

# Out of Context: 5e Full Caster Supplement

V1.1 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have 5e Full Caster Classes within its continuity. In terms of D&D language, a “Full Caster” is a class that gets its spellcasting ability at level 1, and can eventually cast level 9 spells (Warlocks are sometimes excluded from the “Full Caster” label due to the oddities of their specific magic system namely the fact that they don’t have spell slots beyond 5th level, even though through Mystic Arcanum they do in fact gain the ability to cast a single 9th level spell per long rest.).

By taking this Supplement you have chosen to be a 5e Full Caster and you will enter into that continuity as a Drop-In opening your eyes in a tavern or bar filled with rowdy patrons and one shady, somewhat edgy character.

As a Full Caster accessing D&D 5e magic through this Out Of Context Supplement you are human, though if you wish you can also be a member of a playable 5e canon race ([Anything here](#)). If you opt to not be a human you gain your chosen race as an alt-form in future jumps.

**+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 many types of full casters who each utilize The Weave in a number of different ways. Each origin corresponds to one of the large classes that are encompassed by the broad umbrella term that is “Full Caster”.

### Wizard

The archetypical magic user, the classic, the figure who has sacrificed everything else aside for the sake of learning how to use, and hopefully master, magic. Wizards are the big bosses of magic, though they tend to start off as something akin to a glass cannon in exchange for eventually growing into their grimoires. The spellcasting modifier for this origin is intelligence. They learn magic through rigorous study.

### Sorcerer

Sorcerers are beings for whom magic is innate. They invariably have supernatural ancestors or even supernatural parents, and for them magic is a natural part of their physiology. Some sorcerers hit incredibly hard with their magic, but the real key to being a powerful sorcerer is understanding how your own sorcerous heritage allows you to make intimate and unique magic. The spellcasting modifier for this origin is charisma, and magic is a part of their soul, a natural expression of both their personalities and their origins.

### Bard

Bards are arcane artists. A bard’s soul is so innately expressive that when they pour their heart and soul into the world around them the results become supernatural, imbued with magic and

the supernatural. A bard is an artist, storyteller, and performer, whose most powerful performances subtly (and at times not-so-subtly) warp reality around them. A bard's spellcasting modifier is their charisma.

## **Cleric**

Clerics are the chosen servants of a god, imbued with the ability to cast spells due to a combination of their piety and their wisdom. A cleric's devotion to their god empowers the god, and in turn the god empowers the cleric with magic. This magic is powerful, and comes from a source external to the cleric. A cleric's spellcasting modifier is their wisdom.

## **Druid**

Druids draw their power from nature itself, and imbue themselves with the primal ferocity and animalistic cunning of mother nature. A druid's spellcasting is an expression of them taking the essence of nature and shaping that essence in ways that reflect their whims and address their needs. A druid's spellcasting modifier is their wisdom.

## **Perks:**

### **Note:**

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

### **Almost Unique -??? CP**

### ***Something Rare Booster: Something Unique***

In order 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:**

### **Spell Slots - Free**

Spell slots are the balancing mechanism that 5e Players have to manage to determine how many leveled spells (spells of a higher level than level 1) they can cast per short or long rest (depending on individual class abilities). They are a limited resource that players keep track of that represent how much energy a player character has that they can use on spellcasting as well as serving as an abstraction of how taxing a spell is to perform and how energy intensive it is. Spell slots are proportioned out, divided among the levels of spells that a player character can utilize. When a player character is out of spell slots they must resort to cantrips or to items or abilities that restore spell slots (or allow the usage of spells without expending spell slots).

This perk gives you spell slots, but as a jumper your magic is not so limited. Spell slots represent a replenishing pool of energy you get that is uniquely keyed to spellcasting. These spell slots are most easily used for 5e magic, but other magic can be modified (in ways that

correspond to your chosen class and spellcasting modifier; wizards need to research magic to convert it, sorcerers need to feel the magic out, bards need to experiment with the magic and perform it, etc.) to use this energy as well, which lets you do things like *upcast* spells, and potentially figure out how to modify spells such that they can be *Ritual Cast*. Additionally you can cast 5e spells without using spell slots, though it still takes an equivalent amount of energy to do so.

As you level up your chosen class(es) you get more spell slots. The exact rate at which you gain new spell slots depends on your class.

### **Experience - Free**

Experience in 5e represents a level of expertise and competence that is gained by overcoming foes, completing challenges, and going on adventures. When enough experience is acquired you level up, gaining access to a broader magical library, more abilities, and becoming an overall more example of a given class or classes. You know roughly how much experience you have at any given time, and can estimate roughly how much more experience you need to level up. When you level up you gain access to any new class and subclass features, as well as become tougher to kill. Additionally, while it takes increasingly high amounts of experience you do not stop growth at level 20, and [you do get boons](#) at the same levels that post level-20 characters get them.

As far as things like hit points go, you do have them but they represent a sort of field that dulls and weakens blows you take until it is depleted, at which point you take damage as normal until you restore or regain some of your hit points.

### **Your Adventure Begins As Many Do... In A Tavern. Origin Perk - 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 a Full Caster, waking up in a tavern filled with rowdy and shady people.

### **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.

### **Background -100 CP**

You have a [Background](#). This is a handy thing, a sort of quasi-backstory that gives you skills and some basic bits of equipment. Each jump you can shift your chosen background, and this will make you a believable member of a chosen profession or pastime, down to some starting equipment. If you purchase this multiple times you can benefit from multiple backgrounds at once, but by default you can only have one background chosen and benefiting you at a time.

### **Adventurer At Heart -200 CP**

This gives you the basic skills of an adventurer, making you a decent tracker, the endurance of a professional hiker and camper, and the skills to do things like hunt and set up traps. You have

the ability to survive outdoors, and you would be just fine surviving for weeks outdoors. Beyond that, living in the woods doesn't make you any less charismatic, and you are not aesthetically affected by the roughness of your living conditions; you look and smell great regardless of how long you've been outdoors.

### **Stupendous Subclasser -200 CP**

In ordinary 5e, barring a truly momentous event, when you choose your subclass that is a permanent and binding decision. With this perk you tweak and challenge that. From here on out, once per jump, you can select a subclass for your class(es) and add it to your class(es). This does not have an upper limit, meaning that you'll eventually be able to snag every subclass. You automatically get any subclass features you qualify for (such as getting the features that a level 12 wizard gets normally automatically) and can earn features you don't qualify for when you reach the appropriate level benchmark. You can also get new custom subclasses based on the jumps you've been and the ones you visit from here so you'll never really run out of subclasses to take advantage of unless you stop jumping. This also works for other systems of progression that have subclasses.

### **Multiclass -200/400 CP**

You have the ability to multiclass. Multiclassing, in this jump, lets you purchase the class perk in multiple origins. This gives you all the advantages of multiclassing in normal 5e, and gives you a second, or more, set of discounts. **This gives you all the advantages of multiclassing in normal 5e, and gives you a second, or more, set of discounts (this discount feature is EXCLUSIVE to this jump, you do not get the boons of the class based discounts in future jumps, including in future or otherwise other entries in this series, unless you purchase the perk there).** If you spend an additional 200 CP, however, you get an enhanced version of this ability. The upgraded tier of this perk synergizes all of your classes, such that when you level up all of your classes benefit fully from the level up, as though you only leveled up in them. You do not get truly cheesy buffs from this, such as getting a bunch of feats or ability score improvements when you hit level 4, but things like spell slots per class level stay as varied as they should be. Things like your health benefit in the best way possible without violating the earlier "No cheese" rule; so you'd get the benefits of the highest hit dice you qualify for (so if you're a wizard and a druid you get the druid's d8, versus the wizard's d6).

### **Arcane Conversion -400 CP**

You have stunning, masterful awareness of the state of each of your pools of energy. You are also capable of seamlessly converting one pool of energy into another, such that you can convert *Naruto* Chakra into the pool of energy you use to fuel your 5e spellcasting, or vice-versa. This is done masterfully, meaning you lose 0% of the energy you convert, and this also helps with translating non-5e magic into 5e magic, and vice-versa.

### **Mystical Master -600 CP**

You are wickedly skilled at magic. You have a number of nifty abilities, such as skill in turning any spell into a ritual spell (a spell that takes longer to cast but does not use spell slots), you can cast spells even without material components, and you can downcast magic! Downcasting

magic lets you modify a spell such that it loses some degree of its potency, utility, scale, or some other such useful facet of it is weakened but in exchange you can cast the spell without it consuming a spell slot of a level as high as it should. With this you can turn a Fireball into a level 2 spell, for example. This also doubles the number of spell slots you have, and makes it easier for you to recover spell slots by making them slowly regenerate even while you are not resting (though resting dramatically cuts down how long this takes).

### ***Arcane Conversion Booster: Foreign Weaver***

You have a special gift when it comes to teaching people how to use magic. You know how to teach people, any people, how to use any sort of non-5e magic system you can personally use, and when you teach them how to use a chosen magic system your own mastery of said system is enhanced a touch. This holistic boost makes spells cost less resources and energy, and enhances their power, scale, range, and more, and if your students take on students themselves, applies a boost of equal potency to your magic when they take on students (and when their students take on students, etc.).

## **Wizard Perk Tree:**

### **Wizard Class -100 CP (Free & Mutually Exclusive to Wizards, barring Multiclass)**

You are now a level 1 [wizard!](#) This grants you access to the Spellcasting and Arcane Recovery class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. At level 2 you select your wizard subclass; your *Arcane Tradition*. This perk also fiat backs all of your wizard class features.

### **Brains -100 CP (Free for Wizard)**

You are an intellectual. You specialize in pursuits that require a lot of knowledge, and you find it much easier to study than you once did. You are also remarkably resilient to effects that try to change your mind or warp your senses. This enhances any magic that is powered by your intellect.

### **Arcane Geek -200 CP (Discounted for Wizard)**

You have mastered the incredibly handy skill of replicating and transcribing magic into something formulaic, researchable, and replicable. You can transcribe spells you see and come across with remarkable ease, needing very few resources to do so, and taking only a tenth of the time other wizards would need. This is powerful enough that it can allow you to replicate spells you've only seen performed by sorcerers using *Subtle Spell* metamagic, if you've been able to see the magic performed more than once.

### **Trailblazing -400 CP (Discounted for Wizard)**

Wizards are the ultimate utility casters, and you embody this. You know and can always instantly prepare any variety of spells corresponding to your overall level of power, and you are personally very skilled at creating new spells. You understand how to safely experiment with

magic, how to document your experiments, and ultimately how to take a replicable series of supernatural actions and mystical effects and turn them into a spell.

***Arcane Conversion Booster: Household Name***

You are not only good at creating new spells, you are remarkable at popularizing them. Your magic is popular, and it has a way of spreading from wizard to wizard like a wildfire. When you reveal yourself as the creator of a popular spell you get the appropriate level of fame based on the magic you've created and you are skilled at leveraging this talent into positions of influence and rewards for your efforts at understanding magic.

**Arcanist -600 CP (Discounted for Wizard)**

You are a skilled user of the arcane and your years of experience studying it have resulted in you having both a skillful theoretical understanding of mysticism and an instinctual grasp of magic that makes you remarkable at modifying it. Your eyes have attuned to the arcane and you can physically see and interact with magic, allowing you to do things like figure out how to counteract it, how to replicate it, and how to strengthen or dampen it. This is physically taxing, like trying to solve a rubix cube at high speeds, but is still quite doable.

***Mystical Master Booster: Thaumaturgical Tutor***

You are as skilled a teacher as you are a student. One key ability this grants you is the means to teach people how to utilize the same sort of intelligence-powered magic you can use. Each person you teach this skill set results in you gaining a minor buff to your intelligence, and they can discover how to teach others how to use the same sort of magic. When they are taught how to use intelligence-powered magic they become level 1 wizards.

***Arcane Geek Booster: Always Prepared***

Your mastery of magic has evolved into something wholly new and unprecedented. You have a number of "slots" which you can slide spells into which will cause them to perpetually stay active and affect you without taking up spell slots or even demanding your concentration! These spells can be spells like *False Life*, *Fly*, *Haste*, or *Speak with Animals*, and as you grow more experienced you gain more and more slots you can slide specific spells into. You can also swap out spells, though doing so requires a level of focus and clearheadedness that can be difficult to attain under anything but optimal circumstances.

**Sorcerer Perk Tree:**

**Sorcerer Class -100 CP (Free & Mutually Exclusive to Sorcerer, barring Multiclass)**

You are now a level 1 [sorcerer](#)! This grants you access to the Spellcasting and Sorcerous Origin class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your sorcerer class features.

**Willpower -100 CP (Free for Sorcerer)**

You have a tremendous amount of willpower, which is necessary for you to control your magic. You are determined, and you know yourself quite well. You are also wickedly skilled at controlling your own magic, ensuring that you won't do harm to yourself or your allies.

### **Magic Of The Self -200 CP (Discounted for Sorcerer)**

Every sorcerer's magic is a unique manifestation of various traits of their soul. You are no exception to this quirky facet of life as a sorcerer. Your magic is especially powerful due to how immense your soul is, as a jumper who has lived an assortment of zany scenarios in wacky universes, or at least it has the potential to become especially powerful given enough time. In time your magic will come to be as unique as you are, and magic that reflects your innermost desires will be tremendously amplified by this, such that kindly people who want to help others will be especially skilled at healing magic while tricksters who use illusion magic will find their attempts at deception being incredibly skillful and complex.

### **Friend Of The Arcane -400 CP (Discounted for Sorcerer)**

Your magic makes you especially charismatic to other supernatural beings. The more supernatural someone is, the more easily you'll be able to befriend them, especially if they are supernatural in mystical ways as opposed to say divine ways. Such beings feel the raw power you exude and are more open to talking to you, as opposed to fighting you, and the more powerful you are the greater this effect becomes.

### ***Arcane Conversion Booster: Arcane Adonis***

The more powerful you are, the more alluring you are to other supernatural beings. This goes beyond mere interest and becomes full-blown attraction. You are the product of someone's tryst with a mystical being, and as a result of that you have become the embodiment of such proclivities, allowing you to become eye-candy in the eyes of beings like dragons, demons, angels, fae, and all sorts of other creatures. They are very easy for you to appeal to, and such beings are remarkably likely to hear you out, and even do favors or services for you to earn your approval and affection.

### **Meta Sage -600 CP (Discounted for Sorcerer)**

Meta-magic is the name given to scholars of the arcane to the various ways sorcerers can exert control over their magic as they mature and gain greater ability to handle their inner wellsprings of the arcane. One of a sorcerer's greatest abilities are the ways they can manipulate their magical emanations for the sake of knowing precisely what a spell will do and who it'll target. Now you are better at this than most sorcerers, having three times as many sorcerer points than they do per level in this class and finding that your efforts to control your magic are only a third as costly, as well as stack metamagic effects onto single spells.

### ***Mystical Master Booster: Magical Inheritance***

Your children are inherently magical. Any and all children you have, even those you had before this jump, now inherently have magic that is reminiscent of your own. Additionally you know how to activate latent arcane genes in other people, which will cause them to become level 1 sorcerers. This process causes them to awaken expressions of magic that reflect facets of their

personalities and souls. The people whose genes you awaken can awaken other people's genes themselves. For each person whose genes you awaken you gain greater control over your own magic, as well as slightly deeper awareness of the way your magic manifests. Those whose genes are awakened by other people still result in you getting the boost.

### ***Magic Of The Self Booster: Unfettered Mysticism***

Your unique magical emanations have combined with your mastery over meta magic and evolved into something new. You are now capable of, once per year, combining your meta magic slots with your natural mysticism, and exhibiting singularly powerful magic that can allow you to do something beyond your normal maximum limits of power. This drains you of arcane power for a few days, but these feats can be fairly freeform and their upper limit is determined by your overall power not just by your skill in 5e magic. A sorcerer's magic is fairly freeform, so it is fitting that this matches that in terms of its potency and flexibility.

### **Bard Perk Tree:**

#### **Bard Class -100 CP (Free & Mutually Exclusive to Bard, barring Multiclass)**

You are now a [level 1 bard](#)! This grants you access to the Spellcasting and Bardic Inspiration class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your class features.

#### **Artiste -100 CP (Free for Bard)**

You have the charisma and charm of a storytelling, musical, actor. This is a facet of your magic, which manifests when you soulfully create and perform art. Your magic is an extension of your art, and this makes you more charming, as well as enhances the quality of your art (regardless of the exact form your art takes).

#### **Arcane Art -200 CP (Discounted for Bard)**

You are capable of seeing and finding inspiration for the arcane, and the arts, in each other. You find new magic beginning to whisper to you when you see plays, read books, listen to music, and otherwise engage with the arts. And the reverse is also true, seeing displays of the arcane, even when it's just your own power, inspires art. You feel compelled to create art when you see impressive or even just novel displays of the arcane. Beyond that is the simple fact that in both cases these will be impressive, novel displays of what you're inspired to create. Love songs and romances inspire you to create emotive magic that makes those who feel it become happier and more open to romance and joy. Illusion magic will move you to create particularly thought-provoking displays of art, that will leave profound impressions on the minds and hearts of those who witness them.

#### **Instrumental Inspiration -400 CP (Discounted for Bard)**

You are particularly adept at infusing instruments and other tools with magic. This magic can be something subtle, such as a faint enchantment that lets those who use an instrument gain a slight boost to their skill with it, to something more profound that, with a particularly moving song

or speech, allows instruments to come to life to play themselves. Things you weave enchantments onto become magic items that are particularly loyal to you and that subtly encourage those who use them to become loyal to you, and such objects also enhance your magic when you channel it through them. With enough instruments and time you could become a one-man band, or a skilled enough conductor to lead a group of novices to skillfully imitate a professional orchestra. This is easiest to do with musical instruments, but as you gain experience with other objects you can figure out how to do it with other tools like cooking utensils, or the equipment of a blacksmith and what you can do with this becomes more varied.

### ***Arcane Conversion Booster: A Bard And Her Lute***

You are especially skilled at creating items that have a range of effects on those who own them. Like many bards you rely on your charm and cunning, and as a result of that you are quite skilled at creating items that are loyal to you and that inspire loyalty to you, as well as subtly work to make you be seen as more attractive and charismatic. You are also more skilled at getting these items into the hands of others, be it through selling them or through seemingly charitable actions that result in you giving them to fans.

### **The Bard -600 CP (Discounted for Bard)**

You are *The Bard*. You possess profound skill with instruments of every variety, an incredible x15 learning and training boost when it comes to every single instrument (including your voice) and your musical skills are uncapped. Beyond this, you have 3 times the number of bardic inspirations as other bards, and your bardic inspirations are d20s, making them wildly more powerful than other bardic inspirations. You are also capable of bardically inspiring yourself. And unsurprisingly you are stunningly charming, a genius at all forms of artistic expression, and capable of stealing hearts and exciting bodies with as little as a flirtatious touch.

### ***Mystical Master Booster: Director***

You are skilled at coordinating performances and instructing others in the arts. When you skillfully teach someone about the arts from the bottom of your heart and intend to share the ability to use your particular form of magic with others you can imbue someone with a nascent spark of magic. If they nurture this spark they become level 1 bards. This enhances your own artistic skills in every respect, especially when it comes to music and to acting. Those you imbue with a spark that become bards can imbue others, and that boosts you as well.

### ***Arcane Art Booster: Supernatural Creator***

You are capable of creating plays, writing songs, and creating art that is outright supernatural. Songs you write can demonstrably speed healing or move others to bloodthirsty frenzies even when the people who perform them are not supernatural or mystical. Plays you write can fill those who read them or perform them with supernatural knowledge or move them to madness. What you create will change the world, for better or worse.

### **Cleric Perk Tree:**

### **Cleric Class -100 CP (Free & Mutually Exclusive to Cleric, barring Multiclass)**

You are now a [level 1 Cleric](#)! This grants you access to the Spellcasting and Divine Domain class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your class features.

### **Piety -100 CP (Free for Cleric)**

You are both faithful and wise. You believe in a cause, or deity, so powerfully that your belief in it allows you to draw upon its power (or, in the case of a deity, your faith is so vast that your god has taken notice and blessed you with power in exchange for your continued devotion). You are also an eloquent communicator and wise teacher, able to help members of your flock address various moral conundrums as well as teach them about the tenets of your faith.

### **Holycraft -200 CP (Discounted for Cleric)**

The more you embody your chosen domain(s) the greater your magic becomes. Beyond the boost to your power that comes with this perk, you also seem more wise and are more saint-like in the eyes of those who vibe with your domain(s) the more you embody a chosen domain. You are also naturally receptive to getting new spells that mesh with your domain, and can, once per jump, call upon your domain to spontaneously grant you knowledge of new spells native to a setting that would fall under the umbrella of a domain of yours.

### **Devotee -400 CP (Discounted for Cleric)**

You are an especially powerful devotee of a deity or cause. Your worship is incredibly empowering, **and gods (and other such beings empowered by worship).** Your prayers are likely to be heard and considered by the gods, or domains, you follow, and when you take actions to persuade people to become adherents of your faith (or to worship you, if you are a deity) those actions are more awe-inspiring.

### ***Arcane Conversion Booster: Miracleworker***

You are able to organically call upon your deity or domain once per month and can beseech its aid in ways roughly equal to your own tier of power or just beyond it (about as powerful as a spell of 1 spell level higher than you can cast). This is more freeform than a spell, and can allow you to perform miracles that are connected to your domain(s).

### **Saint -600 CP (Discounted for Cleric)**

You are a stunning devotee of a god or domain. You are profoundly wise, and easily able to persuade others to worship a god or domain and can bless people on behalf of the god(s) or domain(s) you worship and draw power from. You are capable of using abilities like *Channel Divinity* three times as often as other people can, and the effects you create through your ability are three times as powerful as they should be. You can expect to rise in a god's hierarchy of worshippers at a meteoric rate as the purity and sincerity of your devotion cuts through cynicism and politics with remarkable ease.

### ***Mystical Master Booster: Domain Duke***

You are considered a firm embodiment of your chosen domain(s). This enhances your ability to use spells keyed to your domains, such as *Healing Word* for *Life* domain clerics, or *Cloudkill* for *Death* domain clerics. The real boost this gives you, however, is the ability to give your followers the power to use spells derived from the broader cleric spell list and your domains. Every follower of yours you give magic too enhances your own wisdom and makes you more magnetic. Those you give magic to become level 1 clerics, and they can teach others about you and in so doing allow them to become clerics as well. Your worship is also incredibly powerful to gods, empowering them in radical ways and allowing them to more freely tap into their domains, making them more likely to aid you or to otherwise court you to secure your worship.

### ***Holycraft Booster: Stunningly Sacred***

You have a very particular talent. You are capable of creating sacred places, through an infusion of your devotion or through a particularly impressive display of devotion and power (such as the first place you perform a specific type of miracle). Sacred places are where it is easiest for your god to corporeally manifest in the material plane, or where it is easier for you to channel the power of your deity, such that abilities like Divine Intervention are twice as easy to use. In these places, the positive effects of worship are tripled in effectiveness, and it is easier than ever to have your prayers be answered.

### **Druid Perk Tree:**

#### **Druid Class -100 CP (Free & Mutually Exclusive to Druid, barring Multiclass)**

You are a [level 1 Druid](#). This grants you access to the Spellcasting and Druidic class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your class features.

#### **Aware -100 CP (Free for Druid)**

You are wise and capable of communing with nature. When you reach out with your senses, you can hear and understand nature on an instinctual level, and are receptive to nature's subtle whispers. This greatly improves how skilled you are at surviving in the wilderness, no matter what kind of wilderness you happen to be in.

#### **Powerful Preservationist -200 CP (Discounted for Druid)**

You are a talented tree hugger and animal tamer. Your magic is receptive to nature's will and you can spontaneously attain new spells and knowledge of new ways to mold the energy you use when you cast spells based on what sort of biomes you visit and animals you meet. When you work with animals and nature the end results are more effective in ways congruent with what you did, such that when you feed animals your spells to conjure woodland creatures summon more animals, and your healing magic is empowered by your efforts to protect forests or promote healthy growth.

#### **Environmental Adept -400 CP (Discounted for Druid)**

Your magic that helps your friends and you adapt to new environments will always be especially powerful. When you cast spells that do things like allow you to breathe underwater they are especially long-lasting, your spells that allow you to fly make you much faster, spells that make you stealthy are especially effective, that kind of thing.

### ***Arcane Conversion Booster: Nature's Aid***

Nature can approach you, in dreams, through plants, through animals, or even through the manifestation of spiritual bodies. When nature approaches you it will make requests, requesting your aid to intervene in important moments that can decide the fate of large areas. If you intervene on nature's behalf you will invariably be rewarded for your intervention based on the degree of the success you achieved and the way you succeeded (such as getting different rewards if you used violence to protect nature than if you used diplomacy to promote skillful stewardship of a place).

### **Natural Hermit -600 CP (Discounted for Druid)**

You are a skilled druid, one at ease in any sort of natural environment. You are a masterful wildshaper, able to take on the forms of anything that classifies as a natural animal in any jump you've been to, and any jump you visit in the future. Additionally your wild shapes allow you to mimic supernatural abilities as well, and you can partially shapeshift allowing you to give yourself wings and other such features freely. Partial shapeshifting doesn't use up the number of wildshapes you have, but if you run out of them for a day you need to rest to be able to further partially shapeshift (Obviously once you become a strong enough druid this is no longer an issue). You are also passively capable of talking with animals and plants without using spells to do so.

### ***Mystical Master Booster: Nature's Speaker***

You are able to teach other sapient lifeforms how to commune with nature. When others sit on your teachings and put them into practice they gain a class level in druid, same as you did through the *Druid Class* perk. Those you teach how to commune with nature can themselves teach others how to do it as well, and for every single person who learns how to commune with nature you gain enhanced charisma when it comes to interacting with natural spirits and animals. Your spells also become a little stronger.

### ***Powerful Preservationist Booster: Environmental Evoker***

You have a particular skill when it comes to attuning to the environment. You can attune to a type of environment by spending time mediating in it, and when you've attuned to an environment you can empower magic derived from that environment with stunning ease, as well as lowering the amount of energy a spell needs (effectively making it need one less level of spell slot). This also makes the spells hit much harder or otherwise be more effective (if they are not offensive in nature). Additionally the more you protect the sorts of environment you are attuned to, the greater the empowerment you get from them.

### **Items:**

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

### **Arcane Focus - Free**

An arcane focus is a magical device which can be used to cast magic that normally requires material components (so long as those material components don't have some baseline cost they must meet), without having to manage some sort of inventory. The precise nature of your arcane focus differs from class to class, with every class having some unique sort of focus. Your focus is a masterwork one that makes all of your magic easier to cast, more powerful, and faster. Additionally, while your focus may not allow you to completely ignore the "If a material component has a cost you still need it" rule, it does loosen it. You can use less expensive components to get the same results, and you can use components of equal value to outright enhance your spellcasting.

### **Grimoire - Free**

This is a mystical spellbook. This item contains information on every spell in your chosen class's spell list, and this is true even if you multiclass. This grimoire has a pair of useful abilities, firstly that it can restore a number of used spell slots equal to your level plus your spellcasting modifier twice before needing to be recharged over a few minutes, and secondly that it can allow you to swap out any prepared and/or known spells at any time. This item also allows you to ritual cast [any spells](#) that can be ritual cast (though you must otherwise be able to cast the spell, as in have the spell in part of your class spell list and have the skill to cast a spell of the same level).

### **The Tavern - 100 CP**

This is a tavern you own. It is frequented by rowdy types but they make surprisingly good customers and people here honor their tabs. It is also a place frequented by adventurers, mercenaries, and those who otherwise use violence to make a living. These people will be model customers and can easily be persuaded to work for you. Additionally some of the people who frequent the tavern will be minorly supernatural, and if you hire them their supernatural talents will grow. Even if you don't hire them they'll be loyal to you and view you as, at worst, a respectable barkeep who they won't turn against unless you actively and openly conspire against them. You'll make a decent bit of profit from this place, and it will be staffed by competent, skilled workers. If you grab this jump's out of context origin perk this will be the tavern you wake up in, every time you use the perk (and it is the tavern you wake up in when this jump starts).

## **Companions**

### **Companion Import [50-200]**

Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

### **Canon Companion [50]**

This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your

chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

## **Drawbacks:**

### **Kissed By The Weave +100 CP**

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

You are instead Local who somehow has class levels in a 5e Full Caster class

You will need to work out your Background with your Jump Chan.

### **Monoclass (Origin Exclusive) +100/200/300 CP**

Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 100 CP you can buy perks from other origins, but cannot use them for the duration of this jump. At the 200 CP tier, you can select the multiclass perk and purchase the class level perk for other origins, but none of the other perks. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

### **Class Collective (Varies)**

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a group of people native to this setting gets the 1st level in a class you select when you grab the drawback. This can be taken up to five times, once for each class. These people do not have access to perks other than the one that grants them the first level of a class, but they can level up like you can. As they grow stronger they gain access to class features as standard members of their class would.

### **Epic Level Perk Users +200 CP/+400 CP/+600 CP/+1000 CP**

Normally there would be no other "People who can use your power type" within this continuity, however with each purchase of this drawback, a new "way that you entered" will appear at some point during your Jump, somewhere on your Planet. Each time you select this drawback an epic (Beyond level 20) member of a class will appear somewhere on the planet. This individual will have access to all of the perks from their class, and will be active in the world in ways that are congruent with their alignment. Possible examples of this include Mordenkainen, Tasha, or a homebrewed individual corresponding to another class. You can only take this once per class, but can take it for as many classes as you wish.

## **Generic Drawbacks:**

### **Extended Stay +100 CP**

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

### **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.

**How do I keep falling into these situations +100 CP**

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

**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.

**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.

**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.

**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.

**Low Budget +100 CP**

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

**Thugs for days +100 CP**

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

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**Stranded +100 CP**

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

**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.

**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.

**Scarred +100 CP**

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

**Always Left Behind +100 CP**

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

**Honourable +100 CP**

You are honorbound 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 actions.

**Nightmare +100 CP**

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

**Inconveniences +100 CP**

Small issues will constantly occur causing minor discomforts for you.

**Behind your back +100 CP**

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

**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.

**As you know +100 CP**

Everyone expects you to already know what's going on so don't expect to get any explanations.

**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.

**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.

**Magnet for Misfortune +100 CP**

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

**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.

**Two of a kind +100 CP**

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

**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.

**Simple minded +100 CP**

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

**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.

**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.

**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.

**Touch of Madness +100 CP**

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

**Hidden Knowledge +100 CP**

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

**What's wrong with his face +100 CP**

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

**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.

**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.

**Almost Entirely dark +100 CP**

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

**Pixelated Objects +100 CP**

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

**Elites Everywhere +100 CP**

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

**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.

**Language Barrier +100 CP**

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

**Friend List +100 CP**

You will constantly find a number of 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.

**They took my loot! +100 CP**

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

**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.

**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.

**Prove your worth +100 CP**

Every time you try to do anything it seems that everyone will want to 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 you worth on something else.

**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.

**Accident Prone +100 CP**

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

**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.

**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 taking aim on 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.

### **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 than 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.

### **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.

### **Where did I go wrong +100 CP**

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

### **Antagonistic Timing +100 CP**

Your enemies keep showing up at inappropriate times.

### **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.

### **Shy +100 CP**

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

### **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.

### **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.

### **Orphan +100 CP**

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

### **I Spy +100 CP**

Your enemies can easily spy on you without being detected.

**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.

**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.

**At least buy me dinner first +100 CP**

Dangerous entities keep becoming romantically interested in you.

**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.

**Never mind my head trauma +100 CP**

People don't care when you are injured.

**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.

**Perfection +200 CP**

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

**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.

**Lemming Friends +200 CP**

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

**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.

**Too soon +200 CP**

Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

**Nightmares +200 CP**

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

**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.

**Sore Thumb +200 CP**

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

**Dead or Alive +200 CP**

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

**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 which 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.

**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.

**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 ant to sugar.

**Blinded +200 CP**

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

**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.

**Publicity +200 CP**

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

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

**Thou shalt not kill +200 CP**

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

**Your 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.

**Read people like a brick +200 CP**

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

**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.

**True to myself +200 CP**

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

**An Accident +200 CP**

You keep accidentally falling into compromising positions.

**Stealthless +200**

You are very bad at sneaking.

**Discount Budget +200 CP**

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

**Looking for Help +200 CP**

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

**Betrayal +200 CP**

You keep trusting people that you shouldn't and keep being betrayed.

**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.

**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.

**Pig +200 CP**

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

**Fighting myself +200 CP**

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

**Selective Amnesia +200 CP**

Until the end of this Jump, you can not remember the events of any setting you have entered.

**Total Amnesia +200 CP**

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

**Amnesia +300 CP**

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

**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.

**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.

**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.

**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.

**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 and you couldn't tell the difference.

**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.

**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 and 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.

**The Ghosts of Murder's past +300 CP**

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

**Outside Problems +300 CP**

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

**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.

**Prepare for evasive actions +300 CP**

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

**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.

**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.

**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.

### **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.

### **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.

### **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.

### **Empty Handed +400 CP**

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

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

### **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.

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

### **Powerless +400 CP**

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

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

### **I am bound by my word +400 CP**

You are bound by any promises you willingly make.

### **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.

### **Here comes the bad part +400**

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

**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.

**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.

**Butterfly Wings +400 CP**

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

**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.

**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, meta humans or otherwise superpowered people.

**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.

**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 in spite of any healing abilities you might have.

**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.

**AU Continuity +1000 CP**

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

**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.

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

**Ending Options:**

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)