The Bimbo Bard

V1.0



Welcome to the Forgotten Realms, Jumper. Or at least, a particularly loose, lewd, and occasionally ridiculous interpretation of them.

This Jump is based on the *Allura the Bard* image and comic series by Jack Cayless, following the exploits of a pair of adventuring parties whose travels tend to involve as much flirting, nudity, magical nonsense, and questionable decision-making as they do monsters, quests, and conventional heroics. The rules of Dungeons & Dragons Fifth Edition are clearly recognizable here, but they are treated more as useful guidelines than immutable laws of reality. People have classes, cast familiar spells, wield familiar magic items, and occasionally reference game mechanics outright, but the world itself remains a living fantasy setting rather than a tabletop game made literal.

You will spend the next ten years somewhere in this version of the Forgotten Realms. Perhaps you will join an adventuring party of your own, wandering from tavern to tavern in search of gold, glory, and attractive strangers. Perhaps you would rather operate from the sidelines as a merchant, innkeeper, patron, criminal, monster, or some other colorful individual whose path happens to cross that of wandering heroes. You may even decide that the sensible thing to do is avoid adventure entirely, though experience suggests that adventurers have an unfortunate tendency to bring it with them.

Whatever you decide, you begin with **1,000 Choice Points** to spend on the perks, possessions, companions, and other advantages offered below.

Try to have fun. Try not to get eaten by anything.

Unless, of course, that was the plan.

Lineage

The Forgotten Realms are home to rather more varieties of people than humans alone, and there is no particular reason you need to spend the next decade as whatever you were before arriving.

Choose one of the Lineages below. You become an ordinary member of that Lineage, possessing its associated physical characteristics and innate racial abilities as represented in Dungeons & Dragons Fifth Edition. Your exact appearance, sex, age, and other mundane details are yours to determine within the normal range for your chosen people.



This is a genuine transformation rather than a costume or temporary effect. For the duration of the Jump, your chosen Lineage is your default form. After the Jump concludes, it becomes an alt-form which you may assume or leave as you would any other.

[Free] Standard Lineages

Choose one of the more commonplace peoples of the Forgotten Realms:

Dragonborn, Dwarf, Elf, Gnome, Half-Elf, Half-Orc, Halfling, Human, or Tiefling.

[100 CP] Exotic Lineages

Perhaps something a little less ordinary appeals to you. Choose one of the following:

Aarakocra, Aasimar, Changeling, Deep Gnome, Duergar, Eladrin, Fairy, Firbolg, Air Genasi, Earth Genasi, Fire Genasi, Water Genasi, Githyanki, Githzerai, Goliath, Harengon, Kenku, Locathah, Owlin, Satyr, Sea Elf, Shadar-Kai, Tabaxi, Tortle, Triton, or Verdan.

[200 CP] Monstrous Lineages

Then again, perhaps you would rather be one of the creatures adventurers are traditionally expected to stab before asking too many questions. Choose one of the following:

Bugbear, Centaur, Goblin, Grung, Hobgoblin, Kobold, Lizardfolk, Minotaur, Orc, Shifter, or Yuan-Ti.

Being classified here as “monstrous” says nothing about your personality or morality. It merely reflects the sort of reception members of these peoples can expect from the average adventuring party.

Age & Gender

Your age and gender are entirely up to you, within the simple limitation that you must begin the Jump as an adult member of your chosen Lineage.

Your exact age may be anywhere within the normal lifespan of that Lineage, and you may choose any gender or sex appropriate to the form you have selected. Beyond that, the details are entirely yours.

Starting Location

You begin somewhere along the stretch of the Sword Coast between Candlekeep and Baldur’s Gate, whether on the Coast Way itself or in one of the settlements, inns, farms, ruins, or bits of wilderness scattered nearby.



The exact location is up to you. You may begin already within sight of Baldur's Gate, just outside the walls of Candlekeep, comfortably installed at a roadside inn, camped beside the road, or somewhere rather less convenient if that better suits the sort of adventure you have in mind.

Wherever you choose, you begin with whatever local knowledge and documentation would reasonably be necessary to avoid immediately being treated as a suspicious stranger, unless you would prefer otherwise.

Origins

Choose one of the following Origins. Your Origin represents the role you tend to occupy in and around the sort of adventuring parties this world seems determined to produce. It need not dictate your profession, class, morality, or personality, merely the general archetype through which you fit into the setting. Furthermore, any Origin may be taken as a Drop-In.

Heartbreaker

Some people just have a way of turning heads wherever they go. Whether through beauty, confidence, charm, magical talent, overwhelming enthusiasm, or simply an uncanny ability to stumble into bizarre situations, you tend to become the center of attention whether you intended to or not. Tavern patrons buy you drinks, strangers offer assistance, and even your mistakes somehow have a habit of turning into memorable stories rather than complete disasters.

Heartbreakers are often performers, spellcasters, romantics, socialites, or simply adventurous souls with more charisma than common sense. Some thrive on attention deliberately, while others seem to attract it entirely by accident. In a world filled with danger, monsters, and questionable decisions, you somehow manage to make chaos look fun.

Adventurer

While others flirt, scheme, panic, or accidentally set something on fire, somebody still has to keep the party alive. You are one of the rare few possessed of genuine competence, practical skill, and the willingness to march directly into danger for coin, glory, or simply because your traveling companions are incapable of surviving without supervision.

Adventurers are the backbone of any successful expedition: warriors, healers, and seasoned professionals who know how to handle both monsters and the increasingly absurd situations that seem to follow them. Whatever else you may be, you possess the temperament needed to endure the chaos of adventure without completely losing your mind.

Tagalong

Not every member of an adventuring party is a fearless hero or irresistible charmer. Sometimes you are simply... there. Perhaps you attached yourself to a group for protection, for profit, or because nobody successfully stopped you from following along. Whatever the reason, you have a habit of

insinuating yourself into other people's adventures and somehow becoming an indispensable part of the chaos.

Tagalongs are thieves, drifters, shapeshifters, scavengers, oddballs, and assorted troublemakers who survive through instinct, adaptability, and an impressive willingness to ignore common sense. You may not always be the strongest or most respectable person in the room, but you are difficult to get rid of and surprisingly good at turning unpredictable situations to your advantage. Whether sneaking into places you should not be, rummaging through someone else's supplies, disappearing at suspiciously convenient moments, or causing problems nobody else could have anticipated, you somehow continue to land on your feet.

Outsider



Adventurers may spend most of their time worrying about themselves, but the world contains rather more people than can fit into a single adventuring party. You are one of them. Perhaps you run the tavern where heroes recover between quests, sell them the equipment they inevitably lose, offer them work, become entangled in their personal lives, or simply try to stay out of the way when they start breaking furniture. Alternatively, you might be the bandit, monster, cultist, rival, or other troublesome individual responsible for sending them on an adventure in the first place.

Outsiders occupy every role on the other side of an adventurer's story, from helpful locals and tempting strangers to recurring enemies and things lurking at the bottom of dungeons. What matters is not whether you are good or evil, ordinary or monstrous, but that you are someone the adventurers encounter rather than one of the fools traveling with them.

Perks

The following Perks represent the more unusual talents, blessings, tricks, and outright supernatural abilities available to you in this world. General Perks are available to everyone at full price. Perks associated with your chosen Origin are discounted by 50%, with that Origin’s 100 CP Perk being free.

General Perks

[Free] Adventurer

Whatever else you may be, you are now a perfectly respectable adventurer by the standards of the Forgotten Realms. For all intents and purposes, you possess the abilities of a Level 4 Dungeons & Dragons Fifth Edition character, choosing a single class and any subclass that character could legally possess by that level.

You receive all of the proficiencies, class features, spellcasting ability, and other capabilities that such a character would normally possess, making any necessary choices involved in creating them when

you purchase this Perk. These abilities are real rather than abstractions imposed by a game system; you need not worry about initiative rolls or six-second turns simply because the rulebooks describe them that way.

Level 4 is only your starting point. Through training, practice, and genuine practical experience appropriate to your class, you may continue to advance just as an adventurer could normally level up, acquiring higher-level class features and making the associated choices as you do so. There is no need to accumulate abstract experience points; actually exercising and developing your abilities is what matters.

You may also teach these abilities to others. With sufficient instruction and training, you can grant a student a Level 1 version of **Adventurer**, beginning them in a class you personally possess. From there they may train and gain levels in the same manner you can.

A student may only advance into classes and subclasses possessed by their teachers. A Fighter cannot teach someone to become a Wizard unless they are also a Wizard themselves, for example. Someone receiving instruction from multiple teachers may combine the classes and subclasses those teachers are individually capable of teaching, allowing multiclass characters to develop naturally where appropriate.

[100 CP] Headhunter



Whenever you personally bring someone to orgasm through oral sex, you receive the equivalent of 25 gold pieces. Your payment simply appears among your possessions afterward and may take the form of any mixture of standard D&D coinage, gemstones, or trade goods you prefer, provided its total value remains the same.

There is no limit to how often you may collect, beyond the obvious requirement that you actually earn each payment.

[200 CP] Wild Magic

This world runs a little more on the Rule of Cool than the Rules as Written. Or perhaps it would be more accurate to say the Rule of Sexy.

Now, so do you. Whenever you are using a power, spell, supernatural ability, or similar effect for some kinky, erotic, or otherwise sexual purpose, you can stretch its normal limitations a little further than would ordinarily be possible. Targeting restrictions become somewhat more permissive, transformations can accommodate alterations the original effect never specifically contemplated, magical effects can be applied in unusually intimate ways, and ambiguities tend to resolve in favor of whatever would make the situation more interesting.

This cannot turn a minor ability into an overwhelmingly more powerful one, ignore fundamental limitations entirely, or provide capabilities completely unrelated to what the original power could reasonably accomplish. It does, however, give you considerable latitude whenever the only thing standing between you and an amusingly inappropriate application of magic is an overly literal reading of the rules. This permissive interpretation follows your abilities into future worlds.



[400 CP] Eldritch Glory

You have learned an unusually intimate application of eldritch geometry.

At will, you may open an ominous black aperture in reality connecting your immediate surroundings to anyone with whom you are personally familiar. Looking through the aperture allows you to see and hear the area immediately around your target as though peering through a small window positioned nearby.

The size of this opening scales with your current form. It will always be large enough for you to comfortably peer through and to reach a limb, tail, tentacle, or other comparable appendage through, along with anything small enough to be carried that way, but it will always remain too small for your entire body to pass through.

A Human might therefore receive something roughly large enough for an arm or leg, while a much larger or smaller form would produce a correspondingly larger or smaller aperture.

The opening lasts for as long as you maintain it and may be closed instantly at will. Precisely what you choose to do with this ability is between you, your target, and whatever unfortunate witnesses happen to be nearby.

[600 CP] Proffering Patronage



You are now capable of acting as a genuine Warlock Patron. The type of Patron you qualify as—Archfey, Celestial, Fiend, Great Old One, or something else appropriate—is yours to determine when you purchase this Perk.

You may contact anyone you know of through their dreams and offer them a Pact. Should they knowingly accept, a permanent mental connection is established between you, allowing you to contact your new Warlock at will regardless of distance.

As part of establishing the Pact, you may reconfigure their body, altering their appearance, sex, age, and other physical characteristics, and may grant them the equivalent of any Lineage available in this Jump as a new form. You may also grant them copies of any **200 CP or cheaper Perks from this Jump that you yourself have purchased**.

If they do not already possess **Adventurer**, you may grant them a reduced version sufficient to acquire and develop class abilities, though without **Adventurer's** ability to teach those abilities to others. Whether they already possessed it or received it from you, you may then grant them one level of Warlock with you as their Patron.

From that point onward, you will instinctively know whenever one of your Warlocks has accumulated enough practice and practical experience to be ready for another level. You may mentally contact them at that time and grant them another level of Warlock.

As their Patron, all decisions concerning the Warlock abilities granted through these levels are ultimately yours. You determine their cantrips, spells, Pact Boon, Eldritch Invocations, and any other choices involved in their Warlock progression, within the normal possibilities available to a Warlock of their level and Patron type.

Heartbreaker Perks

[100 CP] Patronage of Awooga

You may not enjoy the direct patronage of Awooga, Archfey of Sexual Machinations, but you seem to have acquired several of the cosmetic blessings commonly associated with his favored Warlocks.

You are perpetually as clean and well cared for as though you had just stepped out of an extraordinarily expensive spa. Sweat, dirt, tangled hair, unpleasant odors, and the other minor indignities of an adventuring lifestyle simply fail to accumulate unless you deliberately allow them to.

Your makeup, if you desire any, is always flawlessly applied in whatever style you choose and may be altered or removed at will. Likewise, fresh and pleasantly scented flowers of your choosing may perpetually decorate your hair without wilting, tangling, or becoming inconvenient.

You may not actually have an Archfey fussing over your appearance, but anyone looking at you could be forgiven for assuming otherwise.

[200 CP] Fighting Style — Polearm Dancer

There is an art to fighting with a polearm. There is also an art to dancing around a pole. You have quite sensibly concluded that there was no reason these should remain separate disciplines.



You are an expert dancer, an expert practitioner of pole dancing, and highly skilled with quarterstaffs, spears, glaives, halberds, and other polearms. More importantly, you have successfully combined all of these talents into a single flamboyant combat style built around spins, sweeping movements, acrobatics, and the shameless exploitation of how distracting your performance can be.

Despite appearances, none of this compromises your effectiveness in a fight. Quite the opposite.

You have also learned a minor cantrip intended to facilitate your style. By planting a polearm against a reasonably solid surface and exerting your will, you may magically fix it in place. It will comfortably support your weight and resist being shifted regardless of its orientation until you voluntarily release the enchantment.

Yes, this means you can install a stripper pole in the middle of a battlefield.

[400 CP] My Song Of Rest Is A Blowjob

The healing power of intimacy is rather more literal where you are concerned.

Sexual activity involving you has a powerful healing and revitalizing effect upon everyone participating. Injuries close, aches and pains disappear, exhaustion fades, and depleted stamina returns as pleasure and intimacy are converted directly into physical restoration.

The more involved and satisfying the act, the greater the effect, though even a relatively brief encounter can noticeably improve someone's condition. A proper session can restore someone from severe but survivable injuries to excellent physical health and leave everyone involved feeling refreshed rather than exhausted.

This cannot resurrect the dead or effortlessly remove fundamental supernatural afflictions such as powerful curses, but ordinary wounds and fatigue have little chance of surviving your bedside manner.

[600 CP] City Jumper

You are attuned to the city.

Which city?

Whichever one you happen to be standing in.

The moment you enter any sort of settlement, you acquire the sort of instinctive familiarity normally possessed by someone who has lived there their entire life. You know the neighborhoods, streets, shortcuts, customs, local laws, dangerous districts, respectable establishments, and places that respectable people carefully pretend not to know about.



More impressively, your awareness continually supplies you with useful information about the city as it exists right now. You know where guards and other authorities routinely patrol, what work is available, which shops are holding worthwhile sales, where travelers can find lodgings, which tavern serves the best food, where the nightlife is most interesting, and countless other practical details.

This does not reveal deliberately hidden secrets or information that nobody in the city

could reasonably know, but when it comes to anything that could be discovered simply by living there, asking around, or paying attention, you may as well have grown up on the street where you are standing.

Adventurer Perks

[100 CP] Adventuring Physique

Adventuring is considerably easier when every part of you is operating near the limits of mortal excellence.

You are exceptionally healthy, fit, strong, agile, hardy, intelligent, perceptive, and charismatic. In Dungeons & Dragons terms, you may be treated as though you had naturally rolled an **18 in every Ability Score**, before applying whatever modifiers or additional benefits your Lineage and other abilities provide.

Your body settles into an attractive physique of your choosing consistent with these capabilities, and maintaining it requires no particular exercise regime, diet, or restraint. Indolence may make you lazy, but it will not make you weak.

[200 CP] Bounty Hunter

Apparently there is such a thing as professional courtesy, even when your profession consists primarily of hunting people down for money.

Wherever bounty hunting, fugitive retrieval, monster hunting, or some comparable profession is legally recognized, you may choose to be automatically recognized as a legitimate practitioner of it. Any licenses, registrations, certifications, guild memberships, or similar routine credentials necessary to establish that legitimacy will already be in order.

This does not authorize you to ignore unrelated laws or invent bounties where none exist, but legitimate authorities will recognize your right to pursue actual bounties and treat you as a professional rather than an unusually enthusiastic kidnapper.



You may suppress this recognition whenever advertising your profession would be inconvenient.

[400 CP] Selective Plot-Rails

Reality has a peculiar way of providing what you need to keep moving forward.

Whenever you pursue a genuine goal, circumstances subtly align to ensure that there is usually some plausible lead, opportunity, or next step available to you. Asking random strangers whether they have seen a fugitive

would normally be an exercise in frustration; you, however, have an uncanny tendency to ask someone whose cousin saw them heading east yesterday. Searching a city for obscure magical knowledge may lead you into the exact tavern frequented by a scholar who knows where to begin. Looking for work has a way of putting you near someone desperately in need of your particular talents.

This does not accomplish your goals for you, guarantee success, or conveniently drop the final answer into your lap. What it does ensure is that earnest effort rarely leaves you completely without a path forward.

The world may make you work for what you want, but it seems unusually interested in seeing where your adventure goes next.



[600 CP] A Nice Long Rest

It is remarkable what eight hours of rest can accomplish.

Absolutely anything that can reasonably be described as damage, depletion, impairment, or an unwanted affliction can be recovered from by completing eight hours of genuine rest. Wounds heal completely. Missing limbs and organs regrow. Poisons and diseases disappear. Exhaustion and drained energy vanish. Damaged senses return. Ability loss, magical curses, hostile transformations, supernatural corruption, and similar conditions are purged as your body and soul return to their proper state.

Anything renewable that you possess, from spell slots to esoteric supernatural reserves, is likewise returned to full.

This does not undo changes you willingly choose to retain, nor does it resurrect you if you are already dead and therefore incapable of taking a rest. Provided you remain alive long enough to lie down for eight hours, however, it is extremely difficult to permanently ruin your day.

Tagalong Perks

[100 CP] Timeless Body

Perhaps you stumbled into a particularly generous blessing, drank something you should not have, or simply possess one of those inexplicable quirks adventurers eventually stop questioning.Whatever the cause, you have acquired eternal youth.

You are physically a young adult member of your chosen Lineage and will remain so indefinitely. Your body simply does not deteriorate through age, and no amount of passing time will carry you beyond your physical prime.

You remain entirely capable of changing in other ways; this protects you from senescence, not from haircuts, exercise, magic, or questionable lifestyle decisions.



[200 CP] The Paper Trails

You somehow do not seem to generate any.

Your existence and activities do not automatically leave behind the bureaucratic, administrative, financial, or informational records that normally accumulate around a person. Inns somehow neglect to preserve their guest ledgers, purchases fail to produce useful receipts, official forms disappear into filing systems, routine registries omit you, and similar documentation simply fails to become a reliable trail someone could follow.

The same principle applies to technological and magical equivalents of paperwork in future worlds. Databases, automated logs, transaction histories, tracking systems, and similar impersonal records have an uncanny tendency not to preserve useful information about you unless you deliberately want them to.

This does not erase the memories of actual witnesses or destroy evidence you intentionally leave behind. It simply makes living an undocumented life remarkably easy. You may toggle this perk at-will if you find it inconvenient.

[400 CP] Griefling Breeder

Inheritance is apparently more negotiable than most sages would have you believe.



Any children you produce have an extraordinary tendency to inherit the most advantageous compatible qualities of both biological parents rather than receiving an inconvenient compromise between them. Useful physical adaptations, innate magical traits, resistances, senses, lifespan, size, agility, resilience, and other heritable characteristics combine unusually well, while harmful incompatibilities and obvious genetic disadvantages are minimized.

A Tiefling and Goblin, for example, might produce a “Griefling” that retains the compact size,

nimbleness, and rapid maturation of a Goblin while also possessing the horns, longevity, fire resistance, and other useful qualities associated with Tieflings.

The resulting child remains a coherent individual rather than an indiscriminate pile of every biological trait either parent possesses, but where inheritance presents a meaningful choice between something useful and something detrimental, nature has developed a pronounced tendency to cheat in your family's favor.

[600 CP] That's A Great Idea, Jumper!

You have mastered the surprisingly effective art of volunteering other people to agree with you.

Whenever a group is discussing what to do, you may interject with a suggestion and immediately respond to yourself as though someone else had enthusiastically endorsed it.

"Maybe we should stop for lunch?"

"That'sagreatideaJumperweshoulddothatimmediately!"

Provided your suggestion is at least remotely relevant to the situation, everyone involved will find themselves remarkably inclined to accept that consensus has been reached and simply get on with it. Objections that might otherwise have been raised have an uncanny tendency to die unspoken as everyone mentally skips past the debate and moves directly to carrying out the apparent group decision.



This is not unlimited mind control. Someone will not casually agree to something they regard as abhorrent, obviously suicidal, or fundamentally opposed to their deepest convictions simply because you said it quickly enough. The more reasonable the proposal and the more everyone already wanted to do it, however, the closer this comes to automatic agreement.

More outrageous suggestions can still work remarkably well when directed at appropriately receptive company.

Better yet, once everyone has gone along with your suggestion, they tend to remember it as something the group collectively decided upon rather than something you personally imposed. Unless the idea turns out disastrously, there is little reason for anyone to resent you merely for being the person who suggested it.

Outsider Perks

[100 CP] Gift of Sharess

Whether through the favor of the Dancing Lady herself or simply one of the stranger blessings available in this world, your reproductive health is now almost offensively convenient.

You are completely immune to sexually transmitted diseases and infections. You possess conscious control over your fertility, allowing you to become fertile or infertile at will without otherwise compromising your health or sexual function. If your anatomy includes a menstrual cycle or comparable reproductive process, you likewise possess complete control over its timing and symptoms.

You may also control your own level of physical arousal at will, from completely suppressing unwanted responses to becoming ready for intimacy almost immediately.

Finally, you are naturally multi-orgasmic, suffering no mandatory refractory period that prevents you from continuing simply because you have already enjoyed yourself.

[200 CP] Everybody Knows Somebody

The world is held together by informal networks of favors, acquaintances, relatives, drinking buddies, old coworkers, and people who know a person who knows a person.

You are extraordinarily good at navigating them.

Give yourself a little time in any populated area and you can determine who knows the local gossip, who can acquire unusual goods, who has influence with the authorities, who deals in information, who performs discreet work, and who can introduce you to whoever else you actually need.



You still have to convince these people to cooperate with you, pay their prices, earn their trust, or otherwise deal with them normally. What you will almost never struggle with is finding the right person to approach in the first place.

If somebody useful exists within the local social web, you can usually find the thread leading to them.

[400 CP] Retirement Plan

You possess an extraordinary talent for establishing and operating places of hospitality: taverns, inns, bathhouses, brothels, restaurants, clubs, boarding houses, or similar establishments where people gather to eat, drink, rest, socialize, and occasionally make questionable decisions.

Provided you can acquire the premises and basic resources necessary to get started, you can turn such an establishment into a remarkably successful business. You instinctively understand staffing, pricing, atmosphere, entertainment, supplies, customer service, and all the countless little details that keep patrons returning.

Adventurers and their ilk in particular seem irresistibly drawn to establishments you operate. They bring coin, gossip, unusual goods, exotic acquaintances, job offers, interesting problems, and stories from places you have never seen. Before long, your establishment naturally develops a reputation as the sort of place where interesting people meet, adventuring parties form, quests begin, deals are struck, and the occasional legendary evening gets badly out of hand.

Why risk your life finding adventure when you can serve it drinks and charge by the room?

[600 CP] Tricky Jumper's Guide To Pact Breaking

Promises have power. Combined with magic, they can bind someone more securely than any chain.

Unless you are there to break them.



You may shatter any magical contract, pact, oath, geas, supernatural binding, or comparable obligation by witnessing one of the bound parties knowingly and deliberately defy it. The act must genuinely violate the binding rather than merely exploit a loophole or technicality.

A Warlock might knowingly act against their Patron's commands, or someone bound by an oath might deliberately break one of its terms. If they are capable of doing so, your presence allows that act of defiance to break the supernatural force enforcing the agreement entirely.

This is also the ability's primary limitation: the bound party must actually be capable of defying the binding in the first place. Contracts which merely enforce consequences for violation may be broken, with your intervention preventing those consequences from being imposed, but if a magical command directly prevents someone from disobeying, and they cannot perform any meaningful act of resistance against it, you have nothing to work with.

Breaking the binding ends both its obligations and any powers or benefits that depend upon it remaining intact. A Warlock who breaks their pact, for example, loses the powers granted by their Patron. Benefits already received which do not require the continuing bond, such as knowledge learned or permanent physical changes, remain unless the original agreement specifically made them contingent on the pact.

The binding can no longer punish or compel the former participant afterward, though consequences that already occurred are not undone.

Whatever power originally enforced the arrangement may, of course, be rather unhappy about your interference.



Items

You receive a 400 CP Stipend for use in this section.

If a purchased item is lost, stolen, or destroyed, it will be restored to you in perfect condition after one week. Items may be purchased multiple times, although follow-on purchases of free items cost 50 CP.

A sufficiently similar item acquired in a previous Jump may be imported into any item purchased here at no additional cost. You may choose for the imported item to gain the appearance, properties, or both of the purchase, combining its existing qualities with those granted here where applicable.

Properties, businesses, buildings, and similar locations may be attached to your Warehouse or any other suitable personal dimension you possess, combined with compatible properties, or placed somewhere appropriate in each future world. You may freely determine their general placement when entering a new Jump, subject to whatever limitations are stated in their individual descriptions.

Within the context established by their item description, you may freely determine the age, gender, appearance, personality, background, and relationship with you of any purchased follower. Where a purchase provides multiple followers, these details may be chosen individually for each of them.

All Followers provided by this section receive **Adventurer** and **Starting Gear** for the class and subclass specified in their description. Unless otherwise stated, they are therefore Level 4 characters of that class and subclass, with the appropriate abilities, proficiencies, equipment, spells, and other choices determined normally.

General Items

[Free] Starting Gear

You receive a complete set of ordinary starting equipment appropriate to an adventurer of your class or classes.

This includes the weapons, armor, spellcasting implements, tools, packs, clothing, and miscellaneous equipment that someone of your abilities would reasonably begin their career carrying. Any mundane consumables included among this equipment will be replaced on a weekly basis.

Nothing particularly exciting, perhaps, but everyone has to start somewhere.

[100 CP] Milk Maid



This beautiful but alarmingly naïve blonde woman has decided that life in her quiet country village simply is not enough for her anymore.

Possessed of extraordinarily large and productive breasts, a cheerful disposition, and a somewhat old-fashioned understanding of “womanly matters,” she has offered to accompany you on your adventures in exchange for the opportunity to actually see something of the wider world. She is quite happy to cook, clean, mend clothes, look after camp, provide fresh milk, and otherwise make herself useful, including in rather more intimate fashions if desired.

She is inexperienced with the wider world and prone to taking things at face value, but she is an adult, genuinely enthusiastic about traveling with you, and considerably more adaptable than her sheltered upbringing might suggest.

[200 CP] FIG Membership Card

This expensive-looking platinum membership card bears the name of one of the Forgotten Realms’ more exclusive purveyors of adult goods.

At will, the holder may use the card to open a gateway into a luxurious shop situated safely within its own demiplane. Almost anything one might reasonably hope to find in an exceptionally well-stocked fantasy adult store can be purchased there, from clothing, lingerie, toys, cosmetics, and accessories to rather more exotic magical merchandise.

You must actually pay for anything you want. Items purchased from the store receive no automatic repair, replacement, or replenishment merely because they came from here. Magical merchandise does, however, receive one important guarantee: anything you purchase will continue to function properly in future worlds even if the local metaphysics would not normally support the magic that created it.

[400 CP] Glamoured Studded Armor

A particularly sophisticated suit of magical studded leather armor.

At will, you may transform its visible appearance into practically any clothing or outfit you desire. A ball gown, formal suit, tavern clothes, entertainer’s costume, lingerie, traveling clothes, or virtually anything else you could reasonably wear can be reproduced convincingly, complete with appropriate apparent fabrics and accessories.

Whatever it looks like, it continues to provide exactly the same protection as the armor beneath the glamour and remains just as durable.

Changing outfits takes no more than a thought, making wardrobe changes considerably easier than they have any right to be.

[600 CP] Bath House

You possess an extraordinarily luxurious bath house, magically supplied with everything necessary to keep its patrons clean, relaxed, entertained, and comfortable.

Fresh hot and cold water is available without limit. Towels, soaps, oils, perfumes, refreshments, and other routine consumables replenish themselves as necessary. The facilities clean and maintain themselves, while an effectively endless supply of unseen servants handles whatever work still requires doing.

Private baths, communal pools, steam rooms, lounges, changing areas, massage rooms, and any other amenities reasonably appropriate to an upscale fantasy bath house may be included in its design.

The establishment has no rules against nudity, intimacy, or sexual activity, and possesses the rather peculiar legal property of not being subject to outside restrictions specifically intended to prohibit such behavior within its walls. This offers no protection for coercion, violence, theft, or unrelated crimes; it merely ensures that nobody gets to close your bath house because the clientele are enjoying themselves too enthusiastically.

Heartbreaker Items

[100 CP] Collar of Perpetual Attendance

This attractive collar contains a minor but remarkably convenient enchantment.

While wearing it, you have continuous access to an **Unseen Servant**. The invisible magical attendant is capable of performing all the ordinary tasks associated with the spell, carrying objects, cleaning, serving food and drink, opening doors, tending to your clothing, and generally waiting upon you.

Unlike the ordinary spell, however, there is no meaningful duration. Your servant remains available for as long as you wear the collar, and if somehow dispersed it will shortly reform.

It is perfectly capable of carrying out more intimate requests as well, provided the task is within the physical capabilities of an invisible humanoid servant.



[200 CP] Spiked Platform Heels of Striding and Springing

These scandalously high platform sandals look as though wearing them should be a Dexterity check all by itself.

Somehow, they are among the most comfortable footwear you will ever own.

While wearing them, you possess flawless balance regardless of the height or narrowness of the heels, and

walking, running, dancing, or fighting in them feels completely natural. Your normal movement speed is approximately doubled, as are the horizontal and vertical distances you can cover when jumping.

The long metal spikes forming the heels are also surprisingly effective weapons. You know how to use them without compromising your footing, allowing a sufficiently enthusiastic kick or stomp to become considerably more dangerous than anyone expecting ordinary footwear might anticipate.



[400 CP] Spell-Stored Nipple-Rings of Enlarge/Reduce

A matched pair of enchanted nipple rings combining several magical effects that were probably not considered when either spell was originally researched.

Each ring functions as a **Ring of Spell Storing**, allowing spells to be placed within it and subsequently cast by the wearer according to the usual rules for that magical item.

Together, the pair also allow the wearer to invoke **Enlarge/Reduce** upon themselves at will without consuming a spell slot or requiring material components.

The enchantment takes a somewhat more permissive approach to what exactly may be enlarged or reduced. You may affect your entire body normally, or selectively apply the size-changing effect to your breasts while leaving the remainder of your body untouched.

Any resulting proportions remain physically comfortable and functional regardless of how impractical they might appear.

[600 CP] Fellow Alumni

Apparently your old school had a very active alumni association.

Twelve Elven **College of Glamour Bards** have chosen to accompany you as followers. They are skilled performers, competent adventurers, experienced users of Bardic magic, and perhaps most importantly, the sort of people who can turn practically any gathering into a party.

Their exact appearances, personalities, specialties, and relationships with one another are yours to determine when purchased, though all twelve are genuinely willing to travel with you and regard you as one of their own.

Whether they are actually former classmates is entirely up to you.

Adventurer Items

[100 CP] Bounty Board

This sturdy posting board displays actual bounties.

Whenever placed in a populated area, notices gradually appear for legitimate bounties currently available within the surrounding region. Wanted criminals, dangerous monsters, missing fugitives, stolen property, and other matters for which somebody is genuinely prepared to offer payment may all find their way onto the board.

Each notice provides whatever identifying information, conditions, proof requirements, and payment details the issuer made available.

The board does not manufacture criminals or invent rewards merely to keep you busy. It simply ensures that if someone nearby is genuinely offering good money for something an adventurer could reasonably accomplish, you have a very convenient place to find out about it.

[200 CP] Enchanted Full Plate

A magnificently crafted suit of enchanted full plate which has solved most of the practical annoyances traditionally associated with wearing magnificent suits of full plate.

You may cause the armor to appear or disappear around you instantly, without needing assistance and without spending several minutes fastening straps and buckles. You might dismiss it entirely before climbing into bed, only for it to snap back into place the instant danger wakes you.

You may also selectively suppress individual portions of the armor whenever they would be inconvenient. The helmet can disappear so your face remains visible and your peripheral vision unobstructed, gauntlets can vanish when delicate work is required, and so on, without compromising the overall protection of the suit.

When you actually want to look like an armored adventurer, of course, the entire thing remains impressively real.



[400 CP] Fighter Bros

Twelve Human **Battle Master Fighters** have signed on to accompany you.

They are disciplined, experienced warriors who know how to work together, maintain their own equipment, establish camp, stand watch, and generally perform all the practical work expected from a professional adventuring company. Each possesses the tactical training and combat techniques associated with the Battle Master archetype rather than merely being another person who knows which end of a sword to hold.

Their appearances, personalities, favored weapons, and other mundane details may be determined when purchased.

They are loyal followers rather than mindless soldiers, but fortunately they seem to actually like you.

[600 CP] Quest-Giver

You have acquired the services of a deeply mysterious individual whose greatest supernatural ability may simply be always finding the darkest available corner of the room.

Whenever you enter a tavern, inn, bar, adventurers' guild, or similar establishment and are interested in finding work, your Quest-Giver will somehow already be there waiting for you. No matter how far you have traveled or how recently you last saw them, questioning how they arrived first never seems to produce a useful answer.

More importantly, they always have a job available.

These quests are real opportunities appropriate to your general capabilities and have a tendency to involve worthwhile rewards, interesting places, dangerous opponents, unusual discoveries, or some enjoyable combination thereof. They need not be easy and may develop complications once underway, but they will never be meaningless busywork disguised as adventure.

You are free to turn down any job offered without penalty. There will always be another the next time you see them.

Tagalong Items

[100 CP] Some Sort Of Subscription Service



This discreet platinum card appears to be tied to some sort of extremely specialized subscription service.

Once every eight hours, you may use it to open a small magical Gate. Rather than leading somewhere you can enter, the Gate serves as an arrival point for an attractive Bard sent to rock your world.

These Bards are always willing, enthusiastic, and fully aware of what sort of encounter they have been summoned for. Their exact appearance, lineage, gender, and other details may vary from one summoning to the next, but they will always be someone you find attractive and will arrive prepared to screw your brains out in whatever manner you had in mind when you opened the gate.

Once the encounter is finished, they simply step back through the Gate and return wherever they came from.

Nobody seems entirely certain who operates the service, where its Bards are recruited, or how this whole "service" manages to function across worlds.

[200 CP] Thieves Guild

Twelve **Griefling Thief Rogues** accompany you as followers.

These curious Goblin-Tiefling hybrids combine much of the compact stature, nimbleness, and rapid maturation associated with Goblins with the horns, supernatural heritage, longevity, and fire

resistance of Tieflings. More importantly for your purposes, all twelve have been trained as professional thieves.

They are skilled at stealth, burglary, pickpocketing, lockpicking, scouting, and the various other activities traditionally associated with people who insist that property rights are more of a suggestion.

Their exact appearances, personalities, and specialties may be determined when purchased. They are loyal to you and surprisingly competent at working together when a job requires more organization than simply grabbing everything that is not nailed down.

[400 CP] Golden Talismans of Birth Control



You possess an unlimited supply of small golden charms enchanted to eliminate several of the more inconvenient consequences of an active sex life.

Anyone in physical contact with one of these talismans is completely protected against sexually transmitted diseases, unwanted pregnancy, and magical or metaphysical corruption. The contraceptive effect is perfect regardless of the fertility, species, reproductive biology, or supernatural peculiarities of those involved.

A single talisman carried or worn by one participant is sufficient to extend its protection across the intimate physical contact involved, though there is little reason to ration them when you can produce as many as you please.

The talismans are reusable, attractive enough to wear as jewelry, and continue to function in future worlds regardless of whatever increasingly strange reproductive biology you encounter there.

[600 CP] Ring of Alter Self

This magical ring allows its wearer to cast **Alter Self** at will, without consuming spell slots or requiring components.

You retain access to all of the spell's ordinary options, including aquatic adaptation and natural weapons, but its **Change Appearance** function receives a significantly more generous interpretation than most Dungeon Masters would permit in the name of kinkiness.



You may freely alter your apparent sex, sexual characteristics, genital configuration, facial features, voice, hair, skin, proportions, and other cosmetic aspects of your body, provided you remain within the same general size category and basic body plan allowed by the spell. Such alterations are genuine physical transformations for the duration rather than illusions.

The spell may be recast as often as desired, allowing you to change your appearance almost whenever the mood strikes.

Outsider Items



[100 CP] Goblin Warband

Twelve Goblin **Berserker Barbarians** have decided that following you sounds considerably more entertaining than whatever they were doing before.

They are small, aggressive, surprisingly durable, and extremely enthusiastic about violence once somebody gives them permission to start. All twelve possess the martial ability and furious battle style associated with the Berserker archetype and have enough experience fighting together to avoid becoming a danger to one another before they become a danger to the enemy.

Their appearances, personalities, weapons, and other ordinary details may be determined when purchased.

They may not be subtle, sophisticated, or particularly respectable, but sometimes twelve screaming Goblin berserkers are exactly what the situation calls for.

[200 CP] Enormous Weapon

This oversized melee weapon of your choice is nevertheless perfectly usable by you, and more importantly, it is always available when you need it. Calling for the weapon causes it to return to your hand regardless of where you last left it.

You may have it simply appear in your grasp in a brief flash of light, but where would the fun be in that?

At your option, the weapon instead comes hurtling through the air toward you from whatever direction is most dramatically appropriate. It is quite tangible while doing so and will happily smash through obstacles, furniture, enemies, or anyone else unfortunate enough to stand directly between the weapon and its owner.

[400 CP] Belt of Storm Giant Strength

This large enchanted belt grants exactly what the name suggests.

While wearing it, your physical strength is elevated to that of a **Storm Giant**. In Fifth Edition terms, your Strength score becomes **29**, unless it was somehow already higher.

Your body is perfectly capable of handling the force it can now exert, allowing you to lift, strike, grapple, throw, and generally abuse the scenery without injuring yourself merely because your muscles are operating several categories above what your frame would normally support.

It may not be subtle, but subtlety is rarely why someone buys a Belt of Storm Giant Strength.

[600 CP] Tavern

You own a proper adventurer’s tavern.

Its exact appearance and layout are yours to determine, from a cozy roadside inn to an enormous urban drinking hall, but whatever form it takes it possesses all the advantages of **The Adventurer's Retirement Plan** whether or not you purchased that Perk yourself.

Adventurers, travelers, interesting strangers, and people with more money than sense are naturally drawn through its doors. It develops a good reputation with remarkable speed and somehow continues to turn a steady profit without requiring you to personally spend every waking hour behind the bar.

Food, drink, firewood, linens, cleaning supplies, and the other ordinary consumables necessary to operate the establishment replenish themselves magically. An effectively unlimited collection of unseen servants handles cleaning, cooking, serving, maintenance, and routine work, allowing the Tavern to function perfectly well even while you are elsewhere.

A proper stage occupies a prominent place within the common room. Aspiring musicians, dancers, storytellers, Bards, and other performers have an uncanny tendency to hear that playing your establishment is a good way to get noticed, providing you with an endless stream of fresh entertainment. Those without the coin or reputation normally required to secure a spot on the stage are often quite willing to discuss other favors they might perform for the proprietor.

All in all, it is an exceptionally comfortable way to remain at the center of the adventuring world without personally crawling through another filthy dungeon ever again.

Companions

[50 CP] Import/Create

You may import a previous Companion or create a new one for 50 CP each. Imported or created Companions receive an Origin of their choice, along with its associated discounts, 800 CP to spend on Perks and Items, as well as their own 400 CP Item Stipend. This CP cannot be used to purchase additional Companions.



Created Companions may be fully customized, including their age, appearance, personality, history, and relationship to you. They may be absolutely loyal to you if you choose, including being willing to accept Jumpchain fiat-backed loyalty.

[100 CP] Recruit

You may bring along any local individual for 100 CP each. Recruited Companions do not receive an Origin, discounts, or CP by default.

You may combine this option with Import/Create for a total cost of 150 CP to grant a recruited Companion an Origin, discounts, 800 CP, and Item Stipend as normal.

Toggles & Drawbacks

Not every adventure goes according to plan. The following Toggles allow you to adjust the nature of the setting without providing additional Choice Points, while Drawbacks make your stay considerably more troublesome in exchange for additional CP to spend elsewhere.

Unless otherwise stated, all Drawbacks remain in effect for the full duration of the Jump and cannot be removed, circumvented, or permanently neutralized by your other abilities.

Toggles

[Free] RAI

While both the source material and this Jump are based upon Dungeons & Dragons Fifth Edition's Forgotten Realms, neither is particularly interested in treating every line of the rulebook as an immutable law of physics.

With this Toggle, you may treat the setting accordingly.

Classes, spells, monsters, magic items, and other recognizable D&D concepts still exist and generally function as described, but the world itself behaves like an actual fantasy world rather than a tabletop game made literal. People do not stand around waiting for their turn in initiative, nobody possesses a visible Armor Class, and an ability's mechanical wording should be understood as an abstraction describing what it actually does rather than an exhaustive list of everything physically possible.

Rules As Intended, in other words.

[Free] Supplemental Material

Fifth Edition may provide the foundation for this world, but there is no reason it needs to provide absolutely everything in it.

At your discretion, you may incorporate compatible material from earlier editions of Dungeons & Dragons, third-party supplements, and similar sources into the setting. Spells, monsters, magic items, races, organizations, locations, and other material may all exist alongside the Fifth Edition material already present.

Perhaps somebody really did publish *The Book of Erotic Fantasy* in-universe.

Use as much or as little supplemental material as you like.

Drawbacks

[100 CP] B'sottid's Patronage

Congratulations. Something has taken an interest in you.

A fist-sized black hole in reality follows you wherever you go, generally hovering somewhere just over your shoulder. Through it peers some unseen eldritch entity with a nightmarish voice and apparently nothing better to do with its eternity than provide running commentary on your life.



B'sottid is opinionated, intrusive, impossible to embarrass, and extraordinarily enthusiastic about encouraging you to get your cheeks clapped at every conceivable opportunity.

It comments on your conversations. It comments on your clothing. It comments on attractive strangers. It offers advice that nobody asked for. It will absolutely speak up at the worst possible moment.

Other people can hear it.

You cannot silence it, close the aperture, send it away, or convince it to develop a hobby.

Apparently, you are the hobby.



[100 CP] The Bimbo Jumper

Something about you creates a very particular first impression.

Unless given convincing evidence otherwise, people instinctively assume that you are sexually adventurous and somewhat lacking in the critical-thinking department.

Even perfectly sensible statements may be met with indulgent smiles, complicated explanations may be simplified for your benefit, and people have a tendency to assume that any particularly clever idea you produce was either an accident or something somebody else told you.

This does not actually make you less intelligent, nor does it prevent people who know you well from eventually recognizing your competence. Unfortunately, first impressions are remarkably persistent, and every new acquaintance begins from square one.

[200 CP] Bandits And Brigands

You apparently look extremely robbable.

Criminals, highwaymen, pirates, kidnappers, slavers, cutpurses, corrupt guards, opportunistic monsters, and assorted other ne'er-do-wells have an uncanny tendency to select you as their next victim.

Travel along a dangerous road and the bandits will choose your caravan. Walk through a bad neighborhood and the pickpocket will reach for your purse. Sail waters known for piracy and somebody will inevitably notice your ship.

These encounters will remain appropriate to your circumstances and abilities, but becoming powerful enough to effortlessly crush one gang simply means that considerably more ambitious criminals begin taking an interest.

You may deal with each problem however you please.

There will always be another idiot eventually.

[200 CP] Split The Party

You will be handling this adventure without your usual entourage.

For the duration of the Jump, you lose access to all Companions and Followers, whether acquired here or in previous worlds. They cannot be summoned, imported, contacted through supernatural means, or otherwise brought along to assist you.

They remain perfectly safe wherever they ordinarily reside and return to you normally once the Jump concludes.

Until then, you are on your own.

Well, unless you make some new friends the old-fashioned way.

[400 CP] Wild Magic Is Everyone's Problem



Magic has become distinctly temperamental whenever you are around.

Whenever you or someone sufficiently nearby performs significant magic, there is a chance that an unintended magical effect accompanies the intended one. Minor spells may only occasionally produce a surge, while sufficiently powerful magic makes some additional nonsense increasingly difficult to avoid.

The intended magic will usually still function.

The problem is everything else.

Sudden transformations, uncontrolled teleportation, summoned creatures, unexpected explosions, animated furniture, altered weather, swapped appearances, inappropriate magical effects, spontaneous changes in size, inexplicable clouds of glitter, and other bizarre complications are all possible.

These effects tend toward the inconvenient, embarrassing, disruptive, or dangerous rather than arbitrarily lethal, but particularly powerful magic can produce correspondingly serious consequences.

The surges are genuinely unpredictable and cannot be reliably controlled, suppressed, redirected, or harvested for useful results.

Magic still works.

It just occasionally brings a friend.

[400 CP] Destitute Adventurer



Hope you packed light.

For the duration of the Jump, you lose access to your Warehouse and every Item, property, vehicle, weapon, artifact, supply, or other possession acquired outside this Jump.

Items purchased within this document remain available, but any fiat-backed ability they possess to automatically replace themselves, repair themselves, replenish consumable supplies, or provide effectively unlimited resources is disabled.

If something breaks, you will need to repair it.

If ammunition runs out, you will need to buy more.

If one of your inexhaustible barrels of ale becomes empty, congratulations: you now own a barrel.

Nothing permanently loses its fiat-backed properties. Everything returns to normal once the Jump ends.

Until then, you get to experience the traditional adventuring lifestyle of wondering whether you can afford another healing potion.

[600 CP] True Hero

For the duration of this Jump, you are bound by three rules:

When you commit yourself to a worthy goal, danger, difficulty, inconvenience, or personal cost are not sufficient reasons to abandon it. You may retreat, reconsider your approach, gather allies, seek better equipment, or otherwise act with common sense, but you cannot simply give up because the path ahead has become unpleasant.

Likewise, a sincere plea for aid against a genuine danger demands a response if you are capable of helping. You need not blindly obey everyone who asks something of you, nor take up causes that are trivial, malicious, deceptive, or hopeless, but you cannot knowingly turn away from someone in serious need merely because their problem is not yours.

Most importantly, you cannot allow yourself to become idle. No full month may pass without you actively pursuing some worthwhile adventure, quest, rescue, or similarly meaningful undertaking. Finishing one adventure earns you time to rest and enjoy yourself, but sooner or later you must saddle up and find another.

This oath does not require you to be lawful, prudish, merciful to every enemy, or foolishly self-sacrificing. It demands only that when there are deeds worth doing, people worth helping, and obstacles worth overcoming, you behave like the sort of hero who actually goes out and does something about them.

[600 CP] Power Lockout

Whatever you accomplished before arriving here will have to wait.

For the duration of the Jump, you lose access to every Perk, supernatural ability, personal power, transformation, augmentation, skill package, energy system, and similar advantage acquired outside this document.

You retain your ordinary memories, personality, mundane knowledge, and whatever capabilities are naturally inherent to the body provided by this Jump, along with anything purchased here.

Everything that has been locked away returns immediately and intact once the Jump concludes.

Until then, you are going to have to survive the Forgotten Realms using the tools this particular adventure provides.

Ending

After your required time in this world has passed, you may choose one of the following options:

Go Home

Return to the world from which you originally came, carrying with you all that you have gained during your chain thus far.

Stay Here

Remain in this setting permanently. Perhaps you have grown to like Faerun?

Move On

Leave this universe behind and continue onward to a new jump, carrying your Companions, Perks, Items, and experiences with you into the next setting.

Notes

Based on the D&D5E comics and art by Jack Cayless.

To-Do For 1.1

Art style and/or hyper perks, provided I can think of good wording.

Possible adjustment to proffering patronage, or a new perk, based on Ma’arsh and Mallo.

Jump written by KyleDaScourge with AI assistance for spelling and grammar.