

Out of Context: Chess Supplement

V1.0 By NHodraudEEduardoHN

This document can be used as a supplement in any Jump to include some Chess elements to it.

By taking this Supplement you have chosen to be similar to a piece of chess. Happily, you still looks like yourself (if you choose to be a Knight, you can look like a strange horse-man thing).

+1000 CP

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

Origin:

There are 6 unique chess pieces. You're free to be whichever you want (except for the King). Your origin will grant you discounts in the perks based on their specific pieces.

Pawn (+100 CP)

You're a pawn, the most simple and weak piece of the game. However, they shouldn't be underestimated, as they have enormous potential.

Knight

You're a knight, possibly the most strange of the pieces. Having the capability of crossing the space others occupy, you can confuse your enemies with ease.

Bishop

You're a bishop, capable of diagonal movement. Extremely hard to notice, your enemies will almost never see you.

Rook (-100 CP)

You're a rook, capable of horizontal and vertical movement. One of the best pieces, you can cross incredible distances in a short amount of time.

Queen (-300 CP)

You're the queen, the most powerful piece of the game. Extremely versatile and dangerous, you'll be a force to be recognized.

General Perks:

Notations - Free

With some prep time, you'll be able to designate parts of a terrain by some manner, be it letters, numbers or colors. Every time you refer to these areas by these, your allies will be able to know where you're referring to. You can also give enemies their own designations, having the same effect of this perk.

All on a Board - 300 CP

In the situation you enter a battle with multiple enemies, you'll be able to see all of it as if it was a chess board. All the leaders will be seen as kings, while the others enemies will be seen as some other piece, varying from pawns to queens, related both to the strength of the enemy compared to you and the importance of said enemy to their team. If, for any reason, killing one of the enemies would end the combat, they will be the only king in the board.

While seeing this board, you'll be able to pinpoint the exact location of all your enemies and allies in the battlefield.

A Prodigy - 600 CP

You're different from the others, easily grasping the concepts of chess. But, this don't affect chess exclusively, as it boost your ability to learn by incredible amounts. Firstly, you're able to play chess with the same ability a Super-GM could. Secondly, you'll be able to learn every mental-skill, be it chess, arithmetic or any other, 100x faster. Thirdly, your brain becomes infinitely better at storing information, making you able to remember all of your life, as well of everything you ever learned. Last, but not least, this perk acts as a capstone booster to other perks in this supplement.

Pawn Perk Tree:

Always Forward -100 CP (Free for Pawns)

As a Pawn, you're versed in the eternal art of moving forward, being extremely good at it. While moving to the direction you're looking, you become 50% faster.

Prodigy Capstone - You're really good at moving forward. Firstly, this increases the boost of this perk to 100%. Secondly, in the first 10 seconds of a fight, you become 10x faster than normal.

Promoting -200 CP (Discounted for Pawns)

As a Pawn, you have an immense potential, even if it requires a specific condition to show itself of. When you enter the HQ equivalent of an opponent during a fight, you'll become 2x stronger for the rest of the fight. If there are multiple HQs, this perk won't stack with itself.

Prodigy Capstone - You're possibly the pawn with the biggest potential your king ever saw. Firstly, this increases the boost of this perk to 4x. Secondly, you'll be able to learn, improve and master everything, even when it shouldn't be possible. For example, you'd be able to learn the ability to use a power only members of a family could, even if it would take years for you to be able to unlock it, let alone master it. This also removes the limits of the strength you'd be able to achieve. A normal human could be able to run at the speed of the sound with enough training (even if it would take all of their life to be able to do so).

Force in Numbers -400 CP (Discounted for Pawns)

As a Pawn, you are incredible at the art of working with other people. You, as well as your allies, will be able incredible in coordinating, knowing exactly when to do something to maximize the potential of your group. This becomes increasingly better for every member in your group.

Prodigy Capstone - At this point, your group could really be one unique being. While in groups, the ability of every single member increases in a 10% by member in the group, until 10 people. After it, every new person will only increase the boost by 1%. This also gives you the ability to communicate telepathically with every member of the group.

An Group of One Person -600 CP (Discounted for Pawns)

Pawns never fight alone if they can choose, and you will never fight alone. Once per day, you can create 7 copies of you, completely equal in terms of power and skill. They are completely loyal to you, and won't try to usurpate your life. They will last 6 hours. If you die and one of your clones still exist, your mind will immediately jump to the closest clone. This won't end your chain.

Prodigy Capstone - You're not a group, you're an actual army. Once per month, you can create 63 copies of you, each one 2 times stronger and more skilled than you. They are completely loyal to you, and will last 1 hour at maximum. These copies also serve the purpose of saving your life, as in the normal perk.

Knight Perk Tree:

The L-Shape -100 CP (Free for Knights)

As a Knight, you gain the ability to move in a way known as "The L-Shape". By moving in a way that resembles an L, you have a good chance of distracting your opponent for some seconds.

Prodigy Capstone - You mastered the ability to move in the L-Shape, becoming a master of the deceitful movement it makes. The first time you use this perk, your opponent will be stunned in confusion for 5 seconds. Also, when you use the L-Shape, your next attack cause 50% more effect than normal.

Jump Over -200 CP (Discounted for Knights)

As a Knight, you can easily pass through your obstacles. If you're able to see any space you could reach in 10 seconds, you can instantly reach the position. This perk has a 1 second cooldown, which increases with the distance traveled up to 10 seconds.

Prodigy Capstone - You gain the ability to become effectively intangible, going through any obstacle in your way. Others people could still interact with you, as only physical barriers are removed. Also, if you could reach a place normally in 1 minute, you can immediately teleport to this place. This has a cooldown of 10 seconds.

Fork -400 CP (Discounted for Knights)

As a Knight, you're naturally good at threatening multiple enemies at the same time. Every attack or ability you have that targets only one person, whenever it's used, will have effect both in the target and the closest enemy or ally (your choice), but only with half the effect it would normally have.

For example, hitting an enemy with your sword would hurt the second closest enemy as well. You can turn this on and off at will.

Prodigy Capstone - Your attacks are almost like explosions, hitting everyone close. Firstly, every "extra attack" this perk gives you has 100% of the normal effect. Secondly, instead of only hitting 2 persons, the 8 closest possible targets will be affected.

Smothered Check -600 CP (Discounted for Knight)

As a Knight, you're the only piece capable of killing your enemies when they're at their safest. Once per day, you can make one attack of yours capable of passing through any kind of defense. This attack will also be able to hit beyond other people, though you'll need to have clear vision of your target.

Prodigy Capstone - You are the perfect weapon for killing things when they're at their best. Once per month, if you had at least one attack that could hurt an opponent, you can instantly kill them with it. This kill bypasses any defenses and immortality. However, if it's possible, your opponent could be resurrected by other people. If your target has multiple bodies, only one of them is left alive.

Bishop Perk Tree:

Eagle Eyes -100 CP (Free for Bishops)

As a Bishop, you're well versed in spotting distant enemies. This perk lets you see 5 times better and farther than before.

Prodigy Capstone - Your vision is now unmatched. You can perfectly see anything in 1000km of your position (if you can see said thing), while also ignoring any kind of camouflage or invisibility.

Diagonal Movement -200 CP (Discounted for Bishops)

As a Bishop, you can cover incredible distances when moving in diagonals. Whenever you move across a diagonal, for at least 10 seconds, you will move three times faster than normal. Hitting an enemy while moving a diagonal will cause 2x the normal damage.

Prodigy Capstone - Now, when moving in a diagonal for at least 2 seconds, you become extremely faster, moving at 20x your normal speed. If you hit someone while doing so, your attack will have their effect increased by around 10 times.

Natural Camouflage -400 CP (Discounted for Bishops)

As a Bishop, it's really easy for you to not be noticed by your everyone. If you stay still for more than 10 seconds, and it's at least 10 meters apart someone, you effectively disappear in the ambient, being around 4 times harder to notice. This perk can be toggled on and off at will.

Prodigy Capstone - If you stay still for 10 seconds, you can become truly invisible and imperceptible. The only way anything could notice you while this is active is by touching you directly. You can also extend this effect to anything you're in direct contact. Any significant movement will stop this effect for the next minute.

Ranged Attack -600 CP (Discounted for Bishops)

The best part about Bishops is, certainly, their ability to attack at almost any range. With this perk, once per day, you gain the ability to extend the range of any ability of yours, making them able to hit anyone in your line of sight, if you could draw a diagonal line between you and them. This capability lasts for about 6 hours.

Prodigy Capstone - You took the natural ability of bishops and extended it to extreme amounts. Once per month, you can activate a capability to extend your attacks by an virtually infinite distance, if your target creates a diagonal with you. For example, a single swing of your sword could hit everyone you wanted to hit in a diagonal position with you, independently of their distance. This lasts for about 1 hour.

Rook Perk Tree:

Horizontal and Vertical -100 CP (Free for Rooks)

As a Rook, you gain the ability to move in perfect straight lines with mastery. When you move in a straight line, you move 2x faster and hit 50% harder.

Prodigy Capstone - I didn't mean that when I said vertical, but it's okay. Firstly, the buff from this perk increases to 100%. Secondly, you can now move along the "Y axis", being able to move up and down at the same speed you could run.

Castle -200 CP (Discounted for Rooks)

You are a rook, giving you access to the ability of protecting your king. Once per minute, if you didn't move in the last second, you can change places with any ally within 100 meters of you.

Prodigy Capstone - Well, this is much cooler than before. If you stay still for 10 seconds, you can change places with anything in 1km of you, if you know the general direction it is at.

Pin -400 CP (Discounted for Rooks)

As a rook, you're naturally good at pinning opponents. If there's 2 people aligned with each other in a straight line between you and then, you can declare a pin. If any of them were to move away of their position, breaking the straight line, the other one will suffer damage as if they were attacked by you. This effect lasts for about 30 seconds, and can't be used again in any of them for 1 minute after it ends.

Prodigy Capstone - Firstly, you can now pin, at most, 10 people. Secondly, as long as they are in a straight line, it doesn't matter if you are part of it as well. Finally, the cooldown of this perk is reduced to 10 seconds. If you want so, you can also pin persons to objects and objects to objects.

The Inescapable Wall -600 CP (Discounted for Rooks)

As a rook, you're able to create what is basically a wall of danger to your opponent. Now, once per day, you're able to create an invisible wall that extends itself in any straight line you desire, that's roughly 3 times your height and 1,5 times your body thick, and expands itself to the limit of your vision. Nothing can directly surpass this wall, and anyone touching it for more than 10 seconds will suffer damage as if you hit them. The wall lasts for about 4 hours.

Prodigy Capstone - Once per month, you can create not an Invisible Wall, but an Inescapable Prison. The whole battlefield is surrounded by various invisible walls, rendering everyone inside incapable of escaping by any means whatsoever. If someone tries to escape, their conscious will "shut off" for 10 seconds. If someone touches the wall for more than 5 seconds, they will lose their limb that can't be recovered until the prison disappears. The prison lasts about 1 hour.

Queen Perk Tree:

Everyway possible -100 CP (Free for Queens)

As a queen, you can move at basically every direction with ease. Once per day, you can choose between the perks “**Always Forwards**”, “**Diagonal Movement**” and “**Horizontal and Vertical**”, to gain their effects for the next 30 minutes. If you already have any of them, you gain their boosted version instead.

Prodigy Capstone - When using this perk, you increase the duration of the effects to 2 hours. You also gain the boosted version of the perks. If you already had their boosted version, double their effects. Also, just for an extra bonus, you can now see in every direction at the same time.

The Botez Gambit -200 CP (Discounted for Queens)

You're a queen, and thus hold incredible power! However, sometimes, a short-sighted decision may cause you to be in a really bad position. Thankfully, once per month, when you take a really stupid decision and acknowledge it within 1 minute of doing so, you can go back to before you made it! This can't save you from death.

Prodigy Capstone - But sometimes, you make a series of bad decision one after another! Now, you can use this perk once per week, and have 1 hour to acknowledge your error. Additionally, the “uses” of this perk are saved. So, if four weeks after getting it you decide to use it, you can use it 4 times!

The Queen Sacrifice -400 CP (Discounted for Queens)

You're a queen, and this makes you a target for every one of your enemies. If only you could reduce how much dangerous you are, just to make these enemies go away... oh, wait, you can! When you're attacked and damaged by someone, you can choose one of your perks, abilities, spells, whatever it is, to “sacrifice it” temporarily. When you do it, you can take something of a similar caliber from the opponent that hit you. After one day, both you and the target regain their abilities.

Prodigy Capstone - You're smart, and know exactly the best way to sacrifice yourself! Now, when you use this perk, you can remove multiple abilities, both from you and your target, at the same time. Also, if you ever want to, you can end your own life to kill however your target maybe. This bypasses any kind of immortality, plot-armor, defenses, you name it. It is even possible that you could kill the one who lets you go from world to world, but why would you do so?

The Strongest Piece -600 CP (Discounted for Queens)

You are a queen, and there's no other piece stronger than you. Once per day, you can activate this perk to become the strongest being in scene. For the next 2 minutes, you'll be in pair with the strongest one around. If you're already the strongest one, then you'll become invincible instead.

Prodigy Capstone - Once per month, you can become the embodiment of victory for a short period of time. For the next 10 minutes, you'll be able to know exactly what you need to do

in order to win against any opponent. If it's absolutely impossible for you to win within the 2 minutes, then you'll discover how to escape instead.

Items:

Any lost or stolen items will return to you after a week in the same condition as when you had it.

Chess Set - Free

You gain a really well made chess set, carved by hand in wood. The board, as well as the pieces, are completely indestructible.

The Perfect Chess Book -100 CP

A book, containing all the information a normal person would need to become a super grand-master in 10 years. It also comes with an e-book copy!

The Database -300 CP

This is an indestructible notebook with infinite storage and energy. In it, you'll be able to access a copy of every single chess game ever played, in every world you ever went. In it, you'll also find a video, as well as an analysis, of every chess match and fight you ever fought in your life. It's granted that you will always discover something new with these analyses, even if it's something very small.

The Mega Chessatron -600 CP

An auto-repairing, robotic abomination created by the fusion of multiple chess pieces, this robot is 30 meters tall and extremely dangerous.

You can crawl into the robot to control it, gaining extreme power. This robot has the capstone boosted version of every perk in this supplement that costs 200 CP or minus. It also has 5x your physical capabilities, being very strong.

However, using this robot for long periods of time is dangerous for you, as it overheats and damages your corpse with usage.

Drawbacks:

Wanted +100/+400 CP

Someone wants you, for whatever reason they have. For 100 CP, the one wanting your head will be locally powerful, someone with equal power as a president. For 300 CP, you'll be wanted by the whole world.

X-rated +100 CP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

An Enemy a Day +100/+300/+600 CP

For 100 CP, you'll have to fight 10 people with the equivalent strength of an olympic champion, each. For 300 CP, you'll have to fight 5 peoples who have the power to destroy a small house in 1 minute, each. For 600 CP, you'll have to fight 2 people who have about half of your total power, with every perk and ability you have, each.

Empty World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Inconvenients +100 CP

Small issues will constantly occur causing minor discomforts for you.

Extended Stay +100 CP

You can Increase the duration of this jump by 10 years.

You can take this a maximum of 10 times increasing it up to 110 years total.

Amnesia +300 CP

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

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

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

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.

Local Scale +300 CP/+600 CP

For **+300 CP** your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For **+600 CP** your level of growth will be capped at 90% of the scale of growth of the local protagonist.

Boss Rush +600 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

Notes:

In situations where the capstone boost of a perk changes it to a significant margin, like with **Group of One Person**, having the capstoned version of a perk don't mean you lose the normal version.

There isn't a King perk tree because I couldn't think of anything cool.