

Out of Context: Ki (Dragon Ball) Supplement

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

By taking this Supplement you have chosen to be a user of Ki, a latent energy within your body, from the Dragon Ball series. You will enter into that continuity as a Drop-In awakening in the middle of a small crater. As a user of Ki you are visibly similar to a human, unless you choose not to be.

+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:

Normal Ki

This type of ki is mostly used by those whose hearts hold no evil intentions. This form of ki is mainly used by mortals and is usually shown by a white aura. Oftentimes, those who use this ki are combat practitioners, whether to grow and improve themselves, protect others, or for some other non-malicious reason.

Evil Ki

This type of ki is used by those whose hearts are filled with evil intentions to conquer and corrupt those who stand in their way. People who use this type of ki believe in nothing but power and dominance, using this ki to crush and enslave the weak. This type of ki is usually shown with a dark red or purple aura.

God Ki

Found only in divine beings, god ki is far more potent than regular ki, enough that to face a foe with god ki with any other type of ki would require far greater power to match. Those possessing god ki can only be sensed by those who possess it. God ki also tends to have some enhancing effects on one's vitality and health. The aura can vary from user to user.

Artificial Ki

Also known as Hikou, this is a version of Ki that has been created by artificial means. As a result, it can't be naturally detected by ki users, and may contain properties that are unique to its makeup.

Perks:

Note:

To get a **Booster**: Perk you will need to purchase the complimentary Perks for example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

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:

Ki - Free

You can manipulate and harness Ki, an innate energy found in all living beings. As a result, you can enhance your physical abilities to levels beyond those of normal human beings. The

amount of ki you possess can be increased through training, allowing you to reach further and further heights of power.

Martial Arts - Free/100 CP

Most people who use ki are martial artists, training and honing their bodies to improve themselves for a variety of reasons. Some seek self-improvement, some seek glory, and others seek revenge. Regardless of the reason, you are now an accomplished martial artist, with 10 years of experience and skill in a single form of martial arts, either real-world or from the Dragon Ball series. Free for the first purchase, an extra **100cp** for either an extra 10 years of experience and skill, or an additional martial art. **Can be bought multiple times.**

Power Type Origin - Free (Cannot be taken with “Not Drop In”)

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.

Ki Techniques - 100 CP

With enough training and focus, a ki user can learn how to use Ki in ways other than simply enhancing themselves. Ki blasts, shockwaves, flight, and more can be used and learned with enough training and practice.

Ki Sense - 200 CP

Experienced Ki users can learn how to sense and detect the flow of ki from other beings, allowing them to both track and determine their level of power. At higher levels, users can sense ki from across vast distances and locate someone with pinpoint accuracy.

Ki Aura - 300 CP

When increasing the amount of ki within your body your ki begins to manifest itself in the form of an aura, the color and appearance is your to choose. In addition to signaling that you're getting stronger, a ki aura can also be used defensively, protecting you from either natural hazards like fire and lightning and even stopping the ki attacks of weaker opponents.

Ki Control - 400 CP

You've learned the art of Ki Control, an advanced ki technique that focuses on controlling and mastering the flow of ki within your body. As a result, you waste far less ki than normally, allowing you to fight for much longer than anyone else. In addition, this refinement of your ki allows your attacks to become much more powerful than before.

Potential Unlocked - 500 CP

Through a secret ritual known only by the Elder Kai your latent potential has been unlocked, boosting your power to levels never before seen. Your physical capabilities have been boosted by a couple orders of magnitude, elevating you to new levels of power. Your ki reserves have

been bolstered as well, allowing you to last far longer in battle and unleash powerful attacks and techniques with little to no strain.

Ki Control Booster: Ultimate

Through mastery and control of your awakened power you've learned to take on a powerful new form known as the **Ultimate** form, elevating your power to an even greater level than before. In addition, your senses have been bolstered as well, enhancing them to an absurd level. This form can be maintained indefinitely if required and grows in power as your base power grows as well.

Yardratian Training - 600 CP

Through extensive training and study under the Yardratians your master and skill with using ki is elevated to an unimaginable level. Your usage of ki is so efficient to the point that not a single drop is wasted, allowing you to use your ki for a near-limitless period of time. In addition, your ki based attacks have been enhanced to an absurd degree, to the point that a simple finger beam could wipe out a planet. So great is your understanding of ki that you could learn and master any ki based technique by simply observing it.

Ki Control Booster: Spirit Control

Despite their weakness the reason the Yadratians are so widely regarded and respected comes from their understanding and master of ki, which has allowed them to accomplish feats that most would deem simply impossible.

This technique, known as **Spirit Control**, allows the user to manipulate and utilize their ki for a variety of different abilities and techniques. The most basic ability is known as the Instant Transmission ability, which allows the user to teleport to any ki signature that they can detect and locate. More advanced applications are cloning (making copies of yourself), gigantification (increasing your size and power immensely), and healing (restoring yourself and others).

But the most advanced technique is the **Forced Spirit Fission**, an ability that allows you to separate and manipulate energy from your target by damaging them, allowing you to undo Fusion and/or Absorption techniques and even free trapped souls. In addition, you can use this ability in reverse by taking the released energy and rather than dispersing it, condense it into an orb and either absorb it yourself or give it to someone else.

Ki Sense Booster: Ki Radar

Your senses have grown to the point that not only can you track ki signatures across vast distances but even from other dimensions. In addition, you can also mark a target, ensuring that no matter where they are you'll be able to track them.

Ki Aura Booster: Ki Armor

This allows you to encase yourself in your own aura, turning it into a form of armor. As a result, your defenses are further enhanced, not only protecting you from all but the most powerful of

attacks, both physical and ki-based, but also protecting you from deadly environmental hazards like toxins, poison, radiation, and even the vacuum of space.

Legendary (Requires Ki Control, Yardratian Training, Full Power, Super Form)

A level of power once told only in myth has now been realized within you, and now it has been unleashed. In addition to your normal super form you have the ability to elevate it into a far more powerful variant, granting you even greater power than before. In this state your size and muscles increase greatly, letting you tower over most opponents while allowing you to move and fight with no loss in speed and agility.

As you fight your power grows at an incredible rate, allowing you to easily stay ahead of those weaker than you and eventually surpass those above you. Your ki has become so strong that it acts as an automatic barrier block and negates the attacks of weaker opponents. Speaking of ki, your body generates ki at an incredible rate to the point that it seems to never run out, allowing you to fight and use powerful attacks endlessly.

Unfortunately this form has some major drawbacks that need to be dealt with. Accessing this form sends you into a violent berserker state, causing you to lash out at anyone near you. The strain this form puts on your body is intense and can potentially kill you. Even worse the ki your body generates needs to be released constantly or else the build up will cause you to explode. With intense training these drawbacks can be lessened and eventually removed all together, granting you full mastery.

Ultra Supervillain (Requires Ki Control, Yardratian Training, Inner Darkness, Villainous Mode)

Developed by Fuu to be a superior successor to **Supervillain Mode**, this transformation elevates your power to levels matched only by the strongest of warriors. This form has two stages of transformation, a base stage where the user is surrounded by a black and dark pink aura with fragments of Demon Realm crystals floating around them. The far more powerful second stage cloaks the body and clothes of the user in black while turning their irises pink and causes dark pink lightning to emit from their body. In addition, they also grow a large pink crystal on the left side of their chest, which if broken will break them out of the transformation.

This form is incredibly dangerous to use as it corrupts the user into a more malicious mindset, which becomes even worse in the second stage while still having the power to corrupt those nearby and grant them the **Supervillain Mode**. Despite the corruptive nature of this power it is possible to resist and even break free should someone possess a strong enough will and mind.

Luckily for you, the version you have is the completed version the Fuu never made and as such most of the drawbacks of this power have been lessened greatly for you, allowing you to access this power with far greater control and less strain on your mind. With further training and development you may one day find a way to achieve an even greater state.

Ultra Jumper (Requires Ki Control, Yadratian Training, Destructive Power, Angelic Skill)

The wild, destructive power of **Ultra Ego** and the calm, focused skill of **Ultra Instinct**, two opposing forms, two opposing mindsets, to achieve one would mean sacrificing the ability to achieve the other but you have rejected such a notion and have done what even the gods and angels would deem impossible.

Through a combination of immense training and sheer stubborn willpower you've learned how to take these two opposing forms and make them work together in a new form known as **Ultra Jumper**. This form represents the perfect fusion of these two forms, a harmony that combines the destructive might of Ultra Ego with the autonomous movements of Ultra Instinct into a form that's greater than the sum of its parts. Rather than having to alter yourself to achieve this power you did the opposite and made it your own as you no longer need a specific mindset to achieve this.

But this is not the end but merely the beginning as through training and refining you can apply this to any and all opposing forces and energies, creating new powers, abilities, and forms through the union of opposites, removing any drawbacks they may have possessed. Uniting the light and dark sides of the Force, combining the powers of Order and Chaos, and even mastering the combined power of the Life and Anti-Life Equations are now within your capabilities.

Jumper Max (Requires Ki Control, Yadratian Training, Perpetual Energy Generator, Ultimate Creation)

It would seem that you're not the perfect creation, but instead its successor. Someone saw the power of the ultimate lifeform and sought to improve upon the design and the result was you. Even in your imperfect state you are leagues ahead of the original in their perfected form, able to casually kill them with a simple blow. Just imagine how powerful you'll become when you achieve your **Perfect** form. But that alone is not what makes you superior to the original.

You possess a powerful adaptive ability that allows you to grow, adapt, and evolve as you exist, becoming more and more powerful as time goes on. This rate of adaptation increases further through exposure to various hazards and dangers. Constant exposure to heat and radiation will eventually result in you being able to withstand the heat of stars. And yet there is still one last ability that lets you stand above your predecessor.

Rather than simply absorbing biomass to grow stronger you can also choose to absorb various items of power to further enhance yourself and gain new abilities. Absorbing an item that lets you shoot fire would give you the ability to manipulate and control flames, consuming the energies of a nuclear reactor would let you release nuclear blasts from your body, the possibilities are potentially limitless.

Breaker of Limits (Requires Yardratian Training, Full Power, Inner Darkness, Destructive Power, Perpetual Energy Generator)

When it comes to getting stronger, you are a legend. Just simple training is enough to see great increases in power, easily making leaps and bounds with your training. When you're really being pushed to your limits you'll find your growth rate rising at an exponential rate, achieving levels of power in a matter of days that most people need years or even decades to reach.

It's not only raw power that you improve in, your skills and talents are also bolstered by your growth. When it comes to learning new techniques and skills you're less like a sponge and more like a black hole, absorbing and consuming any new teachings with ease. Techniques that require years to master are learned in days for you.

But most importantly, you are able to take techniques, skills, and abilities that require some external or internal factor that you don't possess, like a bloodline or magic, and repurpose them to be able to function and work for you through ki alone. As an example, a magic spell that allows you to shapeshift into other people can be altered to be powered by ki and allow the user to alter their ki signature to match the form they take.

God of Ki (Requires Ki Control, Yardratian Training, Super Form, Villainous Mode, Angelic Skill, Ultimate Creation)

Your mastery and understanding of ki has awakened you to a higher level of power, beyond even the Gods of Destruction and the Angels of Zeno. No longer flesh and blood you have become a living mass of ki, a perfect fusion of all types of ki, although you can take on a flesh and blood form, granting you access to various abilities and powers. First is agelessness and immortality, rendering you immune to the effects of time, illness, toxins, and more. Things like food, air, water, and sleep are now optional and any injuries you sustain are healed near-instantly, requiring total body destruction to kill you.

Next, due to your unique nature, ki-based attacks and harmful ki abilities have no effect on you, being absorbed into your body to strengthen you permanently. Your power has been enhanced massively, by several hundreds orders of magnitudes. Any and all ki techniques you see are instantly learned and mastered, allowing you to use their full capabilities with no issues. Your ki has become so dense that just a simple release of power can send tremors that could be sent across space itself.

Lastly, your understanding of the nature of ki allows you to, with time and practice, create new forms of ki, only limited by imagination. Temporal ki, nightmare ki, gummy ki, lustful ki, and more are all within your capabilities. In addition, you can share and grant the ability to use ki to other beings should you choose to.

Normal Ki Perk Tree:

Pure Ki - 100 CP (Free for Normal Ki)

Your ki is exceptionally pure, allowing you to use it to purify and cleanse evil energies and deal more damage to beings with evil intent. In addition, this makes you incredibly resistant to corruptive energies and powers, ensuring that only the most powerful of such things will be able to affect you. Best of all, any power, technique, item, or ability that requires having pure ki will be empowered by an order of magnitude.

Share The Power - 200 CP (Discounted for Normal Ki)

This allows you to transfer your ki to other people to enhance and empower them. The more you give the more powerful they become. This does come at the cost of weakening yourself but your allies can share ki with you as well.

Elemental Ki - 300 CP (Discounted for Normal Ki)

Although rare, sometimes ki takes on elemental properties, like Jiren's fiery ki or the toxic ki of Lavender. Now your ki has the ability to take on elemental traits, becoming hot enough to burn like fire, sharp and fast enough to cut like the wind, heavy and tough like earth, flowing like water, electrifying like lightning, and many more to choose from.

Ki Alteration - 400 CP (Discounted for Normal Ki)

Highly skilled users of ki can create rudimentary weapons and items out of said ki. These items are always basic things like hammers, blades, shields, rings, spears, and other simple items. More complex constructs can be created but would require a massive amount of focus, training, and ki to be achieved.

Ki Control Booster: Ki-reate

Or you could just take this and skip all the training. This elevates your skill with ki constructs to the point that you're basically like a Green Lantern, making it so that your only limitations are your amount of ki and imagination. In addition, by expending a certain amount of ki you can create actual physical items like clothing, food, and more. The larger and more complex the item you're creating the more ki required. Stuff like clothes and food require nearly nothing, but something as large and complex as a city would require enough ki to vaporize a planet.

Full Power - 500 CP (Discounted for Normal Ki)

A rather risky yet rewarding technique, you've learned how to enter the **Full Power** state, a powerful transformation that unlocks the full 100% potential of your power. As a result, your body and muscles grow larger while your ki is raised to its absolute limit. This form, while powerful, comes with a serious drawback, while in this state your body will suffer from physical strain as you force yourself to use your full power without restraint. What's more, this form is incredibly taxing to maintain and will exhaust you quickly. As a start, you can only maintain this form for 5 minutes before burnout, but with intense training the drawbacks can be diminished.

Yardratian Training Booster: Limit Breaker

Due to your training with the Yardratians not only have you learned how to maintain your **Full Power** state for much longer and with far less strain you've learned how to access an even greater form known as **Limit Breaker**. By pushing your **Full Power** form even further beyond you can access the powerful yet dangerous form known as **Limit Breaker**.

In this state, your physical abilities are enhanced to levels far beyond that of even the Full Power state, and your ki has grown to such a degree that it practically erupts from your body, destroying anything near you that can't withstand the pressure. This form is far more taxing than even the Full Power state and you will be seriously injured and lose consciousness upon leaving it at the start. Only through intense, rigorous training can the drawbacks be lessened.

Super Form - 600 CP (Discounted for Normal Ki)

Just like a certain monkey-tailed alien race you have access to your own super form, its style and appearance yours to design. In this super form your base power is enhanced 100-fold, elevating your physical abilities and ki to levels unheard of. As of now this form is taxing to maintain and will be difficult to control and access, often only awakening in times of extreme stress and crisis. With enough training and practice it's not only possible to control this form but also allow you to maintain it for extended periods of time.

Yardratian Training Booster: Even Further Beyond

Thanks to the training from the Yardratians it turns out that your new super form isn't the end but a new beginning. Through constant training and pushing your limits it's possible for you to unlock more powerful super forms, granting you even greater power and potentially new abilities for you to use.

However, each new form will become harder and harder to unlock and master than the previous one. In addition, this grants any and all alt-forms you possess the ability to unlock and obtain their own super forms. Ever wonder what a super-kryptonian would look like or a super-transformer?

Share The Power Booster: Ki Healing

You've now learned how to heal and restore damage by using your own ki. Broken bones, lacerations, bleeding and more are all within your capabilities, requiring you to simply focus your ki on the injury to begin the healing process. The more damage you or the victim has sustained the more ki required to repair them. The only downsides are that you can't heal the dead and you can't cure illnesses.

Elemental Ki Booster: Avatar

Rather than simply mimicking the element with your ki, you now have the ability to generate, manipulate, and control not just one element but four of your choosing. It can be the classical elements like fire, water, wind, and earth, or some other combination. With further practice and training these elements can then be mixed and matched to create new elements and even imbue your ki with them.

Evil Ki Perk Tree:

Seal-Resistant - 100 CP (Free for Evil Ki)

Oftentimes when a great evil is too powerful to defeat by conventional means the heroes often resort to sealing them away, to the constant frustration of countless evil beings. As such in order to prevent you from suffering a similar fate you've been made extremely resistant to being sealed. As you are now only the strongest seals will be able to contain you and even then not for long as your natural resistance weakens the seal from within.

Ki Vampire - 200 CP (Discounted for Evil Ki)

You have the ability to drain and feed on the ki of other beings either by physical touch or by absorbing any ki based attacks sent to you. Absorbing ki will both heal you and temporarily boost your power. Prolonged contact will eventually kill the victim.

Tele-Ki-nesis - 300 CP (Discounted for Evil Ki)

Through much mental training you've learned how to lift and control the physical world with your mind and ki. From lifting massive boulders without touching them, molding and shaping objects with your mind alone, and throwing objects vast distances, are just the tip of the iceberg for what you're capable of.

Corrupted Ki - 400 CP (Discounted for Evil Ki)

Your ki has a corruptive effect on the world, poisoning and tainting anything it comes into contact with. Poisoning the air, causing plant life and animals to rot and decay, even corrupting the ki of your foes, making it incredibly painful and difficult to use, are just the start of what you're capable of.

Ki Control Booster: Dark Corrupter

The corruptive nature of your ki has allowed you to infect and corrupt others, turning them into mindless berserkers, under your control. Those under your control will have their power greatly enhanced at the cost of their mind, losing themselves. The more powerful they are the more corruptive ki is required to affect them. Any victims that stay in this state for a prolonged period of time will eventually be stuck that way forever.

Inner Darkness - 500 CP (Discounted for Evil Ki)

Drawing on the darkness buried deep within yourself, you've have access to a form of ki known as **Dark Ki**, representing the negative aspects of yourself. This dark ki is wild, destructive, and deadly, granting you an immense increase in power. In addition, this dark ki can and be shaped into rudimentary forms like blades or spikes to be used as weapons against your foes. What's more this ki has a negative effect on the souls of your targets, dealing more damage to foes of a more positive nature.

Yardratian Training Booster: Evil Manifested

Your mastery of the Dark Ki has elevated its power to a level beyond, unlocking new abilities to utilize against your foes. For starters, this ki can now be shaped and molded into more complex

forms like limbs and even clones, granting you a higher degree of versatility than before. In addition, the sheer evil emitting from your ki is enough that any living lifeform near you will either die instantly if weak enough or be driven mad if able to survive.

However, the most important part is that your ki now takes on a black, tar-like form, as if all the evils of the world have merged with your ki, not only granting your ki attacks more weight and force but allowing your ki to stick to your target, causing immense damage not only to their body, but their mind and soul as well. Prolonged exposure to this ki will cause irreparable, if not fatal damage to mind, body, and soul.

Villainous Mode - 600 CP (Discounted for Evil Ki)

A unique form of power boost originally created by Towa, this form greatly boosts your power, while also allowing you access to new abilities. **Darkness Mixer**, which allows you to restore both ki and stamina while creating a protective field of dark lightning, **Rage Saucer** allows you to rapidly teleport to a foe and dealing a devastating blow, **Bloody Sauce** lets you release a ball of ki that injures your opponent as well as slowing them down, and **Baked Sphere** that allows you to release a miasma of evil ki that explodes violently upon contact with your target.

This mode has access to three stages, each more powerful than the last, but the risk of losing yourself to the dark energies increases with each stage. With further training and practice it's possible to limit and eventually negate the drawbacks of this power.

Yardratian Training Booster: Supervillainous Mode

Through training you've managed to harness and focus this dark power through your body and mind, unlocking an even greater form known as **Supervillainous Mode**. In this mode your body and aura undergoes a dark transformation, becoming darker with a broken infinity symbol appearing on your forehead and chest. Just as before this transformation is taxing on the mind and body, requires extensive training to master and utilize effectively, lest you risk losing yourself to your own darkness.

Your power is elevated even beyond that of the final stage of the previous form, enough to contend with foes that were once beyond your capabilities. In addition, your dark energy can corrupt other people, turning them into your thralls while granting them their own **Villainous Mode**. In addition to your previous abilities getting a major boost in power you gain access to new abilities, each more deadlier than the last.

Marbling Drop lets you unleash an explosive wave of ki before surrounding yourself in a ki sphere that then fires out multiple bouncing ki spheres at targets. **Peeler Storm** allows the user to unleash a barrage of buzzsaw-like ki attacks towards their targets to shred them into pieces, the speed of this attack making it difficult to avoid. And lastly, the **Gigantic Ki Blast**, where the user creates a massive ki sphere and launches it toward the ground similar to a meteor, the impact releasing a powerful shockwave of ki, decimating the surroundings as well as any opponents in the vicinity.

Tele-Ki-nesis Booster: E.S.Ki.

Why stop at simple telekinesis? You can now use your ki to replicate other psychic abilities ranging from telepathy, psychometry, precognition, mind control, mental projection and more.

Ki Vampire Booster: Parasite

Rather than taking ki from your target you can instead inject your ki into them, slowly infecting them and crystalizing them. Once the victim is fully crystallized you can then absorb the crystal into your body, not only permanently gaining a boost in your ki but also any skills, abilities, and techniques that they have. The stronger the target the longer and more difficult the process becomes. You can also choose to stop and even reverse the process if you so choose.

God Ki Perk Tree:

Undetectable - 100 CP (Free for God Ki)

A unique trait of God Ki is that it is undetectable by mortals using regular ki, any form of sensing, scanners, or tracking will be unable to detect your energy signature.

Pressure - 200 CP (Discounted for God Ki)

Despite being unable to be detected by those with normal ki, one sign that someone is using **God Ki** is the sudden feeling of pressure, as if gravity had suddenly increased around the user. Whenever you flare or release your power you can also release a powerful pressure on your targets, making them feel as if there's suddenly a great weight on their shoulders. The more power you release and the greater the power difference between you the greater the feeling. This can be perfect for intimidation and scaring off weaker or cowardly opponents.

Genki Dama - 300 CP (Discounted for God Ki)

A technique created and taught by King Kai, the **Genki Dama** aka the **Spirit Bomb** allows the user to draw on and gather the energies of lifeforms and the environment and combine it all into an orb of pure ki in order to attack an opponent. The more lifeforms you draw energy from and the longer you draw energy the larger and more powerful the **Spirit Bomb** becomes. You can also draw on energy from sentient beings but only if the power is given willingly.

Kaioken - 400 CP (Discounted for God Ki)

Another powerful technique created by King Kai this allows the user to temporarily enhance their base power level, strength, speed, and even perception to levels beyond their current limits. In addition, the user can multiply the boost for even greater power, allowing them to match and even surpass foes that they once were struggling with. However, the downsides are quite severe as this technique requires precise ki control to use and maintain effectively and prolonged usage of this ability will cause great strain on the body, even to the point of crippling the user. With enough training and practice it's possible to not only limit the drawbacks of this technique but reach even higher levels of power.

Ki Control Booster: Super Kaioken

Thanks to your understanding of ki you've managed to not only greatly limit the drawbacks of the **Kaioken** but create a superior version known as the **Super Kaioken**. This version amplifies your attributes similar to the normal Kaioken but on a far greater level, a single boost of S. Kaioken being worth that of a Kaioken X10 boost. Although the S. Kaioken suffers from the same drawbacks as its original, your level of ki control allows you to mitigate and reduce these drawbacks simply by reaching higher and higher levels of Kaioken, every 10 levels of normal Kaioken equaling one level of S. Kaioken.

Destructive Power - 500 CP (Discounted for God Ki)

You have undergone tutelage from a **God of Destruction** and have come out far greater than you once were. Your understanding of god ki has reached a level that allows you to use and control it as easily as breathing, allowing it to flow through your body as if it was a natural part of you. As a result, your power has skyrocketed tremendously, enough to cause tremors across the universe simply from punching. In addition, this vastly increases your stamina and endurance, allowing you to fight for months, potentially even years without end and endure those same universe shaking blows.

Yardratian Training Booster: Destroyer's Ego

You've learned far more than simply how to use **God Ki** effectively, it seems that the **God of Destruction** has taken a shine to you and has chosen to impart upon you some of their abilities, specifically the **Power of Destruction**, a unique form of energy only able to be used by Gods of Destruction. As you are now you can only create small motes of this energy, yet even these tiny orbs are enough to put massive holes in mountains. With enough training, you'll be able to reduce entire worlds to dust with a simple poke of your finger. And in time you'll be able to unlock **an even greater form**.

Angelic Skill - 600 CP (Discounted for God Ki)

Despite the sheer power of the Gods of Destruction there exists beings above even them, their attendants: the **Angels of Zeno**. Tasked with both attending to and keeping the Gods under control these beings are known not only for their power but their immense skill, skill that they have chosen to impart upon you. Your understanding of your body, your movement, the flow of motion and energy, and the feeling of the environment around you has now reached an otherworldly level, allowing you to keep up with beings that surpass you in power with pure skill alone.

Yardratian Training Booster: Angel's Instinct

You've impressed the angels enough that they decide to impart upon you one last yet most important lesson: how to move without thinking. In a pitched battle the time between thinking of an action and then doing it can be all the difference between victory or defeat, life or death. As such training oneself to react as fast as possible is necessary to survive and yet even this doesn't solve the issue.

The Angels of Zeno however have solved this issue by separating their mind from their body, allowing them to move, act, and even fight with no input required from their mind. As a result,

they waste no time or energy having to think about their next move, and they have now shared this technique with you.

As you are now you can only maintain this technique for brief moments of time, requiring constant focus to use. In time you'll be able to achieve the same feats as the angels and potentially awaken **a new level of power**.

Pressure Booster: Crushing Force

Rather than making it feel like there's a great weight on their shoulders it now truly feels like that to your opponents. Flaring and releasing your power will actually cause your targets to feel a powerful force crushing down on them. With enough power it can send your opponents crashing to the ground, being crushed by the sheer weight of your might. This could even be used to kill your opponent, crushing them until they are nothing but paste. The direction of this crushing force can be changed at will, either pushing them away, sending them flying into the air, or pulling them closer like a vortex.

Genki Dama Booster: Spirit Mode

After gathering all of that energy, rather than use it as an attack you can instead absorb it into yourself, granting you a boost in power based on how much energy you absorbed. While in Spirit Mode your ki aura is so strong that just being near you causes damage to the opponent, increasing the more ki you've absorbed. Rather than using the energy yourself you can instead choose to transfer it to a willing participant.

Artificial Ki Perk Tree:

Artificial - 100 CP (Free for Artificial Ki)

Rather than ki you have a unique energy that mimics ki which is unable to be sensed or detected by any means. In addition, the artificial nature of this energy makes it unable to be absorbed, manipulated, or corrupted.

Android Barrier - 200 CP (Discounted for Artificial Ki)

This gives you the ability to generate a powerful barrier around you, increasing your defensive capabilities. The more energy put into this barrier the stronger and more durable it becomes. If you want you can change the size and shape of the barrier, either making it small enough to only cover you or potentially large enough to encompass a planet if need be.

Analyzer - 300 CP (Discounted for Artificial Ki)

Your brain has been enhanced and optimized for analyzing anything and everything, using the information and data gained to create solutions to various problems and issues you may encounter. From calculating exact change and taxes, to helping with housework and homework, to analyzing an opponent's fighting style to predict their next attack, the possibilities are virtually limitless.

Android Augmentations - 400 CP (Discounted for Artificial Ki)

You have been enhanced via several cybernetic augmentations, increasing your physical capabilities by a couple orders of magnitude. These augmentation have been grafted into your body at the cellular level, meaning that despite being cybernetic you can still grow and increase your power by training. These enhancements are protected from weather and hacking and if damaged will repair themselves via internal nanomachines.

Ki Control Booster: Super Android

Whether through the absorption of another android or good ole fashioned training, you have transformed into a more powerful state known as a **Super Android**. As a super android your power has been boosted by about a dozen orders of magnitude, putting you far beyond the level of an average android. In addition, you gain access to new abilities, ranging from energy absorption, technique mimicry, regeneration, body possession, and more.

Perpetual Energy Generator - 500 CP (Discounted for Artificial Ki)

The very device that made Androids 17 & 18 so feared is now implanted into you. The **Perpetual Energy Generator** allows your body to produce an endless supply of artificial ki, essentially giving you endless stamina, allowing you to fight forever if necessary. Do note, that infinite energy does not mean infinite power, you can still be overpowered by stronger opponents, this device simply means that in terms of stamina, you'll always come out on top.

Yardratian Training Booster: Overclock Mode

Somehow your training with the Yardratians have allowed you to tamper with the **Perpetual Energy Generator**, allowing you to overclock it, resulting in a massive boost in power. While in this **Overclock Mode** your physical and mental capabilities are boosted by at minimum a dozen orders of magnitude, allowing you to confront foes that were once your superior. You can further push the generator for even greater power but be warned: overuse of this mode will damage the generator and result in burnout, causing the device to shut down and enter repair mode. The longer you use Overclock Mode the longer the repair time. During this time you'll lose access to the endless energy of the generator and will have to rely on your own stores of energy.

Ultimate Creation - 600 CP (Discounted for Artificial Ki)

You are the culmination of decades of genetic experimentation to create the ultimate lifeform. An artificial lifeform created from the genetic material of several lifeforms, with access to all of their skills, experiences, and abilities with little to none of the drawbacks. In addition, you also have the ability to drain a target of all biomass to process and use to empower yourself. In addition to all of this, you are currently still evolving and are capable of reaching even greater heights than before. With enough training and consuming of biomass you'll one day evolve into a form that is simply...**Perfect**. See **Notes** for further details.

Yardratian Training Booster: Perfection

Or you've already achieved that form. This is the culmination of countless time spent training and absorbing biomass, your **Perfect** form. This form offers you a massive increase in power, several dozen orders of magnitude. In addition, the abilities and skills of the people used to create you have been enhanced as well, even allowing you to mix and match them for a variety

of effects. You still have the ability to absorb biomass to get stronger, but now you also absorb any beneficial traits, skills, and abilities that they possess to add to your collection.

Lastly, and most importantly, within your body is a small clump of cells and tissue that contains everything about you. Your mind, soul, personality, abilities, etc are all stored within this clump. Should you ever be destroyed, this clump, should it be intact, will absorb the ambient energy from its surroundings and regrow you a new body over a period of time, the more energy available, the faster the growth. Once completed it requires 10 years or a new jump to grow another one, whichever faster.

Android Barrier Booster: Absorption Barrier

The barrier that you can create now has the ability to absorb any energy based attack it comes into contact with and transfer it to you for a temporary boost in power. This can give you a major edge in a battle however it can't absorb physical attacks and maintaining the barrier still costs energy.

Analyzer Booster: Supercomputer

Your mind has been enhanced to the levels of a supercomputer, granting you massively increased intelligence, computational power, data processing, and reaction time. You can process information in a femtosecond, one of the shortest measurements of time. Your reaction time can be boosted to the point that from your perspective everything has frozen solid.

Items:

Any lost, damaged, destroyed, or stolen items will be returned to you after a week in the same condition as when you had them. Any damaged items could potentially be repaired if worked on by a capable engineer.

Martial Arts Gi - Free

A custom made gi made in any colors with any logos of your choice. This gi is comfortable, provides full range of motion for whatever body type(s) you have, and is remarkably durable.

Broken Alien Pod - Free

A mysterious pod from a certain alien race has been found nearby. It's broken and in need of repairs but if you had the skill and resources you could fix it or possibly improve upon it.

Magic Bento Box - 100CP:

This bento box, despite its small size, contains enough food and drink to feed an entire city, or one saiyan. The food and drinks stored in the box will always be the perfect temperature and highly nutritional and flavorful. The food and drinks are various and can even be changed just by closing the box and thinking of your favorite types of food. Always replenished after each use.

Radar - 100CP

This simple looking device allows you to find and locate any object that you choose to tailor it towards. Whether it's dragon balls, chaos emerald, or your missing keys, this radar will help guide you to it.

Power Pole - 200CP:

A simple-looking red bo-staff that is far more than expected. This staff has the ability to extend limitlessly, either as slowly or as quick as needed, just by thought. This staff is indestructible and can support massive amounts of weight despite its size.

Nimbus - 200CP:

A bright yellow cloud that allows the user to fly vast distances at sonic speeds. This cloud responds to your will, rushing to your aid when you're in danger. It can only be ridden by you and those you grant permission to. It can also be used to store inanimate objects.

Bag of Senzu Beans - 300CP:

These small, unassuming green beans have an incredible ability, which made them a very important item in the Dragon Ball franchise. When consumed these beans rejuvenate a user's energy and repair all injuries that they suffered. They can even restore lost limbs and organs with ease. The amount of energy contained in these beans is enough that a single bean can keep you fed for 10 whole days. This bag contains 20 beans.

Capsules - 300CP:

These incredible pieces of technology are the brainchild of Dr. Brief and the Capsule Corporation. These small devices with a single button are able to store objects hundred or even

thousands of times their size. With just a single press of a button and a simple toss the capsule explodes and releases the contents within. After you're finished you can return the object back to the capsule. This gives you 100 capsules containing various objects, like houses, vehicles, gear, and more.

Spaceship - 400CP:

Your own personal spaceship that is ready for your journey across the stars. This spaceship is able to travel across the galaxy in a week. The spaceship comes with various amenities such as bedrooms, kitchen, bathrooms, medical bay, science lab, gym, library, and more. The controls are very easy to understand and pilot and has an onboard AI that can pilot the ship on its own.

Lab - 400CP:

Your own private lab, filled with various tools and equipment for your own experiments. From biological, to chemical, to technological, you can create many inventions, both incredible and horrific. This lab has various automated safety features and security measures to ensure maximum protection. The lab comes with an elite team of scientists, ready and willing to work on any projects you may have.

Gravity Chamber - 500CP:

One of the best tools for training and improving your power, widely used by various characters from the Dragon Ball franchise. This large spherical machine, the size of a two-story house, has the ability to manipulate the gravity within the machine. The gravity can be increased by five hundred times normal Earth gravity. This is perfect for getting stronger as training and sparing in increased gravity will increase your power level and muscles by many leaps and bounds.

Ki Weapon - 500CP:

A special melee weapon designed to absorb, channel, and enhance any ki that is placed within. Regardless of what type of weapon you use, (hammer, spear, axe, sword, staff, etc), it will be perfect and easy to use. Indestructible and only able to be used by you and those you choose, this weapon is a perfect conduit for ki, letting you greatly increase the power of your attacks both melee and long-ranged. Most importantly, you have a telekinetic connection to your weapon allowing you to control it with nothing but your mind.

Time Ring - 600CP:

An incredible item only found and used by the Supreme Kai, this item grants the user back and forth through time, allowing them to both witness and alter it to their whims. Another important ability of this ring is that it protects you from any and all time based manipulations, even rendering you immune to any attempts to change your personal timeline. For example, someone going back in time and killing your past self wouldn't affect you so long as you keep wearing the ring.

Hyperbolic Time Chamber - 600CP:

The ultimate training room for rapid improvement and growth, the Hyperbolic Time Chamber also known as the Room of Spirit and Time. This chamber is unique in the fact that it is an

entirely separate dimension connected to the normal world via an unassuming door. Upon accessing this dimension you're taking to a small building that contains enough rooms and resources to support up to 20 people. Traveling further out will reveal the dimension, which is just a blank wide void that stretches on forever. Just the threshold has gravity 10 times that of normal Earth and it increases the farther you travel.

The air in the chamber is only 1/4th that of earths and the temperature can fluctuate from bone-chilling cold to skin-blistering hot in an instant. But its most impressive feature is that time flows differently in the chamber, a single day outside translating to one year inside. This allows fighters to get incredibly strong in a short period of time. Ordinarily the chamber was only limited to allowing two uses per person before being unable to be used again, but this one is the improved version created by Dende, allowing you to use it as many times as you wish.

Dragon Balls - 600/1000CP:

The iconic items of the Dragon Ball franchise, these 7 orange orbs with stars in them have the ability to grant wishes once all seven have been found. Once found the user can summon a massive dragon known as Shenron to grant them their wish. These wishes can range from resurrecting the dead, information, restoring youth, immortality, and anything else you can think of, within reason.

Ordinarily Shenron would only be able to grant a single wish but thanks to some modifications by Dende he can instead grant 3 (2 if one was used for mass resurrection). While Shenron is powerful there are limits to what he is capable of, like killing beings beyond him, resurrecting someone who died either twice or from natural causes, making people fall in love, looking for objects in another dimension or reality and granting the same wish twice.

However if you're willing to pay a substantial price than for an extra 400cp then your dragon balls have now become Super Dragon Balls. These are on a level far beyond that of any set of dragon balls created. Their size is such that they are often compared to planets, oftentimes actually being disguised as such. Using these summons the Dragon God Zalama, who will grant you any wish with no limits.

However, one important detail about the dragon balls is that after the wish is granted they will split up and scatter across the planet, or universe for the Super Dragon Balls, and go dormant for one year. See **Notes** for further details.

Katchin - 600/1000CP:

Said to be the strongest metal in the universe, this metal is durable enough to withstand world shattering attacks with little to no damage, often requiring either immense strength or esoteric abilities to break it. An even greater variant known as Kachi Katchin is said to be the strongest metal in the multiverse, requiring attacks that can shake the universe to have a chance at scratching it. Anything made with either of these metals will be the closest thing to indestructible. Either purchase will grant you a warehouse sized block of the metal to use as you see fit.

Drawbacks:

Not Drop In +100 CP

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow gained access to Ki (DB)

You will need to work out your Background with your Jump Chan, additionally you will lose all Items from this Supplement.

Enemy Power User +200 CP

Normally you would be the only one Ki (DB) within this continuity, however with this drawback enemy Ki users will appear, one of each type who are each going to hunt you down to decide who is the strongest.

Street Fighter +300 CP (Exclusive to Normal Ki)

You're a natural born fighter, taking to the streets to find and test yourself against some of the best fighters ever. Oftentimes your journey sees you traveling the world, searching for the next great challenge. Because of this you are no longer able to take perks from the **God Ki**, **Evil Ki**, and **Artificial Ki** Perk Tree.

Demon +300 CP (Exclusive to Evil Ki)

A dark entity from another plane of reality, you thrive off of misery and suffering and grow stronger from indulging in your darker desires, while also tempting others to do the same. Because of this you are no longer able to take perks from the **Normal Ki**, **God Ki**, and **Artificial Ki** Perk Tree.

Archon +300 CP (Exclusive to God Ki)

Once a mere mortal you have been blessed with a mysterious artifact known as a Gnosis and have ascended to levels beyond that of mortal capabilities. Because of this you are no longer able to take perks from the **Normal Ki**, **Evil Ki**, and **Artificial Ki** Perk Tree

Mecha Jumper +300 CP (Exclusive to Artificial Ki)

Created by a mad scientist to aid in their goals of world domination, you have broken free from the shackles of your creator's programing, granting you autonomy and freedom to decide your own path. Because of this you are no longer able to take perks from the **Normal Ki**, **Evil Ki**, and **God Ki** Perk Tree.

Ki Users +200 CP/+400 CP/+600 CP/+1000 CP

Normally there would be no other Ki users within this continuity, however with each purchase of this drawback, a new portal will appear at some point during your Jump, somewhere on your Planet.

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

For **+400 CP** both **Jiren** and **Cumber** will appear.

For **+600 CP** **Jiren**, **Cumber** and **Beerus** will appear.

For **+800 CP** **Jiren**, **Cumber**, **Super 17**, and **Beerus** will appear

For **+1000 CP** **Jiren**, **Cumber**, **Beerus** and **Goku** will appear.

1. Jiren will have access to all the perks on the **Normal Ki** Perk Tree.
2. Cumber will have access to all the perks on the **Evil Ki** Perk Tree.
3. Beerus will have access to all the perks on the **God Ki** Perk Tree.
4. Super 17 will have access to all perks on the **Artificial Ki** Perk Tree.
5. Goku will have access to all the perks on this Jump Document.

Generic Drawbacks:

Accident Prone +100 CP

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

Almost Entirely Dark +100 CP

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

Always Left Behind +100 CP

Why do they keep leaving you behind?! Companions, allies, and benefactors always ditch you to deal with whatever's going on.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however, these events never took place.

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 keep becoming romantically interested in you.

Awkward Affection +100 CP

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

Behind Your Back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

Black Cat +100 CP

You are constantly finding ill omens pointing at you. Mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback, you'll constantly butt heads with cultural norms that are different from your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

Didn't Read The Instructions +100 CP

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Easily Deceived +100 CP

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

Elites Everywhere +100 CP

Every Group of opponents that you face will have at least 1 extra Elite member.

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.

Faulty Wires +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Friend List +100 CP

You will constantly find random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is aiming at you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal but will make things more dangerous.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Hidden Knowledge +100 CP

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

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Honorable +100 CP

You are honor-bound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take action.

How Do I Keep Falling Into These Situations +100 CP

Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

I Must Nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. 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 over again.

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Kick The Cook +100 CP

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

Knowledge Lockout +100 CP

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

Language Barrier +100 CP

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

Low Budget +100 CP

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

Magnet For Misfortune +100 CP

You have terrible luck causing you to be nearly constantly hit by random, unpleasant, and painful bouts of misfortune.

Money Money Money +100 CP

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

Never Mind My Head Trauma +100 CP

People don't care when you are injured.

Nightmare +100 CP

Every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

No Hard Feelings +100 CP

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Orphan +100 CP

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

Pixelated Objects +100 CP

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

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. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Prove Your Worth +100 CP

Every time you try to do anything it seems that everyone will want you to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove your worth on something else.

Recurring Foe +100 CP

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

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Scripted Encounters +100 CP

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

Shy +100 CP

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

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Silent 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.

Simple Minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

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.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a deserted island somewhere in the 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 is they always seem to get the praise for a situation and you the dissatisfaction.

They Heard You +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

They Took My Loot! +100 CP

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

This Is A Holdup +100 CP

For some reason, every two-bit henchmen, sidekick, minor minion, and comedy relief character thinks they can kick your ass and thanks to this drawback they are 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 keep getting sucked into the narrative ignoring everything that happens around you.

Thugs For Days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Touch Of Madness +100 CP

Things keep happening that make you think you're going crazy and maybe you are.

Two Of A Kind +100 CP

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

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and 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 and move at a snail's pace so I hope you're a patient person.

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

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 want to speak to you.

What's His Name? +100 CP

No one seems to remember your name and you have 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 will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

What's Wrong With His Face? +100 CP

Your face has been messed up making you grotesquely ugly and nearly unrecognizable to everyone who knows you.

Where Did I Go Wrong? +100 CP

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

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.

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 that you shouldn't and keep being betrayed.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Blinded +200 CP

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

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ants to sugar.

Dead Or Alive +200 CP

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

Discount Budget +200 CP

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

Fighting Myself +200 CP

At least once per week you will have to fight a fake copy of yourself.

Friends From Beyond Your Dimension +200 CP

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

The Good People +200 CP

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

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.

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.

Instruction Tape +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.

Looking For Help +200 CP

You have difficulty finding allies and will often find yourself alone without anyone to trust.

Mirror Match +200 CP

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

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Perfection +200 CP

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

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Pig +200 CP

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

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

Publicity +200 CP

Every mistake you make will become public knowledge, and every negative misinterpretation of your actions will be pushed to the front.

It's almost like someone is trying to make you look bad.

Read People Like A Brick +200 CP

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

Sore Thumb +200 CP

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

Stealthless +200

You are very bad at sneaking.

Thou Shalt Not Kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Too Soon +200 CP

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

True To Myself +200 CP

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

What The Heart Wants +200 CP

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

Wider World +200 CP

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

You're A Joke +200 CP

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

Amnesia +300 CP

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

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.

Everything Is Fine Now +300 CP

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

The Ghosts Of Murder's Past +300 CP

Anyone you kill in this Jump will haunt you in a very annoying way possible.

I Saw You Barely Over A Year Ago +300 CP

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

I'm Going To Take A Walk +300 CP

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

I've Come To Duel You! +300 CP

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

Just A Child +300 CP

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

Living In Exciting Times +300 CP

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

Local Scale +300/+600 CP

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

Outside Problems +300 CP

You keep getting stuck in situations outside of the regular continuity such as monsters, demons, and extra-planetary problems.

Prepare For Evasive Actions +300 CP

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

Split-Personality +300 CP

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

Today's Kind Of A Bad Day +300 CP

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

You're A Right Git +300 CP

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

You Get One More +300 CP

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

Alone +400 CP

For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.

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

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

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, and canon events will not take place.

Empty Handed +400 CP

For the duration of this Jump all out-of-Jump Items and Warehouse options other than body mods are blocked.

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

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

Find And Seek +400 CP

Every year you will gain a list of 12 MacGuffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Here Comes The Bad Part +400

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

I Am Bound By My Word +400 CP

You are bound by any promises you willingly make.

The Importance Of Education +400 CP

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

Known Enemy +400 CP

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

Lost Or Found +400 CP

It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world-shattering.

Powerless +400 CP

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

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

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

That Wasn't So Difficult +400 CP

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

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

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

Deathbound +500 CP

For the duration of this Jump, you will die at least once a year.

False Friends +500 CP

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.

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

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

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

Auto-Punishment +600 CP

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

Boss Rush +600/1000 CP

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

For **+1000 CP** all the opponents will have their raw power to reach yours but they won't gain any extra training or proficiency.

So Weak +600 CP

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

Us Humans Are Full Of Surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, metahumans, or otherwise superpowered people.

AU Continuity +1000 CP

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

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

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

Random Setting +1000 CP

By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

If none of the settings are appropriate you may change the genre option to: Animation, Fantasy, Horror, Science Fiction.

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

Notes

Thanks to everyone for their ideas and help making this possible.

Ultimate Creation+Jumper Max

Unlike Cell you don't need to absorb special androids to achieve your perfect form, just good ole' fashioned training and absorbing biomass. The more powerful the person you consume the faster you reach your perfect form. You possess the same genetic template that was used to create Cell and as such have access to all of his abilities. Your form is yours to customize and decide. You can also choose whether or not to be the same size as Cell Max for the Jumper Max perk.

(Super) Dragon Balls

The dragon balls will scatter upon granting a wish, but it is possible to prevent that and store all 7 until they're ready to be used again. These also don't come with the risk of creating shadow dragons, unless you want them too for some reason. The Super Dragon Balls will be disguised as uninhabited planets, for your convenience. The only wishes that can't be granted by the SDBs is for your spark or omnipotence, everything else is fair game.