Out of Context 5e Ooze Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have 5e Oozes within its continuity.

By taking this Supplement you have chosen to become an Ooze of some sort and you will enter into a continuity that lacks Oozes as a Drop-In becoming aware of your surroundings in a cave, or sewer of some sort.

As an ooze gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, an ooze. You can still utilize your alt-forms freely, barring something like an OOC perk or drawback that prevents that. Take these points, they'll help you adjust to your new reality. In future jumps your chosen ooze form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+1000 CP

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

Origin:

Each of these origins corresponds to a different type of Ooze.

Blob (Free)

This origin refers to the most standard type of oozes, slime-like creatures that blindly shamble around relying on blindsight to perceive their surroundings. Some jellies have unpleasant abilities, such as the power to split into new blobs based on specific criteria.

Cube (Free)

These monsters are large, strange things that are transparent oozes in the shape of large cubes or rhombohedrons. They are strange things that are typically quite slow and absorbent, easily picking up all sorts of material and beginning to dissolve it in their acidic bodies.

Supernatural Slime (-200 CP)

This refers to one of a handful of supernatural slimes, eerie creatures with dark powers. For example, *Oblexs* are intelligent oozes created by mind flayers that feed on the memories of other creatures and can create artificial replicas of their victims. Slithering Trackers, slimes that are the result of a deliberate ritual to enact vengeance, are another example of Supernatural Slimes.

Perks:

Note:

To get a **Booster:** Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Blindsight - Free
A near universal *Ooze* ability is the power to perceive your surroundings without sight. In D&D this is referred to as *Blindsight* and is an ability possessed by various different types of creatures including but not limited to oozes. Typically Oozes have a blindsight range of 60 feet in every direction around them and a fairly low passive perception. You have an enhanced version of this, having a *Blindsight* range of 140 feet around you and a high passive perception meaning you are able to detect things even with your eyes closed or in forms that lack eyes, and that it is much harder for sneaky adventurers to slink by you. This also immunizes you to being hindered by magic such as *Invisibility* or *Darkness*. Normally blindsight is actually a composite of various other senses working to give the blindsight-possessing being something they can use other than sight, but for you this is a wholly independent perceptive sense. This sense remains active in all of your alt-forms from here on out.

Sewer Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were an Ooze beginning another day of living in a sewer or some sort of cave.

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

Utility -100 CP
You have a curious ability to sell yourself to people. You know how to make yourself useful and if you are useful to people they'll tend to overlook minor things though this has limits. This is similar to how some slimes are used by sapient and sophont beings despite being dangerous because of their usefulness to those who see themselves as the slime's betters, since slimes can be useful for garbage or waste disposal, and can serve darker beings in more creative and necessary ways. The more useful you are, the more people will overlook and/or forgive.

Amorphous -100 CP
Slimes are surprisingly stealthy ambush hunters in part because of how difficult they are to contain. Even a large slime like a cube can squeeze itself into shockingly small openings or squeeze through small spaces like the spaces between a jail cell's bars. When in slime form you can obviously use this ability yourself but with this perk you have an eerie liquid-like property when it benefits you, allowing you to do something similar without being in your slime form. This

makes you a dangerous enemy, one that foes struggle to contain and one that takes a range of pathways to get where you're going.

Acidic -200 CP
The primary ability of all oozes that makes them so dangerous will invariably be the ooze's acidity. This acid is normally the most dangerous to organic lifeforms and non-supernatural materials. Your acid is a different beast. Your acid is able to dissolve more than organic material, and can damage and dissolve even supernatural entities if they are exposed to enough acid. This overcomes damage resistance and allows your acid to harm things esoterically and conceptually if you can expose something to it long enough. This also greatly empowers how devastating your acid is to mundane objects and lifeforms, and even seconds of exposure to your acid can be fatal depending on the location. You can also dial this back if you wish, even able to completely turn off your slime's acidic properties for a time, and can sweat acid in your other alt-forms. This perk also makes you immune to acid damage in ths.

Status Sponge -400 CP
Oozes are dangerous for a multitude of reasons, but an often underrated reason for someone to fear oozes is how difficult they are to control. Oozes are invariably immune to an array of status conditions, with many being immune to being blinded, charmed, deafened, exhausted, frightened, and knocked prone. In your ooze forms you automatically have these traits, but now you take them with you in other forms as well, making you altogether more dangerous. Additionally any immunities you have in your other alt forms are now spread across all of your alt-forms.

Pseudopod Predator -600 CP
You are a deadly predator, skilled with pseudopods that can bludgeon and damage foes that they touch. You are frighteningly adept at manipulating your mass and using your pseudopods not only to get around, but also in battle, allowing you to more skillfully batter and defeat foes with them. This gives you the power to create temporary pseudopods in other forms, and greatly enhances your comfort with all of your limbs in future forms you take, making you more comfortable in battle and also better able to get around broadly.

Status Sponge Booster: Draining Predator
Your mastery over your resilient biology has made you a more dangerous foe. Your attacks hit harder, dealing particularly devastating damage against a foe's weaponry and armor, and you are more enduring, able to resist enemy attacks from mundane sources and in so doing damage them back. Blades melt inside of you, and fists burn as your acid seeps into your victims who dare to strike you unarmed.

Blob Perk Tree:

3-Dimensional Movement -100 CP (Free for Blob)
You are frighteningly adept at one of the deadier slime tactics; clinging to ceilings and dropping down on opponents. This perk universalizes this trait, making you a much better climber in

general and enhancing your ability to cling to things like ceilings. Additionally, when you get the drop on foes this way they are far more likely to freeze and be stunned by what has just happened, giving you valuable time to forcibly maneuver them however you'd like.

Eerie Durability -200 CP (Discounted for Blob)
You are a slime, and as such you are frighteningly resilient to many types of harm. As a blob you are the most easily resilient to direct physical harm and are directly immune to slashing attacks from any mundane source When you get hit by a slashing attack you can pretend to be partially split, or even actually split in half, temporarily, and ambush your foes. These two halves of you, or more depending on the attack, are not clones but are linked by a single consciousness and can fuse together again without harm.

Environmental Adept -400 CP (Discounted for Blob)
You naturally adapt to your environment over time, gradually gaining new passive features that help you in assorted ways. This is especially strong when it comes to finding new ways to survive an environment and to draw in victims, but this ability is varied and adaptable enough that it can gradually morph your biology enough to give you a variety of resistances and minor traits meant to help you survive a staggering range of environments. These adaptations are not offensive in nature, they'll never be new forms of attack or new abilities that go beyond things like camouflage. Adapting to an environment is easy, and the more time you spend in an environment the easier it becomes for you to adapt to it and future environments like it you visit in the future.

Status Sponge Booster: Conditional Creep
Previously the adaptations you could get through *Environmental Adept* are not offensive in nature, but now they can become offensive. You are particularly good at inflicting status conditions on foes that relate to environmental hazards, and can learn how to do things like project an aura which inflicts frostbite on your enemies or one that sets them ablaze, or even absorbing and recreating various poisons, toxins, and venoms. You can also recall past environmental adaptations and adopt them at will, making you more varied and deadly.

Offensive Mobility -600 CP (Discounted for Blob)
The area that blobs excel in, compared to Cubes and at least some Supernatural Slimes, is their mobility. You are a stunningly fast slime (fully three times as fast as a regular slime, able to move a full 70 feet in a single round without dashing), and more than that you are frighteningly adept at moving and attacking thanks to your body's innate offensive nature. You can sprint and attack at the same time, lashing out with pseudopods even as you blitz past an enemy. You retain this boost, to some extent, in your alt-forms/other forms. You are now better at moving and attacking in the same breath as well, and retain this trait in all of your alt-forms, though it's most strongly keyed to this particular alt-form. Your attacks when you do this are now stronger, and more likely to hit, though only ever so slightly.

Eerie Durability Booster: Slime Splitter

Like some slimes you have a dreadful power; the ability to reproduce by splitting, though yours is both more controlled and empowered in various ways as befits the costs of this perk and your nature as a jumper. While you can split at will, you are also able to do it when attacked by someone with a slashing strike. You will be perfectly unharmed by the strike (unless it is somehow magical/supernatural, in which case you'll take a small portion of the damage you should take) though missing some of your mass, and a clone of you with as much of a link to you as you wish will be created from the mass the slashing strike severs from you. The bigger you are and the more mass you lose from this clone the more power you can imbue them with, and at a certain, large amount of mass you can imbue a clone with perks without losing access to them yourself. Once per jump if you were to die you could transfer your consciousness to a clone or feel your body melt into a slime form as you die and survive death. Slimes you create through splitting can also be fully independent beings loyal to you that can understand your commands if you'd rather not share your power with them.

Pseudopod Predator Booster: Mobility Ender
Your attacks have a nasty quality to them; you are spectacularly good at lowering the mobility of your opponents. Depending on the nature of your attacks this may be temporary, or even ignorable if your opponents are supernatural and you are not (beyond being a slime, of course), but you are really good at harming opponents in ways that slow them down and reduce their mobility. You can break bones, and dissolve the parts of machines that allow them to move, and if you are sufficiently strong or have supernatural abilities of your own it may well be harder for your opponents to recover from your attacks even long term.

Cube Perk Tree:

Filling -100 CP (Free for Cube)
You are exceptional at taking up space. For a cube like you, if someone unwary touches you even a single touch can be deadly, and you are incredible at taking up space. You are a master of your own space, aware of the total range of your abilities and your form, however quirky it may be, and you are larger than you should be, at least when it advantages you. You are broader, and taller than you ought to be, making you intimidating and turning you into a right menace.

Stealth Predator -200 CP (Discounted for Cube)
Cubes are first and foremost stealth predators. They are surprisingly stealthy, particularly when not moving, and many victims walk face first into them without realizing that anything is amiss. You are stunningly good at this, in any form, and are terrifyingly adept at stealthily examining your surroundings, getting around, and can tell what are the best hiding places or otherwise places to wait for foes and prey.

Unending Growth -400 CP (Discounted for Cube)
You are talented at absorbing things and growing bigger for it. The more you devour, the more you feed on, the bigger you grow. You grow uniformly which can make this growth seem slow,

but your growth is also a deadly weapon that can make you a handy obstacle in a dungeon and a nightmare to face down. This is a size uncapper as well, for this and all alt-forms.

Status Sponge Booster: Paralyzing Pummel
Your attacks now have a fearful quality to them. When you pound people with your slimy mass or a deadly pseudopod they have to try and shrug off a powerful paralytic toxin you hammer them with, and if they cannot do so they are momentarily paralyzed. The effect lasts somewhat proportionally to how strong, and large, you are, but even the briefest paralysis represents a stellar opportunity for you to surge forward and devour an unlucky enemy.

Engulfer -600 CP (Discounted for Cube)
A cube's most vital offensive tactic is to engulf their foes. Sometimes their foes walk into them, sometimes a paralyzed foe is smashed by their bulky body, and other times a well-aimed pseudopod smacks a target out of the air. Regardless of the lead up to it, cubes preferred method of consuming their foes is to engulf them. You are better able to force foes into you, be it your slimy mass, or your gullet, you are excellent at grappling enemies and controlling their positions such that you can more easily get them where you want them. You can even grapple foes that should be able to avoid your blows, or are normally more dexterous and slippery.

Stealth Predator Booster: Camouflage
Your surprising stealth is now perhaps a bit less surprising. You can, at will and with ease, change your slimy coloration to make yourself less visible, and in doing so become even harder to detect than you would otherwise be. You can do this in other alt-forms as well, though it's not quite as good as when you are in your cube form.

Pseudopod Predator Booster: Bludgeoning Beatdown
You are completely immune to non-magical bludgeoning damage. When something bludgeons you you can opt to react to it by being squished in such a way that you get violently split apart, with each fragment of you becoming a clone or a new slime, and either way this does not harm you. Clones can reach the same size as you given enough time and food to feed and grow on, and if a clone is large enough you can imbue it with power. Once per jump if you were to die you'd be able to send your consciousness into a clone or can turn your corpse into a cube. You can also split at will, temporarily flattening as you do so.

Supernatural Slime Perk Tree:

Extrasensory Slime -100 CP (Free for Supernatural Slime)
As a supernatural slime, you have an additional sense that other slimes do not. You can vaguely sense something, be it memories, thoughts, emotions, or some other more internalized thing that exists within people and other living beings in close proximity to you. It makes it easier for you to influence people, and this sense persists across alt-forms. This is much stronger if you're a supernatural slime, and if you are you can precisely track people with this.

Slimy Intelligence -200 CP (Discounted for Supernatural Slime)

For a slime you are dreadfully intelligent. You are not only wicked smart, but you can actually grow more intelligent by feeding on smart beings, absorbing their intelligence into yourself and growing in exchange for ending their lives. This is also true in other alt-forms. If you are a supernatural slime and you take this perk you can absorb specific knowledge someone knows by devouring them, with how much knowledge you gain through this depending in part on how experienced you are with this perk.

Corrupter -400 CP (Discounted for Supernatural Slime)
Intelligent oozes are highly dangerous, and you are wickedly intelligent. You understand how to touch and influence an area such that new slimes can begin to form spontaneously, which is a dangerous skill. Such slimes are friendly to you and obey your commands if you are much stronger than them, which you will tend to be unless they can find plenty of food to feed upon. Slimes that spawn spontaneously will tend to be normal slimes like Green Slimes and Gelatinous Cubes, though on occasion more intelligent and dangerous things will spawn. This power is especially nasty and easy to use in places like swamps, sewers, and marshes though it can work anywhere (however in some areas, like deserts, it can cost a bit more energy and effort to make the effect happen).

Status Sponge Booster: Transformational Slime
You have taken your dark powers over areas you touch and influence in a sickly new direction. Now you can, with an expenditure of energy, temporarily infuse your pseudopods with corruptive power that when used against someone begins a slow, terrible process of turning them into a slime. This process can be as painful or as euphoric as you wish, and can happen quickly or slowly depending on your desires and how much energy you infuse into your pseudopods. You have great influence over those you corrupt into slimes, and they themselves can create more slimes through splitting if they grow large enough. Normally slimes who were once people are unintelligent, beyond obeying your commands, but from time to time or at your behest (though this costs additional energy) they can retain fragments of their original intelligence.

Supernatural Hunger -600 CP (Discounted for Supernatural Slime)
You can now selectively devour and feed upon something beyond flesh and organic matter. You can feast on intelligence, strength, charisma, memories, arcane power, or something else beyond simple biomass! You can do this with pseudopods and gentle touches, even without directly physically harming your prey. You can also use what you feed on, such that you can intelligently utilize the memories you've gained, or hit harder if you feed on someone's strength. You don't have to choose either, you can feed on any number of non-physical things and they buff you as well.

Slimy Intelligence Booster: Awakener
You possess the power to awaken slimes and other such lifeforms. Awakening something refers to a supernatural ability to imbue it with intelligence. Slimes you awaken are worshipfully loyal to you, can telepathically commune with you, and devotedly follow your commands. You can also project your mind into slimes you awaken, much like dreadful *Juiblex* himself, and if you would die you could instead project your mind into a slime somewhere in the jump, becoming that

slime and granting it all of your abilities. If you have created the slime that you awaken, be it through another capstone boosted perk's effects, direct mad science, or through the effects of *Corrupter* and *Transformational Slime* it becomes even more intelligent and fanatically loyal to you.

Pseudopod Predator Booster: Replica
You have the eerie Oblex power to create replicas of people, though your powers have significant variations compared to the base power. A normal oblex can create range-limited replicas of people whose minds it has plundered, creating clone-like versions of them that it uses as a lure to attract more victims. These replicas can only be up to 120 feet away from them. You can create whole new people, and with enough intelligence you can learn to create things other than humanoids with this, with memories that are composites of any memories you have, even your own, with a range limit determined by your intelligence that starts at a quarter of a mile. That said these replicas are only as charismatic and intelligent as you are, so this ability relies on you and your predations to be effective.

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

Slime Core -Free
This is a beating heart, a pulsing circular object. You can use it once per year to spawn a handful of normal slimes, or you can use it once per jump to spawn ten intelligent slimes. These slimes are loyal to you, and obey your commands. You can also use this as a one-up if you commit to only using it that way (though you can alternate and use it this way in one jump and use it to spawn slimes in another), and if it were needed you would immediately form around it with it serving as your heart, taking you away from where you were slain.

Slime Bomb -100 CP
You possess a nasty weapon in the form of this grenade like object that you can toss at people or things. You can use this to transform a place into an environment better suited to the type of slime you are, dependent upon your tactics, perks, and origins, or you can toss this once per month at a foe and it'll explode near them and cover them in nasty, corruptive slime. If they survive getting hit with this, which itself douses them in fast-acting acid, then they are slowly transformed into an intelligent, corrupted slime. Such slimes are loyal to you and retain their intelligence. If they get fully dissolved or die due to the acid you absorb them as though you personally dissolved them.

Companions

Companion Import [50-200]
Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP you can import or create 8 companions and they all get the same benefits.

Canon Companion [50]
This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your chain, and at the end of this jump they'll be able to join you as you select your next jump as your newest companion.

Drawbacks:

Slime Mind +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a slime that has arrived in this world.
You will need to work out your Background with your Jump Chan.

Slime Type (Origin Exclusive) +200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP you can buy perks from other origins, but cannot use them for the duration of this jump. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

Ooze Your Foes (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other oozes, only 2 per origin appears. These creatures do not have perks and have stats and attitudes matching the type of ooze they are.

Epic Slimes +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other oozes when you first appear here. This changes that. This drawback causes there to be uniquely powerful oozes who appear at the same time as you. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True Ooze +500/800 CP
Oh… Oh no. Now you think like an ooze. This makes you an ooze's ooze even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a ooze of your origin would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your ooze form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Generic Drawbacks:

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting's universe and all its continuity's.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP
You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what's going on so don't expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP
You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it’s just about to be relevant.

What’s wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP
Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP
You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP

Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You're a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP

For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill

you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP
It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.
https://www.bestrandoms.com/random-movie-generator?genre=Fantasy

Ending Options:

Return Home (End chain, return home with everything you have)

Stay here (Stay in whatever setting you used this to jump to, ending your chain)

Continue on (Proceed as usual to the next jump)