

Out of Context: Character-Insert Supplement

V1.04 By DeverosSphere

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

By taking this Supplement you have chosen to replace a canonical character within the story's continuity. You will enter into that continuity awakening as that character at the beginning of the story.

As you are replacing a pre-existing individual you will have the same race, gender, species and appearance as the selected character.

+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:

Not everyone who replaces a character does so in the same way or with the same intentions. What type of self insert are you?

Fixer

You care about the stories you're entering and want your favorite characters to survive and will go through each story and fix it.

Lover

You may find many characters attractive and would like to have them join you. You may not be a fighter but you like to focus on romance.

Observer

It seems rather than simply replacing someone you are a voice in the back of their head, a guide, a mentor or maybe more. It's their life and you're going to help them.

Gamer

You're not just a self-insert, you're also a gamer, you have a gaming system which could allow you to reach unseen heights.

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:

Character Insert - Free

This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Perk to select any canon character that the main characters would be able to defeat at the start of the story if both were at full strength. You will replace the selected character gaining their body as an **Alt-Form**. You will also gain all of the memories, powers, abilities and skills of the selected character but they will not be flat backed.

Character Insert II -200 CP (Requires Character Insert)

The **Character Insert** perk is now boosted so that you can now select to insert as any canon character who at the start of the jump, the canon version of the main characters from the start of the second story arc would be able to defeat if both were at full strength.

Character Insert III -200 CP (Requires Character Insert II)

The **Character Insert** perk is now boosted so that you can now select to insert as any canon character who at the start of the jump, the canon version of the main characters from the middle point of the overarching story would be able to defeat if both were at full strength.

Character Insert IV -200 CP (Requires Character Insert III)

The **Character Insert** perk is now boosted so that you can now pay **-50 CP** in order to select to insert as any canon character who at the start of the jump, the canon version of the main characters from the start of the final story arc would be able to defeat if both were at full strength.

Character Insert V -200 CP (Requires Character Insert IV)

The **Character Insert** perk is now boosted so that you can now pay **-100 CP** in order to select to insert as any canon character who at the start of the jump, the canon version of the main characters at the height of their power would be able to defeat if both were at full strength.

Character Insert VI -400 CP (Requires Character Insert V)

The **Character Insert** perk is now boosted so that you can now pay **-200 CP** in order to select to insert as any canon character from the story.

Twin-sert -100 CP (Requires Character Insert)

The **Character Insert** perk is now boosted so you can instead insert as a copy of your selected canon character either to become a retroactive twin, a clone or an alternative duplicitant.

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.

Gender Lock - Free

This **Perks** when purchased allows you to select a single gender. This **Perk** can then be **Toggled** so that in any future jump you are always that gender. This **Perk** acts as a **Body Mod** in regards to any restrictions and may alter the plot to accommodate a character changing gender.

Timely Arrival -100 CP

Using this **Narrative Perk** you are able to select what point in the Plot Timeline the Jump begins.

World Access -200 CP

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Body Integration +100 CP

This Drawback can only be used with the **Character Insert** Perk. Normally when inserting into a body it is a quick and easy process but by taking this drawback you will be forced to feel the integration as the souls merge and each nerve is synched up. This process will be very unpleasant and feel different enough for each body that you are unlikely to adapt to it.

Timely Arrival Booster: World Arrival

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Baby Steps +200 CP

This Drawback can only be used with the **Character Insert** Perk, instead of starting a Jump when the plot begins you will instead be inserted as the selected character from their birth. The 10 year Jump timer will only begin at the point the Jump would normally begin.

Plot Master -400 CP

You may activate this **Perk** at any point within a Jump in order to gain knowledge about the Jump Setting. This can be used on specific targets such as searching for the name of an item or person with it giving you the equivalent of an in depth Wikipedia Page about them with the Canon knowledge and a page about the Fanon interpretations. This can also be used in a general sense in order to give you an encyclopedic awareness of every canon aspect of the franchise as well as a wide variety of fanon and fanfiction that is appropriate to the Jump, story and setting.

Timely Arrival Booster: Timely Plot

Using this **Narrative Perk** you can **Toggle** the plot to keep it on rails. Normally this is used to prevent events you do not directly alter from being changed by your actions but it can also be used to substitute events you have changed. For example if you have killed a character who instigates events this can be used to cause another character to take their place.

World Access Booster: World Master

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Plot Rush +300 CP

This **Drawback** can only be used in settings that are part of a multi-story franchise such as Game of Thrones, Harry Potter, Indiana Jones or Stargate. After completing the Main-Jump but before moving onto the next Jump all other Drawbacks will be disabled and you will be forced to enter a Sub-Jump at the beginning of one of the settings story arc's while character-inserted as a primary or secondary character for that story arc. Mechanically the character you unsettled as will count as though you had used the **Character Insert** to enter into the Sub-Jump as then. For the duration of the repeated Jump restrictions may be planned on any out of jump non-bodymod perks, powers, items and companions. At the start of each Sub-Jump you will be given a plot relevant mission to complete with a time limit failing this mission will result in jump appropriate punishments. The Sub-Jump may have alterations to the initial Jump including alternate versions of setting, characters, buildings and creatures or plot alterations that would be acceptable in fanfiction. You may use **Narrative Perks** to alter the setting to a degree however these changes must be applicable to every variation of the setting and can not be used to alter the plot points. This **Drawback** can be taken multiple times but the reward will cap at **+1000 CP**.

You can also use this Perk as a **Meta Perk** to allow you to chain together multiple Jumps in the same setting so that once completing the first jump but before starting the first drawback Sub-Jump you may complete another Jumpchain in the same setting.

Full Integration -600 CP

You can now gain the Knowledge, Powers, Skills and Abilities of the character you selected to insert as with the Powers, Skills and Abilities becoming Fiat Backed and locked as a **Sub-Perk** to the corresponding **Alt-Form** of the selected character.

Timely Arrival Booster: Timely Integration

The natural talent of a character can often be useful and through this perk you are able to gain **Sub-Perks**. These **Sub-Perks** allow you to access the natural abilities of each of your **Alt-Forms** possessed at birth regardless of what **Alt-Form** you are in.

World Access Booster: World Integration

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

The Tools You Have +400 CP

Using this Drawback for the duration of this Jump you are locked into using a single **Alt-Form** and are unable to perform any form of shapeshift other than that the selected **Alt-Form** is capable of performing through its **Sub-Perk**.

Plot Master Booster: Plot Integration

You can now gain the Knowledge, Powers, Skills and Abilities of the character you insert as from every point in the canon story. These Powers, Skills and Abilities will each be stored as a separate **Sub-Perk** of the corresponding **Alt-Form**.

Fixer Perk Tree:

Lost and Found -100 CP (Free for Fixer)

That which is lost can be found again, using this perk you have an awareness of any family helpers, heirlooms or abilities your bloodline contains. You also gain a small almost magnetic pull towards what was lost.

Timely Arrival Booster: Timely Found

When you are in danger a lost item, ability or ally will be likely to come to your aid. This can include an ally pulling you out of the way of an assassination attempt, a bloodline ability activating when you are in danger, a transformation unlocking when it is needed to survive or one of your ancestors possessions appearing in your hand when you are in need of a weapon.

Player Status Booster: Found Status

Your Status Screen now contains a map icon which shows your surrounding location centralising on you. Items that appear on your map will have an icon and color to indicate their use and their rarity. The map can be zoomed out however it will always stay centered on your current position with the further you are zoomed out the less detailed the map becomes.

Plot Anchors -200 CP (Discounted for Fixer)

Whenever a threat starts to form towards your well-being or to interfere with your plans and objectives you will start to have an uncomfortable feeling which becomes clearer the closer to the event you become. A day before you may be able to figure out what will be impacted but a minute before it's too late you should have figured out what the threat is.

World Access Booster: World Anchors

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Pre-Warned +200 CP

This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain glimpses of the future showing them your plans that will negatively affect them appropriately 24 hours before you instigate those actions. This drawback has a 24 hour cool-down per person and how well they can understand or react to these images depends on the individual and incident.

Recruit Companions Booster: Plot Companions

When a potential companion that you wish to recruit is dead you can use the **Recruit Companions** Perk to resurrect them and make them a companion. In the event that the potential companion is undead, an Alt-Form of their living body is given. This will give an elf ghost, a living elf **Alt-Form** or a goblin vampire a living vampire **Alt-Form**.

Live Entertainment Booster: Plot Entertainment

Whenever a threat begins to form you will gain a full vision of the canon events that would occur at that time and place in detail. You can reactivate the vision after the event it has occurred allowing you to see a faint overlapping vision of the events that would currently take place the closer you get to the time the event the clearer this vision will become.

Lost and Found Booster: Lost Anchors

You can be alerted when others are in danger allowing you to know what they are facing. You can use this alert in order to instantly send any items you are in contact with to them and gain the knowledge of where the incident is occurring.

Those in Need -400 CP (Discounted for Fixer)

Many of the settings you visit have problems of their own that the story never shows and with this perk you will gain an awareness of who you would be able to help and what the issue is you will need to solve.

Plot Master Booster: Lost Master

You gain a mental list of all the sociological and plot relevant issues that exist within the canon events of the setting. This list is filtered by default to show only those problems you can solve, however you can change this filter so that it contains all of the problems that would occur in the canon plot even if the story doesn't directly reference them.

Inventory Space Booster: Inventory in Need

Your inventory now has access to a gatcha option that will allow you to use Inventory Tokens to get prizes. You can use these Inventory Tokens to use the gatcha option which gives you a random reward. You can get 1 Free Inventory Token by logging into the inventory menu once per 24 earth hours, from earth time 00:00 until 23:59. To spin the basic gacha costs 1 Inventory Token but a variety of gatcha options are available each requiring a different amount of inventory Tokens to spin. Some holiday or themed gatcha are available for limited times with special offers and additional Inventory Tokens could be purchased if you have the shop option.

Lost and Found Booster: Those Found

Whenever someone you are aware of starts searching for something, you gain an awareness of who is searching for what. If you have any information about the item or have seen it before that information will come to the front of your mind.

Plot Anchors Booster: Plot in Need

Whenever an event takes place that would alter or negatively affect the canon plot such as the death of someone important or the removal of a plot item you will become aware of it and know why they were important in the canon plot.

Story Book Ending -600 CP (Discounted for Fixer)

Once per year you are able to see what consequences your actions so far will have at the end of the Jump. This will allow you to see what would occur if the main character replaced you at that point and thought their actions up to that point were their own. You can also use this to put forward to customize what changes you intend to do and see how it would come out.

Full Integration Booster: Story Book Integration

When you are inserted as a canon character you gain all of the knowledge the canon version of the character you are replacing gains throughout the time period of the story. This allows you to retain any information they forget however it will automatically filter out information that would cause any damage to your mind such as an overlord from an alien database.

Normalised Love Booster: Normalised Ending

You are able to **Toggle** this perk so that prediction abilities such as future vision, prophecies and supernatural deduction powers will not see your actions directly. Depending on the power this will alter the visions so that they will see how things were to go without you or see the results of your actions

We Are Protagonist Booster: We are Ending

You can completely change the appearance of your self duplicit changing details about its appearance such as their eye and hair colour or change fundamental aspects of it such as its age, gender, ethnicity and species.

Lost and Found Booster: Lost Ending

You are now able to see into the future whenever you discard or hide an item allowing you to see who will next find it and how long into the future it will be found.

Plot Anchors Booster: Story Book Anchors

You are now able to extend the length of how far you can see into the future allowing you to see the long lasting results of your actions. When activating the **Story Book Ending** Perk you can choose to see 100 years in the future, 500 years in the future or 1000 years in the future instead of only seeing the end of the Jump.

Those in Need Booster: Story Book in Need

Once per week you can choose to activate this perk targeting a single individual, this will allow you to see a flashback of their life story and what their future will be if you do not change anything. You can also use this to customize a viewing to see how their past would have been if an event in their past had been different.

Lover Perk Tree:

Romantic Magnetism -100 CP (Free for Lover)

You have a certain thing about you, a thing that makes those you find attractive more likely to notice you and the traits you possess that they find attractive.

Timely Arrival Booster: Romantic Arrival

Whenever you are interacting with someone you find attractive you will know how they will feel about what you are about to say and gain a general awareness of what they would most appreciate hearing.

Lost and Found Boost: Found Magnetism

You can feel a pull towards those you are romantically compatible with. The greater the compatibility the greater the pull you feel towards them and the more they will notice their preferences in you.

Player Status Booster: Romantic Status

You now gain a status window that shows an Affection Meter for anyone you target as important. This Affection Meter will show when you do something to change the affection level as well as telling you what they think of you and what type of relationship you have with them.

Recruit Companions -200 CP (Discounted for Lover)

At the end of a jump you can choose to recruit character's you haven't recruited as new companions. You may recruit 1 canon character for **-50 CP**, 8 canon characters for **-200 CP** or as many as you want for **-300 CP**. You do not have to pay for the companion immediately but will need to pay off this amount before the companion can be imported into a future jump.

World Access Booster: Recruit Access

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Recurring Enemies +200 CP

This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain an **Origin** and **300 CP** to spend on the Jump document you are using for the setting.

Live Entertainment Booster: Recruit Entertainment

Your companions are not always around you and sometimes you may be concerned for their well-being. Using this perk you are able to select any of your companions and see what they are doing in real time.

Romantic Magnetism Booster: Romantic Companions

Whenever you have a romantic interaction with someone you can choose for them to become followers, a form of companion who is imported into future Jumps for Free but does not gain CP.

Sharing Your Desires -400 CP (Discounted for Lover)

When interacting with a romantic interest you gain an instinctive understanding of what they want, both in a practical way and a pleasurable way. From this you gain an understanding of who is trying to use you and how to scratch someone's itch.

Plot Master Booster: Sharing Your Plot

Whenever you are looking at someone you can choose to **Toggle** this Perk in order to view a thought bubble that shows what the selected person is thinking both text, image or animation but it does not produce sound.

Inventory Space Booster: Sharing Your Inventory

You can now see what items in your inventory would provide the best boost in affection for which individuals. From this you can also see which specific individuals would like each item in your inventory the most.

Those in Need Booster: Sharing Your Need

When you and those you are romantically interested in have problems and issues that need to be resolved, you are able to learn of any issues that they have which you can resolve as well as share an awareness of what issues you can resolve together.

Romantic Magnetism Booster: Romantic Desires

While using this perk you are able to feel and share the emotions and sensations of those you target allowing multiple people to feel the love or gratification of those you select.

Recruit Companions Booster: Recruit Your Desires

Your companions are now able to use the **Recruit Companions** perk in order to recruit and import companions.

Normalised Love -600 CP (Discounted for Lover)

While this perk is active no one will have any issue about any form of romantic interactions you have and will consider it normal. From this you could have a romantic relationship with thousands of people of numerous genders and ages without anyone realising that there is anything amiss even if they are in the relationship.

Full Integration Booster: Normalised Integration

You are now able to select any follower or companion and **Fiat-Back** their canon powers and abilities as a **Perk**, locking it to their normal appearance and making it their default **Alt-Form**.

We Are Protagonist Booster: Normalised Protagonist

You can **Toggle** this perk in order to make any additional bodies you create unnoticeable when they initially separate. The additional body remains untenable until they make notable actions such as attacking someone, opening a door or moving an object.

Romantic Magnetism Booster: Romantic Love

Any romantic feelings that anyone has towards you are automatically sustained so that they never fall out of love with you. You can Toggle this perk off for specific people in order to allow them to stop feeling that level of love towards you.

Recruit Companions Booster: Recruit Love

You are now able to use the **Recruit Companions** perk on any character you are in a romantic relationship with to make them a companion for **Free**. Any companion gained through this Perk can be imported into any future jump for **-50 CP** each, you can import 8 companions for **-200 CP** or every companion you are in a romantic relationship with for **-300 CP**. Companions imported this way will gain half the amount of CP you do to a minimum of **+100 CP** but can not gain an **Origin**, can not purchase **Companions** or take **Drawbacks**.

Sharing Your Desires Booster: Sharing Your Love

Using this perk you are able to set up a subconscious hivemind for all of your romantic partners allowing them each to learn the knowledge of the others and share thought and information in real time.

Observer Perk Tree:

Backseat Driving -100 CP (Free for Observer)

You are now able to segment your mind allowing you to create a copy of the mind of any character you have self-inserted as to control the body while you dictate their actions and access to perks. You can **Toggle** this perk to auto-preserve the mind of anyone who you self-insert as keeping it separate from yourself.

Timely Arrival Booster: Backseat Arrival

The new mind will always believe their actions were their own choice, they will be completely under your control and can be merged back into you with you being able to filter it in order to gain any advantages without any disadvantages.

Lost and Found Boost: Lost Driving

Whenever something happens that would negatively affect the mind of your body resulting in it being disabled or knocked unconscious you will be able to override the damage and take direct spiritual control of the body. You can also segment any damage from the rest of your mind and re-assimilate it at your own discretion.

Romantic Magnetism Boost: Backseat Magnetism

You are now no longer limited to only creating the mind of those you self insert as and can now replicate the mind of others or create a custom mind to add to yourself. This mind can be set to control your body, to act as an advisor or can be implanted elsewhere if you have an ability to transfer minds.

Live Entertainment -200 CP (Discounted for Observer)

With this Perk you are alerted whenever an event takes place that would be important enough to appear in a television or movie rendition of the Jump and are able to watch them in real time.

World Access Booster: World Entertainment

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Preemptive Media +200 CP

This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain all official media about the canon story as well as all equipment required to view it.

Observation Details Booster: Observation Entertainment

When observing something you can choose to see a flashback or cutscene of events important to the target including but not limited to their creation and development.

Backseat Driving Booster: Backseat Entertainment

Whenever an important event takes place you are both alerted to it and the recordings of these events are stored in your mind so that you can watch them at a time of your choosing.

Bottling your Strengths -400 CP (Discounted for Observer)

You are now able to create a reserve separate from your **Alt-Form** which is able to store any form of resources which your **Alt-form** requires in order to use their powers or abilities. This can store a consumable such as Adam and Salts from Bioshock, or it could be a naturally recharging energy source such as Ki from Dragon Ball or Mana from Dragon Age. You can use these energy reserves either to recharge your **Alt-Form's** reserves when low on them or in order to use those energies while in another **Alt-Form**.

Plot Master Booster: Plot your Strengths

You are now able to replicate in a local area any forces that would normally be required to use a power or ability such as the Speed Force from DC, Magic from Lord of the Rings or the Force from Star Wars allowing you to use those abilities even if they are **Not Fiat Backed** in that jump setting.

Those in Need Booster: Bottling your Need

Through physical contact you can bestow others with appropriate powers which you possess. This will allow you to give others the local version of magic, chi and mutations. These bestowed powers will be dynamically appropriate to the target and will not be Fiat-backed meaning that they will only function within compatible settings.

Sharing Your Desires Booster: Sharing Your Strength

You are now able to share your reserves of energy with others allowing them to use energies that they may not normally experience. Through this you can bestow energies native to their jump such as Aura or Ki in order to activate their natural reserves or give foreign but compatible energies such as mana to a marvel sorcerer mana in order to enhance spells or to perform magic without the normal consequences of marvel sorcery.

Backseat Driving Booster: Driving your Strength

You are now able to multitask your energy usage allowing you to safely inter combine and utilise multiple energies simultaneously. From this you could combine normally conflicting energies types in a stable way such as utilising demonic and angelic energies without them corroding one another and with their energies gaining the properties of both energy types.

Live Entertainment Booster: Bottling your Entertainment

Post-Jump you can rewatch the events of the Jump as a singular movie or television show. You can also choose to transfer a copy of these events to a media type of your choice.

We Are Protagonist -600 CP (Discounted for Observer)

Once per day you can split your body in two in order to have two identical bodies that you mentally control simultaneously. You can recall either body at will destroying them with the remaining body becoming your “real” body. Controlling both bodies at the same will will require concentration and practice in order to differentiate the bodies in your mind.

Full Integration Booster: Protagonist Integration

Whenever you leave a Jump, alternative timeline, parallel dimension or other similar alternative reality you can choose to leave behind a copy of the **Alt-Form** you used in that Jump which retains all of your Perks and that **Alt-Form Sub-Perks**. At the end of each jump you can choose for the body to gain a copy of all any new perks and powers you have since gained.

Class Skills Booster: We are Class

Whenever one of your duplicated bodies learns a skill, gains XP or improves the system you will be able to choose to synchronize the change to any of your other connected bodies giving them all those advantages.

Backseat Driving Booster: Backseat Protagonist

You are now able to create a separate body for any mind you create with each mind having independent control of their respective body. You can choose to make a permanent separate body which you can customize so that it matches the mind you have placed in it, however the body and its respective mind will become a separate sentient individual who is meta-native to the current jump setting who can not be recalled.

Live Entertainment Booster: Live Protagonist

You can now control each of your bodies individually as you can choose for each body to contain a hivemind copy of your mind that are each in sync with the others. This allows you to share information instantly and focus on every body simultaneously.

Bottling your Strengths Booster: Bottled Protagonist

When recalling a self duplicate you can now create an internal storage for them to go to rather than simply destroying them. This also allows you to save any unused self duplication that are gained each day.

Gamer Perk Tree:

Player Status -100 CP (Free for Gamer)

You now have access to a Status Screen that will show you the numeric representation of your capabilities and conditions. By default it will show the numeric values of your current and maximum **HP**, how healthy you are, your current and maximum **MP**, how much supernatural energy you possess, your current and maximum **SP**, how much stamina you possess and the numeric representation of the individual characteristics of your **Body**, **Mind** and **Soul**. These details are represented by a numeric value and may consist of a combination of the following values depending on the initial setting: Charisma, Constitution, Dexterity, Defense, Energy, Intelligence, Luck, Perception, Strength, Understanding, Wisdom or Willpower.

Timely Arrival Booster: Timely Status

You are now able to gain Quests which are activities with a required outcome to be completed. When completing these Quests you will gain rewards relating to the Quest including XP which when you gain enough will allow you to level up granting you stat points that you can put into your Status improving your capabilities. Once per day you gain daily tasks that will give you significant rewards.

Backseat Driving Boost: Backseat Status

You gain a separate Status Screen for each of your **Alt-Forms** as well as a separate Status Screen that you retain regardless of your Alt-Form.

Observation Details -200 CP (Discounted for Gamer)

You can now observe the Information of others with this information defaulting to their name, skills, ability's and less than a page about their personal history.

World Access Booster: Observation Access

Using this **Meta Perk** you can now use the following **Drawback** on any jump that you use **Character Insert** on:

Stat Screen +200 CP

This drawback can only be used with the **Character Insert** Perk. At the start of a jump that this drawback is activated the enemies of the character you replaced will gain a list of all the perks and abilities you possess as though they had used the **Observation Details** Perk on you.

Plot Anchors Booster: Anchors Details

You are now able to hyper-accelerate time for your perspective whenever you look at a status window effectively pausing time for everything other than your mind. Whenever a threat begins to form you will gain a Status update about the event and threats. Initially this information will be redacted but the information will be revealed the closer you get to the time of the event.

Recruit Companions Booster: Companions Details

You are now able to set up a Party option with up to 8 companions allowing them to have access to any gamer style perks that you possess.

Player Status Booster: Player Details

Your stats are far more detailed than simply **Body**, **Mind** and **Soul**. Through this you can multiply the stat points you get by 4 by separating each of your stats into the following attributes:

- **Body** separates into **Constitution**, **Dexterity**, **Perception** and **Strength**.
- **Mind** separates into **Intelligence**, **Understanding**, **Wisdom** and **Willpower**.
- **Soul** separates into **Charisma**, **Defense**, **Energy** and **Luck**.

You could then choose to separate these stats even further and multiply the stat points you get by a further 4 to a total of 16 times the initial amount with the stats separating into the following attributes:

- **Constitution** separates into **Endurance**, **Flexibility**, **Recovery** and **Vitality**.
- **Dexterity** separates into **Agility**, **Precision**, **Reflexes** and **Speed**.
- **Perception** separates into **Alertness**, **Awareness**, **Cautiousness** and **Coordination**.
- **Strength** separates into **Form**, **Might**, **Muscle** and **Power**.
- **Intelligence** separates into **Creativity**, **Education**, **Intellect** and **Knowledge**.
- **Understanding** separates into **Comprehension**, **Empathy**, **Retention** and **Utilisation**.
- **Wisdom** separates into **Clarity**, **Psyche**, **Sense** and **Wits**.
- **Willpower** separates into **Fortitude**, **Personality**, **Resolve** and **Sanity**.
- **Charisma** separates into **Charm**, **Presence**, **Leadership** and **Social**.
- **Defense** separates into **Buffer**, **Evasion**, **Resilience** and **Resistance**.
- **Energy** separates into **Force**, **Ki**, **Mana** and **Psionic**.
- **Luck** breaks into **Chance**, **Fate**, **Inspiration** and **Opportunity**.

See **Notes** for more details.

Inventory Space -400 CP (Discounted for Gamer)

You gain a personal space that you can put any items within. The items will be kept in a state of stasis where they will not age or decay. The maximum inventory will match the maximum amount of weight you can carry.

Plot Master Booster: Plot Inventory

Your inventory now has access to a shop option that will allow you to buy and sell items to and from your Inventory Space using an Inventory Currency. You can spend this Inventory Currency to buy things from the local setting including local currency.

Bottling your Strengths Booster: Bottling your Space

You can now create instant dungeons that contain monsters and rewards. By default you will have access to the Zombie Dungeon but can gain more by completing the available Dungeons. The Zombie Dungeon will be an underground area that contains artificial zombies who were never alive and are not infectious. Closing the Dungeon's will reset it, deleting the contents and returning anything from the real world left inside.

Player Status Booster: Player Space

Your inventory now contains a personal space for living arrangements. This space consists of a 20 foot cube that can store anything including objects, plants and people. Tasks can be gained which when completed will allow you to expand or change the available space.

Observation Details Booster: Inventory Details

You can now inspect any objects in your inventory gaining details about an item's history as well as its composition. You can also use this to break an object down into its raw materials.

Class Skills -600 CP (Discounted for Gamer)

You are now able to unlock skills by repeatedly performing related actions. Skills are sub-perks that boost related abilities in certain ways. Cooking related skills could improve your hand strength, give you better control of a knife or improve your accuracy when preparing ingredients.

Full Integration Booster: Skills Integration

Each of your **Alt-Forms** gain their own selection of skills by default equivalent to natural talent and all skills can be improved through repeated use of the skill with some potentially unlocking new Skills when reaching its max level.

Story Book Ending Booster: Story Book Skills

Books about specific subjects or topics will now gain a glow around them making them into Skill Books. When touching a Skill Book you will gain a skill corresponding to the subject of the book. The book will be unharmed and can be read.

Normalised Love Booster: Normalised Skills

You can **Toggle** this Perk at will in order to make any Skills, Perks, Powers or Abilities seem normal to the setting. For example those who see you Fly in a mundane setting will believe it to be a stage magic trick and those in a high fantasy setting will think your flight is a magic spell.

Player Status Booster: Player Class

You can unlock and equip a Class which will give you class specific skills and status boosts while equipped. If you can gain XP you can level up a class to improve the skills and status boosts and with enough levels retain them when changing your class to another.

Observation Details Booster: Skill Details

When inspecting others you can once per day choose to Cut or Copy a skill from your target and paste it into the status of someone else. Cutting a skill will remove the knowledge that the person has in that skill and Copying it will allow them to retain the information. If the target of pasting the skill already has a version of skill the two versions will merge and the result will have the best aspects of both.

Inventory Space Booster: Skill Space

You now have access to a Crafting menu which allows you to convert raw materials into finished products gaining the memories of crafting them and you can Flat-Back Items in your inventory.

Drawbacks:

Complex Motives +100 CP

Characters gain more nuance with most villains gaining a more understandable reason for their actions and heroic characters gaining more selfish traits.

Who Am I? +100 CP

For the duration of this Drawback you will forget your name and personal information such as what your job used to be but will not forget any non-personal knowledge, skills or information such as how to perform your Job.

Something Wrong +200 CP

You're not native to this world and everyone you meet will be able to feel that there is something wrong with you that they can't place. People can overcome this discomfort over time but it will make interacting with new people more difficult.

Narrative Lock +300 CP

By taking this **Drawback** you are no longer able to take any **Perks** other than the **General Perks** and **Perks** from your **Origin Perk Tree**.

Betrayal Fic +300 CP

You can't always trust those who are supposed to support you and with this drawback all of the allies of your selected character will be working against you. This could be for a variety of reasons such as them having a vested interest in your death, them being paid to betray you in some way or them secretly being an evil mastermind who orchestrated the events of the story.

Paranoid Friends +400 CP

The friends and allies of the character you have inserted as, are far more likely to notice any difference in your personality and are likely to jump to the conclusion that you are an imposter then taking the actions that are appropriately for the character and setting.

Empowered Foe +400 CP

The canon Enemies of the character you inserted will gain a profound boost in their abilities allowing them to defeat the most powerful canon version of themself.

Other Inserts +200/400 CP

Normally you would be the only character insert however in this Jump it seems that Truck-Kun has been busy. Now another fan of the setting of this Jump will be reincarnated as another character in the story valid for **Character Insert II** and they will be determined to be the protagonist of the story.

This **Drawback** can be taken up to 4 times with the reward capping at a maximum of **+1600 CP**. For **+200 CP** they will enter into this jump with only the Knowledge, Powers, Skills and Abilities of the character they have been inserted as.

For **+400 CP** they will also be assigned an **Origin** from this **Out of Context Supplement** that has not previously been used for this drawback and will gain all of the **Perks** for that **Origin** including internally supported **Perk Boosters**.

Extended Lore +200/400/600 CP

If you defeat, contain or somehow overcome the canon plot a new threat will appear that is in line with the curve of the canon power scale.

For **+200 CP** a new threat will only appear once.

For **+400 CP** until the end of the jump this will reoccur every time you defeat the new threat however this drawback will be forgotten.

For **+600 CP** the new threats will start to appear from the beginning of the jump and may even align with the canon enemies.

Author Insert +1000 CP

Normally you would be the protagonist of this story however you're not now there will be a new character. This character is the sibling of a protagonist character and is famous and beloved despite being arrogant, selfish and self entitled.

This new character will have access to all the perks on this Jump Document, will instinctively dislike you and will be enemies with anyone who attempts to be the protagonist both attacking them and turning the public against them.

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

You Get One More +300 CP

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

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>

Notes:

Constitution is the combination of:

- **Endurance:** How long your body can go before it begins to feel overuse.
- **Flexibility:** How well your body bends and shifts its positions.
- **Recovery:** How quickly your body heals.
- **Vitality:** How long your body can continue after it reaches a state of overuse.

Dexterity is the combination of:

- **Agility:** How fast your individual body parts can move.
- **Precision:** How accurately your body parts can move.
- **Reflexes:** How quickly your body parts respond to thought.
- **Speed:** How fast your body as a whole can move.

Perception is the combination of:

- **Alertness:** How quickly you interpret your surroundings.
- **Awareness:** How accurately you interpret your surroundings.
- **Cautiousness:** How prepared you are for changes in your surroundings.
- **Coordination:** How well your body responds to your surroundings.

Strength is the combination of:

- **Form:** How well you can utilise your physical strength.
- **Might:** How much raw physical strength you can utilize.
- **Muscle:** How efficient your physical strength is.
- **Power:** How much physical strength you possess.

Intelligence is the combination of:

- **Creativity:** How well you combine information.
- **Education:** How well you structure information.
- **Intellect:** How well you present information.
- **Knowledge:** How well you retain information.

Understanding is the combination of:

- **Comprehension:** How well you interpret information.
- **Empathy:** How well you interpret the emotions of others.
- **Retention:** How well you retain interpretations of information.
- **Utilisation:** How well you use information you interpret.

Wisdom is the combination of:

- **Clarity:** How aware you are of your situation.
- **Psyche:** How aware you are of the minds of those around you.
- **Sense:** How aware you are of your surroundings.
- **Wits:** How well you can utilise what you're aware of.

Willpower is the combination of:

- **Fortitude:** How well you can resist mental damage.
- **Personality:** How much mental strength you possess.
- **Resolve:** How much mental strength you can utilize.
- **Sanity:** How well your mind can heal mental damage.

Charisma is the combination of:

- **Charm:** How interesting you are.
- **Presence:** How attention grabbing you are.
- **Leadership:** How much authority you present.
- **Social:** How well you communicate with groups.

Defense is the combination of:

- **Buffer:** How much external protection you have from damage.
- **Evasion:** How well you can avoid damage.
- **Resilience:** How much damage you can ignore.
- **Resistance:** How much damage you can negate.

Energy is the combination of:

- **Force:** How well you can wield external forces and energies.
- **Ki:** How well you can wield physical forces and energies.
- **Mana:** How well you can wield spiritual forces and energies.
- **Psionic:** How well you can wield mental forces and energies.

Luck is the combination of:

- **Chance:** How likely random events will turn out in your favour.
- **Fate:** How likely long term events will turn out in your favour.
- **Inspiration:** How likely you are, to randomly come up with a solution.
- **Risk:** How likely events will provide unexpected problems or opportunities for you.