Out of Context: 5e Partial Caster Supplement

V1.1 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have 5e Partial Caster Classes within its continuity. In terms of D&D language, a “Partial Caster” is a class that gets a spellcasting ability as a class feature (Warlocks and Artificers get spellcasting at level 1, and Rangers and Paladins get spellcasting at level 2) but does not get high level spell slots (such as 6th, 7th, 8th, and 9th level spells, though Warlocks DO have the ability to cast higher level spells as a separate class feature from their spellcasting). This supplement is not for true martial classes that, if they ever attain spellcasting, do so through a specific subclass or feats. The classes covered here are Paladin, Ranger, Artificer, and Warlock.

By taking this Supplement you have chosen to be a 5e Partial Caster and you will enter into that continuity as a Drop-In opening your eyes and finding a letter in your hands addressed to you that invites you to a nearby person of wealth and status’s home for dinner, promising a night of fine dining and an employment opportunity.

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

+1000 CP

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

Origin:

There are many types of casters who each utilize The Weave in a number of ways that are different from full casters. Each origin corresponds to one of the large classes that are encompassed by the broad umbrella term that is “Partial Caster”. Of all of these origins, warlocks and artificers get cantrips, and warlocks are the only class that can cast magic at above 5th level.

Warlock

A warlock is a mortal who has entered into an agreement of some sort with a being of incredible power. Most of the time, 9 times out of 10, In exchange for some kind of service, a warlock gets arcane, eldritch, elemental, or even divine power. All warlocks have a unique magical system that results in them having a very unique relationship with their spells compared to more traditional casters. They get spellcasting at level 1, and recover all of their spell slots after a short rest. Charisma is their spellcasting modifier and their subclass is determined at level 1.

Artificer

An artificer is an arcane inventor, a mad-genius who can create devices and infuses them with sparks of magic that give them minor abilities. As an artificer grows more experienced and stronger they can create more robust devices, infuse them with magic that gives them more

varied abilities, and they can specialize in different disciplines. An artificer's spellcasting modifier is their intelligence, they get spellcasting at level 1, and they determine their subclass at level 3.

Paladin

Paladins are oath swearers who derive power and discipline from mystically binding and powerful oaths they swear to a deity or cause. Their main magic comes in the form of their ability to pour energy into people to heal them, smite their foes, and also sense powerful beings with various moral attitudes. They get their spellcasting ability at level 2 and determine their subclass at level 3. Their spellcasting modifier is their charisma.

Ranger

Rangers are mystical warriors who travel the wilds and strike a balance between protecting civilization from dreadful monsters and preventing civilization from encroaching upon the wilds. They gain spellcasting at level 2, determine their subclass at level 3, and their spellcasting modifier is their wisdom.

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:

Spell Slots - Free
Spell slots are the balancing mechanism that 5e Players have to manage to determine how many leveled spells (spells of a higher level than level 1) they can cast per short or long rest (depending on individual class abilities). They are a limited resource that players keep track of that represent how much energy a player character has that they can use on spellcasting as well as serving as an abstraction of how taxing a spell is to perform and how energy intensive it is. Spell slots are proportioned out, divided among the levels of spells that a player character can utilize. When a player character is out of spell slots they must resort to cantrips or to items or abilities that restore spell slots (or allow the usage of spells without expending spell slots).

This perk gives you spell slots, but as a jumper your magic is not so limited. Spell slots represent a replenishing pool of energy you get that is uniquely keyed to spellcasting. These spell slots are most easily used for 5e magic, but other magic can be modified (in ways that

correspond to your chosen class and spellcasting modifier; wizards need to research magic to convert it, sorcerers need to feel the magic out, bards need to experiment with the magic and perform it, etc.) to use this energy as well, which lets you do things like *upcast* spells, and potentially figure out how to modify spells such that they can be *Ritual Cast*. Additionally you can cast 5e spells without using spell slots, though it still takes an equivalent amount of energy to do so.

As you level up your chosen class(es) you get more spell slots. The exact rate at which you gain new spell slots depends on your class.

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

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

Letter Hook Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were a Partial Caster, waking up and finding a letter in your pocket inviting you to the home of someone of means native to the setting for dinner and an employment opportunity. You are across the street from the home, and the time of day is late, meaning you only have a few minutes to decide if you're taking the opportunity or not.

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

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

Adventurer At Heart -200 CP

This gives you the basic skills of an adventurer, making you a decent tracker, the endurance of a professional hiker and camper, and the skills to do things like hunt and set up traps. You have the ability to survive outdoors, and you would be just fine surviving for weeks outdoors. Beyond that, living in the woods doesn't make you any less charismatic, and you are not aesthetically affected by the roughness of your living conditions; you look and smell great regardless of how long you've been outdoors.

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

Multiclass -200/400 CP
You have the ability to multiclass. Multiclassing, in this jump, lets you purchase the class perk in multiple origins. **This gives you all the advantages of multiclassing in normal 5e, and gives you a second, or more, set of discounts (this discount feature is EXCLUSIVE to this jump, you do not get the boons of the class based discounts in future jumps, including in future or otherwise other entries in this series unless you purchase the perk there).** If you spend an additional 200 CP, however, you get an enhanced version of this ability. The upgraded tier of this perk synergizes all of your classes, such that when you level up all of your classes benefit fully from the level up, as though you only leveled up in them. You do not get truly cheesy buffs from this, such as getting a bunch of feats or ability score improvements when you hit level 4, but things like spell slots per class level stay as varied as they should be. Things like your health benefit in the best way possible without violating the earlier "No cheese" rule; so you'd get the benefits of the highest hit dice you qualify for (so if you're a wizard and a druid you get the druid's d8, versus the wizard's d6).

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

Spellsword -400 CP
Partial casters need to be as skilled in the sword as they are in the spell to make up for their comparatively limited or hyper-specialized arcane abilities. You have taken this to a keen extreme and you are as skilled at the blade as you are at manipulating supernatural energies. Your skill with steel is linked to your skill with spells, and vice-versa, meaning when you improve as a warrior your spells hit harder, and when your become a better magician your mettle is

improved by an equal amount. Anyone who sees you and thinks you're just a spellcaster is in for a nasty surprise, while anyone who sees your steel and thinks you rely on your martial abilities will be shocked when they taste your spells.

Spellcaster Master -600 CP
You are in control of your spells to an untold degree. You know how to do something unheard of: you can control your spellcasting to the degree that you can determine your spellcasting modifier. This means that when you cast spells you can empower them with your raw strength, or your charisma, even if you are a wizard, ranger, or artificer. This also empowers the spells in ways congruent with your chosen spellcasting modifier, particularly if people affected by your spells have seen you in action and felt your skills. This makes spells like Hypnotic Pattern, for example, more effective on those who've been charmed by you. Even people who have yet to see your skills are more affected by your magic, just not to the same extent.

Spellsword Booster: Skill & Save Shift
Your mastery over your spellcasting and your skill with your steel has resulted in a secondary, but still handy ability. Now you can pick and choose which of your ability scores are applied to your attacks, and your saving throws. This is an incredibly handy ability that allows you to always put your best foot forward, especially when it comes to the difference between being turned to stone or, you know, not having that happen to you.

Warlock Perk Tree:

Warlock Class -100 CP (Free & Mutually Exclusive to Warlocks, barring Multiclass)
You are now a level 1 warlock! This grants you access to the Pact Magic and Otherworldly Patron class features. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your warlock class features.

Pact Permanence -100 CP (Free for Warlock)
The pacts that warlocks agree to are binding for them, but the concept of binding agreements is a bit of a joke for jumpers. That, at a glance, is a bit of a problem for jumper warlocks. Normally. But with this perk you retain the benefits of agreements that result in you gaining arcane power even across jumps, which extends past the sort of agreements that produce warlocks, but the real power here is that when you don't have to worry about powers you've gained from patrons (of any sorts) disappearing at the end of a jump just because the patron is in a different jump. This also enhances your charisma, making it easier for you to appeal to creatures looking for agents and willing to bestow power upon them in exchange for their servitude.

Skilled Servant -200 CP (Discounted for Warlock)
You are a preternaturally skilled servant. You know exactly how to please your bosses, and what they need, as well as how hard to work to get a promotion. You can easily skyrocket in popularity among the eldritch hierarchy of your inhuman overlords, and you can become the fastest promoted person in any job you work at.

Pact Finder -400 CP (Discounted for Warlock)
You are spectacular at finding powerful beings who need agents. This CAN be of the magical, warlock variety of agents, or powerful nobles who need skilled servants in elite roles like that of a court mage. When you find people in need of agents and convince them to take you on, you gain a boost of competency related to the role you've been asked to fill, which is permanent (though it's quite small in potency).

Spellsword Booster: Rewarded
You are incredibly likely to be assigned tasks by those you work for. If you go and complete these tasks you get appropriate rewards. The sort of reward will depend on the nature of the task you complete, as well as the manner in which you accomplish what your master(s) tells you to do. You continue to get these sorts of quests even after leaving this jump, and can get different types of rewards from different types of bosses, and these rewards can include anything from new powers to material rewards.

Environmentally Eldritch -600 CP (Discounted for Warlock)
Different warlocks channel different kinds of power. Those who make pacts with demonic or devilish lords harness the powers of the Abyss or the Hells. Some make pacts with angels or deities and thus utilize the power of Heaven. Others make pacts with eldritch beings who dwell in the darkness of the Far Plane. Regardless of whichever forces you have sworn to serve, you are an expert at using yourself as a channel through which that being's home can begin to manifest itself in the material plane. You can channel the fires of Hell, or the glory of Heaven with impressive ease, and give your actions extra oomph, as well as radically transform your surroundings. The more you channel your energy into your surroundings the easier it becomes to call forth servants of your masters, and the more your subclass features get bolstered. Additionally this prevents your masters from taking your powers away, and makes them ignorant of this facet of your nature as a warlock unless/until they actually try to strip you of your powers.

Spellcaster Master Booster: Patron
You now have the ability to make pacts as a patron! This lets you give others their own class levels as a warlock, as well as allows you to sacrifice a tiny portion of your own energy to give them spell slots and spells of their very own. This is easiest to do in ways that are reflections of your own pacts (letting you give them the same subclass as you), but as you grow as a jumper it'll be easier for you to give them powers base on your alt-forms and create custom subclasses for your warlocks. Each time you turn someone into a warlock, or powerful enough warlocks in service to you give others their own warlock levels, you become better skilled at charming people and eldritch beings, as well as gain a small boost to your own supernatural powers.

Skilled Servant Booster: Caster Conjurerer
You can, once per year, temporarily summon the actual being(s) you've made a pact with. This gives them half of a day in the material plane to do as they wish, but if they try to harm you or disobey you, you can instantly banish them. This also makes your masters far less likely to harm you, or to try and force you to do something you really and truly hate, by making them see you

as far more valuable and useful to them when you serve them willingly. In future jumps you summon spectral copies of the creature you made pacts with, which are much easier to command and retain the full power of the creatures they are shades of.

Artificer Perk Tree:

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

Inspiration -100 CP (Free for Artificer)
You are remarkably good at inventing things. Your brain is bolstered in ways that are stunningly scientific, letting you accurately sketch things out, and predict how effective a given invention would be based on the materials you use in its construction. You can even think of how difficult it'd be to mass produce something, and how easily you could popularize it.

Spellcasting Scientist -200 CP (Discounted for Artificer)
Your inventions are remarkably receptive to magic. You can infuse twice as many infusions into your devices, and when you enchant something the supernatural qualities of the things you invent are twice as potent. You are also far better able to study magical artifacts and derive whole new styles of infusion from enchantments you come across, and from magical constructs you meet out in the world. The world is ripe with things to be inspired by, and you'll always be able to learn new things from the magic you come across in the world.

Scientific Salesman -400 CP (Discounted for Artificer)
You understand the importance of funding, and you know one way to secure it: by making money yourself. You are especially good at making sales pitches when it comes to selling your goods, and you can size up marks with ease, letting you figure out what sort of sales pitches would be the most effective when it comes to selling a specific person a specific item.

Spellsword Booster: Self-Expertise
You are remarkably good at using your own inventions. Your skill automatically and rapidly improves when you are using your own gear. Additionally you can let others attune to your goods, and when they do they get the benefits of this perk as though they were the inventors of your items.

Supreme Scientist -600 CP (Discounted for Artificer)
Your ability to invent is massively enhanced. You can now perform feats like turn raw materials into processed goods with your own hands and a sacrifice of some energy, such that you can turn raw ore into ingots with ease, and turn processed goods into more specific things (like turning ingots into swords or armor). Additionally all of your inventions are automatically buffed to *Masterwork* level, giving them a flat +1 in every positive respect, before you apply any

infusions to them. With this you'll always have what you need, so long as you can find the resources to make it and are willing to sacrifice just a smidgeon of energy.

Spellcaster Master Booster: Aspirational Artifice
You can now infuse goods with a spark of artifice. When you do, they buff your ability to create new infusions, but are also taxing, and when you give them to someone they gain their own levels as artificers. If artificers you create eventually create their own sparks of artifice their work buffs you like you created them, letting you gain power from them.

Spellcasting Scientist Booster: Infused Life
You are now an expert in the arts of creating constructs; magically or otherwise supernaturally created life. You are an artist when it comes to creating beautiful bodies for such lifeforms, and it is hilariously easy for you to infuse them with life, with your efforts being a third as taxing and three times as effective. This also reduces how expensive this process is, letting you be a right nightmare when it comes to creating armies of your own. Your inventions are fanatically loyal to you, and if allowed to gain enough experience they can become spellcasters of their own, as well as being incredibly receptive and skilled when it comes to using things you've personally infused with magic.

Paladin Perk Tree:

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

Honor -100 CP (Free for Paladin)
When you act in ways that honor your oaths, even if your oath is a chaotic mess prioritizing betrayal and self-aggrandizement, your efforts are bolstered in ways congruent with the tenants of the oath you're upholding. This also confers tiny but permanent boosts to your power each time you honor your oath.

Alignment Perception -200 CP (Discounted for Paladin)
Your *Divine Sense* has received a powerful boost. You are now capable of passively ascertaining people's alignments with as little as a look lasting a few seconds. You can do this half as many times a day as you can use *Divine Sense* plus 1, meaning at a minimum you'll be able to use this twice. This also lets you detect things like possession and insanity, and as you grow stronger as a paladin this becomes stronger still, eventually becoming a minor buff that lets you hit people with damage of a type opposed to their morality (hitting evil people with radiant damage, or hitting good people with unholy energy).

Crashing Smite -400 CP (Discounted for Paladin)

Your smites have taken on a devastating new quality. They strike with tremendous force, such that they knock back foes near the targets of the actual attack (within fifteen feet), and deal concussive damage to them. If your opponents are morally opposed to you, the damage is enhanced by +2, including to the actual target of your attack.

Spellsword Booster: Dogmatic Foe
You and your allies gain a fierce new quality whenever you face foes you are morally against. Whenever you are within thirty feet of a foe you are morally opposed too all of your actions get a +1 in terms of their effectiveness, and all of the actions of your foes suffer a -1 penalty, making it so that your strikes are more likely to land and your foes are more likely to miss, as well as cause your attacks to hit harder and your opponent's attacks to be slightly less effective even when they actually land. This also makes you better at intimidating such foes, and rallying your allies against them. As you grow more experienced as a paladin this ability's range increases.

Oath-Powered -600 CP (Discounted for Paladin)
You are *The Paladin*. Your oaths meaningfully empower you, even beyond providing you with class abilities. You are seen as an embodiment of your oaths, and when you reveal the sort of oaths you've made and uphold those who hear you automatically feel the power and truth of your words. If you are a paladin sworn to a cause, all who agree with your cause will be powerfully moved and inspired by you, and those who are opposed to your oaths (or, in some cases, the targets of them, I.E.: the oath of vengeance) will be fearful and wary of you. The more oaths you promise and fulfill the greater you become, with each kept oath making you stronger and more charismatic.

Spellcaster Master Booster: Oath Maker
You can teach others the power of making oaths and if they swear an appropriate oath they become paladins themselves, gaining the first class level in paladin. Each person you teach and persuade to become a paladin makes you more charismatic and stronger, and when they do the same for others you also become stronger and more charismatic.

Alignment Perception Booster: Nemesis
You are perpetually seen as benefiting from oaths of justice, vengeance, or retribution against those you are morally opposed to. Your actions against them hit harder, are more effective, and inspire other foes of theirs to rally against them, while their actions against you are less effective, hit less hard, and struggle to be as impactful as they should. If you have foes or rivals whose moralities are not opposed to yours this doesn't come into play, but whenever your foes are people with wildly different moralities and codes of ethics you'll be a walking nightmare. Additionally when you permanently defeat such foes, or, if possible, convert them to your morality and codes of ethics, you gain the benefits of having kept an oath or promise as per *Oath-Powered*.

Ranger Perk Tree:

Ranger Class -100 CP (Free & Mutually Exclusive to Ranger, barring Multiclass)

You are now a level 1 ranger! This grants you access to the Ranger class features they get at level 1. As you gain more experience in this, and future jumps, you'll level up further and with each level up you'll gain access to more spell slots, more hit dice, and more class features. This perk also fiat backs all of your class features.

Optional Fixes -100 CP (Free for Ranger)
You are a skilled ranger, and like many 5e Rangers, have a range of options as far as your class features go. You can pick and choose which features you get, determining your class progression with much more flexibility in an homage to the effective reworks of the 5e Ranger class features. Additionally every jump you can swap out which class features you have, just in case you want some and not others. This applies to all classes, though most classes don't have as many optional features or reworks so this isn't as valuable for them.

One real benefit that is far more universal of this feat is that it lets you redesign your class features that make you select something (Fighting Style, Pact Boon, ability score improvements, etc.) you can, once per jump, change the selections you've made. This means that you can swap out your fighting style, gain a different pact boon if you're a warlock, or even do things like reconfigure your feats and ability scores.

Environmental Expert -200 CP (Discounted for Ranger)
You are an expert at navigating and surviving in the wilds by default as a ranger, but with this you become stunningly good at survival in a specific environment. The environment you choose also confers a passive boon upon you that you can share with your allies, which is reminiscent of the environment. If you're supernaturally skilled at navigating the desert you lose a great deal of how much you need water, and can share that with others. As you grow more skilled as a ranger, the boon you get becomes stronger.

Legendary -400 CP (Discounted for Ranger)
You have taken one of the key facets of being a ranger; culling dangerous monsters, and honed it into something of an obsession. You can, once per jump, select a type of creature, and you become supernaturally skilled at dealing with them. This manifests most simply, as an increased ability to deal harm to them, but it is also more than that. You become legendary, as far as your ability to interact with them goes, becoming better able to peacefully interact with such beings (such as by speaking their language or otherwise communicating with them), and to be able to befriend them and getting them to stop being dangerous to their environment and others.

Spellsword Booster: Mythic
You are now beyond legendary, and have become mythic in the eyes of your targets. This tremendously buffs your ability to deal damage to them, giving you a +3 in efforts to both hit them and to the damage you deal to them. This also improves your charisma in the eyes of your targets, giving you the same +3 to efforts to deal peacefully with them.

Sorcery & Swords -600 CP (Discounted for Ranger)

As a ranger, of all the classes here, you are the one that spends the most time blending magic and might. Warlocks and artificers are more magically inclined than attuned to steel, while paladins are primarily martial warriors who incorporate a bit of mysticism into their steel. You blend both magic and steel in even amounts, relying on your spells to do things other than just enhance the bite of your weapons. This perk enhances that facet of your existence, giving you three times as many spell slots as you would otherwise have, and also improving your prowess with your steel a moderate amount. This also improves your ability to use magic that ends fights or prevents them in the first place, particularly when it comes to dealing with beasts, letting your magic calm and tame them with frightening ease.

Spellcaster Master Booster: Places Of Power
You are quite adept at finding places of power, where nature bleeds into the world more conceptually. At these sites people can be filled with the power of nature, which can turn them into rangers, granting them the first level in this class. When people become rangers thanks to your actions you find that your wisdom is improved, and you get a subtle boost in your skills as far as weapons go. This continues to occur when they turn people into rangers. Additionally you carry a wellspring of this power within you, and can turn people into rangers, but it is a bit taxing for you to do this.

Environmental Expert Booster: Furred, Feathered, and Scaled Friends
You are wickedly adept at taming animals of all sorts. You know how to soothe beasts without using sorcery or supernatural talents, and you can communicate with them without magic (though this isn't as precise as actually speaking to them). You can befriend beasts and make them your pets and allies, or you can do quests for them which will result in them somehow rewarding you in ways that are appropriate to their type of animal and to the effort and nature of the quest. You are also never going to be attacked by a wild animal first, unless it is possessed by something supernatural, and even diseased animals with things like rabies ignore you unless you attack first. Tamed animals can still be ordered to attack you, but they'll do so without ill intent and can be stopped as easily as you can tame animals, unless they are fanatically loyal to their tamers.

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

Arcane Focus - Free
An arcane focus is a magical device which can be used to cast magic that normally requires material components (so long as those material components don't have some baseline cost they must meet), without having to manage some sort of inventory. The precise nature of your arcane focus differs from class to class, with every class having some unique sort of focus. Your focus is a masterwork one that makes all of your magic easier to cast, more powerful, and faster. Additionally, while your focus may not allow you to completely ignore the "If a material component has a cost you still need it" rule, it does loosen it. You can use less expensive components to get the same results, and you can use components of equal value to outright enhance your spellcasting.

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

The Letter- 100 CP
You can gain a letter every jump through the origin perk this jump offers for free, but this is a different letter. This letter, which you can use once per year, invites you to a meeting with a prominent and powerful local figure who has a high-paying job for you. This job will always be some adventure that sees you go on a journey of some kind that will culminate in a fateful boss encounter. After you complete the job you will be properly rewarded, including with the pay the quest giver offered you. If you completed the job to the quest giver's satisfaction you will likely be offered a more chill but still worthwhile position in the quest giver's organization. When you use the letter you can opt to make it be addressed by someone specific in the setting, if you know of 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:

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

Monoclass (Origin Exclusive) +100/200/300 CP
Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 100 CP you can buy perks from other origins, but cannot use them for the duration of this jump. At the 200 CP tier, you can select the multiclass perk and purchase

the class level perk for other origins, but none of the other perks. For 300 CP you flat out cannot purchase perks from other origins aside from your origin.

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

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

Generic Drawbacks:

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

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

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

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

Wanted +100 CP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

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

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

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

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

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

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

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

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

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

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

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

long run.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

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

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

Your a Joke +200 CP

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

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

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

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

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

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

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

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

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

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

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

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

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

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there’s just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they’ll find a way out.

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

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

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

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

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

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

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

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

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

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

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

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

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

Ending Options:

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

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

Continue on (Proceed as usual to the next jump)