

# Out of Context: Alghollthu Supplement

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This document can be used as a supplement in any Jump that would not otherwise have alghollthus within its continuity. Alghollthus are strange “Aberations”; alien monsters with incomprehensible minds and bizarre anatomies. Alghollthus are incredibly powerful aberrations native to a world far from Golarion that arrived there early in its history. Alghollthus quickly seized control of the oceans of the world, and went to war with the Xiomorns who claimed its land. They drove their powerful rivals off-world, eventually, and continued to play a significant role in Golarion’s history from that point on, sometimes dramatically building empires on the land and in the sea and at times manipulating things more covertly. That said, the adventure this document will cause does not take place on Golarion.

By taking this Supplement you have chosen to become an Alghollthu and you will enter into a continuity that lacks alghollthus as a Drop-In opening your eyes somewhere in the ocean or in a watery area somewhere in the setting.

As an alghollthu gaining this new physiology through this Out Of Context Supplement you are, fittingly, an alghollthu. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they’ll help you adjust to your new reality. In future jumps your chosen alghollthu form in this jump follows you as an alt-form you can don at will (barring drawbacks).

## +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 different types of alghollthus. This document will offer three different types of alghollthus as origin options. These three origins represent three well known castes of Alghollthu society. Each origin here has a distinctive appearance, and you get that distinctive appearance if you select that origin. By default you gain fiat-backed versions of any and all abilities in the stat blocks of your chosen origin.

## Aboleth

*Aboleths* also known as *Alghollthu Masters*. This is perhaps the most populous or at least most understood caste of Alghollthu society. These mighty beings wield powerful mind magic, able to easily crush the wills of those who oppose them or subtly use illusions to trick and deceive more powerful beings. These are the most populous of the known castes of Alghollthu society. Have a [link](#) to their stat block.

## Uldraaghu

Uldraaghus, a word which translates (roughly) to Thalassic Architects, are an alghollthu subspecies who are powerful telekinetics. Until fairly recently, in Golarion and that multiverse at least, other alghollthus looked down upon uldraaghus, seeing them as crippled, strange

mutants, but recently the architects have become more respected by their alghollthu kin. They lack the powerful mental magics that aboleths have, or the telepathic abilities of the omnipaths, or the litany of magical abilities possessed by vidileths, but their telekinesis is finely honed over millennia of training, evolution, and genetic memories and they can also use some degree of illusionary magic as well. Have a [link](#) to their stat block.

## Omnipath

Few beings match the weirdness of an Omnipath. These massive eel-like monsters have no tentacles, three sets of glassy teeth, a variable number of eyes that top out at eight, and three glowing balls on their tails. They are 25 feet long, and have incredible telepathy able to form telepathic meshes that consist of themselves, other alghollthus, and creatures dominated by alghollthus, which all connected beings can use to communicate, and which the omnipaths can use to possess creatures in the mesh, as well as share senses of multiple beings at once. Some say that omnipaths can even ride their victims without them knowing, allowing them to be incredible spymasters with frightening skills. Have a [link](#) to their stat block.

## 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:

### Aquatically Adapted - Free

All alghollthus are aquatic creatures. They can naturally breathe underwater and are well suited to life underwater. They are fast swimmers, naturally adept at the 3D movement of life and battle underwater, and even have a handy ability to secrete mucus. This mucus can strip air-breathers of their ability to breathe air in exchange for giving them the temporary ability to breathe water, a condition which lasts for three hours at a time. This perk also lets you secrete this mucus when not in alghollthu form!

### Sickly Slime - Free

Alghollthus have a strange slime that sticks to their tentacles. When this sickly substance touches the flesh of those who are not alghollthus it weakens them (unless they magically cure themselves or have the fortitude necessary to resist the slime in the first place), first softening it and then eventually turning it into a clear membrane. This condition persists as long as you

allow it, unless they get supernatural help for it. This gives you the ability to use this slime when not in your alghollthu form, which can make for a devastating ability in battle or a shocking and terrifying start to an assassination attempt.

### **Oceanic 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 an alghollthu awakening in an ocean or other such body of water.

### **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.

### **Genetic Memory -100 CP**

You now have an unusual ability; the power of genetic memory. Your children can automatically inherit as much of your memories as you wish for them to inherit, and you inherit all of the memories of all of your ancestors whenever you are not a drop-in. You can also learn how to use some measure of your innate psionic power to absorb the memories of other members of your own species, and incorporating their memories into your genetic bank.

### **Spell-like Abilities -100 CP**

All alghollthuses have the supernatural ability to produce effects that are nearly identical to named, specific spells. As an alghollthu yourself you can do what an alghollthu of your caste would be able to do as often as they can. What this perk does is open up your natural ability to utilize spell-like abilities. From here on out you can utilize any spell-like abilities you possess in any alt-form, and when you gain appropriate alt-forms in the future you gain logical spell-like abilities fitted to your alt-form.

### **Reproduction -200 CP**

Alghollthuses possess an ability to reproduce by themselves. These creatures can grow large after consuming enough prey, and split. This forms new members of their kind. Now you possess this power as well. You can, at will, reproduce your own size and split off your consciousness creating a new example of a species you have as an alt-form. This new being will have their own version of *Genetic Memory* if you possess it and can also *Reproduce* like you can, but will not have access to your alt-forms unless you opt to independently grant them to it. If you possess *The Dictums* you can create dictums of your own for these reproductions to follow.

### **The Dictums -400 CP**

Alghollthuses follow multiple rules, known to them as *Dictums*. The first dictum is that life exists to be controlled. The second dictum is that alghollthuses are the controllers. The third dictum is that alghollthuses are eternal, as many and one. The final dictum is that to overreach is to threaten the eternal. When you abide by these dictums and move in ways congruent with them you find that your actions are more effective. If you are acting to follow multiple dictums at the same time this enhanced effectiveness is compounded.

### **Glyph Magic -600 CP**

You know some of the legendary glyph magic known to the greatest of the *Veiled Masters*. Glyph magic is the powerful symbol-based school of magic that allowed the alghollthu to do their most powerful feats such as summon the legendary *Earthfall* meteorite and to flee their homeworld long ago. You are not a master of Glyph magic with this, but as you explore worlds you'll discover more and more ancient, otherworldly symbols and discover their incredible power. You are also skilled at teaching others how to use this magic, even those who would otherwise lack any natural skill or ability with magic.

### ***The Dictums Booster: Earthfall***

You know one singularly unique glyph; the dreadful glyph used to reach across space and pull a massive meteorite to the planet you cast this glyph on. This incredibly powerful glyph will devastate and destroy all life on the surface of the planet you use it on, barring something like an intervention by and almost invariably the sacrifice of a being as profoundly powerful as a full deity. Each world you visit from now will contain a unique apocalyptic glyph which you will invariably discover and learn how to wield.

### **Aboleth Perk Tree:**

#### **Sacrilegious -100 CP (Free for Aboleth)**

You are an Alghollthu. Your kind predate the age in universal history when the gods turned from the astral plane and looked to the material universe. None shall master mortal life better than you. You are more effective in battle against clerics and others touched by the divine (including actual divinities), and you are more charismatic in the eyes of others who do not respect, or even acknowledge, the divine.

#### **Master -200 CP (Discounted for Aboleth)**

An aboleth is actually only a normal member of Alghollthu society, an average citizen, but possesses enough arrogance in the presence of non-alghollthus that you'd think that one would be tantamount to a god-king among their peers. You exude this same unearthly confidence when dealing with creatures unlike you. The less like you someone else is the more confidence you have. As a jumper, a uniquely adaptable lifeform, this effect draws strength from your current circumstances not your total circumstances. This means that if you are in alt-form that differs from those you are interacting with, even if you have a form that is like theirs in your internal library of forms, you still benefit from this effect. This unearthly confidence also empowers you, making things like mind and emotion-based powers stronger, such that your illusions and attempts to dominate other lifeforms psychically are empowered by this.

#### **Mentalist -400 CP (Discounted for Aboleth)**

You are a remarkably skilled user of illusion and mind magic. You have a frightening ability to sap the wills of those in your vicinity and your illusions are adept at tricking people. This bolsters all of your skills at illusions, trickery, and your simple psychic abilities such as the power to just reach out and crush the minds of other beings, making all of them harder to see through, resist, and dispel.

### ***The Dictums Booster: Second Dictum***

You embody the idea of the *Second Dictum*. You easily control other beings, having a wickedly keen understanding of their psychologies, and can effortlessly manipulate them even without magic or supernatural tools thanks to both a sharp charisma and an ability to predict how people will react to your actions. Your magic and any supernatural abilities that revolve around control are stunningly powerful, requiring heroic wills to resist, and even then often overcoming those mental and willpower-based defenses. Your skill is enough that even other aboleths might fall to your charisma, though surely they'd be able to shrug off your influence given enough time...

### **Merging -600 CP (Discounted for Aboleth)**

You have knowledge of the eldritch rituals the ancient alghollthus used to create the first *Veiled Masters*; the dark sacrifice and merging of countless aboleth intelligences into one super-mind. You can now do this, but as a jumper your dark mergings can be more primal; you can devour others of your own kind and draw on their intelligence and their memories. With this you can extract might from others like you, though with this alone you cannot replicate their abilities.

### ***Glyph Magic Booster: Fleshwarping***

Your knowledge of the foul art of *Fleshwarping*. This foul art is the profane ability to violently transform a creature's body into new forms. *Fleshwarping* is part of how the Alghollthu transformed human slaves into *Ulat-Kini* or *Skum*; green-skinned aquatic monstrous humanoids the alghollthu use as a slave race. You know the basics of *Fleshwarping* including how to mesh alchemical reagents and an alghollthu's own slime which can be used to render humans incredibly docile. You already know how to create *Ulat-Kinis* and *Ugothols* (Faceless stalkers; shapechanging aberrations) and in time you will certainly discover terrifying new applications of fleshwarping.

### ***Master Booster: Veiled***

As a master of masters, it is only fitting that you have figured out the key to ascension even all by yourself. You have taken the first steps to true mastery of the arcane, and have begun to grow in power. You are stronger, both physically and mystically, than an aboleth and as you grow in mystic power you will become greater still. You are not a true *Vidileth* just yet, but maybe someday... This does give you the ability to utilize the abilities of your victims. Have a [link](#) to the Vidileth stat block. You gain the Thoughtlance ability (and the unique tentacles that end in glowing spheres of light), as well as the Delayed Suggestion ability, and a third of the spell-like abilities and sorcerer spells when you select this perk. As you absorb more living beings and become a greater Vidileth you gain the spells you're missing, the Consume Memory ability, Runemastery, and Swift Transformation over the course of either years of training or as you consume hundreds of sapient beings (whichever happens first).

### **Uldraaghu Perk Tree:**

#### **Thalassic Physique -100 CP (Free for Uldraaghu)**

Being a thalassic architect means having some rather distinctive abilities. Among other things you may lack the mind-crushing powers of other alghollthus, but you still have a nasty ability to alter perceptions and freeze prey or other lifeforms in place just by locking your central eye on them. Beyond that, you also have four pairs of tentacles, two pairs of which have claws for manipulating objects while two pairs can be vibrated at extreme speeds for carving glyphs.

### **Architect -200 CP (Discounted for Uldraaghu)**

You are a skilled builder, able to easily lead both construction crews and also outright build things yourself. Your telekinesis is precise, not just able to finely manipulate things in terms of scales both big and small but even able to do things at tremendous speeds, able to assemble buildings and other complex structures in minutes or hours depending on the scale.

### **Thalassic Mind -400 CP (Discounted for Uldraaghu)**

You possess a powerful mastery of telekinesis. Your mastery of the telekinetic arts are so profound that you can manipulate individual water molecules, even countless thousands of them at once, allowing you to keenly and wickedly manipulate water in a variety of ways. You can also use telekinesis in other, wicked ways.

### ***The Dictums Booster: First Dictum***

Uldraaghush are interesting. They are born of an alghollthu's desire to control all things, even other alghollthus, and of a need to be free. And yet Thalassic Architects are still alghollthus, still creatures of prodigious minds and powerful egos. And yet since they lack the same indomitable telepathy or mind magic of their kin, they have other means of control. You are a master of skillful telekinesis meant to stymie and obstruct foes, able to use your powers even in the middle of tense combat to put up obstacles in the face of your foes, and you can telekinetically manipulate them as well. Unsurprisingly this is more challenging, but certainly doable.

### **Alghollthu Artist -600 CP (Discounted for Uldraaghu)**

You are capable of uncommon precision and dexterity with your powerful spinning tendrils. You are also capable of using them to devastating effect in battle, as at their high speed they can count as adamantite and for the purpose of determining how successful something is at resisting damage done by them. You can use this ability with other limbs as well, including when you aren't in your alghollthu form, letting you deal incredible damage to both living beings and inanimate matter.

### ***Glyph Magic Booster: Glyph Carver***

Many underestimate the power of a Uldraaghu simply because they lack the lion's share of psionic, mind-to-mind powers of many of their kin. They think that you and others like you are weaker than such beings, and sure some of your kin may not be quite as imposing as aboleths, omnipaths, or vidileths, but you have a fierce and strange power all your own. A subtle voice in the back of your mind has taught you an alternative power source for glyphs than your own arcane stores; the medium on which you carve your glyphs! You know secret methods through which you can carve glyphs that draw power from their surroundings and the materials they are etched on before enacting their dreadful powers. Your glyphs can extract power from the

durability of what you etch them on, or even the life force of those you carve them onto. This can be used creatively to find potent batteries for mystical forces. Some day people will come to fear you with this dreadful power.

### ***Architect Booster: City Planner***

You are more than an architect. You design settlements. Your telekinesis and other abilities are on a vastly higher scale than they were before and your mind is now able to plot and visualize things farther than before. You can more easily act on large scales, and are a stunning efficient crafter of entire settlements, able to create small ones in hours and large ones in days or weeks. Your cities and settlements are also efficient and effective, and they appeal to creatures and people like you, with “like you” being keyed to your alt-form at the time you made the settlement or city.

### **Omnipath Perk Tree:**

#### **Telepathic Mesh -100 CP (Free for Omnipath)**

You are a remarkably skilled utilizer of the *Telepathic Mesh*; the signature ability of omnipaths. In addition to being able to link aboleths, vidileths, and those dominated by either kind of creature, you can add any kind of creature who is a member of a species you have alt-forms of. This means you can, in all likelihood, create telepathic meshes that link humans! You can also create and maintain more than one mesh, and are exceptionally skilled at convincing lifeforms to join it, which slightly enhances their wisdom and makes them more susceptible to your influence.

#### **Spycraft -200 CP (Discounted for Omnipath)**

In their arrogance many vidileths underestimate omnipaths. These strange monsters can be frighteningly skilled spymasters, as they can harmlessly and silently ride those in their meshes, seeing through their eyes even after the individuals stop being dominated by another alghollthu. This skill has given rise to a wave of terrifying omnipaths who are rogue-like in their undetectability and sage-like in their amassed knowledge. You are one such omnipath, a subtle spider seated in the middle of a vast web. And in time you'll catch plenty of unsuspecting victims. You are also better behaving subtly and without getting detected.

#### **Vast Mind -400 CP (Discounted for Omnipath)**

You are a repository of knowledge, so much so that sometimes you can tap into what you unconsciously but not consciously know. You idly read through the memories of those in your mesh and can utilize their knowledge at all times, as well as track all communications made on the mesh. If you lack the telepathic mesh ability you can still read the minds of people in your presence, and can learn to read minds over a longer distance over time (and can do this if you have the telepathic mesh ability!).

### ***The Dictums Booster: Knowledge Is Power***

You have taken the simple senses sharing facet of the *Telepathic Mesh* ability and cranked it up to eleven. Your ability to simultaneously share senses is no longer limited to six people at once,

but instead becomes uncapped and dependent on your own overall strength. You can now even share this ability with others in the mesh!

### **Psychic Magician -600 CP (Discounted for Omnipath)**

You are now a powerful [psychic](#). You start off effectively considered level 5, and can already perform a variety of psychic feats, and able to perform a number of knacks (level-0 Psychic Spells). You can progress as normal, and gain access to all of the abilities a psychic would have as you get stronger and stronger. You also gain the ability to directly control the minds of those in your mesh, but this is quite challenging without outright training.

### ***Glyph Magic Booster: Altered Perception***

You have become skilled at something quite dreadful; the ability to alter the perceptions of those in your mesh. You can implant images in their minds and distort their perception, as well as can add people to your mesh more easily even without them knowing. You can also reach into someone's mind and force them to either resist your overwhelming psychic might or forget that they are a part of your psychic mesh! If you lack the telepathic mesh ability, you can alter the perceptions of people in your vicinity and can make them forget you, you just have smaller range than an omnipath would.

### ***Spycraft Booster: Familial Telepathy***

Your telepathic mesh and overall telepathic abilities have taken on a new, more sinister tone. You grow experienced with people's minds as you explore them and integrate them into your mesh. When you try to add someone to your mesh, or otherwise use telepathy to interact with them, you are more skilled if you already have someone in the mesh who is related to them. This means you can more easily peer into the minds of mothers of your victims, of sons of your victims, even of cousins or uncles or aunts. With this you can also do other, sickly acts of telepathy more easily to family members of those in your meshes or otherwise with minds similar to those you've touched. This terrifying power even builds on itself, and the more members of a single family that are in your mesh the less able to resist your powers the remaining members will be. Additionally the more closely related the people in the mesh are, the greater the effect this has on prospective targets.

### **Items:**

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

### **Sacred Glyph -Free**

This is a small copy of the ancient glyph that the refugees from the nameless home world of the Alghollthus. With this you can create a portal to a distant habitable world once per jump, giving you a perfect way out. The portal persists from the moment you create it to the moment you step through it, and once you're through it closes behind you.

### **Plizeazoth -100 CP**



You are now the master of a *Plizeazoth*; an alghollthu with a brutish, bestial intellect that exists to serve greater alghollthus. Unlike Thallasian Architects Plizeazoths have never transcended their importance in the caste system of the alghollthu hierarchy. These terrifying, large, and alien creatures are brutal in power and meekly subservient to their masters. This specific one loyally, obsequiously serves you, eager to attempt to achieve your ends but otherwise unmotivated to do anything beyond what it takes to survive.

Have a [link](#) to their stat block.

## 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:

### Aquatic Mind +100 CP

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

You are instead Local who somehow is an alghollthu that has arrived in this world.

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

### Alghollthu Type (Origin Exclusive) +200/300 CP

Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

### Aquatic Adversaries (Varies)

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other alghollthus, only 2 per origin, appears. These alghollthus do not have perks and have stats and attitudes matching the type of alghollthus they are. They are not aligned with you, and would in all likelihood be confused by your presence and lack of a connection to their genetic memories.

### Epic Aghollthus +200 CP/+400 CP/+600 CP/+800/

Sans drawbacks there are no other alghollthus when you first appear here. This changes that. This drawback causes there to be uniquely powerful alghollthus who appear at the same time as you. All of these beings are unique, original antagonists. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

### **True Alghollthu +500/800 CP**

Oh... Oh no. Now you think like an alghollthu. Perks do not overcome this. This makes you an alghollthu's alghollthu; a creature who truly believes in the nightmarish dictums, even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like an alghollthu would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your alghollthu form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

### **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 monstrosly 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 arsehole 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)