my head trauma +100 CP**

People don't care when you are injured.

**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.

**Perfection +200 CP**

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

**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.

**Lemming Friends +200 CP**

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

**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.

**Too soon +200 CP**

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

**Nightmares +200 CP**

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

**Friends From Beyond Your Dimension +200 CP**

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

**Sore Thumb +200 CP**

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

**Dead or Alive +200 CP**

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

**The Good People +200 CP**

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

**The Bad People +200 CP**

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

**Wider World +200 CP**

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

**Dark Minions +200 CP**

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

**Blinded +200 CP**

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

**Pet Food +200 CP**

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

**Publicity +200 CP**

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

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

**Thou shalt not kill +200 CP**

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

**Your 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.

**Read people like a brick +200 CP**

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

**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.

**True to myself +200 CP**

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

**An Accident +200 CP**

You keep accidentally filling into compromising positions.

**Stealthless +200**

You are very bad at sneaking.

**Discount Budget +200 CP**

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

**Looking for Help +200 CP**

You have difficulty finding allies and will often find yourself alone without anyone to trust.

**Betrayal +200 CP**

You keep trusting people that you shouldn't and keep being betrayed.

**Poor Underestimation +200 CP**

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

**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.

**Pig +200 CP**

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

**Fighting myself +200 CP**

At least once per week you will have to fight a fake copy of yourself.

**Selective Amnesia +200 CP**

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

**Total Amnesia +200 CP**

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

**Amnesia +300 CP**

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

**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.

**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.

**Living in Exciting Times +300 CP**

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

**Competent Enemies +300 CP**

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

**Just A Child +300 CP**

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

**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.

**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.

**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.

**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 and 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.

**The Ghosts of Murder's past +300 CP**

Anyone you kill in this Jump will haunt you in a very annoying way possible.

**Outside Problems +300 CP**

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

**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.

**Prepare for evasive actions +300 CP**

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

**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.

**Local Scale +300 CP/+600 CP**

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

**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.

**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.

**The Importance of Education +400 CP**

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

**Find and Seek +400 CP**

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

**Empty Handed +400 CP**

For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.

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

**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.

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

**Powerless +400 CP**

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

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

**I am bound by my word +400 CP**

You are bound by any promises you willingly make.

**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.

**Here comes the bad part +400**

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

**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.

**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.

**Butterfly Wings +400 CP**

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

**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.

### **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, meta humans or otherwise superpowered people.

### **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.

### **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 in spite of 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 onto 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 not 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.

### **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.

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