



Goblinoid Jump
v1.0

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Goblinoids. A family of loosely related monstrous humanoids whose most famous members are goblins, hobgoblins, and bugbears. These curiously varied humanoids are the subject of the next decade you'll be living through by virtue of coming here and opting to experience this jump.

Take **1000 Goblinoid Points** to fund your adventures.

Author's Note: *In this particular jump you get to be one of three flavors of goblinoids. Goblins, hobgoblins, and bugbears represent the big three types of goblinoids, though there are several other types.*

Starting Location

You can choose to start this jump in a generic fantasy world or in any D&D world where hags exist, from the Forgotten Realms to Exandria. You can choose whether or not you start off your jump close to another settlement of goblinoids, near another sort of settlement altogether, or even all alone.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins become equipable alt-forms in future jumps.

Goblin [+200 GP]

Pint-sized humanoids with skin that can be almost any sort of complexion. Goblins are numerous, highly social creatures with infamously short tempers (matching their temperament), and are commonly said to be greedy, aggressive, and sadistic. That said there are plenty of non-evil, even benevolent, goblins who are sometimes the children of goblins who survived disastrous encounters with adventurers, or who even flee their homes in search of kinder, more open-minded societies. Goblins are also creative, particularly in defense of themselves and their kin when faced by external threats, and are adept scouts.

Hobgoblin [Free]

Humanoids about the same size as humans on average, these fur-covered warriors are skilled strategists, mighty martial combatants, and regimented, disciplined individuals. Hobgoblins make for valuable military advisors, generals, and deadly opponents. Some scholars posit that hobgoblins predate goblins and bugbears and actually purposefully created both races, creating goblins as slave labor and scouts, while bugbears were meant to be skilled warriors and deadly assassins.

Bugbear [Free]

Sadistic humanoids that are about as tall as very tall humans on average, these creatures tend to be malicious, roguish, and devastating in battle though individually they struggle against coordinated groups of foes. Bugbears, despite their size, have scary skill when it comes to stealth, dexterity, and other such things.

Perks

Origins get their 100GP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Class [200 GP]

This perk gives you one level in one 5e class. You can take this multiple times, and each class you unlock is a fully fiat-backed facet of your nature moving forward. You can also unlock subclasses and feats when you hit the appropriate levels. This does not allow you to multiclass, but all other features of having class levels are unlocked.

Goblin

Pitiable [100 GP | Free for Goblin]

A common tragic fate to befall goblins is that they are victimized and murdered by other, bigger creatures. This could be adventurers, of course, but sometimes animals, or other stranger things make victims and meals out of goblins. This perk tremendously reduces the odds of such a fate befalling you, particularly if you are not attacking someone. So long as you are not actively fighting an adventurer's large spells will miss you and they will not purposefully target you and when all of your fellows are slain and you're left all alone, they will be worlds more inclined to take pity on you. This applies to other things as well, and while it's not impossible to overcome the urge to leave you alone (so long as you are not harassing someone), you'll have a sense for those who'd overcome this and attack you out of spite or sadism which helps you avoid an ignoble fate. Creatures are also far more likely to adopt you or otherwise protect you, particularly if you opt to be kind and/or helpful to them.

Clever Cooperation [200 GP | Discounted for Goblin]

As a goblin you're a master of getting creative when it comes to battle. You are cruelly creative, particularly when it comes to creating traps and inventing ways for your small body to be an advantage in battle against larger, scarier monsters, especially in ways that take advantage of your limited stature, large numbers, and limit the mobility of your bigger, scarier enemies. This also enhances your charisma both among goblins and other goblinoids, as well as to a lesser extent improves it among other species you have alt-forms of.

Animal Ally [400 GP | Discounted for Goblin]

Goblins are funny little lads, ladies, and theydies. Most goblins struggle to get along with other goblins and they have worse relationships with non-goblins. Funnily enough one curious exception to this is the worgs, magical beasts that resemble massive wolves but have scarier faces. You are a goblin who, when it comes to animal handling, are simply built different, and can easily, nearly effortlessly, tame all sorts of creatures from worgs to bulettes, and even fully sophont magical creatures like manticores and other fierce monstrosities.

Environmental Evolution [600 GP | Discounted for Goblin]

Goblins are quite adaptive, able to adjust to an impressive range of environments perhaps owing to their supposed origin as a slave scout race. You exemplify this trait, able to adapt with striking ease to a range of biomes and surroundings. You can and will swiftly mutate to adapt to your environment in ways that are handy, such as gaining cold resistance if you've spent a long time in a snowy place, or developing gills if you spend a lot of time underwater. As powerful as this, you only have a few mutations, three specifically, active at a time, but you can mix and match them freely.

Hobgoblin

Mercenary [100 GP | Free for Hobgoblin]

You are an incredibly disciplined warrior and those in search of such figures are both far more likely to find you and to give you a chance to prove your worth. Such individuals will treat you with respect and will both pay you and work to ensure you do not face discrimination or the like that would strain your relationship with your employer. Other mercenaries are far more likely to respect you and to set aside any concerns they have regarding your species or other such contexts, and see you for the warrior you truly are.

Ideal Hobgoblin [200 GP | Discounted for Hobgoblin]

You are not just a talented warrior, you're a skilled and productive leader and tactician. You are capable of whipping other soldiers into shape, and you have the skills of a strategist, allowing you to organize trading, create a productive society, and even, in the right circumstances, begin to build something of an empire. You also know how to do things like forge weapons and armor and are quite skilled at it.

Monstrous Biologist [400 GP | Discounted for Hobgoblin]

You know you're something of a scientist yourself. You have an uncommon understanding of biological principles and can devise strategies to breed out unfavorable mutations and traits in others and how to create genetically favorable, for you, minions and monstrous servants. With enough time and resources you could breed wholly new species into being!

Warlord [600 GP | Discounted for Hobgoblin]

You have become the mightiest thing a hobgoblin can be: a warlord. You can instill dark discipline in even the most chaotic followers you have, and turn lazy people into fit, powerful warriors. Beyond that you are an incredibly skilled warrior, and you actually gain strength and constitution the more warriors you have on your side and the more disciplined they are. Finally you have a 30 foot aura of intimidation which works wonders on your foes and makes them want to surrender. People in this aura on your side become more disciplined, stronger, and fight fiercer than ever, empowered by the knowledge that they are on your side.

Bugbear

In Demand [100 GP | Free for Bugbear]

You are quite popular with those who need assassins and thieves. Such individuals will often be able to learn rumors and urban legends about you, and will want to seek you out to use you as a weapon against their foes. They will pay you handsomely for your services, and you'll easily be able to build up a dark, handy reputation as a killer and thief if you do the tasks you're paid to do and delight in opportunities to both indulge in sadism and skuldruggery and cooperate with your employers.

Dark Ambush [200 GP | Discounted for Bugbear]

Bugbears are scary. Somehow despite their size they are spookily skilled at stealth and they are capable of horrifying even the most rugged, experienced warriors with their displays of stealth. You are not only entirely silent and undetectable by all but the most skilled investigators, you are capable of striking from hiding with terrifying ease. Your blows made when you are surprising people are twice as likely to hit and when they do they deal four times the damage, which is often more than enough to fully kill an unfortunate victim of your dark ambush below a certain level of power. Your enemies who witness this blow are almost guaranteed to be frightened, and if an enemy somehow survives this they will likely be paralyzed for some time afterward. You are also twice as talented with poisons and venoms, able to handle them with supernatural ease (and not harm yourself while using them), as well as resistant to their effects and the damage they deal.

Lucky Thief [400 GP | Discounted for Bugbear]

Bugbears with weapons and armor are commonly believed to have acquired their goods through hook and crook means. And sometimes that means that their equipment isn't up to snuff or gets worn down with unfortunate ease. You are mysteriously lucky when it comes to this kind of thing, able to easily and commonly across weapons, armor, and other handy materials of truly surpassing quality that is able to withstand a life of dark deeds and foul crimes. Such equipment is also often quite valuable if you're of a mercantile disposition.

Eldritch Assassin [600 GP | Discounted for Bugbear]

In a world of swords and sorcery there's a lot of nasty ways to get around a simple, albeit skilled, assassin, sadist, and thief. And it wouldn't be right if someone used those means to undo your hard work would it? Well it seems that circumventing what you've done in the dark is worlds harder now. Those you assassinate are impossible to bring back from the dead, wounds you deal can only be healed if those doing the healing are devoted to gods of life and medicine (and even then it's strenuous to do so), and you are actually devastating to magic users, with your attacks dealing twice as much damage to them and being twice as likely to disrupt their concentration and the like. What's worse though is that you're at home in the dark and can naturally summon a cloud of darkness once per day that covers even a house in impenetrable smog which you can see through but others would need superior darkvision or the like to visually penetrate.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 GP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Goblin

Great Goblin Recipe Book [100 GP | Free for Goblin]

This tome is filled with recipes that are, for goblinoids, delicious, easy to make, and magically buff you and your fellow goblinoids. In each new jump you collect new and easy to make recipes that give unique buffs.

Stinkberry [200 GP | Discounted for Goblin]

This simple magical item is surprisingly valuable, but its main use is powerful. It can be tossed and explodes on impact, creating the effect of a stinking cloud spell that persists for half an hour. You regain them a day after using them, and have five at a time, which can make for a surprisingly effective way to force people to stop following you, or to torment those you've captured. Stinkberries created by this item create stinking clouds that do not affect you or your allies, allowing you all to see through the clouds, and breathe just fine in them.

Goblin's Best Friend [400 GP | Discounted for Goblin]

You have the loyalty of a powerful [worg](#), a mighty wolf-like monster that lets you ride it as a mount and is fiercely able in battle. This powerful beast is immortal, respawning if slain a day later, and will fight to the death to protect you.

Hobgoblin

Mercenaries Gear [100 GP | Free for Hobgoblin]

This handy set of professional weapons and armor are all quite effective and there's enough of them to outfit you and a small group of mercenaries in masterfully made weapons and armor. All of this is fit for martial characters and warriors but no one can doubt its quality.

Jumper's Mighty Fortress [200 GP | Discounted for Hobgoblin]

This strange ring is a warlord's dream. This is a wondrous artifact that can be used to, once per month, create a stubborn fortress as per the [Mighty Fortress](#) spell. This structure persists for three weeks, but otherwise matches the spell, and can be used in a range of ways.

Magical Menagerie [400 GP | Discounted for Hobgoblin]

This is a number of magical and non-magical beasts that are all loyal to you, having had discipline and loyalty thoroughly instilled in them. These creatures, if they have the right body types, can be ridden as mounts and beyond that they obey your commands and if slain respawn a month later. They are also real creatures and make for fitting breeding stock for someone with the right skills and powers, though their children have to be trained the hard way before they become fiat backed members of the menagerie. By default this includes things like wolves, bears, drakes, worgs, bulettes, and even animals like griffons and owlbears.

Bugbear

Thieves' Tools [100 GP | Free for Bugbear]

A set of magically enchanted thieves' tools. All of these items are enchanted, masterwork variants of the base items, and this set includes a number of potions and vials handy for thieves, such as a vial of acid, a potion of invisibility, and drugs that make people forget things. All of the potions replenish daily, but do not stockpile, and anything that is broken, lost, or expended replenishes the next day.

Assassin's Arsenal [200 GP | Discounted for Bugbear]

This is a small stockpile of assorted tools, particularly an enchanted knife that is ensorcelled in such a way that it teleports to you after being thrown and an impressive variety of poisons. There's enough here to stun a small raiding party's worth of people, and a range of deadly ways to debilitate foes.

Hookshot of Hruggek [400 GP | Discounted for Bugbear]

This powerful and sacred relic is an artifact of Hruggek. It is a strange ranged weapon that fires out an adamantine hook that reels in struck foes. Those who get hit by it are incredibly likely to be paralyzed and while paralyzed they count as surprised for any blows made against them by you or your allies. The hookshot hones in on foes, and those slain by this weapon (or during the paralyze it induces) are considered sacrifices to Hruggek. Enough sacrifices or ones of notable value, result in you getting blessed by the bugbear deity of ambushes, violence and combat, and such kills restore your health and strength.

Companions & Followers

Companion Import/Companion Creation [50-200]

With this, you can spend GP to import companions into this jump, giving them 600 GP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 GP per person you do this for, or you can spend 200 GP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 GP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 CP]

This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]

For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 GP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Assumptions [100 GP]

People make a variety of assumptions about you, all derived from your chosen origin. Overcoming these assumptions isn't particularly challenging but more than anything else it's annoying to have to do it repeatedly. And you will.

Goblinoid Brains [100 GP]

It seems that the more annoying stereotypes about assorted goblinoids reflect reality to some degree. Your fellow goblinoids, more often than not, seem to embody the ideas others have about their individual species.

Ill-Maintained [200 GP]

Everything you touch is affected by a... curse of goblin-ness. All of your tools become patchwork things that break more easily, require more maintenance, and you normally only find replacements by raiding or stealing. Your fiat-backed items are more resilient to this, and they will still respawn as normal, but this does touch and worsen them as well.

On Guard [200 GP]

Civilizations and settlements near goblinoid groups are far more fortified and better able to fend off even groups of goblinoids, though this is only truly effective against goblins led by other goblins. Still, if you are a social sort expect to see much more, and much more effective resistance than you'd anticipate.

Empire Builder [400 GP]

You are seized by dreams of ambition. You want to build something greater than yourself, an empire by and for goblinoids, and other goblinoids find you surprisingly good at inspiring them. If and when you fail at this, be it a temporary setback or a true one, you are filled with fiery rage and a deep sadness. People discriminating against goblinoids ignites a fire in you that others find both impressive and terrifying.

Return To Roots [400 GP]

Another race, probably the drow, have discovered that goblins are the product of hobgoblin experimentation and deliberate breeding. They decide that this is something that interests them. Which is unfortunate. Drow now regularly send out slave raiding parties, looking for goblins and eagerly hunting down hobgoblins, amused by the surprising biological manipulation of their kin and seek to put those talents to use in the Underdark. Bugbears are also captured when they can be and are often used as the leaders of raiding parties to capture goblins and hobgoblins.

Murder Hobos [600 GP]

You have, very probably against your will, become something of a BBEG for a party of adventurers. Your actions invariably result in conflicts and adventures for them, and perhaps even before you know it they are on your trail, determined to stop you from doing... Whatever you're doing here.

Xenophobic Divines [600 GP]

It seems the goblin pantheon has somehow noticed an alien among their worshipers and they are not happy. A powerful party of divine champions has been assembled and these warriors exemplify goblinoid ideals in more positive ways. They seek to bring you low and sacrifice you to their deities. Obviously this is not good for you.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-In previous jumps I've shared stat blocks of relevant monsters. If you want them for these baddies I'll share them here. These are... introductory monsters, so the base stat blocks are not great. [Goblin](#), [Hobgoblin](#), [Bugbear](#).