Out of Context 5e Shapeshifter Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have D&D Shapeshifters within its continuity.

By taking this Supplement you have chosen to become a Shapeshifter of some sort and you will enter into a continuity that lacks shapeshifters as a Drop-In opening your eyes in a dark dungeon of some sort. This can be a cave that explorers frequent, or it can be an actual dungeon or prison.

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

+1000 CP

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

Origin:

Each origin gets its base stat block as a default suite of abilities as a standard, fiat-backed part of its origin.

Mimic (Free)

Mimics are famed predators capable of shapeshifting into an array of household objects and mundane furnishings. These frightening monsters are believed by most to have been deliberately created by wizards hellbent on safeguarding their treasures, though some believe these creatures are the descendants of some alien monster from the far realm. Most mimics are relatively small, only large enough to be the size of a chest, dresser, or in some cases a bed, but it's not impossible for a mimic to be vastly larger than that. Additionally, on occasion, a mimic can exhibit strange powers and eerie intelligence, enough to communicate with humanoids and enter into bargains and pacts with them. Unlike the other origins here, mimics can reproduce asexually by splitting so long as it lives and eats enough to eventually reach large enough size, meaning that a single mimic that goes undetected long enough can become the center point of a terrifying threat to a community. Have a link to its stat block.

Doppelganger (Free)

Doppelgangers, or Shallar as they refer to themselves, are a type of monstrous humanoid with a frightening ability to shapeshift and take on the forms of nearly any humanoid creature. These monsters have alien mentalities and some unique conditions such as an inability to reproduce in their true forms which lack the biology needed to reproduce forcing them to be human or at least humanoid in order to reproduce. Their children are born with the appearance and apparent physiology of the species of the other parent, and only mature into true doppelgangers in

adulthood, spontaneously learning their true nature and awakening their doppelganger powers. Have a link to its stat block.

Lycanthrope (Variable cost, ranging from awarding you points to costing posts)
The oddest of the three origins, a lycanthrope is actually a humanoid or giant suffering from a condition known as Lycanthropy. Some lycanthropes are born with the condition (these are known as “True lycanthropes”), and those are typically the ones with the best control over it (you count as a “True” lycanthrope if you acquire the condition through this origin). Additionally, they spread lycanthropy to their offspring, though their lycanthropy is incurable (except for something as hardcore as a wish spell or the active intervention of a deity or such being). Some lycanthropes are infected by other, typically true, lycanthropes, or are affected by magical items or curses to turn into lycanthropes. In this supplement, the term “Lycanthrope” refers to creatures who can transform from human/humanoid/giant form to that of an animal including but not exclusively to wolves. Lycanthropes who select this alt-form here also gain the power to take on the hybrid form some lycanthropes have access to which is a humanoid body with an animal’s head and in some cases additional features like a wereshark’s dorsal fin or a wereraven’s wings.

There are such different types of lycanthropes that you can select which type you’d like to be. You can opt to be a Wererat and get 100 points, a werewolf for free, a werebear for 100 points, or something like a wereshark or wereraven for 100 points due to the enhanced mobility these forms would grant you. Wererat stats, werewolf stats, werebear stats, wereshark stats, and wereraven stats.

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:

Uncanny Replica - Free
This enhances your charisma and dexterity such that you can more easily and skillfully replicate the things you seek to replicate. This also makes you a touch better at functional shapeshifting, the kind of shapeshifting that isn’t done to deceive someone but is done to give you new abilities such as wall-climbing, flight, and the ability to breathe underwater.

Dungeon Origin Perk - Free (Cannot be taken with "Not Drop In")
This is an **Out of Context Origin Perk**. At the start of a Jump you can use this Narrative Perk to set your entry into the Jump Setting as if you were an inhabitant of a local dungeon, opening your eyes to greet a new day.

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.

Subtlety -100 CP
You are skilled at not drawing attention towards yourself. Something about you makes you feel like you belong, and as a result of that people tend not to notice anything out of place about you.

Conditional Belief -200 CP
For some reason people tend not to believe stories concerning you, unless doing so would benefit you in some way. If you are an inhuman predator who feeds on people, those who witness your actions will be less likely to be believed, and such individuals will be seen as crazy for spreading such fearful tall tales. If people believing stories about you, such as rumors concerning your astounding abilities on a battlefield, would benefit you then they'd be more likely to believe them.

Predator -400 CP
All of the shapeshifters here are predators. Mimics and Lycanthropes in particular feast on their fallen foes, while Doppelgangers were altogether crueler and fed on the identities of their victims. All three of these kinds of beings induce fear in sophont lifeforms, and you are no exception to this. When you strike you make your foes feel deep dread and confusion, and foes you surprise with your attacks need to do an equivalent of making a saving throw to resist being struck by fear and confusion. This affects any and all sophont beings, even those normally immune to fear, and is especially dangerous to those who feel betrayed or are by themselves.

Greater -600 CP
You are not a normal member of a given species, you are a *Greater* variant of your kind. This is true for all of your alt-forms moving forward, and enhances every facet of your alt-forms but causes one area in particular to become significantly more enhanced. This tremendously enhanced area can form the basis of a whole new ability for you, particularly one related to deception such as the power to implant thoughts into the minds of others if one of your alt-forms is psychic, or a deceptive level of speed if you have a very muscular alt-form.

Predator Booster: Creator
You understand the eldritch sciences and magics that go into creation and life-modification. This allows you to slowly piece together how to form new lifeforms, and can be used to allow you to morph existing life into deceptive shapeshifters or how to give inanimate objects life of their own and powerful transformative abilities.

Mimic Perk Tree:

Simple Life -100 CP (Free for Mimic)
Mimics live a simple life. They are focused on survival, and the acquisition of food. You are capable of doing the same thing, focusing entirely on survival and on acquiring your next meal. This will drastically enhance your effectiveness at both, increasing the odds you'll survive if it's remotely possible to survive in a place.

Form and Function -200 CP (Discounted for Mimic)
The wisest mimics adopt unique survival strategies. You are no exception to this trend. You can take on a range of forms and can become appealing to people in need of something. When you do this you become both stunningly attractive for your false purpose (a knife becoming incredibly sharp looking, a dress being impressively beautiful, a suit of armor looking hardy and resilient, etc.), and you become quite good at what people intend to use you for. This is perfect for attracting fools who are in desperate need of what you can do, and thus more likely to take you to places where they might be vulnerable. This perk also guarantees you can speak when in your mimic form,

Hunger -400 CP (Discounted for Mimic)
You are frighteningly skilled at turning your body into weapons. There are layers to this, such that you are good at becoming a weapon someone can use like a sword or a hammer, and that you are good at converting parts of your body into natural tools you can use to slay prey like claws or massive teeth. You deal significantly more damage than you ought to deal to foes, overcoming some armor and non-supernatural defenses.

Predator Booster: Primal
You have become something altogether more frightening with this, becoming almost a *Dire Mimic* of sorts. You can now feed on and survive off of blood alone, able to absorb it when you strike into foes, and your attacks now pierce through many forms of damage resistance. You can ignore damage resistance that improves one's ability to shrug off non-magical attacks, and you can heal for half the damage you deal your foes.

Flexible -600 CP (Discounted for Mimic)
You have a sort of evolutionary flexibility that allows you to greatly adapt to your surroundings. This enhances your ability to mimic things like natural features of landscape, and also to more easily grow and shrink your size (serving as a size uncapper as well). With this you can eventually gain enough mass and shapeshifting skill to take on terrifying forms like a Dread Gazebo, a tower, or even a whole pond.

Form And Function Booster: Pseudo-Magic
Your mastery over the curious tactic of utility shapeshifting has taken on a new hue. With this you can now take on the form of magical tools that can utilize powers you've attained through perks or alt-forms while in a shapeshifted state, letting you pretend to be a *wand of magic missiles*, as just one example. This makes you even more attractive to prospective victims or

just prospective wielders, if you'd rather strike a deal with a wielder and use them as a mechanism to get to victims.

Greater Booster: Psionic Mimic
Your flexibility has resulted in you awakening a skill set rarely seen in mimics. You are now psionic, capable of communicating telepathically both with other mimics and with other lifeforms. Mimics you psionically communicate with are far more likely to view you as a leader and to collaborate with you, and this trait persists to a small extent with other lifeforms in other forms you possess. Additionally, any spawn you have, be they normal children or children you produce by splitting can retain psionic abilities as well though you can opt to disable this.

Doppelganger Perk Tree:

Agreeable -100 CP (Free for Doppelganger)
Perhaps the most feared of the three kinds of shapeshifters in this document, Doppelgangers are also the most agreeable. Doppelgangers are solitary, at least relative to other doppelgangers, but are quite able to make deals with other sophont beings and are perpetually able to find some sort of work using their tricky and unsettling abilities. You have a skill at making relationships with others, and getting employed based on your abilities (this includes your other, non-Doppelganger abilities as well).

Impressionist -200 CP (Discounted for Doppelganger)
You are an able impressionist, able to pull off convincing impressions of people you've had even a few minutes to observe. If you take this perk as a Doppelganger and thus can passively read minds, this ability is even more impressive seeing as you can study people externally and internally at the same time. That said even without invasive telepathy you can ably impressionate someone, you just lack as much knowledge with which to form your impression as a mind-reader.

Confusion -400 CP (Discounted for Doppelganger)
Doppelgangers are dreadful predators when moved to violence, able to utilize their shapeshifting to throw off and confuse their foes. You can do this with frightening ease, even able to adopt new forms mid-battle. You can easily sow discord among your foes, and frightened foes are easy pickings for you.

Predator Booster: Deception
You have a keen eye, able to determine a lot about foes by watching how they fight. This perk makes you adept at picking up little things about your enemies from battles and using that as a sort of dagger pointed at your enemies, by more easily deceiving them and forcing them to try and determine whether or not they can trust each other. You are also terrifyingly good at severing relationships long-term and at sowing hearty seeds of distrust and fear, even long after you flee from a battle or confrontation.

Charisma -600 CP (Discounted for Doppelganger)

You are frightening charismatic, a natural byproduct of having to rely on deception and subterfuge to get what you want. You possess a frightening ability to step into the shoes of others, and to become a more heightened version of the people you impersonate. It becomes much harder for people to see through your deceptions, particularly if you actually study someone before you attempt to step into their shoes.

Impressionist Booster: Mental Quick Draw
You are quick on the draw mentally, able to more thoroughly, more skillfully, and more easily read people both in terms of non-verbal cues and with abilities that allow you to learn about someone. You are especially, prodigiously good at reading minds, able to probe deeper into someone's mind than most other doppelgangers, and are better at shielding your own mind as well as detecting other people's attempts to read yours and rebuffing them. If you are not a doppelganger this gives you mind reading powers and the effects of the perk.

Greater Booster: Mirrorkin
You are actually a *Greater Doppelganger*, a subtype of Doppelganger with an especially vicious power. The new tool in your toolkit is that you possess is the ability to devour a humanoid brain and absorb the sum totality of your victim. If you devour a brain this way you can replicate a victim's memories, languages, alignment, and even abilities with perfect accuracy. Normally a Greater Doppelganger can retain things gained this way from a maximum of three victims at a time, but you are uncapped in this regard and can retain a total number of victims absorbed this way based on your intelligence. The smarter you grow the more victims you can retain at once, and unlike normal greater doppelgangers you can eventually gain the ability to devour the brains of non-humanoids. You retain access to the memories and knowledge of victims of your predations in other forms, but using their abilities is incredibly difficult unless you are in their forms. If you are not a doppelganger you gain the power to devour brains as per this perk, but can only magically shapeshift as per *Disguise Self* once a day.

Lycanthrope Perk Tree:

Lunar Power -100 CP (Free for Lycanthrope)
You are powered by the moon and can draw upon its energies to fuel you while its light illuminates you. How much power you draw depends on its phase, but when its full you draw incredible power from it. At night you are a tiny bit more powerful no matter what, but for this perk to really power you up you need to feel the moon's light on your body.

Animal Ally -200 CP (Discounted for Lycanthrope)
You are a natural ally of animals, and they all tend to like you. Animals related to the type of lycanthrope you happen to be (or the type of animal that most exemplifies your personality, if you are not a lycanthrope) are automatically friendly and loyal to you, and even other animals will tend to at worst ignore you unless you endanger them. You can also talk to animals at all times, in all of your alt forms, from here on out.

Hunter -400 CP (Discounted for Lycanthrope)

You are a skilled hunter, more than able to track other lifeforms even in your human/humanoid form. You are a fierce combatant, skilled at using your body in battle and more than able to beat even large wild animals with nothing more than your fists and fangs. When you embrace your lycanthropic nature your blows become even more destructive and damaging, empowered by your feral might. This perk becomes more powerful when you are in your animal or hybrid form.

Predator Booster: Dire Lycanthrope
You are an uncommonly powerful lycanthrope, with a keen mastery of the disease that afflicts you. You can enter a state, once per night, where for the next minute you are guaranteed to infect anyone you hit, who can be infected by the disease, with lycanthropy. By default, this is any humanoid or giant, and you can naturally command other lycanthropes. If you are not a lycanthrope this instead lets you command other beings like you and allows you to infect others with a disease of your choice that you have been infected with in the past. If you are a lycanthrope you can still use this non-lycanthropic facet of the power as well, but still only once per night.

Full Moon Monarch -600 CP (Discounted for Lycanthrope)
You are a fiercely powerful nocturnal predator. Moonlight restores you, granting you a healthy regeneration and suffusing you with energy such that you can go without sleep so long as you get a healthy dose of moonlight every night. You are also swifter at night, and you are more charismatic to nocturnal lifeforms.

Animal Ally Booster: King Of Beasts
You are a commanding presence to other animals, and even monstrous creatures that are closely related to mundane animals respect and obey you. As you grow stronger this effect becomes more pronounced and impressive, until eventually you become a king even of them as well. It is incredibly difficult for other lycanthropes to disobey you and even in self-defense they may not be able to harm you. You are a true king of beasts and you will be treated as such.

Greater Booster: Mystic Moonlight
You are greater than your kin. You have a limited, at first, ability to control the kind of animal you shapeshift into. At first you can minorly cosmetically edit your transformations, but as you grow in power you gain greater and greater control over your transformation. Eventually you can transform into whole other animals, though of a mundane bent. If you grow in mystic power enough you can eventually become able to transform into supernatural animals, and this starts off easy enough for you to do when you change into supernatural variants of your initial lycanthropic forms such as supernatural wolves if you're a wolf or mystic birds if you're a bird. This becomes much easier if you devour supernatural corpses while bathing in the light of the full moon.

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.

A Tiny Graveyard -Free
This simple graveyard is filled with unmarked graves. Bodies or remains you place here are only minimally looked for, and it becomes easier for you to impersonate such individuals if you have that ability. Somehow no one will ever question why this graveyard exists or where it's located

Utility Shapeshifter -100 CP
This strange object is vaguely akin to a mimic but it's one that doesn't need to eat or drink to survive. It is a living being with an amorphous nature that is naturally obedient to you. It can and will take on minor forms to assist you, such as a weapon for you to use, or a tool you can naturally exhibit great skill with. This being grows stronger if you let it feed, and can take on the exact shape of objects you allow it to absorb. It is effective a cross between a mimic and an ooze.

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:

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

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

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

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

True Shapeshifter +500/800 CP
Oh… Oh no. Now you think like a shapeshifter of your given origin. This makes you a true shapeshifter in mind and will even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a shapeshifter of your given origin would. If you take the second, +800 CP tier of this, you cannot use your alt-forms for the duration of this jump, though you retain whatever shapeshifting powers you have per your chosen origin. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Generic Drawbacks:

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

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

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

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

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

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

Double Trouble +100 CP

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

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

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

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

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

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

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

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

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

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

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

Plot Anchor +100 CP

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

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

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

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

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

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

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

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

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

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

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

This is a holdup +100 CP

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

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

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

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

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

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

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

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

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

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

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

What's wrong with his face +100 CP

Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Unknown Rival +100 CP

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

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

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

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

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

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

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

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

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

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

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the

asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

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

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

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

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

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

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

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

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

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

Instruction Tape +200 CP

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

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

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

Amnesia +300 CP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

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

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

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

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

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

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

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

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

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

False Friends +500 CP

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

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

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

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

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

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

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

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

Ending Options:

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

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

Continue on (Proceed as usual to the next jump)