

# **Out of Context: Superman Substitute Supplement**

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This document can be used as a supplement in any Jump that would not otherwise have a Substitute Superman within its continuity. This means no Superman, no Ultraman, no Homelander, no Omniman, no Hyperion, no Sentry, no Brightburn, no Scion and no other perfect flying brick with a perfect smile.

By taking this Supplement you have chosen to be this continuity's Superman Substitute and you will enter into that continuity as a Drop-In awakening within an alien spacecraft that has fallen from the sky optionally you can land in the heart of farmland and can be found by a nice couple. As a Superman Substitute you are visibly similar to a Human, unless you choose to have some inhuman but attractive features such as golden skin.

**+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:**

As the character widely considered the first superhero, Superman is a natural point for any Jumper to want to emulate.

But what interpretation do you want to be an Homage, a Deconstruction, or as a Criticism?

## **Homage**

You have been inspired by the big blue boy scout and intend to follow his lead into Truth, Justice and the American Way.

## **Deconstruction**

Superman doesn't use his powers to fix the world's problems or even just to benefit himself but why shouldn't you try? With your power you could Kill all the criminals, start a media empire, build an army or occupy Wall Street, who's going to stop you?

## **Criticism**

Why would an alien with godly powers bother helping humanity when it can conquer or kill them? You could be an unstoppable nightmare as the king of crime. Hell, you could walk into the White House, kill the president and name yourself emperor of the world.

## Perks:

### Perk Booster Demonstration:

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

### Something Rare -400 EP

This Perk is an example of something rare that the subject of this OOCS can do.

### Almost Unique -600 EP

This Perk would be an almost unique thing that the subject of this OOCS can do.

### *Something Rare Booster: Something Unique*

This Perk is an example of something unique that the subject of this OOCS can do.

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

## General Perks:

### Notoriety - Free

Wherever you go, whatever you do, you are the talk of the town. With this **Togglable** perk you can make any of your actions news worthy.

### Power Pack - Free

You are supposedly faster than a speeding bullet, more powerful than a locomotive, able to leap tall buildings in a single bound, by 1930's standards at least. What does this mean in modern terms? You can effortlessly run at 100 miles per hour being able to push yourself to faster speeds, you are strong enough to bend steel girders like jelly or drag a fully stocked cargo train behind you on its tracks and you are tough enough to withstand a high speed collision with a slab of steel, while shrugging off high caliber bullets as if they were rain drops.

**Last Son Origin - Free (Cannot be taken with “SUBJECT: [5-U-9-3-R]”)**

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 falling from the sky in your pod optionally landing in the heart of farmland to optionally be found by a nice couple 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.

**SuperSpecies - Free (Cannot be taken with “SUBJECT: [5-U-9-3-R]”)**

Using this option you are allowed to select one non-human species who has a similar powerset to superman and gain their species as an Alt-Form. This includes but is not limited to Asgardian, Daxamite, Kherubim, Kryptonian, Majesdanian, Saiyan, Shi'ar, Strontians, Tamaranean or Viltrumite. Please note that if you take this option you will be Form-Locked for the duration of this jump and the selected species' natural abilities will not activate until post-jump with the differences being cosmetic.

**Eye Beams -100 CP**

Your eyes are capable of projecting a form of laser that can burn thin concentrated beams of burning energy.

***Even Further Beyond Booster: Beyond Beams***

Your eyes are no longer limited to projecting only thin beams of burning energy and you can now alter the thin beams expanding them into cones and you are able to on command switch the burning energy into a laser beam, a freeze ray, an electrical bolt or a corrosion beam.

### **Super Enhanced Sense -200 CP**

Your senses are all enhanced allowing the following as your maximum but you can reduce it to human levels:

- See a great distance by magnifying the scale of what you are looking at, also allowing you to perceive things that are too small for the naked eye, including infrared/ultraviolet light.
- Identity of specific people, objects, substances and the thinnest crack on an object from touch alone even if it is invisible to the naked eye, you can even feel the shape of an object from air-displacements.
- Identify through taste any ingredients you recognise within food and highlight any harmful or beneficial ingredients. It also protects you from the negative effects of vibrant or disgusting flavors and simply being aware of how bad they are.
- Differentiate different people through smell alone and using it to locate specific people, objects or substances. You could also smell if someone is sick or has toxic materials in their system. You will be aware of when things smell bad but will not suffer for it.
- Hear sounds at frequencies normally inaudible to humans from a distance of a mile away in a crowded city whilst being able to listen to the multiple conversations occurring thanks to a form of audio protection that shields you against sensory overload.

### ***Even Further Beyond Booster: Further Enhanced Sense***

Your senses are not as limited as previously stated instead you can regulate them as needed going so far as to switch off any of your senses making you deaf and blind if you want:

- See kilometers away in all directions simultaneously even in pitch black, see through objects as if through x-ray vision and visually track things normally too fast for even Ultra High-Speed Cameras.
- Determine the location, size and position of any moving object from the feel of the air pressure changes caused by its movement. Feel the history of what has touched something through touch alone.
- You can determine things about people and easily determine what would be required to replicate something by tasting the same air around it.
- You are capable of smelling individual molecules on the opposite side of the planet even while in the outer atmosphere.
- You can hear sounds through an incredible range of frequencies over vast distances which would normally be too quiet to be discernible even when next to them.

### **Flight -400 CP**

You are no longer limited by the land and can float and fly through the air by emitting an energy field that emits an opposing energy. Through this you can fly at subsonic speeds without any outside influence. You can use this energy field to anchor yourself and prevent getting knocked back when you throw or receive a super powered punch. You can also extend this field to any objects you are touching, allowing you to cancel out force and inertia so you can catch someone moving at terminal velocity or hold an airplane one handed without it receiving any damage. This perk also comes with the useful effect that you can toggle a perception filter so that people mistake you for a bird or a plane while you are flying a far enough distance away from them.

### ***Even Further Beyond Booster: Beyond Flight***

While flying your body will be surrounded by a thin field that will protect you from hazards and environmental dangers. You will be able to fly underwater, in space and through a black hole without issue.

### **Even Further Beyond -600 CP**

You are no longer limited by your strength and durability, using this perk you can push your body even further with any physical powers going even further beyond. When you need to push further through an active desire and will to be more, your capabilities will temporarily increase by a compounding 5% every 2 seconds, slowly but surely growing infinitely. However when the need has passed this will rapidly return to your base state unless a need appears.

### ***Power Pack Booster: Up Up and Away [Requires: Eye Beams, Super Enhanced Sense and Flight Booster]***

This perk is no longer limited to only affecting your physical power and you can now push all of your powers and abilities further. When a need arises you will be able to push all of your abilities further, temporarily increasing them by a compounding 8% every second and when the need has passed your powers will slowly lower towards your base state but you will retain 10% of the improvement you had gained.

### ***Up Up and Away Booster: ☺ [Requires: Animated Man, Mechanical Man and Omega Man]***

You are now able to absorb any form of force, matter or energy you come into contact with. You will be able to either passively utilize this power or integrate it into a transformation that greatly enhances your capabilities. With this you would be able to completely absorb a sun, a black hole or even a universal erasing energy attack and gain new Golden, Black and Indescribable forms each with their own abilities.

***Man of Steel Booster: Animated Man [Requires: Power Pack, Eye Beams, Super Enhanced Sense, Flight and World of Cardboard]***

Through this perk all of the required powers vastly enhancing your superhuman strength, speed and durability, precise control over his body's muscles which gives him you the ability to mimic seemingly anyone's voice, Your new heightened strength allows you to lift and move hundreds of billions of pounds to entire continents worth of weight and perform any action with the output of hydrogen bombs or tectonic plate worth of energy. Your durability is close to near-indestructible, allowing you to endure being hit by large objects at hypersonic speeds, hydrogen explosions, withstand the heat of the surface of the sun and near absolute zero temperatures. Your personal speed is increased by ten times allowing you to effortlessly run at 1,000 miles per hour through physical strength alone before applying any other perks.

***Unsanctioned Enhancements Booster: Mechanical Man [Requires: Power Pack, Eye Beams, Super Enhanced Sense, Flight and Self-Made Man]***

With this you gain a digital consciousness that acts as an extension to your mind through parallel processing. Using this extension you can see and translate most of the electromagnetic spectrum allowing you to listen to radio waves, view television signals and interpret any other broadcast or transmitted frequencies. You are able to transfer your digital consciousness through cyberspace either remotely or by digitizing your own body. This allows you to transfer yourself to any connected data driven machine including modern electronics like computers, cars, phones, refrigerators or vastly superior technologies such as spaceships, robots and crystal based nanotechnology. By transferring you are able to take control of making them an extension of your conscious self. Any technology you control can be combined and absorbed into yourself either incorporating it into one of your Alt-Forms or reshaping into a new body that if you can inhabit you may make it a new Alt-Form. If you choose to make multiple mechanical bodies you can choose to remotely puppet them using your digital consciousness instead of possessing them with your digital form.

***Adapt or Die Booster: Omega Man [Requires: Power Pack, Eye Beams, Super Enhanced Sense, Flight and Weakness To Strength]***

Through this purchase you become virtually immortal as your body will stop aging and you will gain a method of regeneration that perfectly restores any damage to your body or mind with only a few seconds of rest. Your body is able to deploy a type of armor like skin plating that is as sturdy as your bones and treats them like any other part of your body. You gain additional awareness of the workings of the universe on a cosmic level allowing you to perceive others even in different dimensions. You gain additional options for your Eye Beams including a lock on that makes it so that your beam never misses its target, the choice to take conscious control over the beam's movements allowing it to travel in a number of ways including straight lines, bend at angles, twist or curve around corners and you gain a disintegration beam that could even kill the real superman.

## **Homage Perk Tree:**

### **Who Needs Glasses -100 CP (Free for Homage)**

If you want to have a Secret Identity you can create a perception filter so that whenever someone looks at you they can't perceive you as your alternative identity even with side by side photos though they may notice that you look similar.

### **World of Cardboard -200 CP (Discounted for Homage)**

You have full control of the precision and coordination of your strength and can do finicky things with the precision of a surgeon holding the most fragile item in your hand while using the same fist to punch without crushing the object you're holding and prevent accidents occurring from your clumsiness.

### **Speed-Forced -400 CP (Discounted for Homage)**

You are able to emit an energy field that allows you to control your velocity and movement at an accelerated rate without causing external kinetic changes. This allows you to passively accelerate your mental and physical speeds to 130 times your normal capacity without increasing displaying any air around you and decreasing the likelihood of causing sonic booms. By pushing your super speeds you can run up to 8,300,000 miles per hour but causing a sonic boom equivalent to one caused by running at mach 2 or 3.

### ***Flight Booster: Speed-Flight***

You are able to accelerate your flight speed to progressively faster speeds going so fast as to surpass light speed being able to travel galaxies within hours and eventually seconds.

### **Man of Steel -600 CP (Discounted for Homage)**

You have a strong heart and a strong mind, you can shake off the horrible things the world shows you and stay true to who you are. You can use the core of your principles to convince others to follow your way of thinking, to grow past their traumas and turn around their perspectives in order to better align with yours.

### ***Even Further Beyond Booster: Beyond Man***

Through your principles you can cause armies and nations to change policies and options almost instantly through the earnestness of your conversation. Through this you can actively prevent disasters and change entire lives in minutes through words alone.

### ***World of Cardboard Booster: World of Steel***

Your words can inspire others to grow strong like you and act in line with your ideals without their ego getting in the way. They will act to inspire others and can even gain their own powers and strength even if it would otherwise not be possible.

## **Deconstruction Perk Tree:**

### **Good Publicity -100 CP (Free for Deconstruction)**

You can swing any kind of press or publicity into a good thing even if you're caught murdering a child you can easily trick people into thinking that they were possessed by an alien who wanted to destroy the world.

### **Self-Made Man -200 CP (Discounted for Deconstruction)**

You have an innate understanding when it comes to creating more powerful people, with this perk you know how to replicate aspects of your powers through technologically, drugs or serums.

### **Superior Mind -400 CP (Discounted for Deconstruction)**

You have a brilliant mind being capable of holding nine simultaneous through processes simultaneously and are easily able to improve or innovate any technology you come across.

### ***Flight Booster: Superior Flight***

Through your immense intelligence you are able to understand how to bridge a gap between two spots using your flight powers energy fields in order to create a stable wormhole around you or others which functions as a form of instantaneous teleportation.

### **Unsanctioned Enhancements -600 CP (Discounted for Deconstruction)**

You know how to temporarily augment yourself with new enhancements that will strengthen your powers and potentially give you new or alternative powers such as altering your toughness to a more powerful armored durability.

### ***Even Further Beyond Booster: Further Enhancements***

You can push any enhancements you have even further, magnifying the boost in strength and power and massively overpowering yourself in the short term, followed by an amount of exhaustion but retaining some of the power or utility in the long run.

### ***Self-Made Man Booster: Self-Made Enhancements***

You can devise technologies or serums that permanently enhance yours or other people's powers pushing them far beyond your current limits.



## **Criticism Perk Tree:**

### **Organizer of Crime -100 CP (Free for Criticism)**

You are fluent in the ways of lies, murder and crime as you gain an impressive management skill that helps you recruit and cultivate subordinates. You understand how and when to persuade, bribe, blackmail or straight up murder someone in order to get your way and can toggle off any feelings of shame or regret for your actions.

### **Weakness To Strength -200 CP (Discounted for Criticism)**

Why leave a weakness as it is when you can use it, this perk allows you to absorb, store and metabolize any form of natural weakness you possess in order to supercharge your powers. Be warned doing this will spread the pain your weakness inflicts across your entire body but the pain will not hinder your actions or have a physiological effect.

### **Within My Power -400 CP (Discounted for Criticism)**

Through this perk you are able to read and dominate the minds of others and allows you to take direct control over their thoughts and actions. You do not have to dominate a person's mind to view or subtly influence their thoughts or memories, you may do so simply by being in proximity with and might even be able to do so without leaving a trace. You are able to control the minds of multiple people simultaneously with anyone under your control entering a trance-like state and forgetting all their actions if released from your control.

### ***Flight Booster: Within My Flight***

Through your mental domination you are able to wield your energy field flight capabilities as a form of telekinesis allowing you to pick up multiple objects and people being able to directly manipulate them as if they were puppets on a string.

### **Adapt or Die -600 CP (Discounted for Criticism)**

Whenever you take sufficient damage from something your body will gain a resistance to it with each form of harm becoming less damaging with time and exposure, however you will need to survive in order to become resistant to it.

### ***Even Further Beyond Booster: Adapt Further***

Whenever you die to damage you will gain a certain amount of grace time that keeps you in a near undead state. While you are in this state you have an opportunity to repair the damage done to your body in a brute force pseudo 1-UP. Should you repair the damage and survive, the resistance you gain will be ten times the normal amount.

### ***Weakness To Strength Booster: Adapt Strength***

The more you absorb of your weakness the less it will hurt in the long run, with your body learning to adapt to it better. Eventually your body will be able to interact with it without having any negative effect at all, though you will still gain a boost from it.

**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.

**Costume - Free**

You have a personalized costume similar to Superman's. It will have a chest symbol, a cape, look like spandex with Underwear but will not come with a mask..

**Broken Spacecraft - Free**

This alien spacecraft is from your native world; it was used purely for transportation purposes, as it contains a fuel-efficient faster-than-light drive, an interplanetary transport system and a suspended animation system that minimizes the resources needed to keep the passengers alive.

It also comes with a data device that holds the information about your now destroyed homeworld and civilization.

**Telephone Box - Free**

Whenever you need to change clothes you will always find this convenient phone booth nearby with it being able to hide you while you switch identities without being noticed.

**Kryptonian Data Crystal -400 CP**

This beautiful gemstone contains a complete database of all kryptonian knowledge however it will require an interface to access.

**Companions:**

You can use this section to import companions or customize the new companions so that they are a suitable substitute for their canon equivalent.

**Reporter - Free**

This reporter always seems to get kidnapped by the villain of the week and seems to need to get rescued by you, perhaps they are your pal or a romantic interest regardless they are on your side.

**Cousin -100 CP**

You seem not to be the only super person on this planet with this companion who was raised on your destroyed planet, thanks to the stasis in their pod they are still a teenager despite being older than your in canon self, they also don't have to be related to you.

They gain all of the general perks that you have purchased at the same level of power and the **Kryptonite Factor** drawback.

## **Drawbacks:**

### **Kryptonite Factor - Mandatory**

You have a natural weakness that causes you extreme pain and strips you of all of your powers. It could even kill you with enough exposure and even though it's the rarest material on earth it is common enough for anyone with enough money to build a business out of selling it.

### **Damsel / Dude In Distress - Mandatory for each Reporter**

Shortly into the start of the Jump, the Reporter will find themselves somehow linked to Super-Jumper, and the local criminal element will periodically attempt to hold them hostage in an effort to exercise control over Super-Jumper. Reporter may also find themselves subject to the worst sort of luck when it comes to natural disasters, robberies and the like, forcing Super-Jumper to prioritize them... possibly to the detriment of others.

### **SUBJECT: [5-U-9-3-R] +100 CP**

You are no longer a Drop-In you are instead a local who has been injected with a super serum made from some unfortunate alien gaining their powers. You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

### **No Super-Friends +100 CP (Can not be taken with "Friendly problems")**

If you find the companion section slightly immersion breaking you may take this drawback to forgo that section.

### **Solar Powered +200 CP**

Your powers from this document are tied to a pool of solar energy stored within your body that gradually depletes when you use those powers if you run out you will be temporarily powerless.

### **Shining Paragon +300 CP (Exclusive to Homage)**

You are a true hero with no intention for criminal activities or the highlife as such you are no longer able to take perks from the **Deconstruction** Perk tree or the **Criticism**.

### **An Excess of Pragmatism +300 CP (Exclusive to Deconstruction)**

You are a business man first and foremost you have no intentions of being a goody goody or a straight up criminal. You can not take perks from the **Homage** Perk tree or the **Criticism**.

### **SUPER-Villainy +300 CP (Exclusive to Criticism)**

You are a villain through and through you have no need for the legitimate side of life as such you are no longer able to take perks from the **Homage** Perk tree or the **Deconstruction**.

## **ME AM REPMUJ +500 CP**

You seem to have had a very unfortunate incident as your face becomes pale and clammy resembling cracked granite and your speech patterns are inverted so you can only say the opposite of what you mean to say.

## **Superior Men +200 CP/+400 CP/+600 CP/+1000 CP**

Normally there would be no other “**Supermen**” within this continuity, however with each purchase of this drawback, a new Space man will appear at some point during your Jump, somewhere on your Planet with their canon powers and more.

For **+200 CP** only **Homelander** will appear.

For **+400 CP** both **Homelander** and **Ultraman** will appear.

For **+600 CP**, **Homelander**, **Ultraman** and **Omniman** will appear.

For **+1000 CP**, **Homelander**, **Ultraman**, **Omniman** and **Sentry** will appear.

1. **Homelander** is an arrogant self-aggrandizing glory hog and he will not be happy to have any competition. He will have access to all the perks on the **Deconstruction** Perk Tree.
2. **Ultraman** is the leader of the superpowered Crime Syndicate in his home reality. He will have access to all the perks on the **Criticism** Perk Tree.
3. **Omniman** is a Viltrumite who was sent to Earth as a conqueror for the Viltrum Empire which he decided to do through peaceful means until that was no longer an option. He will have access to all the perks on the **Homage** Perk Tree.
4. **Sentry** is one of the most powerful heroes in the world, but his darker half causes him to be an unstoppable destructive force at every turn.. He will have access to all the perks on this Jump Document.

## **Generic Drawbacks:**

### **Accident Prone +100 CP**

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

### **Acrophobic +100 CP**

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

### **Age Problems +100 CP**

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

### **Almost Entirely Dark +100 CP**

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

### **Always Left Behind +100 CP**

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

### **Amnesia; Jumpdoc +100 CP**

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

### **Angered Factions +100 CP**

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

### **Antagonistic Timing +100 CP**

Your enemies keep showing up at inappropriate times.

### **Artificial Flashbacks +100 CP**

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

### **As You Know +100 CP**

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

### **At Least Buy Me Dinner First +100 CP**

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

**Awkward Affection +100 CP**

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

**Bad Name +100 CP**

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

**Behind Your Back +100 CP**

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

**Black Cat +100 CP**

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

**Bounty +100 CP**

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

**Culture Shock +100 CP**

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

**Crop Rotation +100 CP**

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

**Dark Memories +100 CP**

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

**Didn't Read The Instructions +100 CP**

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

**Disinteresting +100 CP**

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

**Do you Feel Lucky, Punk +100 CP**

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

**Double Trouble +100 CP**

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

**Easily Deceived +100 CP**

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

**Elites Everywhere +100 CP**

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

**Extended Stay +100 CP**

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

**Faulty Gear +100 CP**

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

**Friend List +100 CP**

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

**Friends to the Four Winds +100 CP**

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

**The Glitch +100 CP**

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

**Gore Galore +100 CP**

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

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

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

**Heroic Sayings +100 CP**

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

**Hidden Knowledge +100 CP**

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

**Hideous Haircut +100 CP**

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

**The Holiday Special +100 CP**

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

**Honorbound +100 CP**

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

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

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

**I Must Nap +100 CP**

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

**I Spy +100 CP**

Your enemies can easily spy on you without being detected.



**In Another Castle +100 CP**

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

**Inconveniences +100 CP**

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

**Kick The Cook +100 CP**

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

**Knowledge Lockout +100 CP**

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

**Language Barrier +100 CP**

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

**Loser +100 CP**

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

**Low Budget +100 CP**

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

**Magnet For Misfortune +100 CP**

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

**Money Money Money +100 CP**

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

**Never Mind My Head Trauma +100 CP**

People don't care when you're injured.

**Nightmare +100 CP**

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

**No Hard Feelings +100 CP**

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

**Optician Required +100 CP**

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

**Orphan +100 CP**

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

**Pixelated Objects +100 CP**

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

**Plot Anchor +100 CP**

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

**The Pollen +100 CP**

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

**Prove Your Worth +100 CP**

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

**Recurring Foe +100 CP**

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

**Rough Childhood +100 CP**

You were not as lucky as some people. Your in-universe childhood was - or will be - abusive and painful to such a degree that you will be affected by it, even if you didn't really live through it. Gain an extra **+100 CP** if taken with **Just A Child**.

**Scarred +100 CP**

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

**Scripted Encounters +100 CP**

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

**Shameful Attraction +100 CP**

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

**Shy +100 CP**

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

**Sickly +100 CP**

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

**Silent Night +100 CP**

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

**Silent World +100 CP**

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

**Simple Minded +100 CP**

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

**Stalker +100 CP**

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

**Stranded +100 CP**

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

**Team Up +100 CP**

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

**They Heard You +100 CP**

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

**They Took My Loot! +100 CP**

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

**This Is A Holdup +100 CP**

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

**This Is A Really Good Book +100 CP**

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

**Thugs For Days +100 CP**

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

**Touch Of Madness +100 CP**

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

**Turn-Based +100 CP**

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

**Two Of A Kind +100 CP**

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

**Unknown Rival +100 CP**

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

**Unnecessarily Slow +100 CP**

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

**Unwanted Crossover +100 CP**

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

**Wanted +100 CP**

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

**Wearing Underwear on the Outside +100 CP**

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

**The Weirdo +100 CP**

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

**What's His Name? +100 CP**

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

**What's That Smell? +100 CP**

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

**What's Wrong With His Face? +100 CP**

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

**Where Did I Go Wrong? +100 CP**

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

**Why Am I Naked +100 CP**

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

**X-Rated +100 CP (Incompatible with "G-Rated")**

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

**Amnesia; Local +200 CP**

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

**Amnesia; Personal +200 CP**

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

**Amnesia; Jumper +200 CP**

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

**An Accident +200 CP**

You keep accidentally falling into compromising positions.

**Betrayal +200 CP**

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

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

**Bigger Boss +200 CP**

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

**Blinded +200 CP**

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

**Dark Minions +200 CP**

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

**Dead Or Alive +200 CP**

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

**Demonic Disturbance +200 CP**

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

**Discount Budget +200 CP**

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

**Fighting Myself +200 CP**

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

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

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

**Godly Distractions +200 CP**

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

**Hormone Problems +200 CP**

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

**Lemming Friends +200 CP**

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

**I Hate Fighting Me +200 CP**

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

**Instructional Video +200 CP**

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

**Is this Blood +200 CP**

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

**Lemming Behaviour +200 CP**

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

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

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

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

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

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

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

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

**Looking For Help +200 CP**

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

**Mirror Match +200 CP**

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



**Nightmares +200 CP**

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

**Perfection +200 CP**

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

**Pet Food +200 CP**

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

**Pig +200 CP**

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

**Poor Underestimation +200 CP**

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

**Publicity +200 CP**

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

**Read People Like A Brick +200 CP**

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

**Sore Thumb +200 CP**

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

**Stealthless +200**

You are very bad at sneaking.

**The Bad People +200 CP**

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

**The Good People +200 CP**

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

**Thou Shalt Not Kill +200 CP**

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

**Too Soon +200 CP**

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

**Too Nice +200 CP**

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

**True To Myself +200 CP**

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

**What The Heart Wants +200 CP**

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

**Wider World +200 CP**

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

**You're A Joke +200 CP**

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

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

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

**Amnesia: Pre-Jump +300 CP**

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

**Cat Got your Tongue +300 CP**

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

**Competent Enemies +300 CP**

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

**Crippled Limbs +300 CP**

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

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

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

**Death Takes a Holiday +300 CP**

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

**Everything Is Fine Now +300 CP**

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

**The Ghosts Of Murder's Past +300 CP**

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

**Holy Problems +300 CP**

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

**I Saw You Barely Over A Year Ago +300 CP**

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

**I'm Going To Take A Walk +300 CP**

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

**I've Come To Duel You! +300 CP**

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

**Just A Child +300 CP**

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

**Living In Exciting Times +300 CP**

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

**Outside Problems +300 CP**

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

**Part-Time Janitor +300 CP**

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

**Prepare For Evasive Actions +300 CP**

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

**Split-Personality +300 CP**

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

**Today's Kind Of A Bad Day +300 CP**

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

**Villain of the Week +300 CP**

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

**Where are the Instructions +300 CP**

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

**You're A Right Git +300 CP**

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

**You Get One More +300 CP**

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

**Alone +400 CP**

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

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

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

**Butterfly Wings +400 CP**

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

**Empty Handed +400 CP**

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

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

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

**Find And Seek +400 CP**

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

**Here Comes The Bad Part +400**

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

**I Am Bound By My Word +400 CP**

You are bound by any promises you willingly make.

**The Importance Of Education +400 CP**

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

**Known Enemy +400 CP**

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

**Lost Or Found +400 CP**

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

**Powerless +400 CP**

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

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

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

**That Wasn't So Difficult +400 CP**

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

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

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

**From the Depths of Hell +400/800 CP**

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

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

**Deathbound +500 CP**

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

**False Friends +500 CP**

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

**PS1 Game +500 CP/+1000 CP**

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

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

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

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

**Auto-Punishment +600 CP**

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

**So Weak +600 CP**

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

**We Humans Are Full Of Surprises +600 CP**

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

**Boss Rush +600/1000 CP**

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

### **AU Continuity +1000 CP**

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

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

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

### **Random Setting +1000 CP**

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

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

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

#### **TV-Show -500 CP**

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

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

#### **Animated Movie -200 CP**

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

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

#### **Science Fiction Movie - Free**

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

[https://www.bestrandoms.com/random-movie-generator?genre=Science\\_Fiction](https://www.bestrandoms.com/random-movie-generator?genre=Science_Fiction)

#### **Fantasy Movie - Free**

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

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

#### **Horror Movie +400 CP**

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

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