Out of Context Tarrasque Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have a Tarrasque within its continuity. The Tarrasque is an almost meme-of-a-monster used primarily in high-level Tabletop Roleplaying Game campaigns as a living embodiment of destruction and primal rage. Different TTRPGs have different tarrasque lore, and there are as many different takes on a tarrasque as there are different dungeon and game masters willing to actually incorporate one into their campaigns be it as an actual monster for players to face down, or as more of a threat; a ticking time bomb that if allowed to go off will either cause a campaign fail or radically shift the game world.

By taking this Supplement you have chosen to become a tarrasque and you will enter into a continuity that lacks a tarrasque as a Drop-In opening your eyes and admiring your new, gargantuan (or colossal, depending on your origin) form not far from a city that is undoubtedly not prepared for any destruction or mischief you may seek to enact upon it.

Thankfully for the rest of the world or worlds you're about to visit, 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 you retain your ability to become a living siege engine at will, as your nature as a tarrasque follows you in the form of being an alt form you can don at will.

+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.

Author's Note:

While this seems like it'd be good fodder for a joke jump the intent behind this is for it to be usable. This doesn't mean it'd be useful for everyone, obviously, but if you like kaijus and you like big ass lizards the intent is for this to be something you enjoy. Tarrasques are fun monsters if run well, and the intention here is to give you something you can enjoy and could see yourself using.

Origin:

The Tarrasque is a well-known monster with many different appearances over the years. It has most famously appeared in Dungeons and Dragons but is also a well-known monster in Paizo's Pathfinder TTRPG. It is a rather iconic monster and unsurprisingly has inspired a significant amount of homebrew. Each of the three origins here will take bits and pieces of various bits of lore to give each Tarrasque unique abilities and "playstyles".

<u>You will get the stat block of whatever origin's version of the tarrasque you select for free, as the base stats and fiat-backed abilities of your tarrasque form.</u>

D&D

D&D is the birthplace of the Tarrasque as the big monster many roleplayers know it. The Tarrasque first appeared in 1983 in the Monster Manual II in the first edition of Advanced D&D, and is loosely based on the French legend of the Tarasque. As is the case with many things in D&D its lore has gone through revisions and has different tweaks in different continuities. In Spelljammer, for example, it is suggested that Tarrasques originate from Falx; a world dominated by Illithids (and where multiple Tarrasques or tarrasque-like-creatures live). In 4th edition D&D, the Tarrasque is said to be a creation of the primordials; ancient foes of the gods who warred against them and lost.

In D&D the Tarrasque is a brutal foe with near immunity to magic and a suite of vicious melee attacks as well as the ability to fully reflect most types of magic. Have a link to the 5e stat block for the Tarrasque. If you wish, you can use another edition's stats.

Pathfinder

Pathfinder has more consistent and more setting-heavy lore behind their take on the Tarrasque, though this is partially due to Pathfinder focusing on one setting and continuity (discounting Starfinder which is just Pathfinder's central solar system a few millennia from now). In the multiverse of Pathfinder, the Tarrasque is the mightiest of the spawn of Rovagug; the vicious god of destruction whose ancient rampage across reality was only stopped by an impossible coalition of gods and god-like-beings who lured the monster to Golarion and sealed it in the planet's core. And even then it took the sacrifice of countless long-forgotten deities. Rovagug's spawn are sometimes birthed in *The Pit of Gormuz* where the greatest tricks in the coalition's arsenal were played and Rovagug was first captured and sealed away. Rovagug has somehow birthed multiple apocalyptic monsters who've been defeated several times, with some dying permanently (such as Xotani the Firebleeder and Ulunat the Unholy First whose corpse is the central part of Sothis the capital of Osirion) and one reappearing even after its supposed deaths (Chemnosit). The Tarrasque is the mightiest of these beings, and when it first appeared it annihilated an entire empire; Ninshabur (whose elites had to magically hide the temple complex of Tabsagal to survive its wrath but then died themselves). The monster continued to rampage, causing the destruction of a flying city, before eventually being imprisoned in a cave somewhere in the nation of Avistan. It remains there to this day, trapped.

In Pathfinder the Tarrasque is a mighty creature with ranged attacks, impressive speed, and a near invulnerability to virtually every status condition. Have a link to its stat block.

Homebrew

The inspiration for this particular origin is *The True Tarrasque* by Spartan127 (the link here includes the stat block for this take on the Tarrasque). This take on the quasi-mythical monster focuses on various ideas that are sometimes linked to the Tarrasque and focuses on its incredible power as well as takes it to an unbelievable extent, giving the beast Godzilla-like abilities such as an annihilating breath and a rage ability, as well as some older abilities not present in 5e such as the return of the *Earthbind Aura*.

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:

Destruction - Free
One common thread that links all three types of Tarrasques here is their connection to destruction. Tarrasques are embodiments of annihilation, living weapons meant to destroy civilizations. You now take this trait and embody it, allowing you to more effectively return everything to nature, or worse; to simply destroy. You are more effective against forces of civilization and those who seek to do more than exist, allowing you to deal more harm to things like buildings, tools, and any non-natural object, tool, or being, even when not in Tarrasque form. You can, thankfully, shut this off at will.

Metropolitan 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 tarrasque, near a city you can destroy.

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.

Fear -100 CP
A secondary link that tethers all three tarrasques is their power to instill fear. This trait is now one you share, even when not in tarrasque form. You are a terrifying being, able to exude an aura that causes everyone around you who you do not grant temporary immunity to have to steel their wills to be able to stomach standing in your presence. This is a supernatural fear, a soul-crushing, sanity-rending fear that overcomes immunities and resistances, and that makes even gods, archdevils, demon lords, and other such beings tremble. This fear is a corrosive thing, something that sunders sanity. If you scare someone enough, or enough times, their sanity is at risk, and if you cause them to experience a loss of sanity they'll become hopelessly, pitifully devoted to you, though the reason for this devotion will differ from person to person. Some people might become nihilists who wish to see you destroy everything including them, while others might hope to somehow placate you and believe that if they serve you they can discover what makes you tick so that you might be persuaded to spare them or empower them

to rule in your name. This also grants you greater control over the fear you induce even as a tarrasque, letting you shut off your aura-like fear-inducing powers.

Speech -200 CP
None of the tarrasques in this document can speak. A speaking tarrasque is a scary thought. And with this perk, you can bring that thought to life. This grants you the power of speech, in any and all forms, including but not limited to the tarrasque form you take here. This speech is not supernatural in and of itself, but this perk synergizes with any other forms of speech you know, including supernatural ones. This perk also enhances the quality of the fear or any other emotion you manage to evoke in others.

Hybrid Tarrasque -200 CP
Oh… Oh no. This perk allows you to live out your *Mindflayer Tarrasque* fantasies. This perk has two functions; first it allows you to fuse alt-forms as freely and as permanently as you wish (including temporarily). Secondly this purchase allows you to select another type of monster from D&D or from Pathfinder and hybridize your Tarrasque alt-form with it (which gives you things like the greater speed, any abilities the other monster has that the tarrasque doesn't have, such as spellcasting and spell-like abilities). You can purchase this perk more than once, for 100 CP after the initial purchase to add more monsters to your tarrasque form.

Resistance -400 CP
The tarrasque is an unyielding, unstoppable behemoth of a monster. Regardless of where you find one, whether it's in Faerun, Golarion, or some homebrewed setting, you're in for the fight of your life without hope of reprieve or a chance to catch your breath. This perk takes their unearthly level of toughness, which you are guaranteed while in tarrasque form, and spreads it equally across your other forms. Yes, this includes any goofy magic resistance abilities you get as a tarrasque given your origin, giving you things like the *Reflective Carapace* ability out of your tarrasque form, so long as you have it in the first place (the *Pathfinder* Tarrasque does not have a reflective carapace ability, it has a less destructive power that makes it immune to *cones, lines, rays,* and *magic missile* spells). You can also turn this off, if for whatever reason you'd like to take damage or feign vulnerability. This will naturally reactivate if you are in real danger (or would be if not in your tarrasque form).

Doomsday -600 CP
The tarrasque is the embodiment of the end, a primeval, almost conceptual living avatar of the end of days. It wouldn't be right if putting it down was simple would it? With this, defeating you just got a bit more complicated. In battle you adapt in real-time to the damage you take, making even what few things deal meaningful harm to you deal less damage over time, forcing your enemies to have an arsenal of unbelievably powerful AND varied tools to cut you down. You retain a weaker version of this buff in non-tarrasque forms. These boosts to your endurance and damage resistance diminish in intensity when not in battle, but never truly fade and over time you can have them reach a scale that makes you either effectively invulnerable to a damage type or outright, actually invulnerable to it.

Resistance Booster: Emergency Tarrasque
As a tarrasque+ being, someone who is a Tarrasque AND more, you do have one weakness enemies can exploit; the times you aren't a tarrasque. Your enemies who learn your secret might want to exploit that. This will stop them. With this perk, you have an incredibly powerful ability to shift into your tarrasque form in response to damage. The first time in a jump you take enough damage to die and are not in your tarrasque form you instead instantly transform into your tarrasque form, and regain your health and strength. If you are already in your tarrasque form and you take enough damage to kill you, you instantly recover your full health and momentarily become invulnerable to the source of the damage that killed you.

D&D Perk Tree:

Unpredictable -100 CP (Free for D&D)
You know for a massive monster a lot of people manage to be surprised by the sudden and seemingly spontaneous appearances of the Tarrasque. You have this odd gift yourself, being impossible to predict in advance. This makes you immune to things like divination and other attempts to see the future. This also hinders initial efforts to muster an effective defense against you, your foes being too scared and surprised by you to skillfully organize and rally which is necessary if your foes want to force you to retreat.

Melee -200 CP (Discounted for D&D)
Of all three origins here, only the OG D&D origin has no ranged attack. To reflect that, you have become a true master, a true monster, of melee attacks. You now have the handy benefits of the *Siege Engine* effect applied to all targets instead of just ones that hit objects and structures meaning you hit twice as hard. If something would be subjected to the effects of *Siege Engine* anyway (meaning objects and structures) then this damage is quadrupled. If you have the *Homebrew* origin with its beefed-up *Siege Engine* ability then this damage gets buffed up to six times (and the lesser damage for when something isn't affected by *Siege Engine* is four times as much as it should be).

False Hope -400 CP (Discounted for D&D)
Of all of the origins here, the 5e Tarrasque is seemingly the simplest to put down. This perk takes that trait and makes it a weapon. You can easily feign death, faking your defeats and tricking your enemies into thinking you are gone. When you next strike someone tricked into thinking that you were defeated it will do six times the damage (stacking additively with other effects) and be utterly devastating to their psychological states.

Resistance Booster: Restorative Damage
5e Tarrasques also lack a natural means of healing from damage mid-battle. This is no longer true for you. From now on, when you get hit by an attack that doesn't harm you such as bludgeoning, piercing, or slashing damage from nonmagical sources, or fire or poison, you instead recover twice as much health as you would have lost had you not been immune to the strikes. When not in Tarrasque form you regain the same amount of damage you would have taken had you not been immune to the damage.

Unthinking -600 CP (Discounted for D&D)
Your mind is a wasteland, barren of thought and intent. Or at least it seems to be. You are immune to attempts to read your mind and efforts to psychically move you, be it emotionally or physically, do not work. This doesn't require a legendary resistance, or the equivalent of a saving throw, such things simply do not work on you unless you allow them to. This won't stop someone from throwing something at you, but you are an unmovable object when it comes to psionic powers.

Melee Booster: Always A Titan
You are, first and foremost, an engine of destruction. When you are not in your tarrasque form you can always call upon half of your tarrasque might and infuse it into blows, and if you have forms that are stronger than your tarrasque form then when in them you can add the full might of your tarrasque power to your martial blows. Your blows will harm your foes, come hell or high water.

Doomsday Booster: Sanity Crusher
Those who try to use powers on you will find you unshakably, undeniably terror inducing. Anyone who foolishly tries to supernaturally pacify you will fail to do so and will become life-alteringly afraid of you, while those who try to locate you will be filled with dread that lasts for weeks or even months, and they'll fail to find you. You are the end of days and those who know you will remember that. This stacks with things like *Fear*.

Pathfinder Perk Tree:

Unholy -100 CP (Free for Pathfinder)
This version of the Tarrasque is armageddon incarnate, a harbinger of the end of days. It is a divine beast, a child of the god of destruction. You are now unholy, and those who behold you with darkness in their hearts are drawn to you. Evil beings may fear you but that fear binds them to you, makes them want to serve you, and this is incredibly true for chaotic evil beings and to a lesser but still powerful degree for neutral evil beings.

Demigod -200 CP (Discounted for Pathfinder)
While the Tarrasque in Pathfinder is not actually able to grant spells to worshipers, you are (assuming you grab this perk). You possess an innate link to the domains of chaos, death, destruction, evil, and strength or madness and can grant worshipers spells from those domains, though you cannot use any of them yourself (at least not with just this). As you gain worshipers you also slowly grow in power, becoming more resistant to damage, and healing at a faster rate. When you move from jump to jump these bonuses do not reset.

Rage Against The Cage -400 CP (Discounted for Pathfinder)
The Tarrasque in Pathfinder was a beast of unbelievable might and ferocity and the sacrifice of countless heroes and the work of mighty mystics allowed it to be contained. It has been contained for millennia. Such an ignoble fate is surely one to avoid. You now have the dreadful

power to grow stronger in captivity of any sort. Your jailors may think they've contained you, but as you wait for a chance to break free you will slowly, surely grow in power and in quiet fury. When you seize a chance to free yourself your wrath will be vicious and your power will be magnified as a result of the time you were in captivity. Circumstances will always arise before the end of a jump for you to be freed or free yourself.

Resistance Booster: Uncontainable
Prisons fail around you. Spells to contain you are weak, and incredibly, amazingly expensive, taking more out of their casters to keep you contained. Any attempt, no matter how convoluted struggles to keep you in for hours or even minutes. You will be free, unless you choose to be imprisoned on purpose. And when you inevitably break free, you will be stronger for it, having had time to grow more angry and more destructive even in captivity.

Herald -600 CP (Discounted for Pathfinder)
Gods of destruction are incredibly drawn to you. Deities of the end want you to join their faction. Even non-divine beings and factions of destruction and destructive forces seek to recruit you. When you first move through a setting such forces will invariably learn of you if you revel in your might and make overtures to you to see if you could join them. If you say no, but do not oppose them, they will be gracious and will wish you as well as they can given their desires. If you say yes they will grant you powers, might, and authority that corresponds with your power and their relative might. You can easily become the right hand of gods of the apocalypse, and if strong enough you might even become members of a pantheon devoted to the end of all things.

Demigod Booster: God Of Destruction
You are more than a demigod, you are a true deity of the apocalypse. You can hear and answer prayers from those in need of destructive "miracles", and draw might from every act of destruction, death, chaos, and evil, in a given setting, as well as draw more power from worshipers than a demigod would. You can also change your alignment domains if you devotedly, consistently do acts of good, and become a god of freedom and of opposition to tyrants and prisons if you work hard enough. You will always be a destructive being of change with this. That said, the idea that destruction is only ever evil is misguided and oversimplistic and it wouldn't do for a jumper to be limited by flawed ideas. You also get a divine realm with this (a dimension where you are omnipotent and where the souls of deceased worshipers of yours go when they die), and can naturally reach across the cosmos to infuse souls who resonate with your domains with divine power and instill knowledge of yourself in them, converting them into clerics of your deific, destructive power.

Doomsday Booster: Father Of Rage
You are the engine of doom, the armageddon device. You can bring about the end of days, even without acting on your fel instincts. You can expend energy to create your own spawn. These spawn will be as smart and as varied as you want them to be, and can be clones of yours or can be whole new terrors. By default these beings will be monstrous harbingers of the apocalypse, lumbering horrors with a wide array of abilities and appearances that are loyal to you and only you but you can be creative with this, if you wish and spawn all sorts of subtle nightmares that

bring the end of all things closer with gentleness and misdirection than with nightmarish powers and apocalyptic might.

Homebrew Perk Tree:

King Of Beasts -100 CP (Free for Homebrew)
The true Tarrasque is a king of beasts, a monarch that stands above other animals. You have taken this trait to heart, and naturally command and control other animals (this is D&D terminology so animals and humanoids are separate categories of beings. This perk refers to things with the “Beast”, “Swarm of tiny Beasts”, and “Monstrosity” (not “Titan” or “Shapechanger” though) markers in their entries in the Monster Manual). It’d take an animal with above human intelligence to resist your commands. It is also nearly impossible for these kinds of beings to want to attack you, either attacking out of self-defense or due to the commands of someone who has magical, supernatural influence over them such as if they are dominated. Even conjured animals wouldn’t be willing to attack you, it’d take something like them being dominated before they can muster the will to try and harm you. This trait persists when you are not a tarrasque, and unlike many other traits this is not limited when you are not in your Tarrasque form.

Apex -200 CP (Discounted for Homebrew)
You are *The* true Tarrasque. You are the apex monster of the material universe, the frightful apex predator of the world and worlds you haunt. This perk reflects your statue as a peak version of the Tarrasque, a true beast worthy of the hype, and boosts the capabilities of your alt-forms, heightening them to mythic extremes. Humans with this would go past Captain America or Batman in terms of their capabilities. Other, scarier things would be boosted to proportionally greater extremes. This perk also heightens your nature as a Tarrasque, letting you do things like control how much damage you do (including dealing maximum or minimum damage with every attack), and ensuring that you always reflect magic when hit by appropriate spells.

Anatomy Of A Monster -400 CP (Discounted for Homebrew)
The tarrasque has a mythic anatomy. Its heart is said to bestow radical regenerative capabilities. It’s glands can be used to cast world-shakingly powerful magic. Its bones, claws, and horns are said to be the stuff needed to forge the strongest, deadliest weapons imaginable. Now all of your anatomy shares this trait. In every form your body and your organs are the stuff of miracles, able to heal almost any sickness or be used as ingredients for wicked sciences and mighty mysticism and can be used with some degree of regularity. After all you have the tarrasques regeneration, and as such you can regenerate from virtually any amount of damage.

Resistance Booster: Merciful Monster
Your nature as a mythic being has mutated your body. Now you can painlessly extract bits of you to give your servants and allies, without harming yourself. You can even do this for critical organs, somehow creating full copies of the organs in question. When you do this much with something, such as creating a whole new heart, you need to wait sometime to be able to do it

again but it doesn't weaken you in any way. This means you can clone your heart or your brain to give to scientifically inclined servants for their rituals. These things cannot be used against you in any way, and attempts to use them in such ways will catastrophically backfire on those brave, and stupid, enough to try it. You can replicate your organs for each alt-form, so if you have a tarrasque form and a human form you can replicate your tarrasque heart and human heart separately. Your organs will also not decay when you replicate them this way, allowing you to put your heart in the middle of a desert village and leave it there for months. If you wish you can also recall such organs, which cuts down how long before you can replicate an organ based on how used up the organ is when you recall it. So if you replicate your heart and it's not used at all you can instantly replicate it. If you replicate your heart and servants eat bits of it for sustenance over weeks then you may need some days for it to fully recover.

Summons -600 CP (Discounted for Homebrew)
When you enter a jump you can create a device that can be used to call you from across anywhere in a setting and insert the device in the setting in the hands of someone you'd like to be summoned by, though this is optional. This device will fill them with the emotion you'd want them to feel, and the awareness of what it can do. This device can also grant them other boons, relative to your overall level of power. If they use the device to call you, you can instantly warp to their side, and you'll know what they'd want you to do. The longer they have the device the more positively they'll feel towards you, though what that means is dependent on your personality and theirs (expect obsessive devotion or slavish worship from most people).

Apex Booster: Force Of Nature
You are a natural disaster. So it's fitting that you can control other natural disasters. Now you can induce natural disasters, at a rate of once per day per natural disaster. This means you can induce earthquakes, hurricanes, tornadoes, or other such calamities, to the degree of power you wish. You decide when the end comes.

Doomsday Booster: Conditionally Killable
Only you can decide what it'd take to kill you. With this you can, once per jump, decide what it takes to truly end your life. This must be a possible condition, but if it is not fulfilled either to outright end your life or upon your fallen, lifeless form, then you will inevitably come back from the dead. In fact you'll come back from the dead, as you can still effectively die for a few moments you'll just come back from the dead with some health within seconds of being "Slain", if people don't have the means to permanently put you do. If you don't change this, it defaults to "Cast *Wish* upon your fallen form", or "Kill you and then hurl you into a black hole before you regain consciousness" in any jump that lacks natives with the ability to cast *Wish*. In any single world the condition may be something like "Kill you and toss into the heart of a specific volcano/the center of the world". So long as the condition is possible in a given world it can count, and if it's not possible in a world then you must change it. So long as no one fulfills the condition to kill you, you don't need to activate any 1-ups when you die, and if you are truly slain then any activated 1-ups will make you respawn in a safe place.

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.

Monster Manual -Free
This item is a monster manual filled with information on monsters from throughout this setting and any future settings you go to. It also has fitting information on the sort of species you have alt-forms of, letting you discover new things about yourself. This updates each jump.

Tarrasque Treasures -100 CP
This is a replenishing stockpile of Tarrasque organs and materials. These materials can be used in a stunning variety of ways, and you also have some rudimentary knowledge of how they might be used, such as how to slice up some of a Tarrasque heart to cook up and eat for a boost to regeneration. These effects wouldn't work on you but they could work on someone else.

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.

Meme Tarrasque [100]
Do you have an idea for some sort of meme tarrasque? Maybe you know about the dread **Vampiric Half Dragon Tarrasque Lich**? Well, congratulations… Now you can make one a companion! This works for any meme tarrasque, not just the vampire, half-dragon, lich one.

Character Tarrasque [100]
This is for tarrasques with character. By purchasing this option you gain a new companion in the form of a character tarrasque, one that is sapient and not just a walking apocalypse. This can be used to get the Emperasque, or any other sort of fanfic-tarrasques if you want them to accompany you on your chain.

Drawbacks:

Destruction Incarnate +100 CP
You are no longer a Drop-In or from an alternate Reality.
You are instead Local who somehow is a tarrasque that has arrived in this world.

You will need to work out your Background with your Jump Chan.

Tarrasque Type (Origin Exclusive) +200/400 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 400 CP you flat out cannot purchase perks from other origins aside from your origin.

Terrifying Time (Varies)
This is a tiered drawback, one that costs 300 CP per tier. For each installment of this you take, a tarrasque with an exact copy of the stat from the corresponding origin. These tarrasques do not have perks and have stats and attitudes matching the type of tarrasque they are.

True Tarrasques +400 per tier
Sans drawbacks there are no other tarrasques when you first appear here. This changes that. This drawback causes there to be uniquely powerful tarrasques elsewhere in the setting, who wake up at the same time as you arrive. 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. If you wish this can differ from **Terrifying Time**, summoning whole new tarrasques, meaning that if you take every installment of this drawback and every installment of the **Terrifying Time** drawback there'd be six other tarrasques elsewhere in the setting, with three of them just having the stats of the normal tarrasques and three of them having perks as well.

True Tarrasque +700/1000 CP
Oh… Oh no. Now you think like a tarrasque. This makes you a tarrasque's tarrasquer; a true nightmare of destruction, rage, and senseless antipathy even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a tarrasque would. If you take the second, +1000 CP tier of this, you cannot shapeshift out of your tarrasque form. Alternatively, you can take the second part of this without the first, but for only +500 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)