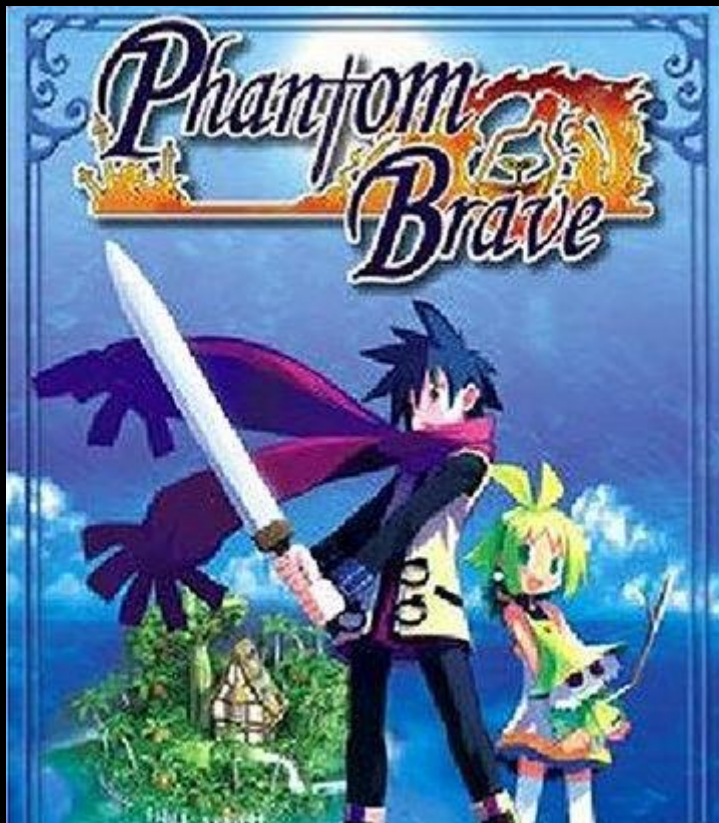


# Out of Context: Phantom Brave Supplement

V1.4 By "fanficwriter1994"



This Document can be used to supplement another Jump, inserting as a Chroma, a type of supernaturally talented mercenary or Bounty Hunter from the game "Phantom Brave", instead of normal options provided by the Jump. This is usually meant to be used on Jumps which normally have no connection to Phantom Brave or do not include Chroma.

You will by default enter as a Drop-In, brought in by any of the usual means found in the wider spectrum of Franchises which include Phantom Brave, Disgaea, Makai Kingdom and others.

To make your build and determine what you are, take these:

## +1000 Brave Points

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:**

**Perks:**

**General Perks:**

**Chroma Perks:**

**Chroma Oxide Perks:**

**Phantom Perks:**

**Items:**

**Companions**

**Scenarios**

**Drawbacks:**

**Generic Drawbacks:**

**Notes**

**Changelog**

# Origin:

## Chroma

You're a Chroma, a being from the world of Phantom Brave with supernatural powers who uses them to earn a living. You're in good company as Marona, the heroine of Phantom Brave, is also one. Another way of looking at Chroma is calling them "Adventurers" like in many Isekai settings, or Mercenaries and Bounty Hunters as they also take jobs along those lines.

## Chroma Oxide

Another type of Chroma this time, you're a Chroma who ambushes and attacks other Chroma to take the rewards of their jobs from them or completes their jobs. Basically, think Gengar and his gang from PMD1 on their first appearance. You don't make a whole lot of friends with this.

## Phantom

You're a Phantom, a spirit. Like Ash you are an incorporeal being who can manifest in physical form if possessing an object in the environment, though this typically takes someone with certain powers to enable. As this would be fairly rare, you may find options below.

# Perks:

## General Perks:

### **Adorable- Free**

You're cute, let us get that out of the way. This Perk is a simple appearance booster, which you can toggle at the start of each Jump, otherwise you will become an adorable version of whatever form you will be taking. Think Marona or Putty levels of cute.

### **Signing Through- Free**

A bit of a surprise has been Castile managing to bridge the language barrier with a Putty using Sign Language. Now you have a similar ability, though you won't need to teach anyone first. You can communicate using Sign Language and if you speak to a mute creature it will be able to use a form of this too, and you will understand it as well as if it was speaking your Language.

### **Phantom Brave System- Free/50 BP**

Similar to worlds such as Disgaea, and based on said IP, this isn't solely game mechanics. You now have access to this same system with all of its basic functions other than those unique to Marona. You may also pay 50 extra BP to add mechanics from other Nippon Ichi games such as the aforementioned Disgaea, Makkai Kingdom or La Pucelle. Hell, you can take some from "Soul Nomad and the World Eaters" if you want. They're all connected, believe it or not. 50 BP for each system you borrow from.

### **Phantom Brave Origin - Free (Cannot be taken with "Hidden Village")**

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

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

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

### **Basic Magic -100 BP**

You now have the potential to learn the magic system of this world, which is fairly similar to that of Disgaea so... yeah you can use that as your basis. You get just the affinity, but you can buy this Perk multiple times to gain max level mastery over one spell for each time you purchase this after the first time.

### **Random Dungeon -100 BP**

Whether you're a Dungeon Monk, which I doubt, or not, you now have the ability to generate a "Random Dungeon" as well as the ability to transport yourself and others into it. This Dungeon will have a random number of levels, enemies and Items with maybe some preferences, as well as a random average level. You also gain the ability to Escape from said Dungeon at will. The benefits? Aside from you being able to escape these dungeons with no repercussions, they contain Items you can take out if you know how, and you can train quite well in here.

### **One Day... -100 BP**

Everyone will see the good in you and come to love you. This is the mantra of Marona which was passed down to her by her late parents. Girl had it hard, losing her parents at age 5 and being treated as a monster by everyone around her. She had Ash, but we know how it would have ended without him due to Carona. With this Perk however, like Marona, you can keep the childlike innocence, good nature and kind heart alive, never losing hope nor the will to keep going. This will also protect you from all manner of corruption or negative influence, and yes, unlike Marona you can't be corrupted by being in the Netherworld for too long. Not even gods can take this from you.

### **Fusionist -200 BP**

Fusionists are an odd job-class in Phantom Brave. By sacrificing one Item you can empower another with aspects of the first Item, including increasing its level cap. This can also extend to Phantoms, allowing you to fuse two of them together to grant one of them an improvement, as well as absorbing them into yourself to the same effect. You can also switch it up, sacrificing a Phantom for an Item or vice-versa. If you use this on Phantoms, their spirits pass into the Afterlife, it is the energy their presence surrounds itself with that you absorb.

### **World like This -200 BP**

This is quite a Meta Perk here. Combat in this world is performed in a Turn-Based Strategy RPG style, and now you can enforce this on other worlds too. Meaning that, with no chance of interference, you can perform actions, moving until you use up your movement range, Attack Action to, well, attack, cast spells or use skills, pick-up and throw, you know? The usual. This is specifically meant to be as it is in Phantom Brave, not Disgaea, which mostly affects movement.

### **Jobs in a Bottle -200 BP**

It would be fairly difficult to be a Chroma of any kind if you couldn't receive jobs, right? In this and future worlds this Perk will cause bottles on legs with little arms to come to wherever you're staying, each carrying a newspaper, letter or job offer. This isn't one-way, as the bottles will be willing to take a package, for example money to pay rent, along when they leave. They can also be summoned to carry mail for you to anywhere in the universe though you can't send explosives. The jobs will pay in accordance with the difficulty of the job and will come with money and various Item rewards.

### **Blacksmith -200 BP**

Ah, going for a trade eh? You can now use accumulated Mana, a type of energy which is collected by Items over time, to improve them, granting them better performance stats and unlocking abilities they let their wielders use.

### **Chartreuse Gale -400 BP**

Ah, the most iconic ability in Phantom Brave, Chartreuse Gale. This ability is the magical skill of Marona and her parents, a form of Necromancy which allows the caster to "Confine" a spirit, known as a Phantom, with which they have a contract to an object, manifesting them as a physical being with all of their abilities. Come with the "Create" ability, allowing you to create such Phantom Contracts. However, Phantoms can only stay for a relatively short period of time and it takes quite a bit of work to get them up to snuff from the start. Hope you're into grinding.

### **Jumper The Brave -600 BP**

Oh, you're no ordinary hero it seems, like Scarlet the Brave, later known as Sienna, you hold the title of "Brave" to your name. Whether this is well known or not is up to you, you can spread it around the world or stay anonymous. This isn't worth 600 BP, I know, but this is: Your combat abilities become 10 times greater, your Endurance, durability and strength grow to the same, and this isn't the peak of your potential, just the beginning as you also grow stronger ten times faster.

### **Chartreuse Gale Booster: The Phantom Brave**

Well this is something, it appears you're now gifted with incredible skills even beyond this. For starters, you're now capable of Advanced Confinement, meaning that, until you willingly give up your hold on a Phantom's confined form, they remain in physical form. Additionally when you make a contract with a Phantom, you will be able to make the contract with up to 200 Spirit Experience, which you can distribute to the stats of the Phantom along with its affinities. Lastly, said statistics and affinities have their cap raised to three times the normal cap, meaning you can increase them three times as much as normal. For Stats that would be raising the maximum to 297 points, though admittedly you don't have that many at the start, and up to 9 points can be put into each affinity, shifting them by 10% toward the positive each. Through training you can also increase the cap on the amount of points you can gain during the Contract Creation as every 5 levels you can pay for 5 additional points.

## Chroma Perks:

### **Marona-kins -100 BP (Free for Chroma)**

You have a natural charisma that can't be ignored. Even if the whole world sees you as a possessed monster, your Charisma can lead to them changing their minds, going as far as to cause some to take revenge on your behalf, such as a famous swordsman deciding to teach a town a lesson for withholding a reward from you for flimsy reasons. Additionally: The kinder you are, the greater this Perk's effect. Being The Polyanna *can* change the world!

### **Beware the Kind One -100 BP (Free for Chroma)**

Kindness is a virtue, and to you? It is strength. The kinder you are to people, the stronger you are when you fight. Show as much kindness as possible, let small things go, and next time you decide to get the going hard, the others better get going. This can increase your stats up to 100 times their normal value but will reset when you utilize this ability, which you can unleash with a mental trigger.

### **Necromancy is just late-Healing -200 BP (Discounted for Chroma)**

You're now naturally gifted in healing magic, allowing you to act as a White Mage. Additionally you have mastered a form of Resurrection Magic which allows you to revive the recently deceased so long as there is a body for them to inhabit. You can also sacrifice an Item to substitute for a body and do the same for Phantoms whose spirit has been shattered, allowing you to restore them and redo the Contract, which will let you pay for more points on those Phantoms when the contract is made.

### **Phantoms of the Living -400 BP (Discounted for Chroma)**

A somewhat strange ability found in this world is for a "Phantom" to be created from a living being. This is seen with both Laharl, Overlord of the Netherworld, and his primary subordinates. With this Perk you may gain the services of such Phantoms from those who are alive if they agree to it. These phantoms will be copies of the individual they're made from at that very moment and may develop differently than them if given time. However, they will start at the equivalent of Level 1 regardless of the original's actual strength.

### **Chartreuse Gale Boost: Prime Phantom**

Now this is Summoning Phantoms! Take everything I said above, but now you get mint condition, 1:1 copies of these donors. This means that they will be as strong as that individual, if not more so if they're no longer in their prime! Additionally any Phantom you contract, if they didn't die in their prime, will be summoned in their prime. Yes, go my child. Go and summon Primebeard after he dies at Marinefort to teach Blackbeard a lesson.

### **New Game+ -600 BP (Discounted for Chroma)**

Many would wonder, what happens when you finish the story? And some would ask, if I had all this power at the start, all these experiences, how would things happen differently? Well, now you can answer these questions. Once the main story, the events most focused on in the source material, have been finished, such as the story of Phantom Brave or a particular point of focus in historical settings, you may reset, returning to your point of origin in this world, your starting point. You retain all knowledge and power you accumulated as well as storing all new belongings you may have gained. You also retain the allegiance and power of any Phantoms, if you have any. You can do this until your time in this Jump is over, with the Jump's duration based not on the time of the loop but your own experienced passing of time.

### **Jumper the Brave Booster: Early Game+**

Now remember how I said you can only do this when you finish the main events? Well, no longer! You can now decide freely when to start a New Game+ after the initial NG+ above. Yes you still need to go through the events at least once before doing this.

### **Necromancy is just late-Healing Booster: Reincarnation**

Well, this is a bit new. You can now use this Perk to reset a willing target to their youth. They do not travel back in time but will return to a childlike state. This will impact their physical powers, but their spiritual, magical and mental powers remain. This will cure them of all ailments however and they will retain 10% of their power from before you did this in return for that sacrifice. With Phantoms this can be used to pay for additional Spiritual Points you can pay for. The higher their level, the more you can give them. You can also change them to another class of Phantom.

## Chroma Oxide Perks:

### Sources -100 BP (Free for Chroma Oxide)

As a Chroma Oxide your livelihood depends on your ability to track down and rob other Chroma, taking either the credit of their job, or their reward money instead. You now have a variety of sources from which you can draw information on where to strike, when to strike, and which kid you need to rob. This will always be within the boundaries of your personal ethics so if you wouldn't want to rob good people, then your sources will instead target other Chroma Oxides. Whether this is for the best or not has to be seen.

### Propaganda -100 BP (Free for Chroma Oxide)

You have a friend, or someone who would like to be your friend. They work in a news network, a newspaper for example, and will hype you up to the best they can. Naturally if you have a bad reputation, this may very well be a certain Sharkman willing to beat people up for mistreating you.

### Battle Hardened -200 BP (Discounted for Chroma Oxide)

Life is hard, and as such, you need to be harder. Emotional distress, horrific memories and loss will still negatively impact you, but this pain, this suffering? You will now use it to your advantage, growing from it and learning, adapting, and ultimately, evolving through it. Lose your parents at age five and grow up hated by everyone? By the time you're 13 you'll be far ahead of anyone your age. Just make sure to get a therapist, or an Emotional Support AU Counterpart.

### Second Chances -400 BP (Discounted for Chroma Oxide)

It can be pretty surprising to hear this, but Walnut, a Chroma Oxide, survived his Heroic Sacrifice. Yeah, believe it or not. He appears in the world of "Soul Nomad and the World Eater" and is sought out by Marona and Castile, his younger sister. Like him you have an uncanny ability to survive fatal events, if this works at any time you could escape by mundane means but once per jump, or once per 10 years, you can negate your own death even if that wouldn't normally be possible, waking up in a secure location. You may even find yourself in a world like the Netherworlds of Disgaea if you want to.

### Chartreuse Gale Boost: Deal with the Death Merchant

Another improbable event, Marona of a different timeline, known colocationally as "Carona", found herself unable to defeat Sulphur in her timeline and, to save it, made a deal with the Merchant of Death to enslave the timeline of Marona (Prime) in exchange for him saving her world. Like her, you can postpone catastrophic events with such a deal as beings like the Merchant will offer it. Should you manage to rally the support of the world you're meant to enslave and defeat your would-be savior, no mean feat mind you, he will still uphold his part of the bargain,

### Monster Command -600 BP (Discounted for Chroma Oxide)

People outside the normal lines of Chroma, Carona and Canary most prominently, they can command living monsters. With this Perk you are able to command and control a variety of non-human creatures without establishing a master-servant relationship with them. More intelligent beasts won't be affected, but that is a small price, right? If taken with "Chartreuse Gale" this will unlock all monster-class Phantom forms. You also cannot command beings of pure evil or malice such as the Shadows of Sulphur.

### Jumper the Brave Booster: Magic Capture

Before, I mentioned the beings of evil, which you cannot command. You can now call on such beings and, with Chartreuse Gale, even create them as phantoms for you to command. This won't let you manipulate Sulphur and similar beings, but those which you can command can even be turned against their former masters. Yes, sick the Blood Thirster at Khorne.

### Battle Hardened Booster: Beast King

Your experiences serve you well it seems, Jumper. You exhibit an aura, a presence, which will allow you to command higher orders of beasts, even creatures as smart as humans. This won't allow you to command humans who aren't under your command already, but they won't second-guess or question your commands if they are. This caps out, however, at Centaur and the like.

## Phantom Perks:

### **Spirit Form -100 BP (Free for Phantom)**

You would be a very strange Phantom if you didn't have a spiritual body, am I right? If normally you wouldn't be (such as if you were a Chroma here) you can assume a Phantom form. You can't materialize without aid for longer than 10 minutes and only once per day on your own. If you have Chartreuse Gale, you can Confine yourself.

### **Item Storage -100 BP (Free for Phantom)**

With this Perk you can assign a weapon to yourself and summon it to your hand at will. This weapon will deal damage proportional to your own power and skill, though more powerful weapons will in turn deal more damage without you getting stronger. In other words, apply game logic.

### **Experienced -200 BP (Discounted for Phantom)**

You're not a greenhorn, you have experienced life and combat. While we can't say Ash is an ancient Warrior, Sprout can, and if nothing changes will, become a Phantom after sacrificing himself. Like Sprout you have 70 years of combat experience and, in game terms, this makes you start out as level 50 with three times the stats you should have. This in other words, makes you 50 times stronger than normal. This also translates to a 48x multiplier on all training of any kind, including normal and Game related grinding.

### **In Death... -400 BP (Discounted for Phantom)**

... You have regained your Honor. At some point in the past, when you were alive, you became possessed by something, may it be Sulphur or what have you. This experience led to your demise as you would rather have died than let that thing control you or be reborn from you. This experience has granted you a great boon, making you five times stronger when fighting entities like Sulphur and his shadows, this includes the Chaos Gods, their Daemons and even renders such beings, such as Eldritch Gods, vulnerable to you. These are however, only some examples, and raw power is still something you need.

### **Chartreuse Gale Boost: Deader than Dead**

Sulphur lives as long as hatred remains, so it is said, yet it is possible for Marona to truly kill Sulphur for good with her Phantoms. With this Perk you now not only have five times again as much power and effect on entities like Sulphur, but anything you Kill will remain dead for good, no resurrections will work no matter who was responsible to try. Moreover, immortality will not prevail against you.

### **Ecarlate -600 BP (Discounted for Phantom)**

Ecarlate is the unique Chroma Power of Ash, a Phantom who had been given eternal life as a Phantom by Marona's late father when he, Marona's mother, and Ash died to Sulphur's Wraith. This skill in the game doubles ATK and DEF during the final turn of a Phantom being Confined, but since this largely won't apply to you, you can invoke this power at will. Furthermore, as you pay a lot of CP for this, you get a Premium version, which instead of doubling ATK and INT, it multiplies all your stats by 20 with a 10 minute limit and 1 hour cooldown.

### **Jumper the Brave Booster: Dark Eboreus**

Typically an ability exhibited by those who have killed numerous comrades, but also is used by Sprout of the Nine Swords of Ivoire following his fall from grace. Like him you have this power which uses your HP (Vitality) to inflict damage, the more you have the more damage is dealt, and you recover HP equal to the damage. To make sure you have plenty of ammo, this increases your HP (Vitality) by a factor of 20. Additionally you can absorb defeated foes into whichever weapon you're using, powering it up.

### **Experienced Booster: Psycho Burgundy**

Psycho Burgundy is the Heroic Power of Scarlet the Brave and shared by Chroma Oxide Walnut/Faded and his adopted sister Caliste once she comes into her own as a warrior and Chroma. Psycho Burgundy is a powerful Pyrogenesis attack described as setting one's soul ablaze as well as typically harmful to the user, though powerful enough to seal Sulphur. Your version doesn't harm you, but has a powerful boost against enemies of Sulphur's ilk and in general, is incredibly powerful. Color defaults to orangish-red, but it is your choice which color the flames take.

# 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.

## **A Set of Weapons- Free**

This is a small armory of weapons found in Phantom Brave such as swords, spears, axes, knives and the like. They start out weak but you're able to sacrifice 10 of a kind to get 1 which is stronger. This restocks every week with 100 random, weak weapons appearing. "Kind" in this context refers to the same weapon by name but not title. The strongest of the titles among those sacrificed is transferred, giving an additional boost to the new weapon.

## **1000 Bordeaux- Free/50 BP**

This is a nice little hatch fund of 1000 Bordeaux. I know it doesn't sound impressive, especially since this is roughly equivalent to 1000 Yen, but there is more. You can buy this multiple times, 50 BP extra for every additional purchase, which will double the amount of money you get. This money restocks at the start of each Jump and is converted to an equal amount of local money. So for example, 1000 Bordeaux becomes 1000 Dollars.

## **Phantom Isle -100/200 BP**

Marona's home, Phantom Isle. A quaint little island with a house, docking port and enough space for up to 60 Phantoms to roam about. Speaking of, unique to this isle, Phantoms will automatically, and without limit, assume physical form here. For an additional 100 BP this island is expanded to five times its normal size with a large mansion in the center.



# Companions

## Import- Free

You may import any companions you have into this Supplement, granting them half the total CP you had at your disposal. Additionally while taking this option, you may grant access to companions later in your chain.

## Export File -100 BP

Any and all Phantoms you have hired here as well as anyone willing to come along joins you through this option.

### Marona -100 BP

The Heroine of Phantom Brave, the kindest, nicest, most purehearted little Necromancer you can encounter. 13 years old, flat as a board, this orphan with hair as green as grass, may be willing to come with you. Marona has access to all the same Perks which would be gained from the Scenario below, but in return you obviously can't take it, the Drawback to replace her, or anything of the sort.

### Carona -100 BP

Carona, or Kurone, real name Marona to be honest, is a parallel universe version of Marona. Growing up without Ash to guide her and shield her from the harshness of other people's prejudice, she became a Chroma Oxide after learning from Sprout of the Blades of Ivoire. A skilled fighter, Carona comes with the Perks you would become if you took the Scenario below alongside the "Another Marona" Drawback. This will disable that combination but you can still take the Scenario. She will be harder to convince to come along and, if you took the scenario below, to recruit her in the first place you must induce a New Game+ after completing the events of Phantom Brave, which will cause the next timeline to be the Another Marona timeline, resulting in this altered tale's series of events occurring in that run.

### Ash -100 BP

The Guardian of Marona, Ash. He is a Chroma who died trying to protect Marona's parents and who became a Phantom by the power of Marona's father's last breath. A skilled and level-headed man, Ash will need to be convinced to come along, unless you take Marona's place.

### Castile -100 BP

Marona's first friend, a sickly girl and younger adopted sister of Walnut. Kind Hearted, intelligent and compassionate, Castile has the potential to unlock Psycho Burgundy herself and will do so by the end of this Jump. Her joining you isn't guaranteed, though if you replace Marona, she won't take no for an answer.

### Laharl, Flonne & Etna -500 BP

"Bwahahaha! You thought I wouldn't make an appearance? Fool!" Indeed, it is Overlord Laharl and his primary underlings, Demon Lord Etna and Fallen Angel (Trainee) Flonne as they appear in the post-game event of Phantom Brave. This happens between Disgaea 1 and Disgaea D/2, and is an alternative timeline outcome to the one that leads to their appearances in Disgaea 2. We're dealing with multiple universes here, what did you expect? They're powerful enough to take on Overlord Ba'al between the three of them and will join you IF you manage to impress Laharl during your time here as he will wash up at a beach near you, in a bottle he had been sealed in due to Etna.

### Basic Team -100 BP

You get a team to work with! These are a Merchant, a Healer and a Soldier, three basic units. If you have the means to Confine them, they will come as Phantoms contracted to you, they're also level 1. They also won't hesitate to charge you for services (Merchant and Healer) though the soldier won't for fighting.

### Dood Rangers -100 BP

Oh, this is odd. This is a set of 3 plu- Oh, no wait, they're alive. Right, these are three Prinnyes, one blue, one red, one yellow, who used to be Prism Rangers in a past life. They're about as strong as you would expect them to be so... not very. They occupy one companion slot and share all Perks with one another, though if separated the power of these perks will be

reduced the further removed they are from one another down to half power. They can also swap items around to one another at any distance.

# Scenarios

## The Phantom Brave

Requires:

- Marona's Life (Doubles Value of "Another Marona")
- Attitude
- Not so Shiny Toys

Hello Jumper, this Scenario will be quite interesting I imagine. Taking this Scenario means that you take the place of Marona in Ivoire, assuming her identity, memories and history. You will by default start at the beginning of the game. Marona's personality will have a strong, but not absolute, influence on you for obvious reasons and you can freely switch between your core personality mingled with Marona's, in essence you but with Marona's experiences, or let the personality of Marona hold the primary sway and causing you to conform more closely to her interactions with others. You can switch between the two at will. You will also not have access to outside powers or your Bodymod for the duration of this Scenario. You will need to go through this adventure as Marona would. If you haven't taken this Supplement on its own, you will find a means of transportation to the other setting after the end of Phantom Brave's story with the ability to return to Phantom Isle once per day from anywhere in the other dimension but requiring notable locations you have reached as transportation points in the other world, with the first being your starting location.

In return you gain the following Perks for free at the start of this Jump:

- Adorable
- Phantom Brave System
- One Day...
- Jobs in a Bottle
- Chartreuse Gale
- Marona-Kins
- Beware the Kind One
- Phantom of the Living
- New Game+

If you purchase the "Phantom Isle" Item you will need to pay it off like Marona does.

If you took the "Another Marona" Drawback, you will receive the following at the start instead:

- Adorable
- Phantom Brave System
- Jobs in a Bottle
- Chartreuse Gale
- Jumper the Brave (Skill increase only)
- Phantom of the Living
- Sources
- Battle Hardened
- Second Chances
- Monster Command

Reward:

Your rewards will be rather plenty. First of all, everything you purchased in this Supplement and the Host Jump, and all rewards will become part of your Bodymod. Secondly you can take for free the following Perks:

- Jumper the Brave (Full)
- World Like This

As well as a "Phantom Isle" of your own. You can also, at any time, travel back to Ivoire in future Jumps for up to three weeks of relaxation and/or to work a bit if you're into that. You also gain Ash, Castile and anyone else you befriended (which I am sure you did a lot) around here as companions. They take up no import slots and can be imported for free within an Import option in any jump with a 1000 CP stipend.

Additionally, take half the CP you didn't spend on the Perks you obtained at the start and end of this Scenario, you gain these points and may either spend them here, in the host Jump, or keep them for the next Jump. Yes, you can retroactively access the jump doc after this Jump ends.

Lastly you may, from this day forward, utilize the Drawbacks from this Supplement in future Jumps as if they were native Drawbacks.

# Drawbacks:

## Second Supplement +0 BP

Quite simple, know another Out of Context Supplement you want to take? You may use this Toggle to add another Supplement onto this Jump alongside this Supplement.

## Out-of-Context Fanfic Toggle +0 BP

A simple Toggle, you may now choose to enter this Jump in a Fanfic of your choice. You may also choose to use this Toggle to alter the setting, either to make a connection to Ivoire, as in a full on a full on Phantom Brave Crossover, or just to include tropes from fanfictions. If another Fanfic Toggle is used, you may mix and mash two fanfics.

## Strange Crossover +100 BP (Cannot take “Phantom Brave Origin”)

You’re no longer a Drop-In.

You were born and raised in this world though the details will be up to you, you may have strange powers, but you are very much native to this world.

## Marona’s Life +100 BP

You’re not gonna be an OC it seems, no. You will be Marona herself, the heroine of Phantom Brave. How this works... will be up to you I suppose. For the duration of this Jump you get all of Marona’s abilities but lose them after this jump unless you bought them properly.

### - Another Marona +400 BP

Did I say Marona? No, you’re Kurone, or Carona in English, though technically you’re still Marona. This means you’re the version of Marona who grew up in a world where Ash never became a Phantom, leading to greater hardship than normal Marona suffered. You start out as a Chroma Oxide with all of Carona’s abilities until the end of this Jump unless you bought them properly here. The list can be found in the Scenario. You cannot take Ash along.

### - From the Beginning +600/+800 BP

Before you would begin around the time Marona’s journey would, at 13 years old just after a mission where the client’s daughter ruined one of your dresses. Now you won’t. You’re 5 years old and just learned that your parents perished on the Isle of Evil. This also means Ash will come to you soon unless you took “Another Marona” in which case you gain another 200 BP on top of the first 600 BP because now? Now you’re alone.

## Play the Game +100 BP (No BP if taken with Scenario)

You will now start your journey in the world of Phantom Brave and will not gain the ability to pass into the world you supplemented with this until Sulphur lays dead. If you took the scenario of this Supplement this Drawback is assumed to be in action automatically, and you do not gain BP even if you took it.

## Awkward Localization +100 BP

The people who localized Phantom Brave had some... odd decisions in how they translated some things. A lot stayed the same, except they replaced Ash’s Battlecry to activate Ecarlate with “You shall go no Further, for her Sake, I will not Fail!” which he says in many situations that make no sense. Yes, it is dumb indeed. You now have to deal with similar dubism.

## Attitude +100 BP

People will judge you for your power, that is a sad truth of Marona’s life. Like her, you will now suffer prejudice from others and while you can gain recognition and certain people won’t be affected, expect to struggle in this upward battle. In fact, if you have Chartreuse Gale, then you will be feared as “The Possessed” quite like Marona

## Meek Constitution +100 BP

Marona is a 13 years old, petite girl. You will be too, your physical durability, endurance and Vitality (HP) will be cut in half. Your stats can improve in those areas, but they do so at half speed.

### **A-Cup Angst +100 BP**

Whether you're a girl or a guy, your... equipment is rather small. Yes, small if any, growth on the chest for girls and very small Ding-Dongs for the boys. And you will be VERY conscious about it, and get upset when reminded about that. This will set in when you hit puberty just in case you start before that.

### **Rival +200 BP**

You now have a self-proclaimed rival, a local who has decided to antagonize you. They will attempt to take credit for anything you do right and will attempt to take any rewards you may have earned, or take them before you can. Yes, they will attack you if you have taken the rewards already. By default this will be Walnut of Phantom Brave, transported as he was to Soul Nomad and the World Eaters, or some other means. Even if it isn't Walnut, at your discretion, they will possess the same abilities as him, including Psycho Burgundy. How? There is a guy in Disgaea 3 who can have it and he has no connection to Phantom Brave so there.

### **New Game: How Many Plus? +200 BP (Requires the Scenario)**

You now have to go through the events of Phantom Brave, more than once. You can take this Drawback multiple times, each time you do, tag on another run of the events. This means you will reset to the start of Phantom Brave and must go through its events another time, as many times as you take this Drawback. You can take this Drawback up to ten times.

### **PTSD +200 BP**

Well, this is unfortunate. You will now suffer the consequences of PTSD when something traumatic happens around you, there will be no brushing aside of the events you witnessed and no resistance to such will help. It doesn't mean you will be crippled, but what it does mean is that you will have nightmares, occasional panic attacks and will freeze up temporarily when confronted with your Trauma. You can overcome this with a lot of work, but expect that to take a long time.

### **Severely Sick +200 BP**

It is never revealed what disease Castile has, but it could be just about anything. Ivoire, the world of Phantom Brave, isn't exactly high-tech, the closest they got is that one steampunk looking vessel at Phantom Isle. You now have a similar disease, although you're not bedridden. What it does is that you need a doctor's appointment at least twice per month for treatment or your health will steadily and rapidly decline. To get treatment you need to pay 4000 Bordeaux a month using money not obtained through Jump Documents, and if you miss a payment two months in a row, which will prevent you from getting treatment, the debilitating effects of the disease will no longer be preventable. However, you still need to pay, so hopefully you have some friends to pay for you.

### **Putty Panic +200 BP**

Putty are a mischievous race of forest dwellers. Fully Sapient but also completely mute, their sapience and intelligence was unknown for most of history until discovered by a certain sick girl. They have the ability to open gateways into a pocket dimension where they teleport Items into for safekeeping, sadly they're bad judges of what SHOULD be put there. By taking this Drawback, you have a Putty following you, they're not malevolent but will occasionally steal Items from you. If you can locate this Putty it will return one Item before disappearing and you need to find them again. They will steal an Item at least once per week.

### **Cheapskate +200 BP**

People who hire you will try to bully you out of proper pay, those who are friendly to you won't, and it won't be all the time, but don't expect to get a lot of money here.

### **Sulphur's Grasp +300 BP**

Oh this is bad, Sulphur has begun to emerge in the world you've come to, the usual signs show up everywhere but nobody will know what will occur. If you took "Attitude" some people may mistakenly assume you're related or even responsible. If taken with the Scenario, a new Sulphur will appear in the world you have added this Supplement to. So better be prepared.

### **Kind of Heart +300 BP (Exclusive to Chromas)**

You're a law abiding citizen, or at least not a jerk to other Chroma. You're going on a Virtue Run.

Can only be taken by Chromas and you may only take Perks from the Chromas and General Perk Lines

**I don't care if you Need It +300 BP (Exclusive to Chroma Oxide)**

You're a Chroma Oxide, meaning you steal and rob other Chroma to get money. Doesn't matter how unethical it would be to steal from a 13 years old child trying to save up so she can buy her own home, you want the money.

Can only be taken by Chroma Oxide and you may only take Perks from the Chroma Oxide and General Perk Lines.

**For Her Sake, I Shall not Fail +300 BP (Exclusive to Phantom)**

A Phantom you will be and more importantly, you will take the place of Ash. Hope you have the right attitude because little Marona needs you. She will take the place of Ash in his Companion option. No you can't take the Scenario with this Drawback.

Can only be taken by Phantom and you may only take Perks from the Phantom and General Perk Lines.

**Colliding Worlds +500 BP**

Oh, this is troublesome. It appears another world has connected to Ivoire and the world you are taking this Supplement to. Flip a coin, on heads this will add the Disgaea Jump on top of the one you're already going to, and intermingling of people from one to the other will occur, if Tails then you must use an at least 500 Jumps long list and roll a random Jump from there. If it isn't fantasy though you may re-roll.

**MC Rush +600 BP**

Oh, this is bad. Choose any Main Character/Player Character from any Nippon Iecchi games. They will now go out of their way to hunt you down and you need to defeat them. Not kill them necessarily, just defeat. Though Death can work too. They will all be as strong as necessary to defeat their own games. You may take this multiple times until you run out of Main Characters.

**Asagi's Wrath +1000 BP**

Asagi is here! Rumored to be the new protagonist of an in-development game, Makai Wars, Asagi's game was postponed indefinitely and now she seeks to claim the spot of another! And the sights of this fourth-wall-cracking maniac are set on you! Defend yourself, because this girl is level 200 and has the full Perk backing of the perks "Jumper the Brave", "Battle Hardened", two instances of "Experienced" and "Ecarlate" alongside a high-grade (15 times sacrifices) rifle as her main weapon. She is an experienced fighter who has clashed with many protagonists, and today it is your turn. You have five years to prepare or, if he appears, until after you have slain Sulphur.

## 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?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

### 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 with every attempt you make being 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 to 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 an identical copy who only *you* can see. The worst part is that this seems to be a Schrödinger situation as the *real* one is the one who you *don't* go after.

**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 Wires +100 CP**

You always believe that anything you go to use will work as expected the first time you try to use it, and you won't realize that something may be malfunctioning until you're proven wrong through firsthand experience.

### **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.

### **The Glitch +100 CP**

Technology fails around you, usually when you need it most. This could be anything from airlocks glitching when you're short on air, powerpacks falling out of your blaster when the cyborg-bounty hunter is taking aim, or your cybernetic arm locking up when you need to lift rubble off of yourself. You might be able to jury-rig a quick repair, but you 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.

### **Heroic Sayings +100 CP**

You unintentionally use quotes and sayings that come across as annoying or cheesy 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 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 Less Celebrated Holiday such as 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 actions.

### **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.

**Looser +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 leave 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**

Each and every night, you'll fall asleep and suffer terrible dreams that you can't separate from reality.

**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 restrictive 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 every little thing. It may even cause you to get stuck in a worthiness spiral, requiring you to prove your worth in order to get things needed to prove your worth for some totally unrelated task.

**Recurring Foe +100 CP**

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

**Scarred +100 CP**

You either have horrible burns or horrible wounds, none of which you can hide. You appear monstrous to others.

**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, even after including every named character. If you would normally see eight-billion humans, you can instead expect to see as few as seven-*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 of the criticism.

### **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 henchmen, 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**

Everyday, 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.

### **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 to other settings resulting in some strange individuals from other worlds popping up and potentially causing us issues. These individuals tend to be in line 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 you're strange. They'll 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, 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 changes depending on where you are, 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.

### **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 are incredibly fragile as they keep getting destroyed leaving you in the nude.

### **X-Rated +100 CP**

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 judgement, 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.

**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 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 per week you will have to fight a fake copy of yourself, some will be shapeshifters, artificial replicas and occasionally incomplete clones.

**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 coming across fresh corpses without any excuse or explanation.

**Lemming Behaviour +200 CP**

You seem to lack any, 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.

**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.



**Too Nice +200 CP**

You tend to be overly accommodating for 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 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.

**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 preempt betrayal, every moment of weakness is an opportunity to be attacked.

**Amnesia +300 CP**

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

**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, they can be crippled or imprisoned but not die.

**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.

**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.

**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.

**Part-Time Janitor +300 CP**

There are consequences for your actions and it seems that 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 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.

**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 requiring 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 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, 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 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**

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 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.

**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.

**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.

**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.bestrandoms.com/random-movie-generator?genre=Fantasy>

# Notes

1. Please be mindful and fanwank appropriately with the generic purchases.

## Changelog

v1.0 Finished the Supplement!

v1.1 Corrected a number of mistakes in the editing. Including the intro, and removed a Drawback required for the Scenario because in hindsight that one made no sense in context of the scenario.

v1.2 Added Marona and Carona as Companion Options, added “Play the Game” Drawback. Corrected one error and accepted helpful formatting suggestions. Thanks to everyone who did so 😊

v1.3 Updated the Generic Drawbacks from those recently added by DeverosSphere

v1.4 Updated Generic Drawbacks, again