Generic D&D 5e Jumpchain.

By Wyrd Anon and MoonMoon



Hail, Traveler. Welcome to the 5th Edition of Dungeons and Dragons. This is a chaotic world you're about to enter, full of terrors and monsters. Cults are changing and moving, while some villains rise, and other concoct schemes to conquer the world. Your time here will be hectic, chaotic, but above all, we hope your time here is fun.

So welcome, Jumper, but take heed. This world.. It is not weak.

Take this satchel full of 1000CP to go equip yourself for the challenges ahead. All else? It's up to you...

Disclaimer from Me (Wyrd Anon) The Author!
I use the terminology as that's how the world is structured in the material, but you can parse that to be normal logic. Rounds are six second intervals. AC is just "how much armor is there" and levels are an arbitrary "how strong in relation to others" scale, which doesn't really matter in-game, I just use it as a reference point to help you get an understanding of the jump and the power levels.

Starting Locales.

Disclaimer! I use Forgotten Realms locations here as this is where I've seen 95% of 5e play happen. If you want to use your own / some other world, feel free. Just put it in the closest possible match to what you got on this. It's not a limitation as much as it is a guideline.

1. Waterdeep.
   Oh, the City of Splendors! A good place to start for any adventure - or the place for it! There's a lot to do here, but in a few years, there'll be a heist, and you may want to take part.

2. Baldur's Gate.
   The City-State of Baldur's Gate. It's pretty nice right now, if you keep your head down. I wish you luck, though. It's the 'City of Murder' for a reason.

3. Greenest
   You wake up, in the dead of night, to your neighbors screaming. "Dragon! Get to the keep!" Jumping out of bed, you have just enough time to get your things (Bought with CP here) and scramble out the door as you hear something breaking your windows.

4. Drow Prison
   You're in a prison, with 10 or so others. As you wake up you find you're chained to a wall, a burly Dwarf leaning over you. He smiles as you wake up, kindly. "Welcome to the pits, friend." He says looking around, "How do you feel about getting out of here?"

5. The Moonsea.
   You start not on the Swords Coast, but far east. You're on the Moonsea - in Elmwood to be exact. This is where a lot of 5e takes place, that isn't in the Hardcovers. This includes almost every official module in the game. Good luck, out here.

6. On the Road (To a small mining village, from Neverwinter)
   Just your normal road. You've been on this road for a few days, helping this older guy along. Nothings been bothering you so far.. But after you wake up for the day and go a-ways expect some trouble.

7. Avernus
   You're on the first layer of the nine hells. Good luck. You'll need it, considering the plot that's to happen here is still years away, and with it, your chance of getting out.

8. Icewind Dale
   The far north… and the whisperings of a Goddess, loom here. That's before we take into account the dragons, giants and other insanity. The Hells are more hospitable.

9. Red Larch
   You're in the sleepy town of Red Larch. There's nothing going on in this sleepy trade town, well, except for some kids talking about a Plague at Lance Rock…

10. Your pick.

Races



Common-Folk.
Elves, Dwarves, Humans and Halflings are all common, and Free.

Uncommon-Folk. 50cp.
Half-Elves, Gnomes, Half-Orcs and Dragonborn are all Uncommon.

Rare-Folk. 100cp
Any other Humanoid Player-Race is Rare, (including Drow)

Monstrous-Folk. (Variable) CP
Non-Player races, which are humanoid. CR x 100 is CP cost. Minimum 100 CP minimum.

Unique-Adventurers.
Want to be a Dragon or Tarrasque? You can be, it just costs 1000 for a Dragon or CR 20-25 creature and 1500 for a CR25+ (including named) monster. Other non-humanoid monsters below CR 20 cost 800 CP, while anything below CR 5 100CP x CR.

“Wow, that’s cheap!” You say, but realize, this is D&D, and if anything we know D&D is known for having some pretty insane power-scaling at the top-end.

This isn’t an option for people who want to have friends, but is a good way to get a cool alt-form!

Classes

Martial. - 50cp

Pick an all martial class in the PHB. These include Fighter, Rogue, Monk and Barbarian. You now are a member of this class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get.

If you buy a feature that matches the name of something you would get, you get the strongest version of it. Extra Attack on a fighter = Extra Attack (3) which Fighter gets at level 20. This is different for a Barbarian, who only gets Extra Attack (1) at level 5. You have either 18 Str or 18 Dex or 18 Con when you start, as a bonus.

Magical - 50cp

Pick a Caster class in the PHB. These include Bard, Cleric, Druid, Sorcerer and Wizard. You now are a member of that class with all skills up to level 3. You can stick with the class, and get these features on top of whatever else you get.

If the feature matches the name of something you would get, you get the strongest version of it. Signature spell for a Wlzard, for example, is literally a perk you can buy. You can choose to have 18 in any one mental stat, according to your class of choice.

Half-Caster - 50cp

Pick half caster class in the PHB - either Paladin or Ranger - you are now a member of that class with all skills up to level 3.You can stick with the class, and get these features on top of whatever else you get.

If the feature matches the name of something you would get, you get the strongest version of it. Flight for a Paladin would be Vengeance Paladin's capstone, or similar. You can choose 18 Str or 18 Dex or 18 Cha or 18 Wis.

Warlock - 50cp

You are a level 3 Warlock, per the PHB. You can stick with the class, and get these features on top of whatever else you get.

This class's purchases STACK with what it gets from the PHB. You have 18 Charisma.

Artificer - 50cp

You are an Artificer. You use the "Eberron: Rising from the Last War" book. You get everything up to level 3 for this class. You can stick with the class, and get these features on top of whatever else you get.

If the feature matches the name of something you would get, you get the strongest version of it. The example here is the ability to make magic items is no longer limited nearly as much, with the perks. You can have 18 Int or 18 Wis

Psion - 100cp

You're someone who's awakened their Psionic power. You use the Unearthed Arcana supplements, and are level 3. You can stick with the class, and get these features on top of whatever else you get.

If the feature matches the name of something you would get, you get the strongest version of it. These abilities Stack, with the class itself, in most cases. You have 18 Int.

Drop-in.

Oh, right. Well, you correlate with no other class. You get to be an NPC. How fun! You get almost all items at half off, and your perks are going to make you like Nobility. Lots of wealth, little actual power, unless you earn it.

You start with a "Noble" as your Stat-Block. (Unless of course, you're already beyond that in your chain.)

Perks!

Faster! - 100cp/Free - Martial.
In combat. you're faster than the majority in the realms - at least as fast as a skilled bandit captain, or Hobgoblin Warlord. How much faster, is proportional to how fast you are. This makes an average Joe commoner equal to a Bandit captain, while if Durnan took this, the strongest canonical fighter we know of, he would probably be roughly equal to Drizzt, the fastest character we know about.

Specialization -100cp/Free - Magical.
You specialize in one school of magic. You are 50% better at learning, copying and using those spells. This amplification is, again, based on your personal power. A fresh-faced illusionist with this would be at least an adept, where a Master Illusionist would be equally amplified, pushing them past what most could ever hope to accomplish. Reminder, you can only have one school of specialization, and can only buy this one-time.

Infusion -100cp/Free - Half-Caster.
Your weapons are all magically infused when you use them. How much depends on your personal skill. If you're a master of the weapon, then your bonus is quite large, if you're a novice, it'll be almost unnoticeable.

Do We Have a Deal?-100cp/Free - Warlock.
Your ability to make deals which go in your favor is very good. You're able to sell a fish to a fisherman, and get a pretty good price for it, too. Also useful for bribing the guard when they find you… experimenting. As Warlocks are wont to do.

Craft -100cp/Free - Artificer.
You are a skilled craftsman, able to make a good living as a smith, leatherworker, tailor or similar. You are probably the go-to person in any small town for any man-made goods, or a well-respected jack of all trades in a big city.

Mind over matter -100cp/Free - Psion.
You know that the mind matters above all. This perk allows you to handle any physical issues you run into that are solvable, but would require some measure of pain or discomfort to overcome. You can dislocate your own arm or leg to squeeze somewhere, or otherwise get the job done. Discomfort doesn't really matter to you, anymore. You can feel it, but you know how to work past it.

Obligatory Beauty Perk -100cp/Free Drop-in.
You're a 10/10 on the beauty scale. I do have a question, though... How many of these perks do you have? Just curious…

ASI - 100cp.
You can increase one ability score by two, or buy any feat from the PHB with this.

Multiclass - 100cp No Discounts.
Pick two classes, each is discounted, but there are no freebies and the 600 cost perks cost 400, each. You only get one class's 18 Stat. You can get both classes to level 20, however, as you're spending some prime CP on it.

This is free if you can only have what amounts to 20 levels total in class levels, as opposed to 20 levels in each class you buy.

You can buy this as many times as you like.

Combat Expertise. 200cp/Discounted for Martial.
You are a recognized savant with martial skills, but one in particular… it calls to you. This skill is something specific, such as "Longsword usage" or "How to fight unarmed most effectively" or similar. In this one skill, your ability to grow is unmatched, so far as you've seen.

Training this skill is not only fun, but fruitful at every turn. With this, you could make your own combat styles revolving around your chosen form of combat, or master other styles as you please. The sky's the limit, the only question is… are you willing to fly?

Theorems and Proofs. 200cp/Discounted for Magical.
When it comes to magic, in the way you cast it, anyways, you are a recognized master of at least the core concepts behind it. This level of mastery allows for far more leeway with your spells, removing limiters on what you can prepare, but not how much you can cast.

Empowerment. 200cp/Discounted for Half-Caster.
You're a cut above the norm, when it comes down to the wire. When you're getting close and it's really tight, and you need just a *little* more, this is that touch, that *push*.

This empowers you to go beyond your limits for a brief time. When empowered in such a way, all near you gain a minor benefit, as you are able to compensate for their shortcomings, while you yourself become hypercompetent in what the task before you requires, be that the ability to block the strike going for your neck, or the skill to sneak up on a hyper-alert drow Guard.

This ability lasts only a few minutes, and afterwards, you're exhausted, and must take a few seconds to catch your breath.

The Luck of the Devil... 200cp/Discounted for Warlocks
More often than not, you're just lucky as all hell. Maybe literally. Playing games of chance seems rigged in your favor, where you win 7/10 games without trying. If you cheat, you could easily make this you winning any game of chance you ever opt to play.

Your patrons are also extra-benevolent to you, being super nice about the agreements you have for your powers, if you have a patron, that is.

Master of the Craft 200cp/Discounted for Artificer

You're a recognized master of some type of craft. You're good at all of them, sure. Any craftsman aims to be 'good' - but you? You're driven to be the best at one craft, and whatever it is, you can probably become the best at it. Your ability to come up with and execute good ideas of things to craft goes up exponentially with this, if you spend a lot of time exploring the capabilities of your craft, you'll quickly make new techniques to make your craft unique to you, and superior to almost any other craftsman work. With your notes and work, if you started a clan, you could be the progenitor of a highly valued clan of craftsmen, with this alone.

Lucid Dreamer 200cp/Discounted for Psion

Allows for interactions of the Dreamscape - a real only reachable while asleep. Elves can only get to such a state with extreme magical effects. This will allow for training while asleep, though it won't work for physical skills, and only mental ones. If you poke around enough, though, there may be more to be found in the Dreamscape. Lucid Dreamers are known to be able to get into others dreams, sometimes.

Title of Nobility 200cp/Discounted for Drop in.

You have a title of nobility! How'd you get it, though? You aren't sure, but don't look a gift-horse in the mouth. If you purchase this multiple times, then your rank goes up once for every buy.

You start as a Knight of the Realm, then go to an Earl, then a Duke, and so on. Five purchases of this would make you a king. Pick a state or make your own!

Minor Boon -300cp.

With this you can buy one Minor Boon. "Minor Boon" being defined in the notes, but if it grants immunity to damage, proficiency in all skills, or similar levels of power, it is not 'minor'.

Toughness - 400cp/Discounted for Martial.

You're tough. Tough as nails. You can take a blow which would drop another, lesser warrior to yourself and shrug it off. How tough are you? Tough enough to let this pathetic Bandit wail on you for however long he pleases, and not take any significant damage. Their boss isn't really any better...

An Archmage Never Tells... - 400cp/Discounted for Magical

As a master of magic, you have a lot of tricks. In fact, so many tricks that you've got one for almost any situation. Even if you wouldn't be prepared for some situation, you can now use your magic in some odd way, clearly not how the spell was intended to be used. Use levitate on yourself to get rid of your weight and then throw yourself over a gap to imitate flight, without spending the spell slot.

Similar tricks, for literally any odd situation you can think of.

The Answer.- 400cp/Discounted for Half-Caster.

You've got to the point where you can answer anything your opponents do to get away. Is your Quarry going to fly away? You can chase them through the air, unaided. Are they going to go to the ethereal plane? Well you can hit them there, too. Just about the only way to get away from you

is teleportation, but even then... you know how to track where they went, so really, they just bought time. There is no escape for your prey. How cute they are, thinking they can run...

Advisor - 400cp/Discounted for Warlock

You gain insight into the planes that others would kill for. When you cast a spell or otherwise go looking for info on other planes/planar creatures there is no chance it will drive you insane. This overwrites all other text which may indicate otherwise. You also know how or where to get any planar knowledge you so desire, if you think about it for more than a few minutes.

If all else fails, there's always old man Joe in Candlekeep...

Enchantment? - 400cp/Discounted for Artificer

You can enchant anything even if you can't cast the requisite spells, you just need more time to make the enchanted gear. (1.5 x the gear creation time.) These enchantments require you know what you're doing, or at least have a good understanding of what it does, though. If you're doing it from an idea, you take 2x as long to make it, if you have a working example, then it's 1x the time, and if you have plans for how it was made, it's only half the required time to make the item.

Sadly, you aren't quite sure how to do Legendary stuff, like Holy Avengers, or such, unless you really put in the work...

Mind Lance. - 400cp/Discounted for Psion

You can use your mind to directly attack other people's minds, now. This is extremely effective against basically everything. (Nothing resists Psychic damage.) How strong these attacks are depends on your personal skill, which, with this perk, is enough to put you on the level of a Mind-Flayer.

Pre-Nerf - 400cp/Discounted for Drop-in.

You get the versions of things before they were nerfed. So, using the Mask of the Dragon Queen as our example, originally you could divide it and put it together. Later they changed it so you couldn't take it apart, anymore. With this, you can take it apart, still.

Any other changes that would be seen as a 'Nerf' you don't have to deal with. You keep the fully-powered or functionality of the item. Never let your possessions be nerfed again!

In addition to all of this, sometimes you'll find you can't keep all the cool stuff at the end of the adventures. With this, you now CAN keep all the cool stuff. Keeping in theme with our example, If you successfully complete Rise of Tiamat, you GET that Hoard. You EARNED it. This applies to all things in future jumps. If you put in work to get something, and someone wants to take it, a stern look is all that's needed to keep what is yours. Unless they're a thief who is committing a crime to steal from you, then this doesn't work.

Major Boon -500cp

You can have one Major Boon for this. This could be proficiency in everything, immunity to all forms of a type of damage, or similar. "Boon of the Stormlord" is an example of a Major Boon. Full list in the notes.

Master of War - 600CP/Discounted for Martial.

You're one of the - undisputable - strongest men or women alive. When you're on the battlefield, armies retreat at worst and surrender at best, unless they have a chance. You're better than most 'masters' with their weapon of choice, and the ones you ARE a master of? You could defeat a lesser man with a tree branch, if you were a master of spears, and they were in full plate. Let's put it like that.

It is no longer the weapons which matter, nor the battlefield. You've conquered on all fields with any weapon the mind can dream up. Now it's all about finding an equal, or, if you're lucky, a better.

The Creator - 600CP/Discounted for Magical.
There are skilled casters, who think they're as good as it gets.

They're all dead wrong. You're not a Master of Magic until you've made your own spells, you figure, and you know how to do it. You can now make your own spells, sometimes at a whim, to overcome an issue which otherwise magic hasn't solved yet. Need to go to the core of the planet to acquire some reagent for your next ritual? Well, make a spell for the heat and pressure, then one to teleport you (safely) into the core, and another to harvest the reagent, and another to keep the planet stable. Then go do it. For you, this is pretty easy. Hopefully the others don't find out...

Oh, and if you relied on a source of power before? Like a god or the Weave? You now generate your own power, and can move on without worrying about losing access to anything, or it following you.

The Destroyer - 600CP/Discounted for Half Caster.
You are among the greats when it comes to hunting and killing your quarry. You can't lose the trail. It doesn't matter if they use magic, or if they're the greatest master of stealth the world has ever seen. You know where they are, how to get to them, and how to kill them. This doesn't give you the knowledge of how to get past their traps, if they have any, but it will tell you where they are, generally, and what the quickest route to them is.

Additionally, you can designate one weapon you own as your weapon of choice at will. Your Quarry always treats this weapon as though they are vulnerable to it's damage, unless they're immune to it.

Union - 600CP/Discounted for Warlock
You fully integrate and control the seed of power gifted to you by your benefactor, thereby mastering it. You no longer need your benefactor in any way. Additionally, you gain the ability to cast spells that they can. If they have an innate spell ability, you have it now, as well. If your patron was a fey you gain the ability to cast major illusion at will, if they were a pit fiend you can sling fireballs, just like they can!

If your patron was Jump-Chan, you gain the subclass-specific spells a knowledge cleric would have innate abilities.

Grand Artificer - 600CP/Discounted for Artificer.
You've done it! You've cracked the code! You can now make a Legendary level piece of gear once every 10 years or once per jump, whichever is a longer period of time. This is a very dangerous ability, so you best be weary of any and all who find out about this...

Mind without Matter. - 600CP/Discounted for Psion.

You can live even if your body is destroyed, your soul and mind will keep going, but are very vulnerable in this state - so it's best not to stay like this long if you can help it. Direct soul manipulation is very easy to do, while you're just a soul, after all.

The Unhindered Lord - 600CP/Discounted for Drop-in.

You get bonus stuff for any other 600 cp perks from this doc.

-Master of War

You have no 'better' anymore, not in martial combat. All you have is equals. A battle between you and an equal would be the thing of legends - going for days on end, in all likelyhood. You don't tire in combat, and can go forever, literally. The ringing of steel on steel is enough to count as your food and water for the day, if you don't have time to eat or drink, and you'll never have biological needs while in mortal combat. No terrain will slow you down, either. Underwater? No problem! Upside-down, half-frozen to the ceiling fighting a Dragon? Easily!

-The Creator -

You're not sure how you got here, but you know other casters aren't likely to catch you, in this lifetime, or likely any other. You now have the ability to alter your spells in your mind, in real time. Before you'd have to think about what you were doing, probably do some designs and write it out, then do a test or two. Now? Well, you do it in your head, in seconds, and then you execute. You don't need a spellbook if you ever did, nor a prayerbook. You just know how to manipulate magic, at its most basic level, to do whatever it is you need. Preparing spells? Only chumps do that.

-Destroyer of All.

You treat all enemies as favored enemies (per Revised Ranger class) and all terrain as favored terrain. You also can freely traverse to any plane of existence you know exists at will, as long as it's a part of your Local Multiverse. So you could go to the City of Brass for Lunch, Celestia for Dinner, and then go to the Prime Material in time for bed. It turns out this also allows for perfect teleportation to anywhere you know exists, including to a person. Teleporting away from you now changes literally nothing, except maybe a couple seconds of exasperation.

-Union

You also get all of your patron's knowledge of how to use the inherent skills they have, along with uncapped magic, meaning you have a full spell progression now, like the other Casting Classes.

-Grand Artificer.

Now you can make a legendary grade piece of equipment once every Five Years. You also have a good mind for making custom enchantments, so if you wanted to make up a brand new type of magic item, you now can, and it takes no extra time to make it. Also, even if you can't cast the spells, your crafting speed is normal for all enchantments. If you've made a perfect example of something before, you can make it again in half the time it should take you, assuming it's not a Legendary level piece, of course.

-Mind Without Matter

Your vulnerability no longer applies while in this state. As a matter of fact, you've got double your normal level of power, for all mental and magical skills, as your form isn't limited by flesh. You can also enter this state at will, now, instead of only having access when physically dead.

Items.

Basic Traveler's stuff. -25CP Free, Drop-in, Warlock, Psion and Artificer.
The bare-bones basics to survive in the area you arrived. Two sets of clothes, a tent, a waterskin, rations, and a mess kit.

Basic Spell Focus -25CP Free, Magical, Drop-in.
A basic focus for your magic in-jump. Highly recommended if you don't have one. It's kinda feeble, though, and seems like it may fall apart...

Basic Weapons -25CP Free, Martial, Drop-in.
A small armory - full of the basic weapons from the PHB.

Basic Armor -25CP Free, Drop-in.
A small armory - full of all the basic Armor (except for plate) in the PHB.

Common Magic Item, 1 free, Drop in.
Any Common Magic item you can think of from 5e D&D.

Improved Spell Focus -50cp, Free Drop-in, Discount Magical.
A better focus for magic, sturdy and innocuous. Something any self-respecting spell-caster ought to have.

Magic Pouch - Free, Drop-in. Discount, Magical, Artificer, Warlock, Half-Caster.
A Pouch enchanted to keep your spell components from thieves, and nature. You need a lot of Diamonds for a lot of spells, and odds and ends aside. Also recommended for any mage.

Training Dummy -50cp - Discount, Drop-in.
A training dummy. It is indestructible - up to blows which would destroy a complex-Multivese. It can also mimic someone of equitable skill to yourself, granting you a skilled sparring partner.

Uncommon Magic Item. -100cp Discount, up to 3, Drop-In.
Any uncommon Magic-Item in 5e D&D. Go Hog-Wild.

Greater Spell Focus. -100cp Discount, Drop-in, Magical, Half-Caster.
Acts as a means to grant you a stackable +1 to all spell save DC and Spell attack rolls. Stacks up to 3 times.

Greater Magic Pouch, Discount, Drop in, Artificer, Warlock.
A magic pouch which also acts as an anti-scrying and such pouch, to keep what you have (and what spells you can cast) hidden from those who might pry. A Must have for ANY powerful mage!

Weapon-Care Kit -100cp, Discount, Drop-in, Martial
A simple weapon repair kit. It can fix any broken weapon. Any. You shatter your Holy Avenger fighting Szass Tam? This will fix it. You get a Balor's Sword, but it's not working? This brings it right back to prime-condition! If you have any amount of the weapon - even just a scrap of iron from the blade, this brings the WHOLE thing back, like magic!

Disclaimer - it cannot duplicate weapons. In fixing the weapon, it removes the previous copy of the weapon from existence, and that copy is unrecoverable in any way.

Rare Magic Item -200cp, discount, any 2 - Drop in.
Any and all Rare-level magic items in D&D 5e. I expect this is where the shenanigans start?

Masterworked Spell-Focus -200cp Discount, Half-Caster, Drop-in, Magical.
Non-Stackable +2 to all spell DC's and Spell attack's made while wearing it.

Replenishing Pouch -200cp Discount Drop-in, Warlock, Artificer.
A self-replenishing magical pouch. Never buy spell components again, This pouch takes care of all of those needs.

House -200cp. Free, Drop-in.
A small house with a caretaker, south of Waterdeep. It's nice, a small cottage in the woods. The caretaker is a young man named Karl. He takes care of the cottage alone, making sure it's always ready for you to arrive.

Should you wish to take him on adventures, he operates as a Paladin. He has a very minor level of plot-armor, so will always have a chance to fight back, at least. The house and boy go with you to future jumps.

Very Rare Magic Item -400cp. Discount - 1 - Drop-in, Martial, Artificer.
All the Very Rare Magic items are up for grabs. Do you want to break mortal limits once every 100 years? Do you want to be as strong as a cloud giant? WE'VE GOT EVERYTHING!

Legendary Spell Focus. Discount, Half-Caster, Psion.
+3 to all spells. Can only wear one - a necklace. Stackable with the +1 you may get from "Greater Spell focus" or some Very Rare and/or Legendary Magic items…

Masterwork Replenishing Pouch -400cp Discount, Magical, Warlock.
This replenishing pouch is bound to your soul, and will always come back to you. It also summons all inks and such needed to copy spells. Otherwise it is the same as the Replenishing Pouch above.

Land -400cp. Discount, Drop-in.
You get a plot of Land. it is 50 Acres, and if you got the House, it's now a Manor on this plot of Land. It follows you, as either an attachment to your warehouse or a plot of land in the worlds you go to.

(The One caretaker still manages it, all 10 bedrooms, 8 Bathrooms, 2 Dining halls, 2 studies, Ballroom, basement and so forth. Even while adventuring… somehow?)

Legendary Magic Item -600cp. Discount, Psion**.**
Okay, if you're willing to spend 600cp… all Legendary Magic items are up for grabs, too..

The Tome of Larloch. -800cp, Discount Magical**,** Warlock**,**
Golly! This is Larloch's Spellbook! It has every spell in it! As in, all of them! Ever!

All D&D spells from all editions are in this book. It is also immune to all forms of Scrying, and is comprehensible only to you. If Larloch, the Grand-Daddy of all Lich's figures out you have this? Well I hope you can run fast and hide well. He's known for killing first and asking questions later.

The Sword of Beselmir. -800cp Discount, Martial**,** Half-Caster**,** Artificer**.**
This Sword acts as a Holy Avenger, but it also grants you access to perfect teleportation, and is sentient. Inside of it is the amalgam of the past wielders of the Sword. To this end, you can treat it as a Moonblade, and if you complete five divine quests, it will unlock additional abilities - in order they are:

The power of a Defender
The power of a Dancing Sword
The Aura of Devotion and Aura of Protection (Per Devotion Paladin)
+30 feet to all Paladin-Auras.
And lastly, it will gain an alt-form of a Bow of Vengeance, save it has +3 to hit and damage, and can fire itself if left to do so.

These quests are the main plot-lines of the D&D Hardcovers, Hoard of the Dragon Queen & Rise of Tiamat, Princes of the Apocalypse, Rise of Demons, Decent into Avernus and Icewind Dale: Rime of the Frost Maiden.

Artifact Grade Stuff. -800cp Discount, Drop-in, Psion**.**
Any Artifact - they can be made up, but they have to be in line with the stupid stuff I put above, and no more powerful than that, or they can be cannon artifacts to D&D. Any Edition. If you're paying 800CP, why the hell not?

Drawbacks

Annoying party -100cp
Everyone you travel with will annoy you in some minor way. It's livable, but god, imagine this. You're playing a serious Viking type character in a Norse themed campaign, and they're a Mariachi band, with modern instruments, doing the macarena to 'viciously mock' the enemies, or similar 'wow this is annoying' situations.

Inn's full. -100cp
There's never any space in the inns or taverns. You better like camping outside for 10 years. Sleeping in stables will be a rare luxury, even.

Disrespect.-100cp
No one takes you seriously. They think you're a joke, and any ideas you have are dismissed outright. Only your successes will bring them trust, but it will take a staggering number of successes to gain trust where only one or two would otherwise work.

You're Ugly. And Stinky. -200cp
You're butt-ugly. A -10/10 if possibile, would be you. You also make the smell of fresh sewage seem quite pleasant. If you take obligatory Beauty perk, everything which you DON'T want (IE the Orc Hordes, Oozes, etc) try to mate with you and everyone thinks you're into it. Sicko.

Misaligned - 200cp
Everyone gets the wrong impression right off the bat. They always suspect your alignment is diametrically opposed to theirs, or is Chaotic Evil, if they're NN. Not hard to fix, since most good folk are willing to listen at least before stabbing, but surely they'll watch you for a while to make sure you're the 'genuine article' and not actually the enemy.

Curse of The Custom. -200cp
Everyone else does things differently from you, so to get stronger, you can't just 'level up.' You'll have to, once you feel you've learned enough to get an improvement in some way, be it at a skill, in combat or otherwise, go and train for at least a week to figure out how everything works, because no one can help you, and you have no reference point to go off of, for how you are supposed to do things.

The Ire of the Order -200
The Order of the Gauntlet -a bunch of powerful clerics and paladins - think you're evil as fuck and are hunting your ass. They have many level 20 members, and a few Wizards, so running won't let you get too far. As this is the weakest of the Five Major factions, at least you might stand a chance?

Martially Inept. -300cp
You can't handle melee combat. At all. If you're in melee combat, you take twice as much damage, and can never be proficient with any melee weapon.

Magically inept. -300cp
You can't cast any magic. Every Time you try, you wake up a week later with a Migraine. This counts for in - and out - of jump magic.

Critical Fail - 300cp
When you need to succeed most, you will fail. You'll slip, fall or otherwise, just like your character got a natural one in a game of D&D. Sure to cause you all kinds of pain, problems and general BAD situations. Hopefully you die stumbling on nothing in front of a Lich in the Tomb of Horrors!

Magi-Phobia. -300cp
You fear and want to be rid of all magic and magic items you ever find.

Average Joe. -300
All stats start at 10. (Average Human.) Good Luck.

Banned. -300cp
The Lords Alliance - the people who control basically all of the land in which everything in 5e happens - has put out a warrant for your arrest. Any town on the Swords Coast with more than 1000 people will try to arrest you. You are also not welcome in the majority of towns on the Moonsea.

It's just a Game -300cp
Now it's just like D&D, everyone takes turns, one at a time, and you can only do so much on your turn, limited by your class and levels, just like in the TTRPG version of the game. You must follow the mechanics there exactly. For an additional 200cp, all your powers are scaled down to the 'level' you are in the 'game'. So if you have a spell which can destroy anything, and are ‘level 5’, it's probably just 6d6 force damage, like a force damage fireball, instead of a nuke.

So... Do you want to play a game?

Factional-Hatred. -600cp
Each of the Five Factions hate you, and treat you like you're a Red Wizard post-Red War. IE - they kill you on sight. They are a massive coalition which may yet bring down Tiamat, and thwart the Apocalypse, and that was in their infancy. If you take this, they know who and where you are at all times, and how powerful you are. They're hypercompetent and work together perfectly to bring about your demise. Most adventurers belong to them, as well, so good luck finding a non-evil party to help you. Cannot take “Banned” or “Ire of the Order” as they are but two of the Five Factions.

All of 5e… -1000cp
Is coming... for you. And it's working together, very well, in fact. They also know where you are and so forth. Cannot take “Factional Hatred”, “Ire of the Order” or “Banned”.

Scenarios

The Knight Unending.

Markus Larylian is a fellow guard, traveling with you, as you head to Greenest. When you arrive at the town, in the dark of night, you find a Dragon attacking. Most would run away, but Markus? He charges right in. Your mission is simple. For all 10 years you live here, Markus cannot die. He must live, no matter what.

This will be far harder than it seems. Markus, you see, hates the Cult of the Dragon, the people attacking this town, and before the 10 years are up, you along with Markus, must destroy the Cult and all allies of the cult.

Once done with that, you must defeat the Red Wizards of Thay, and break the nation of Thay into tiny bits, killing all of its leaders and destroying all their vile magic. Markus, thankfully, is a VERY skilled paladin of the Red Knight. He can hold his own, but he needs allies, and isn't so good at making them. That's going to be your job.

Your Spawn Point is now Set to Greenest, at the Start of Hoard of the Dragon Queen.

For scaling, by the end of your ten years here, he could fight Tiamat, one-on-one, and win, and he shows no sign of slowing down or stopping in his growth.

If you succeed in this, you get Markus as a Companion, along with 500cp. Good luck!

The Plot -

Pick one (or more, if you like!) Hardcovers for 5th edition. This is now the Story that you must complete in your time here.

If you select many, they're done in Chronological order, by release date in our world. Ignore the dates in the books.

This MUST be followed. (Lost Mines of Phandelver is first, Tyranny of Dragons is Second, and Princes of the Apocalypse is Third, etc.)

You get the rewards of the Hardcover, along with the story following you throughout all future jumps. For each 1-16 Hardcover set you complete, you get 300cp.

For defeating a level 1-10 Hardcover you get 200cp and for every level 1-5 Hardcover slain you get 100cp.

If you manage to complete the Hardcovers which go to level 20 content, you can have 400cp.

Should you manage to do all of them - including 'Lost Tales of Myth Drannor' then you can have any artifact you want from this doc, or any official, published source from any edition.

If you prefer, you can switch any Hardcover for it's DDAL or DDEX modules instead, as long as there are enough of them to get you to the same level you would be when you finished the Hardcover in question.

Should you do all the DDAL and DDEX and all of the Hardcovers and Epics from all of 5e published content, you may select any three Divine Boons to take, as well, which you don't already have from your adventures.

To Save the Crystal Sphere.

Someone figured out how to pop the Sphere of reality you're in. You must stop them. They're at least level 20 in Wizard, Cleric and Fighter.

They will always scale to be at least as strong as you, and equally skilled. If you manage to stop them, somehow, then you will get the power to travel in-between places extremely fast, allowing you to functionally 'walk' anywhere you want in minutes. Want to walk from Asmodeus's throneroom to your couch on the Prime material plane? Maybe three minutes, tops. This bypasses any Locks, dimensional walls, or other barriers that may otherwise keep you out, such as the edge of a Crystal Sphere.

So, you want to visit 5e Greyhawk? Go nuts.

Oh, and for succeeding, have 500cp and any one artifact from any D&D material. If you can stop this guy, you could probably go get it anyways.

The Importium.

You can, if you take this, import any number of Homebrew materiasl to exist in the jump. No other Scenarios may be taken with this, due to the… iffy nature of Homebrew material and how it often works out. But if you want to be in your personal D&D world in your home-made campaign, well, go nuts.

This also is an option to import previous editions materials to 5e. Do you want to play the ORIGINAL Temple of Elemental Evil in 5e? Now you can! Just, please, fanwank honestly and fairly. Scale what you get using the actual 5e guidelines.

Jumpchan will know if you cheat the system, and end your chain if you use this option to knowingly cheat

8D, Interdimensional Chess.

So, Jumper, I hear you're bored, but want to go to D&D 5e. Sadly, you're something like 100 jumps in and the D&D multiverse is kinda a joke, these days.

Have I got a deal for you!

The multiversal powers who fulfill the role of Warlock Patrons are looking to add another to their ranks, because Cthulhu keeps falling asleep on the job, and his Warlocks are getting unhappy, because Senpai doesn't notice them.

How are they going to select the new patron, you ask?

A Mortal-Kombat Style tournament, of course!

The other Candidates are all beings which have every Perk from all the D&D jumps, from this edition or any other, and are looking to rip you a new one, and steal your powers! If you manage to win the tournament, then you're welcomed as the Cthulhu-stand-in, for however long you're in the jump for, and, if you want, after you leave.

Winning this scenario grants you the power to grant people in other dimensions levels in the "Warlock" class or "Cleric" class, as you will. Until you Spark, Jump-Chan will keep the souls you get from these deals for you, to be returned upon spark.

Good luck, Jumper!

Notes!

We made this whole jump in under 10 hours! Four of them, I (the one which is both of us, the authors) wasn't even working on this.

We are working on a "D&D 5e, official play" Jump, which will be far more in-line with normal 5e and static along the lines of what 'normal' games will see happen. This jump is much more 'out there' than normal play would be.

The other jump will be much more harsh. Much, much more…

Minor Boons -
BOON OF COMBAT PROWESS
When you miss with a melee weapon attack, you can choose to hit instead. You can use this boon three times afterwards you can't use it again until you finish a short rest.

BOON OF DIMENSIONAL TRAVEL
As an action, you can cast the misty step spell, without using a spell slot or any components. You can use this boon three times afterwards you can't use this boon again until you finish a short rest.

BOON OF FORTITUDE
Your hit point maximum increases by 40.

BOON OF HIGH MAGIC
You gain one 9th-level spell slot, provided that you already have one.

BOON OF INVINCIBILITY
When you take damage from any source, you can reduce that damage to 0. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF LUCK
You can add a d10 roll to any ability check, attack roll, or saving throw you make. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF PEERLESS AIM
You can give yourself a +20 bonus to a ranged attack roll you make. You can use this boon three times afterwards you can't use it again until you finish a short rest.

BOON OF PERFECT HEALTH
You are immune to all diseases and poisons, and you have advantage on Constitution saving throws.

BOON OF PLANAR TRAVEL
When you gain this boon, choose a plane of existence other than the Material Plane. You can now use an action to cast the plane shift spell (no spell slot or components required), targeting yourself only, and travel to the chosen plane, or from that plane back to the Material Plane. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF QUICK CASTING
Choose one of your spells of 1st through 3rd level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you.

BOON OF RECOVERY
You can use a bonus action to regain a number of hit points equal to half your hit point maximum. Once you use this boon, you can't use it again until you finish a long rest.

BOON OF RESILIENCE
You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. (Some powerful creatures natural weapons - ie claws and teeth are still considered magical)

BOON OF SPEED
Your walking speed increases by 30 feet. In addition, you can use a bonus action to take the Dash or Disengage action. Once you do so, you can't do so again until you finish a short rest.

BOON OF SPELL MASTERY
Choose one 1st-level sorcerer, warlock, or wizard spell that you can cast. You can now cast that spell at its lowest level without expending a spell slot.

BOON OF SPELL RECALL
You can cast any spell you know or have prepared without expending a spell slot. Once you do so, you can't use this boon again until you finish a long rest.

BOON OF THE NIGHT SPIRIT
While completely in an area of dim light or darkness, you can become invisible as an action. You remain invisible until you take an action or a reaction.

BOON OF THE UNFETTERED
You have advantage on ability checks made to resist being grappled. In addition, you can use an action to automatically escape a grapple or free yourself of restraints of any kind.

BOON OF TRUESIGHT
You have truesight out to a range of 60 feet.

BOON OF UNDETECTABILITY
You gain a +10 bonus to Dexterity (Stealth) checks, and you can't be detected or targeted by divination magic, including scrying sensors.

BOON OF TITANS GRIP
Prerequisite: You must at least have a Strength of 18
You can wield a heavy or 2-handed weapon in 1 hand and use two-weapon fighting with such weapons.
Any creature under CR 10 automatically fails any checks to avoid your grapples.

WYRM KNIGHT

Prerequisite: Must be a martial class, and have a horde worthy of a dragon at least 100,000g in gold, gems, jewels, art etc.
Title Gained: Wyrm Knight/Dragon Knight
You gain a +1 bonus to your AC and you gain the breath weapon of a young dragon of your choice. Once the breath weapon is used you cannot use it again until you take a long rest.

SCION OF ARKHOSIA
Prerequisite: Must be a Dragonborn
You can pick a 2nd Draconic ancestry

LEGENDARY GENERAL
Once a day you can give an invigorating shout to restore one ability for an ally (though this cannot be your own abilities) within 60 ft that would normally be recharged by a short rest.

You also gain advantage on ability checks involving leadership or gaining a title

DUNGEON LORD
Prerequisite: Must own a building and have a horde of over 100,000g there
Title Gained: Lord of (Insert_Dungeon_name_Here)
Your building and horde are so amazing word starts to spread, creatures attuned to your alignment will come to serve and live in the new dungeon, you gain lair actions inside and regional effects (determined by your alignment, the building location etc), and teams of enemies not of your alignment will come to attack your dungeon, possibly bringing you even more treasure and fame.
As your dungeon kills more and more enemies it's fame grows, perhaps even more than the most famous of dungeons like the Tomb of Horrors

Major Boons -

BOON OF IMMORTALITY

You stop aging. You are immune to any effect that would age you, and you can't die from old age.

BOON OF ENERGY INVESTMENT

You attune to the elemental energies of the universe. When casting a spell that deals fire, thunder, lightning or cold damage you can change its damage type to another of those types. In addition when taking this boon you gain immunity to one of those types. Your body takes on properties that correspond thematically to that element, altering your appearance. Additionally any energy around you seems more volatile, fires crackle louder and brighter, wind blows more fiercely, etc.

BOON OF THE STORMBORN

You have immunity to lightning and thunder damage of all types. You can also cast thunderwave (save DC 20) at will, without using a spell slot or any components.

BOON OF THE FIRE SOUL

You have immunity to fire damage from all sources. You can also cast burning hands (save DC 20) at will, without using a spell slot or any components.

BOON OF SKILL PROFICIENCY

You gain proficiency in all skills.

BOON OF IRRESISTIBLE OFFENSE

You can bypass the damage resistances of any creature.

BOON OF MAGIC RESISTANCE

You have advantage on saving throws against spells and other magical effects.

BOON OF FATE

When another creature that you can see within 60 feet of you makes an ability check, an attack roll, or a saving throw , you can roll a d10 and apply the result as a bonus or penalty to the roll. Once you use this boon, you can't use it again until you finish a short rest.

Patch Notes -

0.0.1 - Jumpable WIP. I need to get feedback, and add images…

0.0.2 - Jumpable WIP. Massive changes to balance. Still no pictures. Everything is slightly better, though.

Boons, ASI's and the entirety or Warlock were added or reworked, along with most every perk. Items are the same. Added a Disadvantage ("It's just a game!") Reddit thread where I got the feedback to implement is here -

https://www.reddit.com/r/JumpChain/comments/hdm57k/generic_5e_dd_jump_jumpable_wip/

Time to get more feedback!