

Out of Context: Kobold Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have kobolds in their continuity. These are *Dungeons & Dragons* type Kobolds, so while some depictions of kobolds have them as furry, dog-like creatures, these ones are small reptilian humanoids.

By taking this Supplement you have chosen to become a kobold of some sort and you will enter into a continuity that lacks kobolds, appearing in a mine with some nasty industrious traps you already know the locations of and basic mining equipment for you to take for yourself.

For the duration of this jump you are a kobold of some sort. You can still utilize your alt-forms freely, barring something like an OOC perk or some drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen kobold 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:

This jump offers three distinctive takes on kobolds. Each of these origins is very different, but at their core each origin here lets you be a kobold of some distinction.

Sorcerer

A very classy kobold, these sorts of kobolds have enough draconic blood in them to make them passable sorcerers. Most of these tiny humanoids are not very strong, but the right ones are remarkably dangerous, more than capable of going toe to toe with larger, scarier beings like adventurers.

Chief

The chief of a kobold tribe, these kobolds have to mix physical might (as it were for kobolds) with cunning trickery. A kobold chieftain is often underestimated by members of larger races but they are perceptive, wise, and industrious, as well as cunning enough to keep a band of kobolds under their control. Only a fool underestimates a kobold chief.

Dragonwrought

Dragonwrought kobolds are rare beings, kobolds with some innate link to their draconic ancestors and who wield a nasty variety of draconic powers. These beings are, particularly for kobolds, impressively powerful and can be compared to adventurers from larger, more traditionally powerful races.

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:**Underground Boons - Free**

Like other kobolds you have *Darkvision*. In 5e D&D *Darkvision* lets you see in dim light as if it was bright lit, and in darkness as though it were dimly lit. Your vision is a little buffed and different from the 5e rules, as your dark vision allows you to see even through magical darkness with perfect clarity, even able to discern colors and you do not suffer from the *Sunlight Sensitivity* trait that normal kobolds suffer from. You retain this buffed *Darkvision* even when not in Kobold form.

This perk also allows you to pick one suite of ability score increases and abilities from the two different ways of outfitting a player character kobold, both of which can be read [here](#). The differences are that Volo's Guide has Kobolds who have an increase in their dexterity, and they have pack tactics, sunlight sensitivity, and an ability to distract nearby foes with pathetic actions like groveling (which makes it easier for your allies to attack your foes). Mordenkainen's kobolds can configure their own ability score increases, have an ability that lets them cry at their foes and give themselves and their allies advantage against their foes (read: make them more likely to successfully strike their foes), and have *Kobold Legacy* which gives them one boon (they can be proficient in arcana, investigation, medicine, sleight of hand, or survival, OR they can give themselves advantage on saving throws to not be frightened or to end the frightened condition, OR they can know one cantrip from the sorcerer spell list and decide what their spellcasting ability would be). You retain the build you give yourself with this perk regardless of your active form, so if you have a human form you still have the things you choose here, such as a boosted dexterity or access to sorcerous cantrips.

Mine Lair 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 kobold, awakening in a subterranean lair that is already outfitted with some basic mining equipment and is currently unowned by anyone.

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.

Camouflage -100 CP

You are a sneaky little thing, and you're quite fond of taking advantage of that. You have a habit of blending into your surroundings and are surprisingly capable of being silent despite your high energy. Once per jump, you can change the color of your scales, allowing you to find ways to blend in more effectively.

Stone Sense -200 CP

You innately understand the overall quality of gemstones and minerals you can see. You also have a neat sense of things like gold and silver (able to sense their general location, relative to you when you get within a few hundred feet of them) and are more lucky when it comes to finding them.

Draconic Tendencies -400 CP

You have a curious streak of dragon-like behavior and instincts. You are a naturally skilled treasure finder, adept at hiding your treasures, and you have a resistance to an element of your choice (which you can change at the start of each jump). You can purchase this more than once, tacking on an additional element each time you purchase it. Each additional purchase costs 200 CP.

Trap Master -600 CP

Kobold social status depends, in significant part, on a kobold's cleverness and finesse when it comes to making traps. Given that fact it's a good thing you have a *Jigsaw*-like level of skill when it comes to making cruel and tricky traps. You are able to construct traps with shocking speed, and your mind is keenly attuned to how to turn natural objects into various parts of traps. All traps you construct are more powerful than they should be, easy for your allies to notice, and deceptively hard for your foes to notice. Your allies respect your trapmaking skills and you are heralded by your peers, even those who are not kobolds, for the effectiveness of your traps.

Draconic Tendencies Booster: Elemental Traps

You can imbue traps with elemental power. This process takes some energy on your part, and you can overcharge it for more devastating effects, causing the traps to inflict status conditions on those who are subjected to the traps. You can regain the energy you imbue into traps over time or by exposure to the element you imbue into the trap. As part of the ultimate trap you are also quite skilled at infusing eggs with miniscule amounts of draconic energy which converts them into kobold eggs. In a matter of weeks they'll crack open and kobolds will creep out, newly born and ready, and eager, to learn about the world (as well as filled with instinctual knowledge and cunning, and some, but not fanatical, loyalty to you). This works on any eggs, allowing you to get creative and even get surprisingly nasty with it, as you can always leave the eggs somewhere innocuous and create tricky traps with them. Some of these kobolds will be dragonwrought and others will be sorcerers, but most will be regular, non-magical kobolds.

Sorcerer Perk Tree:

Sorcerer -100 CP (Free for Sorcerer) (Mutually exclusive with Sorcerer)

You are a level 1 sorcerer with the draconic bloodline subclass. If you are already a sorcerer then you now attain the draconic bloodline. Alternatively, you can use this perk to attain some other class related to draconic magic, such as *Initiate of the Draconic Mysteries* or *Dragon Devotee*. Your elemental spells hit a little bit harder, and you have enhanced resistance to elemental magic.

Draconic Rite Of Passage -200 CP (Discounted for Sorcerer)

You can undergo a ritual that, when successfully completed, allows you to become a better spellcaster. The details of this ritual will differ from kobold to kobold, but when performed successfully you gain the ability to cast a spell from the sorcerer spell list of a higher spell slot than you can currently cast (though this caps at 9th level). This effectively grants you a spell slot from levels 1-9 depending on when you do this. This can, potentially, grant you a second 9th level spell slot, if you wish. You can do this once per jump, though it can only grant you a single 9th level spell slot. If you would otherwise gain a 9th level spell slot and have already gained one, then choose a spell slot of a lower level.

Dragon Magic -400 CP (Discounted for Sorcerer)

Your elemental magic is considerably boosted now, with every spell having a chance of inflicting a status condition on your foes. Every firebolt might set a foe ablaze, every bolt of lightning capable of inducing cardiac arrest, every frostbolt might freeze a foe (or induce frostbite). This also makes such magic much easier for you to use and learn.

Draconic Tendencies Booster: Instinctive Magic

You are powerfully attuned to an element or elements due to your draconic tendencies and your magic is as natural, and spontaneous, for you as it is for an actual dragon. When you are exposed to your linked element you have a chance of spontaneously learning new magic related to your chosen element. This could be magic that already exists but is not known to you, or it could be wholly new magic that you only discover due to your nature as a jumper. You can teach other people this magic, though many would struggle to cast these spells since your magic is something innate to you.

Draconic Charisma -600 CP (Discounted for Sorcerer)

You take after dragons more than most kobolds. You have a dragon's fierce personality, allowing you to inject your magic with that much more force and to resist enemy spellcasters much more effectively. You can also charm even stubborn and bullheaded people, and have a natural ability to appeal to people's greed. Additionally if you amass treasure your magic hits harder, allowing you to turn wealth into sorcerous power.

Trap Master Booster: Sorcerous Saboteur

You have gained a valuable skill; the power to infuse magic into your traps. With this you can create traps that involve unleashing powerful magic on your foes such as small objects that contain fireball spells or seemingly innocuous spaces that actually hit foes with sleep spells or subtly hex them. This process involves spending magical energy of some sort, but the magic

doesn't wear off until the spells infused into spaces or objects have been cast, creating long term traps that can unpleasantly surprise enemies years from now.

Draconic Rite Of Passage Booster: Draconic Age

You have attained a very valuable skill; the ability to grow more powerful with age. A dragon's greatest ability is their immense power to grow stronger as they grow older, and not just in a "Knowledge is power" sense but in a very real, physically noticeable way. You share this trait, and while this means your body will never atrophy due to age this is especially powerful in terms of your sorcerous powers. You become a more powerful and skilled sorcerer as you age, even without training, but with training you become much greater than you were years ago at a much faster rate. As you age you gain more spell slots, your spellcasting modifier increases, and it becomes harder and harder for your foes to resist your spells.

Chief Perk Tree:

Kobold Cunning -100 CP (Free for Chief) (Mutually Exclusive with Chief)

As a chief, it's only fitting you understand what your people value. You are quite clever, and you understand, on an instinctual level, what people around you value. As a kobold, specifically, you are a chief because you are cunning and mildly charismatic with a sharpened sense of what makes good traps and where to put them. This perk mildly boosts your other leadership abilities by making you a touch more clever and a touch more commanding; not enough to make you a leader of men by itself but enough to give you a push in the right direction, giving you a chance to rise to a leadership position even in groups very different from those of kobolds. This also gives you a sharp understanding of what groups need and sharpens the ease with which you can figure out how to acquire those needs.

Pack Tactics -200 CP (Discounted for Chief)

A pack of kobolds make up for their small size and their comparatively lacking physical strength through the usage of traps and teamwork. A well-trained pack of kobolds can be a right nightmare to fight. Now you can take the teamwork inherent to kobolds and help others discover their own kinds of pack tactics, enabling groups of people to work together to truly eerie levels of precision in ways that allow each member to have a chance to shine. This also bolsters your ability to teach people, with how much of a boost this provides being dependent on how much you have in common with the person or people you're teaching.

Keen Eye -400 CP (Discounted for Chief)

You have a skilled eye for the talents of others. You can precisely tell who is the strongest member of a group, or who is the fastest person in a pack of people. This has a number of uses, such as figuring out who should be placed where in a wall of bodies meant to protect your pack's eggs, or you can use it to determine which of a group of enemies needs to be the first to fall. This also improves your visual acuity.

Draconic Tendencies Booster: Stealthy

You have an unusual level of finesse when it comes to something quite important; hiding traps. You understand how to camouflage traps and how to place them such that even the most eagle-eyed enemy cannot easily spot them, with this even overcoming some level of magical surveillance. If enemies survive invasions of your lairs they'll come to fear you with your ability to hide deadly traps in plain sight. Your traps also benefit from a version of *Sneak Attack* that makes them more deadly if they were not detected by your foes before they are triggered. This enhancement won't make intentionally non-lethal traps lethal or anything, it'll simply increase the odds that the trap knocks out or otherwise affects those who spring it.

Leadership -600 CP (Discounted for Chief)

You are a true and influential leader. This significantly bolsters your charisma and wisdom, allowing you to both find it easier to earn leadership positions and show why you deserve them. People who listen to you find it easier to do what you say, and those you teach learn more and faster from you. You are a true chief and those who oppose you will face not only your individual might but the strength of all who stand with you. Additionally, when you desire it, you'll find opportunities to move up the hierarchy of any group you want to rise in.

Trap Master Booster: No Friendly Fire

It wouldn't do if a trap you set up hurt you or your allies would it? Well with this that fear is a thing of the past. So long as you set up a trap, or modified an existing one in some significant way, you and your allies will not be hurt by it. Even if you intentionally trigger a trap set up by you or by someone loyal to you (or one appropriately modified by you or by someone loyal to you) the trap will not hurt you or those on your side. How this works is up to you, with the trap somehow missing you or with it passing harmlessly through you, but this is a fiat-backed guarantee that your traps will not be twisted against you and those who are loyal to you. This perk is also smart enough to recognize that loyalties can change, and if someone once loyal to you would be hit by a trap you set up they can still be affected by it, if you'd want them to be.

Pack Tactics Booster: Pack Master

You are the chief of your tribe. Be it of kobolds, or of some other group, you are the one in charge and your underlings know that. Those under you are understood by you, and you have the wisdom and charisma to be trusted by them. This makes you far less likely to be betrayed by your packmates, and gives you the knowledge to detect when someone's loyalty is wavering or when they might, knowingly or unknowingly, endanger the rest of the tribe. The deadliness of your allies is also improved when you are within eyesight of them or are otherwise directly commanding them, as is their ability to avoid harm and to coordinate amongst themselves, making them noticeably more skilled fighters when you are able to lead them.

Dragonwrought Perk Tree:

Draconic Features -100 CP (Free for Dragonwrought) (Mutually Exclusive With Dragonwrought)

You were born with something special. Wings! You can fly, and while this starts you off with a low flight speed and an unimpressive amount of aerial grace, you can train both and in time you'll be

flying at frightening speeds with impressive aerial maneuverability. Flying at speeds below your max speed is about as physically taxing as walking, and flying at maximum speed is about as taxing as jogging.

Draconic Ancestry -200 CP (Discounted for Dragonwrought)

All kobolds are descended from dragons. With this you can choose whether you're descended from chromatic (usually evil, color-themed dragons; red, black, white, green, and blue, as well as some rarer colors) or metallic dragons (usually good, metal-themed dragons; gold, silver, copper, bronze, brass, and other, rarer types). If you opt to be descended from metallic dragons you are easier to see in a benevolent light, and when you use your strength to protect others it is more fondly received. If you opt to be descended from chromatic dragons you are more intimidating and it is easier for you to use your strength in ways that cow your foes and get them to surrender to you. You can pay an additional 100 CP to get this perk a second time, which would allow you to receive the benefits of the other option here.

Draconic Endurance -400 CP (Discounted for Dragonwrought)

You are much closer to your draconic ancestors than many of your kin, so it wouldn't be right if you fell in battle as easily as they do. You have a naturally resilient hide and your scales are made of stern stuff, letting you blows from even enemy barbarians and well-aimed enemy spells. You are naturally enduring and can, twice a day, shut your eyes and enter a state of accelerated healing, allowing you to naturally recover from damage you've been dealt. This also grants you improved ability to shrug off things like fear, paralysis, or poison, effectively granting you resistance (doubling your chances to reject and either avoid or end any such effects) to all such things.

Draconic Tendencies Booster: Draconic Heart

You have the heart of a dragon and can unleash that in surprising and nasty ways. You can now utilize a breath weapon that is smaller and shorter in range than a true dragon's would be but is still deceptively powerful and represents a nasty trap for your foes. This breath weapon is that of the element you chose when you purchased the *Draconic Tendencies* perk, and if you chose more than one element through repeated purchases of that perk than you get more one breath weapon. How many times you can use this between rests starts off at once and grows as you mature as a kobold.

Draconic Strength -600 CP (Discounted for Dragonwrought)

You have the powerful physique of a dragon, with tremendously powerful strength easily comparable to that of a trained, experienced, and healthy goliath barbarian. You also have the powerful features of a dragon, such as crushing jaws, a long tail, and spikes across your form that further enhance your raw physical power. You have the might to go toe to toe with multiple trained, experienced adventurers at once, and come out on top. You are a paragon of kobolds, a warrior deserving of respect who will make your foes fear the small.

Trap Master Booster: Lethal Trapmaker

Your traps may lack the subtlety or finesse of traps made by other kobolds but they make up for it in brutality. Your traps hit harder, are more accurate, and can easily harm even small dragons and other powerful creatures. Beyond that your traps are easier to repair, maintain, and reassemble when necessary. Sure you don't have fancy magic, or super stealthy traps, but sometimes a trap just needs to kill or maim, and when your pack needs that level of directness you're the one they look for.

Draconic Ancestry Booster: Draconic Infusion

You have figured out something important. You know how to take small fragments of your energy and infuse them into other kobolds and other lifeforms in general. This process makes them into their species's version of a *Dragonshield*; a member of their species infused with some fragment of draconic power and the ability to do things like have resistance to the element you have resistance too and to shrug off and end fear or paralysis effects on themselves.

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.

Mine -Free

You are now the legal owner of a replenishing mine which you and your pack, if you have one, can work in without disruption (unless someone comes to try and take your stuff without the law on their side). This mine retains changes across jumps, and is easy for you and your kin to memorize the layout of and outfit with all manner of unpleasant traps. In jumps with mystical or supernatural metals, if you find a large enough chunk of a mystical or supernatural metal (or an item made of the metal) and sacrifice it to the mine a new portion of the mine will appear that has some small quantity of that metal that also replenishes.

Clutch Of Drake Eggs -100 CP

You have come across a clutch of drake eggs. These eggs hatch a few weeks after you get them, and new ones spawn whenever old drakes die. These eggs spawn Ambush Drakes and Guard Drakes, and if you can infuse eggs with kobolds you can use these eggs to spawn both Dragonwrought kobolds and sorcerous kobolds. By default this item comes with 4 eggs, but every few jumps that number will increase somewhat.

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:

Dragonkin Mind +100 CP

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

You are instead Local who somehow is a kobold that has arrived in this world.

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

Kobold 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.

Fighting Kobolds (Varies)

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other kobolds, only 2 per origin (a mated pair able to spawn more), appears. These kobolds do not have perks and have stats and attitudes matching the type of kobolds they are.

Epic Kobolds +200 CP/+400 CP/+600 CP/+800/

Sans drawbacks there are no other kobolds when you first appear here. This changes that. This drawback causes there to be uniquely powerful kobolds who appear at the same time you do. 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 Kobold +500/800 CP

Oh... Now you think like a kobold. This is not actually that bad, however it does overwhelm your perks and gives you the same fear and innate cowardice that plagues many kobolds, which can certainly be rough. You can fight this and push past it but it'll never be easy. For 800 CP (if you tackle both this part of the drawback and the "Have a mind like a kobold" part), or for just 300 CP if you'd rather deal with just this, you lose your ability to transform into your alt-forms for the duration of this jump.

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)