

# **Out of Context: DC Lantern Ring Supplement**

V1.03 By DeverosSphere

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

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

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten year long Jump.

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

## **Origin:**

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

### **Red Lantern**

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

### **Orange Lantern**

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

### **Yellow Lantern**

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

### **Green Lantern**

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

### **Blue Lantern**

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

### **Indigo Lantern**

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

### **Violet Lantern**

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

## Perks:

### 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:

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

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

### **Lantern Oath - Free**

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

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

### **Emotional Storage - Free**

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

### **Energy Blasts - Free**

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

### **Hard Light - Free**

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

### **Force Field - Free**

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

### **Flight Field - Free**

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

### **Universal Translator - Free**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

You can create a hollow physical shell of your body using your **Light of Emotion**. This body must be a copy of one of your **Alt-Forms** including your **Power Ring Alt-Form** and during this jump must wear your **Power Ring Alt-Form**. Any physical damage that your shell takes will not harm or kill you though you can still be killed if your **Power Ring Alt-Form** is destroyed.

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

Your **Light of Emotion** can now craft a fully functioning body for yourself from emotional energy. This body is capable of biological functions such as eating and sleeping but can choose not to. During this jump your body must wear your **Power Ring Alt-Form** and although it is susceptible to harm, you won't die from it so long as your ring is not destroyed. You can also restore or redesign the body into one of your **Alt-Forms** at will with only a moment of focus.



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

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

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

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

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



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

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

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

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

## Red Lantern Perk Tree:



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

Red is one of the energies far from the center, and represents the emotion of rage and anger.

When your mindset is enraged you are able to tap into the power of the red light.

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Orange Lantern Perk Tree:



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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Yellow Lantern Perk Tree:



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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Green Lantern Perk Tree:



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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Blue Lantern Perk Tree:



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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Indigo Lantern Perk Tree:



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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

## Violet Lantern Perk Tree:



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

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

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



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

Ultraviolet is unseen and unnoticed, representing repressed and buried emotions. It is one of the seven hidden forces of the universe that were previously concealed by the Source Wall. When your mindset is restraining or uncovering emotions you are able to tap into the power of the ultraviolet light

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Items:**

Any lost or stolen items will return to you after a week in the same condition as when you had it. Any damaged items could potentially be repaired and have the broken condition removed if worked on by a capable engineer.

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

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

**Lantern Uniform - Free**

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

**Power Battery - Free**

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

**Central Power Core -100 CP**

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

## Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Singular Colour +500 CP**

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

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

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

**The First Lantern +1000 CP**

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

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

## **Generic Drawbacks:**

### **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](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>