

Out of Context: Kai Supplement

V1 By **DeverosSphere**

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

By taking this Supplement you have chosen to be a Golden Glind also known as a Kai and will enter into that continuity as a Drop-In awakening as a tree bursts out the ground and sprouts a single Golden Fruit that you form from.

As a Kai you are visibly similar to a Human, however you have a non-human skin tone possibly being bright green or dark red. You will have pointed elf-like ears and have brightly colored hair possibly being gold or pure white. Though Kai are genderless they possesses sexual dimorphism allowing them to look like either gender, they are capable of sexual attraction towards others and of sexual reproduction with other races.

+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:

The Kai grow directly from Glind Trees every few centuries like a type of fruit and gain their Species name from said trees.

As Kai they are gods responsible for the well-being of something what kind of Kai are you?

Kaioshin

As the God of Worlds your responsibility is looking after the mortal realms protecting the inhabitants from universal threats and creating new worlds and life.

Makaioshin

As a God of the Demon Realm your responsibility is protecting the demon realm. This means keeping the realm itself stable and preventing the various species inside from being extinguished. However not all Makaioshin do their job correctly.

Toki-no-Kaioshin

As the God of Time your job is to conserve the stability of time by protecting the recorded history and removing any abnormalities that in danger it.

Perks:

Note:

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

Almost Unique -??? CP

Something Rare Booster: Something Unique

To get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Divine Ki - Free

As a Kai you have innate access to a variant of God Ki considered by some to be true God Ki. The innate Divine Ki is why Glind even when un-trained tend to far surpass normal beings. Mechanically it is the same as normal Ki however it is far more efficient allowing those who possess it to be far stronger than they would be with Mortal Ki. Using Ki you are capable of flight, producing Energy Blasts and sending both Mortal and Godly Ki.

Small Diet - Free

You lack the need to eat physical foods and can subsist entirely on fluids such as water and tea. However you are still able to consume solid foods for pleasure or as an alternate source of nourishment.

Long Life - Free

As a Golden Glind your aging decelerates and your lifespan can be several millions of years.

Fruity - Free (Cannot be taken with "Mortal")

As a Golden Glind you will biologically count as both a plant and an animal having both cell types. You can as a one off select your skin and hair colour to be any shade you wish.

Plant Origin - Free (Cannot be taken with "Mortal")

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 you growing from any plant within the continuity or a new plant sprouting for you to grow from.

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.

Martial Arts -100 CP

You now understand Kai Martial Arts that take advantage of your Godly Ki and allow you to effectively fight against those of a similar level of power.

Mind Arts -200 CP

You have powerful mental capabilities that allow you to paralyze your opponents, speak with targets mentally and see events happening from almost any distance.

Magic Arts -400 CP

You have learned the magic arts allowing you to perform spells to enhance your body, to create illusions, to fire off blasts and project magical shields. Through training and learning you can develop magic to do potentially anything.

Godly Arts -600 CP

You have learned the Godly Arts of the Directional Kai allowing you to perform the he Kaio-ken a technique that allows you to multiply your power by exhausting and harming your body, the Spirit Bomb an attack that draws energy from all living things into one colossal sphere of energy, the Thunder Flash Attack a powerful attack that fires a huge storm of flames that can harm souls, the Kasokudo a technique that through allows you to use your mental stamina to accelerate your speed dramatically and the Kaigara a technique that makes your body far more durable but also heavier.

Magic Arts Booster: Godly Magic

You now have access to the Magical techniques of the Kai's, allowing you to perform Kai Kai, a form of teleportation, Magic Materialization, a magic to make objects out of nothing and Healing Magic which allows you to restore people to full health instantly.

Kaioshin Perk Tree:

Pressure Strike -100 CP (Free for Kaioshin)

You are now able to affect air currents to produce powerful shock waves in order to strike the opponent. This can be done with physical strikes or from your mental use of Ki in order to make invisible attacks causing physical strikes or explosions without giving any appearance of attacking.

Life Transfusion -200 CP (Discounted for Kaioshin)

You are able to bend lifeforce transferring it from one container to another. From this you can draw on the lifeforce of a living being to give it to a dead person, resurrecting the latter and killing the "donor". You can also draw life from many plants and animals in order to gain a chymicric lifeforce that you can gift to others and can imbue an object with lifeforce in order to make it alive. Taking the lifeforce of a willing being is easy however it is far more difficult to forcibly take lifeforce from someone resisting, the stronger their willpower the harder it will be to take.

Life Sculpting -400 CP (Discounted for Kaioshin)

You are now able to design simple life forms such as bacteria and viruses. This allows you to customize single cell and microscopic lifeforms with ease allowing you to seed a dead world with life. With time and effort you can design an evolutionary path for these simple lifeforms in order for them to result in a complex species of your design. Alternatively you could quickly create a super virus to harm any enemy you designate.

Magic Arts Booster: Life Crafter

You are now able to create more complex lifeforms with their own souls and consciousness. These creatures can be wild animals or sentient peoples and are not limited to biological constructs but you can instead make them living machines, sentient objects or even a living gelatinous fluid.

Supreme Kai -600 CP (Discounted for Kaioshin)

As a supreme Kai you are able to create physical matter out of thin air without cost. You can instantly replicate any objects you see with perfect accuracy or slight alterations no matter what material they are made from. You are able to design and construct planets and even stars with ease.

Godly Arts Booster: Grand Supreme Kai

When you are outside of any universe or reality you are able to create new universes and pocket dimensions. This can be done instantly by creating a seed and causing it to bloom or through time and complex design you can customize one and have it come into being as you designed it.

Life Transfusion Booster: Divine Life

You are now able to create raw lifeforce and can link any two beings together, either as "soul mates" or linking them so if one should die so would the other. If you link your own life to someone else they will gain access to God Ki and the power of destruction however they will need training and practice to use it correctly.

Makaioshin Perk Tree:**Demon Ki -100 CP (Free for Makaioshin)**

Demon ki is normally only by demonic beings making it difficult to sense by beings in possession of ordinary Ki. Despite the Ki itself being difficult to sense it exudes an overwhelming pressure causing fear in those with weak wills. Those who are killed by someone using Demon Ki will not be able to pass onto the afterlife and will instead be stuck in a limbo until either the one who killed them has died or they have been resurrected.

Distortion Syphon -200 CP (Discounted for Makaioshin)

You are now able to create and farm distortions in order to absorb the energy they produce, erasing them in the process. The easiest way to create these distortions is by making large changes in time causing an unsustainable know on effect in causality. You can also create these distortions by making tears in reality to pocket dimensions or alternative realities once again altering causality. By absorbing these distortions you will undo the alteration they have caused to the standard timeline however some damage may remain that could cause long term disability in spacetime.

Mind Puppeting -400 CP (Discounted for Makaioshin)

You can now target someone in an attempt to take control of their mind and greatly increase their power and evil intent.

Magic Arts Booster: Villainisation

You can now bew your target with powerful dark magic to enhance their strength transform them making their skin and hair take on a purple colouration. While in this form the deeper they sink into darker aspects the greater the boost in their power becomes.

Demon God -600 CP (Discounted for Makaioshin)

You gain a passive boost to your magical power and knowledge while being able to take on a Demon God form. When transforming you take on a large monstrous form resembling a demonic dragon, your hair grows down your back, similar to Super Saiyan 3 and you grow huge black horns on both his shoulders and head. This form boosts your magical power and physical strength by about 30 times while allowing you to wield your magic in a more instinctive manner, however the form is not faster making the increased size more cumbersome.

Godly Arts Booster: Transcended Demon God

You are now able to assess your Demon God form into a stronger transcend transformation. This form appeared to be a "hybrid" form between your Kai state and your Demon transformation. This form is only slightly larger than the Kai form and gains a 20 time boost to speed while gaining a 90 times boost to its magical power and physical strength when compared to the base Kai form.

Distortion Syphon Booster: Demon King

You are now able to tap into the true power of a Demon God as you unlock the Demon King Variations of the Demon God Transformations. These transformations changes allow you to use the powers of the first Dark King, Mechikabura with you gaining a magically forming outfit consists of a light blue cloak with a red inner color, black sleeves adorned with red Potara and gold links covering your arms except for the hands and shoulders. While this enhancement is active you are able to possibly drain, magic, Ki and distortion energy to recharge your reserves and passively restore your body while the excess energy acts as a passive shield protecting your body from external attacks of all types.

Toki-no-Kaiohsin Perk Tree:

Temporal Awareness -100 CP (Free for Toki-no-Kaiohsin)

You will know whenever someone travels in time or is about to alter the past. You can also use this to either view or temporarily travel to their location in the past.

Outside of Time -200 CP (Discounted for Toki-no-Kaiohsin)

Whenever changes happen in time you will not be changed by the alterations. You will be able to observe the new timeline and may either force yourself outside of time to examine where the change occurred or pop into the timeline as an external observer.

Soft Reset -400 CP (Discounted for Toki-no-Kaiohsin)

Whenever you set events close enough back on track you can choose to completely synchronise the timeline. This will erase all traces and side effects of any changes that occurred in time preventing unexpected butterfly effects such as people retaining knowledge of future events or increases in power that individuals were not supposed to have received.

Magic Arts Booster: Hard Reset

You are able to selectively erase and restore timelines, erasing alternate timelines from the official history, erasing everyone inhabiting that alternate timeline and restoring it to a predetermined unaltered timeline.

Supreme Kai of Time -600 CP (Discounted for Toki-no-Kaiohsin)

You now have some direct control over time allowing you to manipulate it directly. You are able to slow the flow of time in a room, freeze specific target in time, and accelerate individuals in order to give them temporary super speed.

Godly Arts Booster: Time Unleashed

You now possess a transformation known as Time Power Unleashed which grants you complete control of time including allowing you to use the Time Labyrinth technique to seal enemies within the Crack of Time. While in this form you become a fixed state in time making you immortal and incapable of receiving harm from any attacks inflicted on you.

Outside of Time Booster: Birds Eye view of Time

You are now only positively affected by alterations of time as you gain all the advantages that your counterpoint would have within any alternative timeline including improved strength, specialised magic or additional knowledge without the negative consequences of these timelines. When you are outside of time you may choose to set predetermined events and by expending energy you may create fate threats that will alter events to lead to your desired outcome. Should a timeline you are in change you may choose to expend energy in order to forcefully realign time forcing it to match the desired timeline.

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.

Kai Garb - Free

The official clothing of the Kai and those who serve the Kai your outfit will have indicators to show what type of Kai you are and your official ranking.

Potara - Free

Earrings worn by Supreme Kais and their apprentices. Despite being worn so casually, they have incredible properties, allowing two individuals to fuse or permitting the wearer to use the Time Rings.

Time Ring - Free

Accessories of the Supreme Kais which enable them to travel through time. They are normally used to observe future events in their main timeline.

Drawbacks:

Mortal +100 CP

You are no longer a Kai and are instead Local who somehow the Divine power of the Kai's. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Time Trouble +200 CP

It seems that Chronoa has noticed your interference with an alternative reality and she will at least once per year send time patrollers to try and fix your changes in time.

Original Kai Don't Steal +200 CP

Normally you would be the only Kai within this continuity, however with this drawback a 3 of Dragon Ball Player Avatars will appear each one controlled by troll players who want to make things worse for you. Despite being video game avatars they won't respond when killed.

Devine Restriction +300 CP

You are no longer able to take Perks other than **General Perks** and perks from your **Origin Perk Tree**.

Ascended Attendant +200 CP

With this drawback a variant of Kibito has arrived. As the attendant of the Supreme Kai Shin Kibito has been trained to work as a Kai however retains a disdainful view of mortals not trusting them to handle matters of any importance. He has found out that you are not a true Kai and will attempt to detain you himself. He will have access to all the perks on the **KaioShin** Perk Tree.

King of Revenge +200 CP

Demon God Demigra has a personal disdain for Chronoa after she took the position of Supreme Kai of Time. He is hellbent on destroying history to create a new one where he can reign freely as a God of Time, a position he wishes to steal away from Chronoa. He realises your importance as the linchpin of the continuity and plans to use you for his revenge. He will have access to all the perks on the **Makaioshin** Perk Tree.

Time Again +200 CP

Aeos the former Supreme Kai of Time sees you as an abrasion in time and will go out of her way to remove you and reset this timeline to how it should be. She will have access to all the perks on the **Toki-no-KaioShin** Perk Tree.

Divine Retribution +600 CP

At some point during the Jump Tournament of Destroyers Zamasu will appear he will be offended that a mortal would dare steal the body of a Kai and will go out of his way to destroy you. He 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 you 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 there 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 universes 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 you 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.

Local Scale +300/+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.

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 arsehole and a cheat, and nothing you can do will prove this wrong.

You Get One More +300 CP

If you do something annoying more than twice you will get punished. How, why by 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.

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.

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.

AU Continuity +1000 CP

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

In Context Foe +1000 CP (Requires 2 or more of the following Drawback “Powerless”, “Empty Handed”, “Alone”)

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

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use 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.bestrands.com/random-movie-generator?genre=Fantasy>