# Out of Context: 5e Martial Class Supplement

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This document can be used as a supplement in any Jump that would not otherwise have 5e Martial Classes within its continuity. In terms of D&D language, a “Martial Class” is a class that does not get a spellcasting ability as a class feature, even if some subclasses (Arcane trickster, eldritch knight, etc.) grant spellcasting abilities. The classes here are warriors who fight using skill and steel rather than supernatural, esoteric forces. This supplement is the final entry in a series that seeks to allow jumpers to access the powers of 5e classes without visiting Faerun or some other 5e setting. The classes covered in this supplement are fighters, monks, barbarians, and rogues.

By taking this Supplement you have chosen to be a 5e Martial Class and you will enter into that continuity as a Drop-In opening your eyes and finding yourself in a place where bloodsports of some sort are happening.

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

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump you may select a setting of your choice even if it doesn’t have a Jump Document and use this document as a ten year long Jump.

## Origin:

In this supplement you can select a single 5e martial class as your origin. By default you gain the first level in the class, and your class features become fiat-backed, even if you unlock them after this jump.

### Fighter

Fighters are perhaps *The* martial class that most embodies what people think of when they think of martial warriors. Fighters are warriors who have the most versatile sets of skills of all of the martial combatant classes. They are the warriors who most routinely use a wide variety of weapons and armor, and they are incredibly adept at surviving even against supernatural opponents, showing that sometimes you don’t need a spellcaster to fight a spellcaster. Fighters gain their subclass at level 3.

### Barbarian

Barbarians are primal warriors who eschew significant armor and wrap themselves in their ferocious rage. They strike fear into the hearts of their enemies and their rage makes them deadly combatants who can shrug off injuries and who can terrorize their foes. They are often tanks. They gain their subclass at level 3.

### Monk

Monks are skilled, deadly, warriors who specialize in manipulating ki, both theirs and that of others. They do not need huge, heavy weapons to deal incredible harm and to stun or weaken their foes. They are swift, precise warriors who can fell even whole groups of people with martial arts and their ki manipulations. They also gain powerful abilities through self-improvement and are capable of incredible feats of martial and dexterous prowess. They gain their subclass at level 3.

### Rogue

Rogues are perhaps the most unusual ones on this list. Rogues are stealthy sorts, who have a variety of abilities that allow them to be subtle problems for your foes, and who do not strive to be on the frontlines going blow for blow with foes but who prefer more subtle, occasional, and devastating attacks. Like the other classes here, they gain their subclass at level 3.

## 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:

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

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

**Bloodsports 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 martial classer, waking up and finding

yourself in some sort of arena or club where fighting happens and is either legal or at least accepted.

**Dynamic Entry - Free (Requires 3 "Out of Context Origin Perks" from other Supplements)**
Using this narrative perk you can dynamically craft your method of Dropping into a Jump.

**Background -100 CP**
You have a *Background*. This is a handy thing, a sort of quasi-backstory that gives you skills and some basic bits of equipment. Each jump you can shift your chosen background, and this will make you a believable member of a chosen profession or pastime, down to some starting equipment. If you purchase this multiple times you can benefit from multiple backgrounds at once, but by default you can only have one background chosen and benefiting you at a time.

**Receptive Rests -200 CP**
Martial classes heavily benefit from resting. You can draw more strongly from your breaks, your wounds closing faster and with less spent resources on your part (you effectively have twice as many hit dice to use during even brief breaks). You also regain more of your abilities when you take even a short break, with this letting you recharge one ability per break/short rest that normally takes a long rest to recharge. **If you have resources like bardic inspirations, spell slots, or barbarian rages that normally take a long rest to recharge, you regain some of them, a quarter to be precise (at a minimum you regain 1), during a short rest.** This stacks with features like Arcane Recovery, if you happen to have that, that grant you the ability to recoup some internal resources when you have a short rest.

**Stupendous Subclasser -200 CP**
In ordinary 5e, barring a truly momentous event, when you choose your subclass that is a permanent and binding decision. With this perk you tweak and challenge that. From here on out, once per jump, you can select a subclass for your class(es) and add it to your class(es). This does not have an upper limit, meaning that you'll eventually be able to snag every subclass. You automatically get any subclass features you qualify for (such as getting the features that a level 10 fighter gets normally automatically if you leave this jump with this perk as a level 12 fighter and select a new subclass) and can earn features you don't qualify for when you reach the appropriate level benchmark. You can also get new custom subclasses based on the jumps you've been and the ones you visit from here so you'll never really run out of subclasses to take advantage of unless you stop jumping. This also works for other systems of progression that have subclasses or something similar to subclasses.

**Multiclass -200/400 CP**
You have the ability to multiclass. Multiclassing, in this jump, lets you purchase the class perk in multiple origins. This gives you all the advantages of multiclassing in normal 5e, and gives you a second, or more, set of discounts. **This gives you all the advantages of multiclassing in normal 5e, and gives you a second, or more, set of discounts (this discount feature is EXCLUSIVE to this jump, you do not get the boons of the class based discounts in future jumps, including in future or otherwise other entries in this series).**If you spend an

additional 200 CP, however, you get an enhanced version of this ability. The upgraded tier of this perk synergizes all of your classes, such that when you level up all of your classes benefit fully from the level up, as though you only leveled up in them. You do not get truly cheesy buffs from this, such as getting a bunch of feats or ability score improvements when you hit level 4, but things like spell slots per class level stay as varied as they should be. Things like your health benefit in the best way possible without violating the earlier “No cheese” rule; so you’d get the benefits of the highest hit dice you qualify for (so if you’re a wizard and a druid you get the druid’s d8, versus the wizard’s d6).

Additionally, if you wish you can purchase the 400 CP version of this perk for 200 CP if you decide not to snag the ability to grab the other class levels, giving you the synergy that links all of your class levels without actually multiclassing (in this jump).

**Trained And Tempered -400 CP**
Your proficiency in things like weapons and armor gets cranked up to expertise. You are now proficient in all weapons and armor, and anything you were proficient in before this is now something you are an expert in, doubling the effect of your proficiency bonus in using that armor or weapon. This, simply speaking, makes you much more protected by armors you were proficient in, and has the potential to make you incredibly deadly when it comes to a weapon you specialize in, tremendously increasing your accuracy and allowing you to hit harder.

**Steel Vs. Spells -600 CP**
You are more than a warrior. You are a witch hunter, a martial combatant trained in fighting spellcasters. Your terrifying martial prowess unnerves mages and others who use supernatural abilities, giving you the equivalent of advantage against them when it comes to skill checks to get them to stop fighting, as well as making them have disadvantage on concentration checks when struck in your presence.

***Trained And Tempered Booster: Iron Skin***
You have taken your old training and buffed it further. You now have advantage and resistance when it comes to hostile magic, giving you advantage when you are striking magic users and giving you advantage when it comes to saving throws against supernatural attempts to harm you (basically you have magic resistance). Even spells that do harm you are only half as effective as they should be!

## Fighter Perk Tree:

**Fighter Class -100 CP (Free & Mutually Exclusive to Fighters, barring Multiclass)**
You are now a level 1 fighter! This grants you access to the Fighting Style and Second Wind class features. As you gain more experience in this, and future jumps, you’ll level up further and with each level up you’ll gain access to more hit dice, and more class features. This perk also fiat backs all of your fighter class features.

**Jack of All Trades -100 CP (Free for Fighter)**

Fighters are the utility martial characters. They are good, or at least passable, at everything related to the martial classes, while being less skilled in some areas than other classes and their subclasses tend to be. You exemplify this when it comes to anything non-supernatural, and you are decently talented at anything that doesn't involve the supernatural. You are also quite skilled at anything related to mundane combat, having a learning and training booster that triples the effectiveness of any training or learning you do related to martial combat.

**Speedy Striker -200 CP (Discounted for Fighter)**
One of the most hilarious features for fighters in 5e is their ridiculous number of *Extra Attacks*. The only people who can match them, or even come close to them in terms of extra attacks are monks or barbarians with a specialized build. This feature allows you to strike even faster, letting you launch two more attacks with either a lower likelihood of hitting (effectively give yourself a -2 to the "attack roll") or that are slightly weaker (take 1 from the damage the blow SHOULD do). These attacks are wicked fast, and can leave a frightening impression on your foes, or be helpful for finishing off weaker foes or those closer to death.

**Job Security -400 CP (Discounted for Fighter)**
As a fighter, finding work is far from difficult. You can be employed in a thousand different capacities, and prospective employers realize that. If you're willing to work you'll always be able to find employment, especially when it comes to combat and blood sports.

***Trained And Tempered Booster: A Warrior Through And Through***
Your muscles protect you in more ways than you know. Now you can effect people more easily and more effectively with your muscles and your skill in battle, which can let you intimidate and impress folks with your martial skills.

**Controller -600 CP (Discounted for Fighter)**
You are exceptional at controlling an area around you. You can do things like launch the equivalent of multiple attacks of opportunity at a breakneck pace, and even freeze foes you successfully strike, as well as have enhanced reach and range with your weapons. Your skill in battle makes you quite good at protecting allies, as well as pressuring foes into certain places.

***Steel Vs. Spells Booster: General***
You are a skilled leader of men such that you can lead people into battle and give them the first level of the Fighter class. People you lead bolster your strength, and make you just a little bit faster. Those you turn into fighters can turn others into fighters as well, which also boosts you.

***Speedy Slayer Booster: Tactician***
You are a true terror on the battlefield, even far from the fight. You have a number of useful abilities which allow you to lead the battlefield, namely the ability to project your voice over the sound of the battlefield, and the power to inspire your allies in a way that gives them the equivalent of a +1 to all of their actions so long as they are within 30 feet of you. You also confer a debuff to your foes, in the same 30 feet range, that hits them with a -1 to all of their actions, causing them to suffer a bit more while in your presence. You are also capable of predicting with

some accuracy the most likely next actions of your foes, with the accuracy of this ability increasing the more you study your foes. As you level up, these abilities become stronger and increase in range. At level 10 the +1/-1 becomes a +2/-2 and the range increases to 40 feet, at level 20 the +2/-2 becomes +3/-3 and the range increases to 50 feet. This increases at level 30, level 40, etc.

## Barbarian Perk Tree:

**Barbarian Class -100 CP (Free & Mutually Exclusive to Barbarian, barring Multiclass)**
You are now a level 1 Barbarian! This grants you access to the Rage and Unarmored Defense class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more hit dice, and more class features. This perk also fiat backs all of your Barbarian class features.

**Self Control -100 CP (Free for Barbarian)**
You are a master of yourself. You know how to grab your emotions and store them, especially but not just anger. You can save up anger, or any other emotion, and unleash them when it's the most useful. You are also highly resistant to effects and abilities that try to change you on an emotional level, and even if you become affected by one you can potentially shrug it off if you have enough stored up emotions of a contrary sort (I.E.: an effect that makes you feel fear can be shrugged off by enough anger). This also helps you keep your rage from making you indiscriminately angry, so you won't turn on your allies when raging.

**Roll To Intimidate -200 CP (Discounted for Barbarian)**
Your fury makes you frightening. Your strength makes you terrifying. You are wickedly good at scaring people, especially those who've seen your strength or heard of your power. You can potentially even end fights before they get started if you are strong, angry, or famous enough.

**Therapeutic Fury -400 CP (Discounted for Barbarian)**
Your fury is now cathartic. You have the unusual ability to heal when you rage, and though this is strongest when it comes to healing you of unhealthy emotions and unnatural mental states inflicted on you, you do in fact recover some of your hit points when your rage ends. While you are raging, your soul and your state of mind are constantly being refreshed and purged of negative effects and excess stress or damage, and you may well completely undo any unnatural effects forced upon you by your foes.

***Trained And Tempered Booster: Holistic Healing***
Your rage heals you much more quickly, and more effectively. You now gain a minor healing speed, one that heals you of roughly 1 hit point per "round" of combat that you are raging (six seconds of combat). If you are at max hit points this becomes temporary hit points, which soak up any damage you take until they are extinguished. Additionally, killing an opponent while raging also speeds up your rage-induced healing, doubling the amount of healing you get for a few rounds after a foe is slain. This effect stacks.

**Angry Defender -600 CP (Discounted for Barbarian)**
When raging you naturally attract the attention of your foes, but the rare few who can keep their eyes on your allies might make a fatal mistake. Foes who strike your allies naturally incite your rage, and when you strike at foes who have attacked your allies you effectively have advantage against them (meaning you are more likely to hit them). If you are not raging and are defending your allies you are still more likely to hit your foes, to the tune of having a +1 to your strikes. You will protect what you care about.

***Steel Vs. Spells Booster: Infectious Rage***
You are capable of teaching others how to rage. This gives them the first level in the barbarian class. You get stronger, and better able to harness your rage for each student you teach the power of rage. Your pupils can take on pupils of their own, and when they do you still get stronger and better able to harness your rage.

***Roll To Intimidate Booster: The Reaper***
You are practically an embodiment of death while raging, and you grow stronger when you strike down your foes. You gain incredibly slight, incremental boosts when you strike down your enemies, and if you do so while raging you get a significant boost for the remainder of the time you have left in the specific rage you've killed someone.

## Monk Perk Tree:

**Monk Class -100 CP (Free & Mutually Exclusive to Monks, barring Multiclass)**
You are now a level 1 Monk! This grants you access to the Unarmored Defense and Martial Arts class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more hit dice, and more class features. This perk also fiat backs all of your Monk class features.

**Ki Understander -100 CP (Free for Monks)**
You have an innate sense for your own ki, and can manipulate it with some ease even as a level 1 monk. This enhances your speed, adds +1 to your modifiers as far as attacks go, and makes you subtly healthier. You are also a quick study when it comes to figuring out how to manipulate ki inside of other people.

**Meditative Discoveries -200 CP (Discounted for Monks)**
You are stunningly good at meditation and can reliably discover new facets of yourself through meditation. Not only can you learn to shrug off efforts to control you supernaturally through meditation, you can discover how to more creatively use your powers when you meditate, as well as center yourself so you are not swept up to emotional extremes by sudden surprises. You are ever-evolving, and when you meditate you will open yourself up to discovering new things about yourself.

**Martial Healing -400 CP (Discounted for Monk)**

You are a stunningly talented healer who can do quite a lot with ki based therapies. You know how to subtly manipulate someone else's ki so you can heal or help them, allowing them to better recover from both mundane or supernatural blows, and even promoting growth and progress with proper application of ki techniques.

***Trained And Tempered Booster: Ki Crusher***
Your skill with ki healing has taken on a new application in the opposite direction. You are now skilled at doing more than stunning foes with ki, but actually harming them with it. This is a more subtle thing than hitting them harder, you can strike their ki centers such that they lose some of their strength, their quickness, their glibness, or even their mental strength. This damage can be reversed, but in a fight it can be devastating to hit people and weaken them in such a way that they become less effective. You can even do this with weapons, though it is less effective than doing it barehanded.

**Ki Master -600 CP (Discounted for Monk)**
You are a genius when it comes to ki, with a slowly but ever increasing pool of ki points. When you use ki to power effects the bonuses applied to those actions are three times as powerful, the saving throws needed to resist them get a +3 to their difficulties, and they are three points cheaper to perform (this can only reduce them to a minimum of 1 ki point, not zero). You are a ki tyrant, and your foes would be wise to fear your touch.

***Steel Vs. Spells Booster: Ki Instructor***
You can instruct your allies and any would-be students in the basics of ki knowledge and awareness. Doing this gives them the first level in the monk class, and improves your dexterity and ever-so-slightly increases your knowledge of ki.

***Meditative Discoveries Booster: Ki Killer***
You are much more effective at harming foes through manipulation of ki. Your blows that are powered by ki do 5 more damage than they would otherwise, your harmful ki effects impose disadvantage on anyone trying to resist them, and killing a foe with a ki-powered strike steals their ki, turning it into a permanent bump to your total pool of ki points and restores the ki spent killing them.

## Rogue Perk Tree:

**Ranger Class -100 CP (Free & Mutually Exclusive to Rogue, barring Multiclass)**
You are now a level 1 Rogue! This grants you access to the Rogue class features they get at level 1. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more hit dice, and more class features. This perk also fiat backs all of your class features.

**Subtle Striker -100 CP (Free for Rogue)**
When you are unseen, all of your attempts to do something are ever so slightly buffed. Effectively you get a +1 to anything you try to do while not being perceived, and you are aware

of all things and people that can perceive you. This also slightly buffs your ability to be stealthy, but this boost is incremental.

**Silent -200 CP (Discounted for Rogue)**
You are every bit as good at being unheard as you are at being unseen, making you much harder to notice when your foes aren't looking at you. This also tremendously buffs your ability to pick someone's pockets, to interact with things quietly, and makes you equally adept at using subtle poisons, allowing you to poison someone with a dexterous flexing of your martial skills.

**Poisoner -400 CP (Discounted for Rogue)**
You are especially good at the creation and handling of poisons, which in this context goes beyond any substance used to make weapons more deadly, but applies to a range of materials that inflicts harmful, potentially deadly debuffs and statuses on your foes. Your poisons, of any sort, inflict three points of extra damage to those affected by them.

***Trained And Tempered Booster: Snake-Blooded***
You are not only flat out immune to poisons, toxins, and anything venomous, you are capable of reproducing types of such substances you have been exposed to and can apply them to your weapons with stunning ease. With time and experience you can even learn to mix and match these things, producing chimeric poisons and toxins and using them to horrifying effect.

**Stalker -600 CP (Discounted for Rogue)**
You are capable of tracking and following foes with unnerving ease. You naturally slink into the shadows, and even when people see you they frequently find you unassuming and uninteresting (so long as you'd want them too). Your efforts at stealth and subtlety are easier than those of others, and you passively benefit from a +3 to go unnoticed and to not make people scared. You are also uncommonly lucky when it comes to finding opportunities to find people alone, or otherwise unprepared for conflict.

***Steel Vs. Spells Booster: School of Sneak***
You are skilled at showing people how to slink into the shadows. When those you've taught are successful in their sneaky efforts they become level 1 rogues, which improves your own subtlety, stealth, and dexterity. Their students can also become rogues, which would boost you just like they do.

***Silent Booster: Unseen Unknown***
You are fantastically good at disappearing. When you disappear from view and hide, your opponents lose track of you, and will quickly stop looking for you altogether. Beyond this, they won't panic until it'd be to your advantage for them to panic, such as when they falling apart would be helpful for your allies to swoop in and rout them. This also means they won't raise the alarm until it's too late to stop you, or until they are alone and no one else can help them.

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

**Adventuring Gear- Free**
This is a set of equipment that corresponds to your class, which has a series of subtle enchantments placed on it. This gear becomes better as you grow stronger, and effectively levels with you. As you reach the higher levels of power, the enchantments on these things become less subtle and this gear takes on the positive qualities of high level gear in 5e, gaining traits like being made of adamantine, gaining pluses to their damage and armor rating, and even gaining outright magic that corresponds to your subclasses and fighting styles.

**The Arena- 100 CP**
You own this strange place where legal combat takes place. This place is filled with soldiers, athletes, mercenaries, and other violent sorts who can easily become loyal to you and who are exceptional at bringing the pain. This location is also quite profitable, ensuring you have a steady, healthy income that manages itself. This location takes on different forms in each jump but some areas, such as your living quarters, retain modifications and are appropriately luxurious.

## 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:

**Touched By Melee  +100 CP**
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow has a class level in a 5e Martial class
You will need to work out your Background with your Jump Chan.

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

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

**Epic Level Perk Users +200 CP/+400 CP/+600 CP/+800/+1000 CP**
Normally there would be no other "People who can use your power type" within this continuity, however with each purchase of this drawback, a new "way that you entered" will appear at some point during your Jump, somewhere on your Planet. Each time you select this drawback an epic (Beyond level 20) member of a class will appear somewhere on the planet. This individual will have access to all of the perks from their class, and will be active in the world in ways that are congruent with their alignment. You can only take this once per class, but can take it for as many classes as you wish. The final tier of this, available if you take every tier, gives the epic level perk users the ability to create more members of their class, and those people will be inclined to be loyal to them, though thankfully they do not grow in power when they create more members of their class like you would if you had the ability to do so through 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 filling 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)