

Generic 3.5th Edition D&D

JumpChain CYOA

v0.2a

By DataPacRat

"In a ten foot by ten foot room, you see an orc guarding a chest..."

You know the drill by now; you're given **1,000 Character Points**, and will be staying here for ten years. If you don't have any 3.5 D&D books handy, you can use the open-source System Reference Documents, available at http://www.d20srd.org/index.htm .

Any fractional costs are rounded up to the next-highest CP.

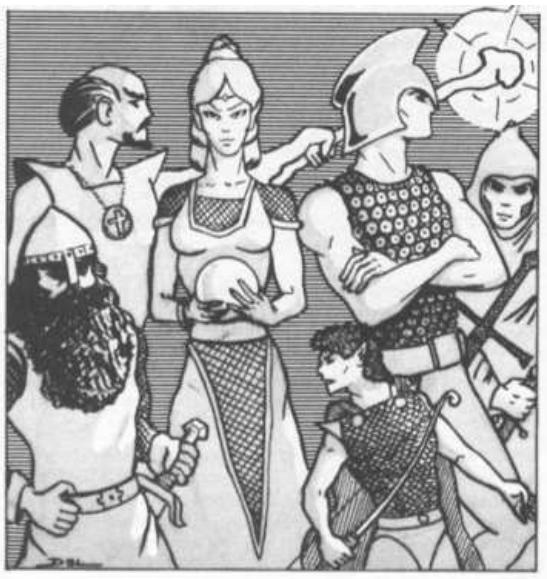
The DM's House-Rules:

Sourcebooks: In most D&D games, the DM has certain kinds of stories they want to tell. Throwing Eberron magic-trains into Krynn kind of derails that. And putting together ridiculous combinations of feats and prestige classes to achieve absurdly overpowered results makes things even harder. So, in most D&D games, a limited number of books are used to build your characters and settings. Here, you can buy one, some or all of these options, once or several times:



- **Free: Core:** the DMG, PHB, and Monster Manual; and/or the SRD.
- **Free: One Setting:** One particular setting's line of books, which has 3.5e material published by WotC.
- **50: Non-Core:** WotC's generic books, such as Complete Scoundrel. This

includes the Epic Handbook (except for Epic Spellcasting).



- **100: Canon-esque:** WotC-published but not quite canon: Dragon Magazine and 3.0 edition books.
- **100: Another Setting:** With 3.5e material published by WotC: Forgotten Realms, Dragonlance, Ravenloft, Eberron, Planescape, etc.
- **50: Splatbook:** Any single third-party 3.5e-compatible book. (You need to pick a particular text, whether that's a hardbound tome or a PDF ebook.)
- **100: Splatbook Line:** Any line of third party books, such as "The Quintessential X" or "The Slayers' Guide to X".
- **150: Publisher From Another Mother:** All books by any single third-party publisher, such as Mongoose Publishing, Fantasy Flight Games, or Green Ronin Publishing.
- **200: Netbook:** Well-established public homebrew: Not something you've made up, or caused to be written; something on the lines of Ozodrin or Gramarie.
- **2500: Your Own Homebrew:** Material without even a public PDF: Because at this point, you're just making everything up anyway.

Main Setting: You can pay **50 CP** to choose from one of these options. Otherwise, if you've picked Sourcebooks from a single setting (with or without any third-party splatbooks or homebrew), you're there. If you've picked none or more than one, roll 1d22 on the table.

Roll	Setting	Roll	Setting
1	Generic/Homebrew	12	Al-Qadim
2	Blackmoor	13	Thunder Rift
3	Greyhawk	14	Birthright
4	Forgotten Realms	15	Council of Wyrms
5	Mystara	16	Planescape
6	Ravenloft	17	Jakandor
7	Pelinore	18	Rokugan
8	Dragonlance	19	Mahasarpa
9	Kara-Tur	20	Ghostwalk
10	Spelljammer	21	Eberron
11	Dark Sun	22	Crossover

Generic/Homebrew is for a general fantasy-esque world. Crossover means something like applying a d20 adaptation of "My Little Pony" and inserting a version of Equestria into Mystara. Alternatively, you can choose this Drawback:

+300: Start in the Abyss: You start in the Abyss, surrounded by endless demons.



Background:

- **Age:** If you purchase a class below, then roll for your starting age, and add one year per extra level bought. If you don't buy a class, carry over your age from your last Jump (or real life, if this is your first). (Want to be younger? Go adventuring for it!)
- **Sex & Gender:** Since this is fantasy role-playing, go ahead and select whichever role you prefer.

Basic Stats

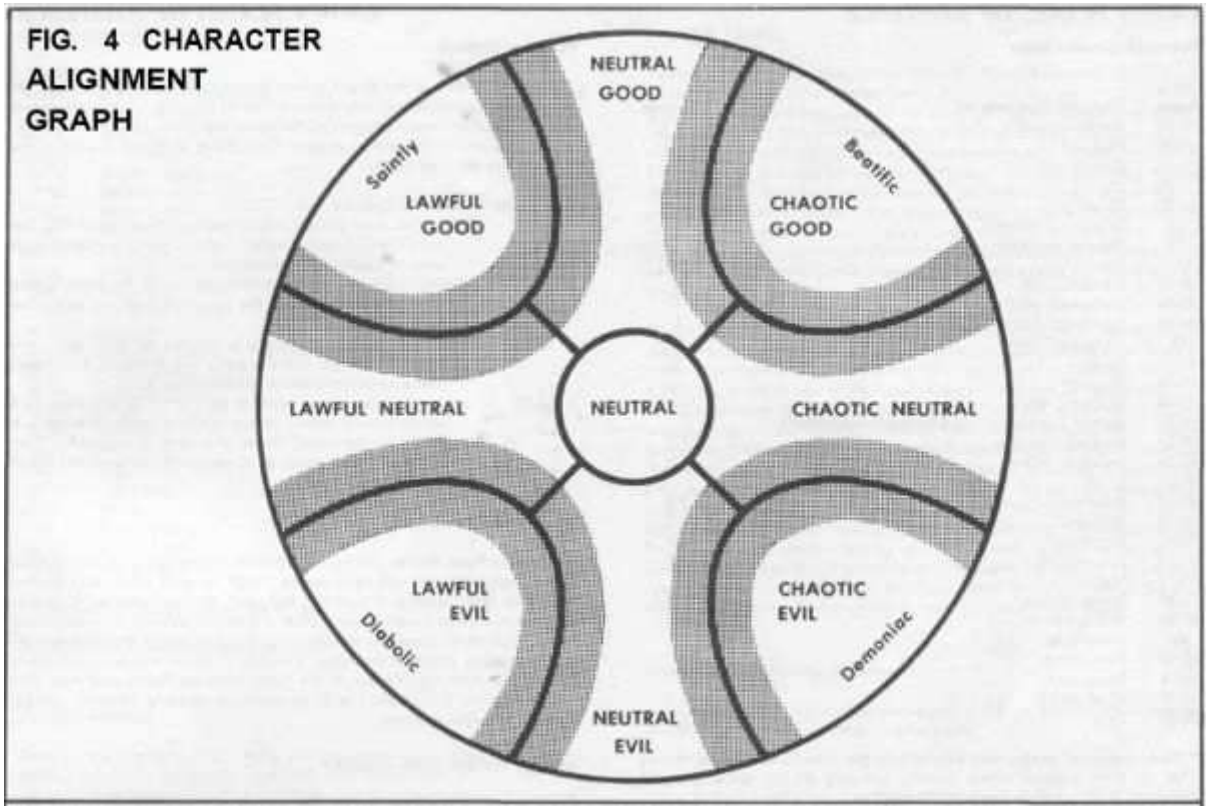
0 each: 10 in Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma (or your base Bodymod abilities, up to a maximum of 18).
25 each: +2 to an ability score, buyable multiple times.
These are then modified by your race, increases from level, magic items, and any other out-of-Jump modifiers.

If you'd prefer to run through this Jump with a lower stat, you may take this Drawback:
+200: 3d6 Sometimes Means a 3: 3 in any one stat; this cannot be improved by out-of-Jump abilities, and cannot be permanently improved by in-Jump tricks. Buyable up to 6 times. Remember, spellcasting is tied to specific stats, so a 3 Intelligence Jumper can't be a Wizard and a 3 Wisdom Jumper can't be a cleric.

If you really want to live on the edge, you can take this Drawback:
+200: Roll 3d6: You cannot buy ability scores; you have to actually randomly generate them, and live by the results. This Drawback is only worth **+100** if you roll 4d6 and drop the lowest.

Race: Any species that you like from your available Sourcebooks, up to CR 30, with a CP cost of **100 × CR**; you get a stipend of **50 CP** for your Race, which is enough to cover being a dwarf, elf, gnome, halfling, or human (You don't get points back for picking 'kobold'.). Examples: A very young, Wyrmling Prismatic Dragon has a CR of 14, so would cost 1350 CP. A Ratfolk has a base CR of 1/3, and the Winged Creature template from Savage Species adds +1 to CR; since there don't seem to be any rules on rounding CR, a Jumper selecting a Winged Ratfolk for their race would pay 84 CP. Because you're paying with sweet, sweet CP, you don't even have to worry about Level Advancement penalties to XP.

100 or 200 or 300: Bloodline: You have a Minor, Intermediate, or Major Bloodline (described at http://www.d20srd.org/srd/variant/races/bloodlines.htm).



Free: Alignment (choose one): Any of the classic nine, from Lawful Good to Chaotic Evil. This determines your starting position, for purposes of "Protection from Evil" spells and the like, though it can change over time depending on your actions.

If normal alignments don't suit you, you can instead take the Drawback:
+200: Stupid Alignment (choose one): Lawful Stupid is the most well-known, but Chaotic Stupid, Stupid Good, Stupid Evil, or Stupid Neutral are options. You will be That Guy, lacking common sense when it comes to ethical matters, and will apply your alignment to whatever arbitrary extreme the local situation allows. (For magical purposes, the 'stupid' part of your alignment reads as 'neutral'.)

200: Insert 'Out of Alignment' Pun Here: You can choose what your alignment aura appears to be, and magic spells will treat you accordingly.

Classes: Any that are available in your selected Sourcebooks, at a cost of **100 CP per level** above the first. The levels bought are what you start your Jump with; you can advance further from there by gaining XP in the usual fashion. Your first level is free; and if you buy at least that free class level, then you get the usual first-level D&D bonuses, such as starting feats. It's possible to go a bit wacky with this; but if your Jumper currently lacks the prerequisites for a class, they're unable to use its abilities until they regain them.

200: Gestalt: You now use the Gestalt Characters variant rules (available at http://www.d20srd.org/srd/variant/classes/gestaltCharacters.htm) in this Jump, so that at each character level, you can pick two base classes, or one base class and one prestige class, and gain

the best options from both classes. (You still only have to pay 100 CP per character-level, not per class-level.) In future Jumps, you have a somewhat easier time multitasking while learning.

Another 200: Gestalt Plus: You can apply this in future Jumps, for classes you buy.

50: Feat: Any feat from your Sourcebooks, as a bonus feat. For each prerequisite that the Jumper lacks, they have to pay an extra **50 CP**; for example, if a Good Jumper wants to learn the feat Dark Speech, which is only available to Evil characters, they must pay 100 CP for it.

50: Skill: +10 skill points, distributable as you see fit. Eg: "Farmer: +10 skill ranks in Profession (farmer)", or "Smith: +5 skill ranks in Craft (weaponsmithing) and +5 in Craft (armorsmithing)".

300: Spell-Like Ability (choose one): Pick a spell of level 4 or below; you can now cause that effect to happen once per day, requiring no components or preparation. (Purchasable multiple times.)

450: Supernatural or Extraordinary Ability (choose one): Pick an ability marked "Su" or "Ex" from your available Sourcebooks, such as a dragon's breath or a troll's regeneration; you now possess that ability. Supernatural abilities are magical, but not spells (and thus can't be dispelled or counter-magiced); Extraordinary Abilities are entirely non-magical and work just fine in antimagic fields. (Purchasable multiple times.) Either way, in effect, this is the 'arbitrary minor superpower' option. Some options include:

Ability Drain (Su), Alternate Form (Su), Blindsight (Ex), Breath Weapon (Su), Damage Reduction (Ex or Su), Energy Drain (Su), Fear Aura (Su), Flight (Ex or Su), Gaze (Su), Paralysis (Ex or Su), Poison (Ex), Regeneration (Ex), Sonic Attacks (Su), Spell Immunity (Ex), Swallow Whole (Ex), Telepathy (Su)

600: Magical Craftsman: You gain all Item Creation Feats as bonus feats - a steal at this price, since there's at least a couple of dozen of them. (You still have to meet the prerequisites in order to make items with them.)

600: Metamagic Master: You gain all the spell-modifying Metamagic Feats as bonus feats, and as long as you meet any particular one's prerequisites, can use them as you see fit. There's even more of these things than Item Creation Feats, so if you don't want to bother keeping track, just assume that you can take any piece of magic you know and work it harder, make it better, do it faster, makes us stronger...



1000: Epic Spellcasting: You now have access to the full Epic Spellcasting system from the Epic Handbook, including the options to have supplemental casters gate or time-travel in to help you cast and thus reduce the cost of Epic spells to

near-enough-to-nothing. (And may the local pantheons have mercy on the local prime material plane.)

Outside the character sheet

100: Experience Up: A training multiplier; you gain 2 XP for every 1 you earn.

300: Exp Up Level 2: The fun has been doubled, to 4 XP per 1 earned.

700: Exp Up Level 3: Can't think of a octuplet quip: 8 XP per 1 earned.

1500: Exp Up Level 4: The final level: 16 XP per 1 earned.

300: All Hail JumpChan: Or not, as the case may be. In any situation where believers in a particular deity have options that non-believers lack, JumpChan will fill in the difference; this includes qualifying for classes gained through XP advancement instead of simply bought with CP, such as "Radiant Servant of Pelor".

Free or 600: The Revolving Door: All resurrection effects are now fully effective on you. As long as you are brought back to life before the Jump ends, your Chain can continue. (Although you still have to deal with the local afterlife in the meantime. For example, if you don't have a local patron deity, you should try to avoid dying in the Forgotten Realms, to avoid getting turned into part of the Wall of the Faithless.) This is free for this Jump, but you'll have to pay 600 CP to keep it for future Jumps.

800: RAW: Pick one game-breaking exploit that depends on interpreting the written rules more literally than would be acceptable in an actual D&D game. (No infinities, please.) You can now break both real-physics and game-physics to apply that particular trick. One trick per purchase. Options include:

- **The Peasant Railgun:** Line up a large number of people, and they can pass an object from the first to the last in six seconds, releasing it at a ridiculous velocity.
- **3 Million Gold a Day:** With the abilities of an 11th-level wizard, cast the spells Wall of Iron and Fabricate, creating over 20,000 masterwork daggers, which you immediately sell for over 3,000,000 gp.
- **Dispel Market Economy:** Buy ladders at their listed market value of 5 cp; break them into two 10-foot poles each; sell the poles for half listed market value 1sp each; rinse and repeat. Or if you prefer, buy spiked chains (25 gp), break them up, and sell the 10-foot chains (30 gp) and spikes (10+ gp).
- **The [redacted]plomancer:** With a ridiculously high Escape Artist skill, you can squeeze into openings smaller than your skull without being noticed, and, er, let's just say the Alien movies are your guide here.
- **Unlimited Chickens:** Trying to draw an object is a free action, which you can perform an unlimited number of in a round. With the "Chicken-Infested" Flaw, half the time when you draw something, a chicken is drawn out instead. Materialize all the chickens you have room for in six seconds.



- **The Mobius Shield:** A Tower Shield gives you and your equipment complete cover, meaning attacks have a 100% chance to miss you; your shield is a piece of your equipment. You basically pop out of existence when you take cover with this.
- **The "Locate City" Nuke:** Combine some snow; the feats Snowcasting, Flash Frost Spell, Energy Admixture, Born of the Three Thunders, and Explosive Spell; and the spell Locate City; and everyone within a hundred or so miles is rapidly ejected from that radius. Treated as falling damage, it caps out at 20d6 (or around 2d6 for those indoors).
- **Shooting Stars:** Apply the 'Distant Shot' Epic magical weapon enhancement to a bow, and your arrows will hit any target you can see, within six seconds. Since FTL physics are wibbly-wobbly, we can't really assume that an arrow travelling from Earth to Alpha Centauri A at 20,000,000c will *necessarily* do anything to the star itself just from inertia, but you're a clever Jumper, I'm sure you can think of some interesting way to leverage this.
- **d20 Alderaan:** With the Evasion feat, you have a 1-in-20 chance of surviving even if the planet you're on blows up. Further tricks should be able to increase those odds...

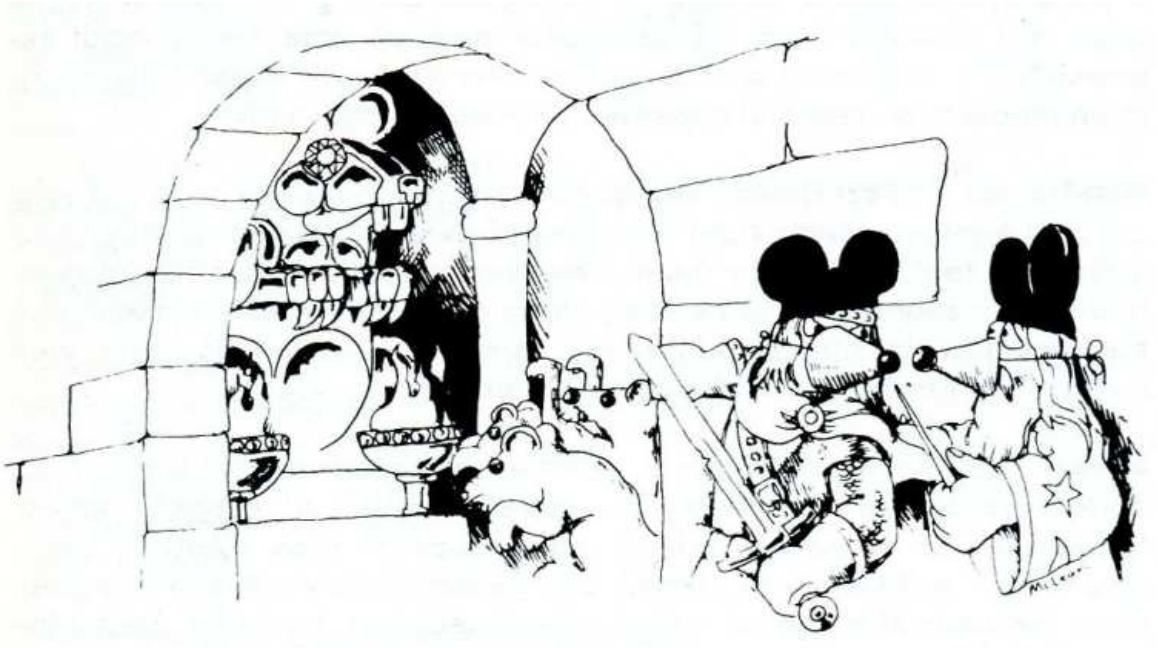
The Seventh Stat (No, not Comeliness; that's 1st edition.)

+200 Drawback: Forgot to Roll All the 1s Out: Whenever you fail at something, there's an increased chance that that failure is *catastrophic*.

100: Buy The DM Some Snacks: You get one free reroll per Jump (or decade, for longer Jumps). Any single event that goes poorly for you, you can choose to have a do-over.

200: Bring Your Own Dice: Whenever you would experience a catastrophic failure, you've got even odds of things only going normally badly instead.

300: DM's Girlfriend: The fundamental structure of the world smiles upon you. The minor inconveniences of life just seem to not happen, unless they're directly plot-relevant. You won't have to worry about catching a cold from wearing your armor in the rain - unless the local priestess-healer happens to know a clue about the hidden cave, or the like.



"This had better work!"

Companions



Free: The Head of Vecna*: It's missing an eye.
*: (Not actually Vecna's head.)

Free: Familiar / Animal Companion / Mount: If you acquire any of these class-features during your stay, they accompany you on your Chain.

100: Sir Bearington: A bear who's convinced everyone that he's a regular human.

400: Tucker's Kobolds: A tribe of ordinary, 1st dungeon-level monsters... who are so PC-like in their behaviour that they can drive whole parties to the pleasanter realms ten levels below. They take up a single Companion slot, with any abilities bought for that "Companion" evenly split between all of them.

No: Pun-Pun: He's got other things to do, though he'll send you a nice card if you Spark.

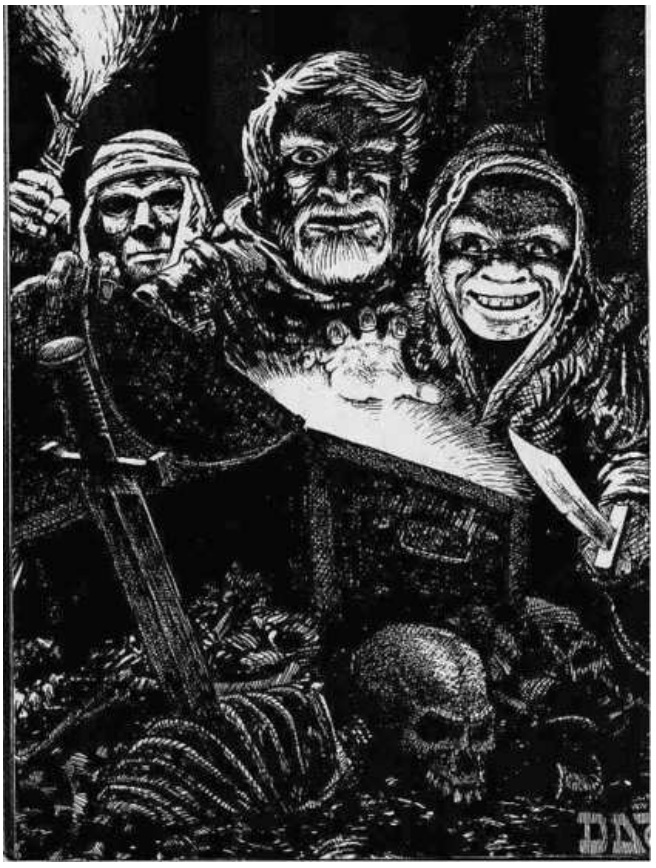
Create/Import (**50 CP** for 1, **200 CP** for 8)
You can create new Companions or import existing Companions. They get the same Sourcebooks you chose, along with **600 CP** to spend. These Companions can only take Drawbacks that affect them, not those that alter the world as a whole. You can transfer CP from yourself to a Companion, at a 1:1 ratio. You can create or import as many Companions as you are willing to pay for. The appearance, personality and personal history of newly created Companions is fully up to you, as long as it is reasonable for the setting.

200: Canon Companion: You can try to convince one existing character to become a Companion and accompany you on your journeys. (You should probably max out your skill ranks in Diplomacy first.)




SPIDER

Items



(Don't forget, you can still acquire items through adventuring; they just won't get any of the fiat-backing that buying them with CP gets you.)

Free: The Deck of Many Things: Just for showing up, you're given the chance to draw one or more of the 22 cards from the Deck of Many Things at the start of your Jump, the rewards from which can include the service of a loyal fighter, tens of thousands of gp worth of gems, a random magic item, or even a small castle. Other cards are less positive, such as losing XP or suddenly having to fight a monster. Choose how many cards you wish to draw, up to all 22; select your favorite randomizer, such as random.org; and then head over to https://www.dandwiki.com/wiki/SRD:Deck_of_Many_Things to see the results.

Free: Rod of Wonder: Sometimes called a wand (though this version won't run out of charges). Randomly produces any of a variety of chaotic effects.

Things: 1 CP per 200 gp value, or fraction thereof, for any piece of equipment, magic item, spell focus, structure, or other cash-equivalent thingies you can find in your available Sourcebooks. These items have the usual CP-fiat backing and protection. After this Jump, any buildings and land can be either added to your Warehouse or imported into future Jumps.
Sample items: Handy Haversack (2,000 gp, 10 CP); Decanter of Endless Water (9,000 gp, 45 CP); +1 Heavy Fortification Mithral Buckler (37,165 gp, 186 CP); the Seven Veils (from the Magic Item Compendium; 63,000 gp, 315 CP); Luxury Throne Room with enchantments of Hall of Friendship (mass charm), Inscriptions of Vacancy (false vision), Invisible Helpers (unseen servants), and Secure Chamber (mind blank) (231,500 gp, 1,158 CP).
(A Jumper is free to use the DMG's custom magic-item creation rules to put together some rather odd items; but since that system is supposed to be balanced by a DM's veto, JumpChan is putting a 50% CP tax on any such items which are "use-activated or continuous" or are slotless. That is, while the rules would let a slotless version of a Ring of Sustenance be built for 5,000 gp or 25 CP, JumpChan will charge 7,500 gp or 38 CP.)



Money: 1 CP per 200 gp of cash, trade goods, or expendable component. This is a one-time

purchase; once spent, it's gone. (But you're an adventurer, you know how to get more.)

Souls: 1 CP per soul trapped in a gem. Can be used to barter with demons; or if you wish to commit the rather evil act of obliterating them in the process, as fodder to help create magic items and spells, at 10 XP a pop.0



400: Book of Magic: Contains every spell in all the Sourcebooks you've selected. Contains relevant theory, side notes and warning labels.

12: +1 Short Sword: Glows in the dark. A classic.

104: Flame Tongue: +1 flaming burst longsword. Also glows, when lit. The new choice for the nouveau riche.

604: Holy Avenger: +2 cold iron longsword by day, +5 in the hands of a paladin at night (and by day).

100: Ring of Invisibility: Pretty much what it says on the label.

490: Ring of Three Wishes: Take the usual precautions for D&D wishes granted by occasionally-mischievous interpreters.

450: Apparatus of Kwalish: Changes from a barrel to a crab-like submarine. ... At least it's not a Tinker Gnome contraption.



"Well, either it allows a magic-user to throw the various Bigby's hand spells, or it's a +2 backscratcher. So far we're not sure which . . . ."

50: Bag of Holding, Type IV: 1,500 lbs on the inside, 60 lbs on the outside.

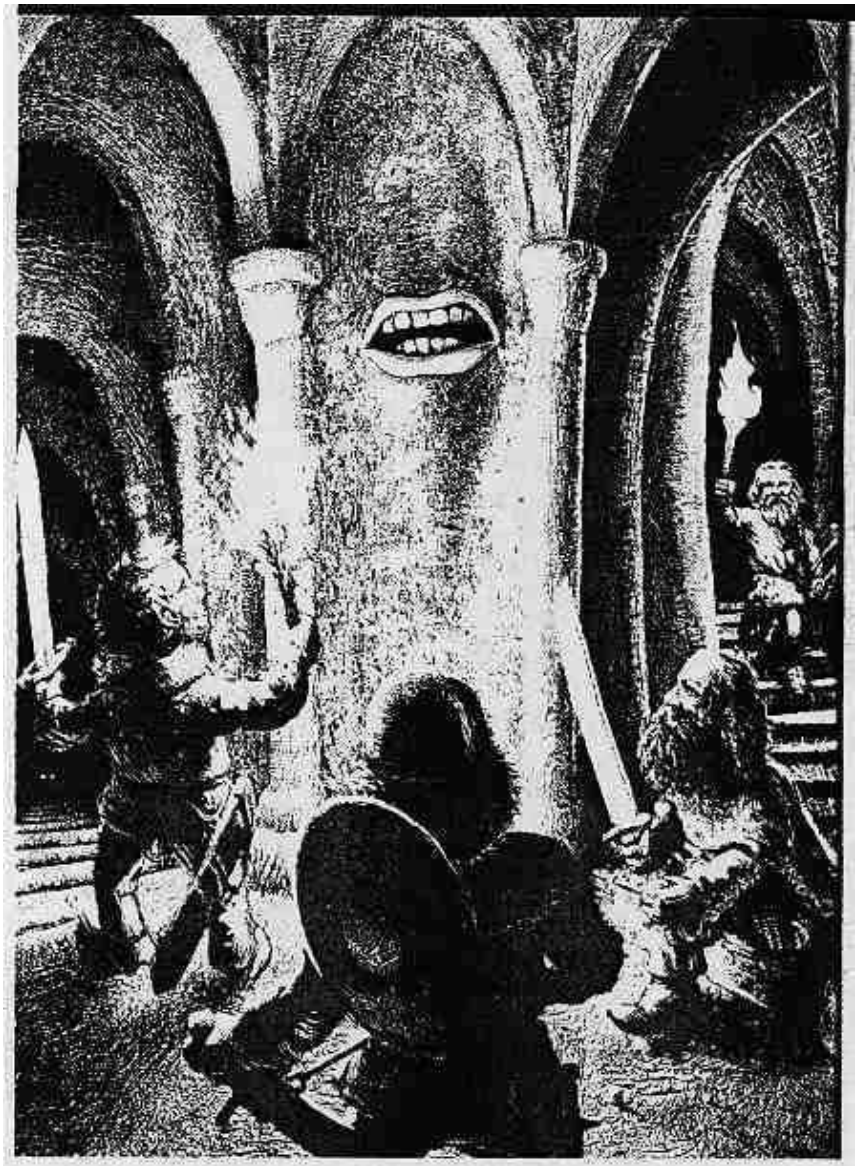
85: Broom of Flying: Yer don't hafta be a wizard, but it helps.

210: Crystal Ball: It can't see into the future, unless that future is "the place the Jumper is about to apply a scry-and-die technique".

100: Portable Hole: Do not mix with a Bag of Holding unless you want a swift, involuntary trip to the Astral Plane.

20: Helm of Opposite Alignment: The prototype for making cursed items useful - just put it on the bad guys' heads instead of yours!

500: The Quest for the Holy Something-or-Other: Major artifacts aren't so much magic items as they're plot-devices woven into the fabric of existence. PCs questing for one are undertaking tasks equivalent to seeking out the Grail (either Arthurian-style, or Indiana Jones's version); to touch something greater than themselves, to join in the overarching story of the world. When you select this option, pick one item that is mentioned in your chosen Sourcebooks; in this Jump, you will be given the opportunity to seek it out, much like how choosing a Canon Companion only gives you the opportunity while still requiring you to exercise your own skills. If you succeed - and success is not a given, any more than it was for the Knights of the Round Table - then you can move the object from being part of the world's story to part of yours, and bring it with you on your Chain.
(A few such objects vanish on use; you'll find yours reappearing in your Warehouse.)
One purchase per Jump.
Though you're free to pick the three pieces of the Regalia of Good (or of Evil, or of Neutrality) if you take all three Jumps available from Another Campaign, below.



Drawbacks (maximum of **+1500**, including drawbacks from above.)

Roll for initiative.

+0: OSR Grognard: You are in one of 2nd edition, 2nd-and-a-half edition with Skills & Powers, 1st edition, BECMI D&D, or the original, pre-AD&D oD&D. (Personally, I recommend Spelljammer or Mystara.)

+0: OSR Revival: You are in one of the classic D&D-style revival RPG systems, such as Dungeon Crawl Classics or Lamentations of the Flame Princess.

+0: A Long Campaign: Pick a duration longer than ten years; your Jump lasts that long.

+0: Another Campaign: Not done playing D&D yet? Fair enough. You can use this document and build up to three total Jumps in a Chain from it, with some limitations. On your second playthrough, you start with a base of 0 CP; for your third, you start with -1,000 CP (and need to buy enough Drawbacks to get up to a balance of at least 0 CP). For both, you're still limited to a maximum of 1,500 points of Drawbacks. On both the second and third playthroughs, Power Lockout will be in effect (but will grant no points), limiting your abilities to the equivalent of the character-level that you purchase for that playthrough. All such playthroughs will be separate Jumps, in multiverses that have no more connection to each other than any other Jumps.

Variable: Wandering Monsters: Pick a CR, up to a maximum of the character-levels you purchased. You gain **+50 × CR** CP for your choice; but you will now be faced with an unending stream of opponents of (up to) that level. However many you defeat or kill, more will replace them. You could go easy on yourself and pick a CR of 0.1, get 5 CP, and just deal with bats and toads; or you could pick a CR of 1, get 50 CP, and face near-constant attacks by humanoid bandits, wolves, small elementals, shriekers, and ghouls; or, if you've bought yourself up to at least level 10, pick a CR of 10, get 500 CP, and be pestered by dire elephants, greater elementals, fire giants, 11-headed hydras, rakshasas, and their ilk. On the plus side, as long as your opponents are at a level to be a threat to you, you do get XP for defeating them.

+50: Flaws: You can take any Flaw from any of your available Sourcebooks, which would normally give you an extra starting feat; you don't get the extra feat for taking it as a Drawback. You can buy this multiple times, once per Flaw. However, be warned: the Flaws you purchase here cannot be cheesed away, and they *will* disadvantage you, even if you try going to extremes such as compensating for your nearsightedness with magical sonar.

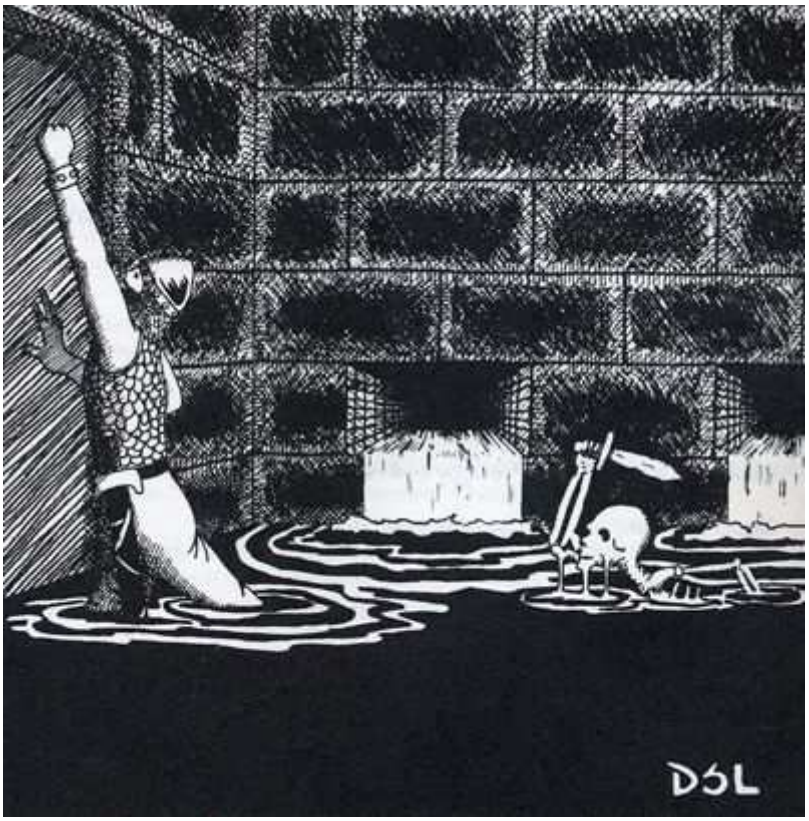
+100: Power Lockout: In general, you can only gain XP by facing challenges which are actually challenging. It's very likely that a Jumper will have so many abilities that are so powerful that no



mortal (or even no deity) could seriously challenge them. If a Jumper chooses, then on entering this Jump, they can lock away all their powers that are more powerful than their current D&D level, allowing them to face challenges, gain experience, and gain XP and levels.

+100: Glaive-Glaive-Glaive-Guisarme-Voulge-Glaive, Horseman's: Every single weapon will have a unique name and statistics, and you (and only you) will have trouble keeping track of which is which.

+100: Failed Their Biology Skill Checks: Have fun living in a world where beings like a "vampire half-Celestial half-Infernal half-Dragon half-Fey Elemental-Blooded Wererat Merfolk" are barely worthy of notice.



+100: Never Split the Par-Nevermind: Your Companions and other adventuring buddies have never heard of Scooby-Doo, and somehow just can't remember this bit of advice.

+100: The Dread Gazebo: You will find random pieces of architecture scary and seemingly dangerous, and react accordingly.

+200: Solo Adventure: You can neither import nor purchase companions.

+200: Starting from Scratch: Instead of starting with the class levels you've bought, use the Expanded Apprentice-Level Rules described at https://www.dandwiki.com/wiki/Expanded_Apprentice-Level_Rules_(3.5e_Variant_Rule) , start at level -3, and work your way up to being a 1st-level adventurer.

+200: Alignment Is More Than A Meme: Jumpers are notorious for switching ethos at the drop of a hat, for a minor power upgrade, or because they just lost track. By taking this Drawback, if a Jumper fails to live up to their starting alignment, Bad Things will happen as a result. How Bad? It will start with minor Outer Planar beings of your original alignment showing up to convince you to change your ways, and will scale up to a new The Final Boss of that alignment arriving by the end of the Jump to deal with your intransigence. But don't worry, all you have to do to avoid all of that is stick to your ethos. How hard could that be? It's basically free points, right? Right?

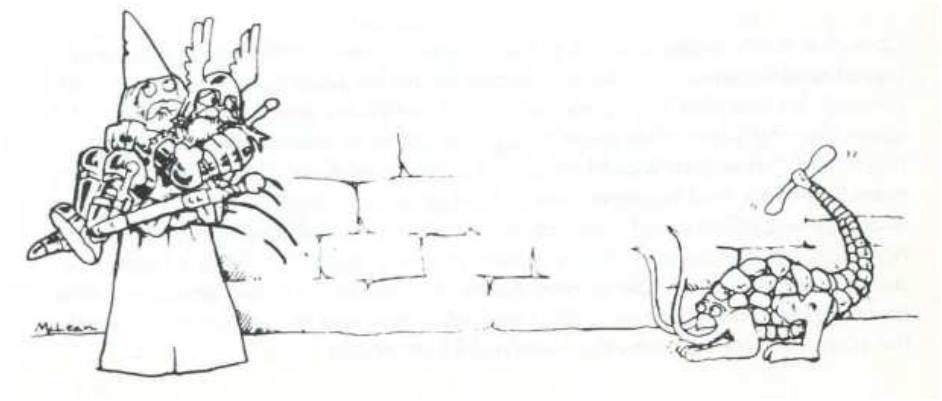
+200: Roll-Playing, not Role-Playing: Whenever you finish an adventure, you suddenly find yourself at the start of the next one, with all your downtime somehow just kind of having happened. (Skipped downtime does not count towards your Jump duration.)

+200: Role-Playing, not Roll-Playing: Sometimes, you'll find that an activity seems like it takes months, or even years; it won't, but it will *feel* like it. And you have a sneaking suspicion that some minor, forgettable details shifted around when you weren't looking, almost as if reality forgot some of its notes and had to make a few things up from scratch. Nobody else will notice anything wrong, just continuing their conversations or fights or whatnot, but you'll never be able to completely get rid of that niggling feeling...

+200: Rocks Will Fall, Everyone Will Die: Unless you stop it. There's a world-ending threat on its way, which can only be prevented with your intervention.

+300: Chicken Infested: Whenever you draw an item, there's a 50% chance it's a chicken instead. (At least you never need to worry about starving again.)

+300: Plagues of Rust Monsters & Mimics: A number of D&D monsters were created specifically to screw PCs over. Now you'll find them everywhere you go.



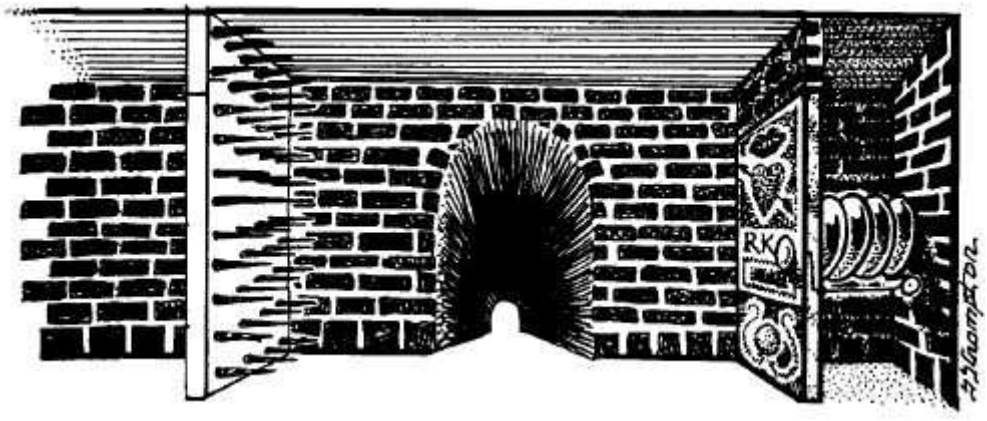
+300: Dungeonomiconicon: The rules have been tweaked to fix various "problems", as perceived by a DM who has very particular views on what sort of fantasy fits in their game. For instance, no magic items worth more than 15,000 gp are for sale, polymorph has you vanish to be temporarily replaced by a creature with your personality and goals, and Divine Metamagic is nerfed so it's only a useful feat instead of a must-buy for clerics. These and other seemingly minor tweaks mean that you can't rely on the Rules-As-Written as a guide to creating power-combos, especially ones that the people living in the world - who can't see rulebooks or character-sheets - wouldn't be able to think of.

+400: Gandalf was a Fifth-Level Magic User: The E6 variant rules are in effect, meaning that everybody stops levelling at level 6.

+500: Delicious: Everything wants to eat you, everything. If something has the swallow whole attack, you are treated as being 2 sizes smaller if it tries to swallow you whole.

+600: Weresheep: You are a weresheep, every full moon you turn into a fluffy defenseless sheep. In addition, when you are in sheep form, you suffer from the Delicious drawback and gain no additional points for it.

+600: Grimtooth's Delight: It's a trap. Everything is a trap, or part of a larger trap. The door is trapped. If it's not trapped, the walls are trapped. If they're not trapped, the whole dungeon is a mechanism designed to eventually mangle your body. Ninjas will secretly replace your bedroll with a trapped one when you're not looking. Your freshly-harvested spell components are the results of a centuries-long underground horticultural program designed to turn them into a trap. (You do get a breather after every 101 traps - though good luck identifying the 101st.)



+800: The Final Boss (aka The Scaling Enemy Drawback Nobody Takes): At the end of your Jump, before you can continue on your Chain, you will have to defeat an opponent of equal combat capability and intelligence as yourself. (Yes, you can nerf their power by either taking the Power Lockout drawback, or successfully completing Mr. Rogers Would Be Proud without losing your Apostle status.)

+800: Mr. Rogers Would Be Proud: From the Book of Exalted Deeds, you gain the free bonus feats Sacred Vow, Vow of Nonviolence, Vow of Peace, and Vow of Poverty, and the first level of the prestige class Apostle of Peace. However, if any of those Vows are broken, or you otherwise cease to qualify for the Apostle class, you fail the Jump. This means that you cannot cause harm to any living creature, leave a helpless foe to be killed by your allies, or own or use any material possessions (other than non-magical simple weapons such as a quarterstaff, simple non-magical clothes, a day's worth of food in a bag, and a spell-component pouch).

+1000: RAW Truenamer: For your stay, the rules interpretation is that the given mechanics don't actually work, meaning you're effectively a levelless Commoner for the duration. Also, Power Lockout is in effect, if you haven't already taken it. (If you want something magical to do, you can still take Chicken-Infested.)





End Choices

- **And That Means Comfort:** Return Home
- **The Adventure Never Ends:** Stay Here
- **The Next Campaign:** Continue Jumping

Notes

CP-purchased abilities carry along enough of D&D's cosmology to continue functioning in other Jumps.

A secret known to those few who've read up on their old and BECMI rulebooks and modules is the whole purpose for the D&D multiverse's existence: that there is a class of entities above the deity-level beings, known simply as the 'Old Ones', who are trying to create more of themselves. The very existence of Experience Points is due to their meddling in the laws of physics. JumpChan's arrangements with the Old Ones will let you carry your XP and levels out of the D&D multiverse, in exchange for your activities 'stirring the pot'; but that doesn't include any Divine Rank you may acquire. Possibly because they don't want to dilute their supply of it, possibly because they see you as a promising candidate for their own goals, the Old Ones won't let you (or your companions) leave if the Jump ends and you (or they) have a Divine Rank greater than 0. Fortunately, you can surrender your Divine Rank at will and return to being a mortal. (If you become Pun-Pun, you *definitely* can't leave.) (Third-party books which let PCs gain godly power from worship and the like, but which don't directly call it Divine Rank, still fall under this rule; but divine status acquired from other Jumps doesn't.)

(Original Forgotten Realms Jump by Otakumick, Pathfinder RPG Jump by The Vale.)



[Possible additional art to include, if space allows:]



