Out of Context Illithid Supplement

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This document can be used as a supplement in any Jump that would not otherwise have Illithids within its continuity. Illithids are an alien species in Dungeons and Dragons that are defined by their cephalopod features, psionic powers, strange technologies, and inhuman mentalities. Illithids include but are not limited to what many D&D players recognize as *Mind Flayers*, but also include various other types of beings such as *Elder Brains*, *Ulitharids*, *Alhoons*, and sometimes, when ceremorphosis happens on terrifying beings dragons like *Brainstealer Dragons*, or worse yet; *Elder Brain Dragons*.

By taking this Supplement you have chosen to become an Illithid of some sort and you will enter into a continuity that lacks illithids as a Drop-In opening your eyes just outside of the wreckage of a Nautiloid (a ship used by Illithids for various reasons, primarily for traveling between worlds and realms). If you are an elder brain you awaken in a brine pool in the wreckage, which will remain where the decayed ship crashed even after the ship rots away.

As an Illithid gaining this new physiology through this Out Of Context Supplement you are, for the duration of this jump, an Illithid. 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 Illithid form in this jump follows you as an alt-form you can don at will (barring drawbacks).

+1000 CP

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

Origin:

There are many different types of Illithids and beings related to Illithids. Creations of Illithids that are variants of bog-standard, humanoid-type Mind Flayers include *Mindwitnesses*; Illithid Beholders (Beholders who had a tadpole inserted into them), and also a morally complex lifeform called a *Gnome Ceremorph*; the products of tadpoles inserted into gnomes who cause gnomes to undergo ceremorphosis but this modified ceremorphosis produces beings with partial memories of their past lives and much of their personalities (including their alignment! This is a way to introduce non-evil Illithids into your D&D campaigns, if you actually play D&D.). **By default while in your chosen Illithid form you gain the full benefits of your chosen origin's powers and abilities (starting at the level of the powers, spells, and abilities outlined in their stat block and growing as you devour brains and feed on souls.) and of course perks also take things into account.**

Mind Flayer (Free)

This origin allows you to be a standard Mind Flayer. Your abilities, before any perks, are equal to those of a Mind Flayer Psion (Stat block here). You have a healthy amount of experience and familiarity with your powers, and find that using them feels quite natural to you.

Alhoon (-100 CP)

Alhoons are undead Mind Flayers who have chosen to use both arcane magic and their psionic powers. For this, they are often exiled from Illithid communities and usually denied eternal communion with an elder brain, which is the normal, ideal fate for an Illithid upon death. Alhoons are powerful scholars of the arcane, drawing powers from the souls of their victims. Their state as undead beings depends on the existence of an item known as a *Periapt of Mind Trapping*, which anchors their forms and existences to itself and feeds on the energies of a mind trapped therein. The Alhoon stat block can be found here, and your base stats are equal to it before any perks as a result of selecting it as your origin.

Elder Brain (-200 CP)
The Elder Brain is a terrifying creature, the quasi-mythical leader of a community of Illithids. These strange monsters dwell in nasty vats of viscous brine, and their mighty psionic senses stretch for miles in every direction. These creatures are the core of a community of mind flayers, and the mind flayers they lord over do something akin to worship it. In death, a mind flayer's skull is brought to an elder brain and devoured by the thing, which allows it to absorb the thoughts, memories, and knowledge of such lifeforms. Their stat blocks can be found here. Elder brains come into existence in brine pools unless such a thing is not necessary for them, and can, once per jump, create a brine pool for themselves instantly.

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:

Mind Blast - Free
The signature ability of mind flayers, one possessed by every main type of mind flayer (the end result of when humans, elves, drow, githyanki, githzerai, grimlocks, gnolls, human-sized goblinoids, and orcs undergo ceremorphosis) and most half-illithids (which include creatures like Brainstealer Dragons and Gnome Ceremorphs). This perk allows you to use this ability regardless of your current form. This ability manifests as either a cone of psychic, damaging energy that radiates out from the direction you're facing for sixty feet and hits all targets in its range or is more focused and hits a single target much harder, dealing twice as much damage and being harder to resist. Targets who don't successfully resist the attack are stunned for a short while (potentially as long as a minute, but it could be as short as six seconds). After you use it, you can use it again after a few seconds, taking at most half a minute to recharge and

become reusable. This blast hits all foes, and you can toggle it to ignore allies or those you don't want it to target with a single thought.

Nautiloid 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 Mind Flayer standing over the wreckage of a crashed Nautiloid. The nautiloid is decaying and in days it will be gone, unless you take action to repair it.

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.

Unnatural Movement -100 CP
You are a master of the *Levitate* at-will ability Mind Flayers possess. This gives you an uncapped version of the ability, one that alters several facets of how it works (and which is always accessible to you regardless of alt-form, which can also always lift you allowing you to use the power to fly). Your enhanced *Levitate* is, for all intents and purposes, a cantrip you can use at will. It also loses the weight limit imposed on the normal spell, and instead how much weight it can move or affect at once is determined by your intelligence. Additionally, you can cast it on multiple targets at once, again determined by your intelligence, and it loses the 20 feet in the air maximum height restriction. This is a fusion of telekinesis and something akin to the original *Levitate* ability, though it remains difficult to use as precisely as true telekinesis barring a truly immense amount of training.

Telepathic Juggernaut -200 CP
You are an incredibly powerful telepathy, able to read minds while ignoring things like language and you can easily read the minds of eldritch beings without any sort of negative consequences. Additionally, your own mind is shielded from being forcibly read or controlled, though you can allow another mind into your own and decide what, if anything, the alien mind can see. This perk makes it somewhat easier for you to pierce mental defenses and do deep probes of other minds. This perk also allows you to always utilize telepathy regardless of your equipped form and whether or not the form would normally be able to utilize telepathy.

Flayer Science -400 CP
One of the deadliest tools in the Illithid arsenal is their abominable science. Illithid technology is a thing to be feared, with illithid inventions including nautiloids and various devices for empowering psionic abilities. You are an expert when it comes to illithid sciences, able to invent everything from mighty brine tanks for elder brains to strange Illithid grafts that through specialized medical procedures and painful surgery can give humanoids Illithid-like abilities and make them easier for Illithids to subdue and control.

Psionic Might -600 CP
You are a psionic titan with the power to alter and warp reality around you in a range of ways. Your mind blasts are now strong enough that you can use them to manifest beams which you

can fire at immaterial, inanimate objects and thus use *Mind Blast* as a full, regular attack. This is also now something that recharges twice as fast, taking only a few seconds to be ready to be used again. It is also fully twice as strong as it was before, and those hit by it who fail to resist it come out of the daze it induces much more susceptible to future mind blasts, and the damage it deals is twice as hard to recover from unless you allow a struck victim to heal. You can also use *Dominate Monster* three times as often as an Illithid of your origin should be able too, and if you use it on someone you've hit with a *Mind Blast* who couldn't resist it then they have are twice as likely to succumb to the *Dominate Monster* attack (read; they have disadvantage). Even your passive mental voice whispering commands into the minds of those nearby can corrode their willpower and make them less able to resist you.

This perk links all of your psionic might together, and gives you vast psionic potential, allowing you to naturally develop psionic abilities as you adventure across the multiverse.

Flayer Science Booster: Illithid Incubator
A solitary mind flayer is a threat, but with enough bodies a community of untrained, unskilled warriors can overcome one. Thankfully you are not alone. While you can lay eggs to produce more tadpoles, you can also produce tadpoles with an appropriate expenditure of energy, which will wait inside of you until you either deposit them in a brine pool to develop as normal, or until you insert them directly into their victims. If a young, underdeveloped tadpole is inserted into someone it takes longer for it to cause its victim to undergo ceremorphosis, but this allows you to infect people with tadpoles much more readily and allows you to skip over the decade long growth period a population of tadpoles normally needs to go through. Tadpoles born of your expedited process are innately loyal to you, a trait they retain as mind flayers and even those they infect become more susceptible to your influence. On occasion one of your tadpoles becomes an Ulitharid, but that's rare (though the smarter the victim of your tadpole the more likely it is that they'll become an Ulitharid).

Mindflayer Perk Tree:

Alien Sustenance -100 CP (Free & Mandatory for Mindflayers, as well as only available to them)
As a mindflayer, it is only fitting that you feed on alien memories, knowledge, and sensations. You derive great deals of sustenance from the minds of those unlike you, able to devour their brains and in so doing absorb all of their memories and knowledge. When you do this you are greatly empowered for a short while, with both the intensity and duration of this boost depending on the intelligence of the brain you have devoured. Your mind is keenly attuned to alien sciences, mathematics, and philosophies, and these things sustain you in the same way as a delicious, filling meal sustains a human. You are an expert at slowly and steadily extracting the nutrition, as it were, from brains you devour, and even a simple mind can easily sustain you for weeks.

Dominator -200 CP (Discounted for Mindflayer)

Mind flayers are the greatest foes of free will that someone can encounter in the Underdark, an impressive distinction given that some of their local competitors include dark elves. A mind flayer's opposition to free will is incredibly thorough and is a part of their innate nature due to the ways that mind flayers reproduce. You have taken this to an exceptional extreme, and are both innately charismatic and find that your efforts to dominate other wills are much, much harder for your foes to overcome. You have enough power to overwhelm the minds of things like demons and even other aberrations, allowing you to perform the notorious feat of dominating other mind flayers if you want. You can also dominate more than one being at a time, having a number of trains of thought, for dominating lifeforms, that is equal to your intelligence. Those dominated by you do not become puppets waiting for your commands as is the case with *Dominate Monster* but retain their initiative and are much harder to clock as under someone's control.

Brains -400 CP (Discounted for Mindflayer)
The more significant the difference in intelligence between you and your foes the heavier your psionic abilities hit. This means that your powers will naturally overwhelm those who lack intelligence and can easily work on many kinds of animals. This also increases how much damage your attacks do and how long they stun or dominate those you use them on, based on how much smarter than them you are.

Flayer Science Booster: Technopathic Titan
You have fused your high intelligence and psionic talents to a very strange but useful end. You are now a technopath; someone able to use psionic abilities to control and manipulate technology. The simpler the technology the more you can do with it, but you can also use this to subtly influence (or not-so-subtly influence them if you are more intelligent than they are) living machines like robots and androids. This is especially powerful when it comes to illithid technology like nautiloids. You can also infuse technology you create with some vestige of your psionic might, such that you can make something like a ray gun more painful based on your own intelligence or make an alien taser with stunning effects that are more intense based on how smart you are.

Alien Mind -600 CP (Discounted for Mindflayer)
Mind flayers are the illithids most likely to encounter alien minds. Elder brains are more concerned with overseeing other illithids and Alhoons are isolationists who prefer to study, only actively seeking out other lifeforms when necessary for the sake of tending to their *Periapts*. This means you have grown used to encountering and dealing with alien minds. You derive more sustenance from alien minds than you do from minds closer to yours, and your powers are stronger the more unlike your brain the brains you are using them on happen to be. And as a jumper you have a very idiosyncratic brain.

Dominator Booster: Ulitharid
You are not merely a normal mind flayer, you are an *Ulitharid*. This means that you are a psionically charged, enhanced mind flayer that will someday mature into an *Elder Brain*, and it comes with enhanced power compared to normal Mind Flayers. You now use this stat block as your illithid form's baseline before taking perks into account. If you happen to have this while

being another type of Illithid then you can use Ulitharid abilities though this doesn't give you an Ulitharids form. This does come with an extractor staff you can use to extract the brains of other Ulitharids and make them into Elder Brains, as well as extract the brains of other lifeforms for meals. Ultiharids are distinct as they are the illithid equivalent of princes and have powers that reflect that, including the ability to innately sense other life around them. You have these abilities as well.

Psionic Might Booster: Mind Tyrant
You have taken to heart the role of Illithids as tyrants. Your efforts to dominate people are not only even harder to resist and longer lasting, they can become permanent if someone becomes a dominated thrall of yours five times in a row (though you can opt to not cause this to occur, if you wish). If you successfully stun someone with a *Mind Blast* and attempt to dominate them while stunned they are guaranteed to fail to shrug it off, though this won't count towards making them your permanent thralls. That said the longer someone spends as your thrall the more they desire to be one when they aren't, so every minute someone spends enthralled to you is a moment they inch closer and closer to becoming yours fully. Additionally the more someone's mind is oppressed by yours the more they'll naturally find it easy and even enjoyable to obey you when you haven't dominated them.

Alhoon Perk Tree:

Souled Sustenance -100 CP (Free & Mandatory to Alhoons as well as exclusive to them)
Alhoons have their lives linked to their *Periapts of Mind Trapping*. These objects have a multitude of purposes but chief among them are sustaining an Alhoon's unnatural state. Every Periapt has a mind trapped therein, and so long as the mind has energy in it (which it will for as long as the body it was linked to has been alive. This means if you snag the mind of a five-year-old child you'll have five years of sustained unlife to count on, but if you snag the mind of an 85 year old you'll have 85 years of life to count on. This does persist across jumps.) the Alhoon's needs are sustained and the creature can remain alive. If there are no minds in the Periapt the Alhoon is reduced to a particularly crusty and mucus free version of a Mind Flayer, one that ages and can perish. Capturing a new mind, through brain extraction, and storing it in the item resets this clock. Alhoons are also able to feed on the energies produced by souls, and when they feed on souls of those with magical knowledge that magical knowledge directly empowers them, replenishing their spell slots and any used abilities that have a limited number of uses a day. Your nature as an undead lifeform also means negative energy doesn't harm you, positive energy does, and you don't need to eat, sleep, breathe, or drink, though you can do those things if you wish without it harming you due to your nature as a jumper. Death destroys an Alhoon with this perk as freely as it would a zombie or a living person, but of course any 1-ups prevent this.

Arcanist -200 CP (Discounted for Alhoon)
You are not just a psionic monster; you are a skilled user of the arcane. You naturally excel at the mystical arts, and while you have natural skill with necromancy you also have natural skill with another arcane discipline. This also grants you the ability to sense the arcane, and allows

you to detect lifeforms with magical abilities when they enter your presence. Your spells hit harder based on the minds you've recently trapped and the brains you've recently eaten, particularly those with magical skills themselves.

Undead Mentalist -400 CP (Discounted for Alhoon)
You are a strangely skilled wielder of the arcane arts and have taken that and coupled it with your psionic powers. One particularly nasty area you excel in is the usage of supernatural psionic abilities on the undead. Your abilities to deftly wield psionic skills against things like rotting corpses, ghosts, or skeletons is unparalleled. You can use things like *Mind Blast* to obliterate the magic animating zombies, ghosts, or skeletons with almost hilarious ease, and you can fully dominate them as well, wresting control of them from their masters and animators with contemptible ease. This makes you a dreadful foe for necromancers to face.

Flayer Science Booster: Undead Mechanist
You have taken your fascination with necromancy and fused that with science. Now you know how to begin working towards doing things like creating necromantic technology that can reanimate corpses, technology that can be used by simple undead, and of course, magitech that can blend necromancy and technology in creative, terrifying ways. You can also create things that heal the undead and devices that drain them to fuel your own powers as well.

Necromancer Extraordinaire -600 CP (Discounted for Alhoon)
The part of your brain that powers your psionic abilities is now tapped into your necromantic gifts. You can wield necromancy with the same uncanny ease as a normal mind flayer wields psionic power, and can control and dominate undead as easily as you can control and dominate the living, and can wield negative energy with the same level of terrifying ease. You can utilize negative energy easily and can easily reanimate creatures, without expending spell slots (instead doing so through pure feats of psychic willpower). Among other things you can utilize *Speak with Dead* as an at-will innate-spellcasting ability, allowing you to question corpses, and can *Animate Dead* with the same stunning ease.

Arcanist Booster: Lichdom
You have transcended the sort of partial undeath of an Alhoon and become a true lich (this effectively becomes your new Alhoon form, though you are still an illithid and have illithid abilities). This grants you the benefits of this stat block, as well as additional benefits. You can transform something into a *Phylactery*, though by default your Periapt is what becomes your phylactery, and it becomes significantly harder to destroy as a result. With this, you can reanimate if you are destroyed, and this trait persists across your alt-forms, though if you die in another alt-form and are forced to reanimate in your lich form it takes time to rebuild and return to the alt-form you were in when you were destroyed. So long as your phylactery exists if you die and reanimate that does not require a 1-up to recover from. You can also directly assault minds with negative energy, as a result of fusing your necromancy with your psionic energy. Those whose minds you've assaulted with negative energy suffer the practical effects of disadvantage on all mind-based (Intelligence, Charisma, and Wisdom) saving throws, and it takes direct supernatural intervention to liberate a mind from the effects of negative energy.

Psionic Might Booster: Alien Necromancer
By fusing your skill with necromancy with raw psionic power you've gained access to far more directly powerful and variable necromancy. Things like *Animate Dead* are no longer limited to humanoid corpses, allowing you to turn other mind flayers into undead, or even transform dragons, demons, or other aberrations into undead. Of course, how far this goes is really dependent on your willingness to hone your skills, but eventually turning dragons and balors into mighty undead isn't beyond you.

Elder Brain Perk Tree:

Meals Of Kin -100 CP (Free & Mandatory to Elder Brains as well as exclusive to them)
Elder brains are gigantic, mostly immobile animated brains that are the ideal final form of an Ulitharid. These brains are a vital part of mind flayer colonies, as they are the leaders of them and also part of the Illithid conception of an afterlife, since Illithids who are deemed deserving of this honor are fed to Elder Brains after death and their knowledge and memories become a part of the Elder brain's mind. You now draw sustenance not only from alien minds, but also from the minds of those like you, and the more like you a mind is the more filling it feels to eat it, as well as allowing you to draw more power from it.

Kin-minded -200 CP (Discounted for Elder Brain)
You are naturally charismatic among people like you. The more someone is like you the more charismatic they see you as, and this is particularly influential among younger members of your species or a species like yours (so for an elder brain this is mind flayers). This also minorly buffs your charisma to people of the same species you have an alt-form of, so if you have an elven form then you are charismatic to elves, same for orcs, humans, etc. You also especially charismatic to people who have the same alignment as you, and the more charismatic you are to someone the stronger your psionic abilities are when used against them. This means you are extremely powerful psionically against other mind flayers, which stacks if you are the creator of said mind flayers.

Biologist -400 CP (Discounted for Elder Brain)
You are a skilled biologist, armed with a natural understanding of your own biology. You understand your abilities innately, intuitively, and know how to masterfully use your own abilities and coordinate teams of members of your species. You possess dreadful mastery of your abilities, and can use them creatively. This trait extends to every alt form you possess, allowing you to use your abilities with dreadful creativity and figure out what are the upper limits of your current biology.

Flayer Science Booster: Experimenter
You are a scientifically inclined Elder Brain, with a dark interest in biology. You know the powerful keys to creating half-illithids and can figure out what sort of creatures in a given jump would make for successful full mind flayers if infected with tadpoles and which ones would make half-illithids. You also know how to modify creatures with your dark powers, and how to more

easily alter minds through precise, surgical telepathy than your lesser kin are able to. You are also, passively, capable of altering minds like yours in relative proximity to you, such as within a few miles of your current location.

Hive Mind -600 CP (Discounted for Elder Brain)
You are the head of a vast network of tethered minds, namely those of mind flayers who enter your range, an area about five miles from wherever you happen to be located. A normal elder brain can also sense and touch the minds of all beings with some level of intelligence (tantamount to an intelligence score of 4 or higher), and can morph or speak to those minds through telepathy. Your particular version of a hive mind is stronger than a base hivemind, linked in range to your actual intelligence (and thus growing when you devour minds) as well as able to detect and affect any being with an intelligence score, not just ones of 4 or higher allowing you to affect and move through smaller and lesser lifeforms.

Kin-Minded Booster: Elder Brain Dragon
You are no ordinary elder brain. You have transcended the distinctive weakness of an Elder Brain, its incredible immobility, and have become something truly terrifying; an *Elder Brain Dragon*. At a base you gain the benefits outlined in this stat block as well as whatever facets from the base Elder Brain stat block that are superior (such as the innate spellcasting of a base Elder Brain). With this you lose the immobility of a normal elder brain, and gain the flight and speed of a dragon, as well as a vicious breath weapon which expells a stream of illithid tadpoles at your victims. Additionally you gain part of the stranger, stronger facets of a dragon, growing in power as you age and gaining a mighty sense for treasure of various kinds, letting you amass wealth and power.

Psionic Might Booster: Collective Consciousness
Your hivemind is a particularly nasty thing. Now as you gain more and more members within its insidious grasp it feeds on their intelligence and wisdom, growing in range and becoming better suited to absorbing and integrating members of their race into its malevolent network. Additionally you can now possess creatures in the hivemind, taking over their bodies for your use and piloting them out of the range of the hivemind while maintaining control over them. You can also possess multiple people at the same time, though how many people you can possess at once depends on your own intelligence.

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.

Brine Pool -Free
This small brine pool is just large enough for an elder brain and a few hundred tadpoles. This place perfectly sustains such lifeforms and can be used in a pinch to keep mind flayers alive, though mind flayers find the brine pool's sickly water to taste flavorless. Still, this is perfect for keeping your spawn alive, and for sustaining you if you are stuck in a place that lacks brains.

A Downed Nautiloid -100 CP
This is the wreckage of a Nautiloid, the flying vessels that Illithids use to travel through dimensions and time. You can eventually figure out how to repair it, though if you have the *Flayer Science* perk you can figure out how to do this much more easily. Even in its downed state this item is a large home base you can operate out of, but if you fix it and restore it to its optimal state you can do a great deal with it, such as use it to travel through realities, or use it as the centerpiece of your own colony. You can also spend 100 CP to restore it immediately. In its restored state it regenerates from damage, is half-alive, and responds to your will and your will alone, as well as is armed with psionic cannons which hit entire towns with immensely powerful mind blasts. You can command it with nothing short of your own will.

Companions

Companions can take their own variants of generic drawbacks.

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:

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

Illithid Type +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.

Flay 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 Illithids, only 2 per origin appears. These Illithids do not have perks and have stats and attitudes matching the type of Illithids they are.

Epic Illithids +200 CP/+400 CP/+600 CP/+800/
Sans drawbacks there are no other Illithis when you first appear here. This changes that. This drawback causes there to be uniquely powerful Illithids 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 Illithid +500/800 CP
Oh… Oh no. Now you think like an Illithid. This makes you an Illithid's illithid even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like an Illithid would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your Illithid form. Alternatively, you can take the second part of this without the first, but for only +300 CP.

Generic Drawbacks:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Awkward Affection +100 CP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

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

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

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

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

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

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

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

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

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

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

The Bad People +200 CP

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

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

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

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

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

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

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

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

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

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

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

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

Stealthless +200
You are very bad at sneaking.

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

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

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

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

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

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

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

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

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

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

Split-Personality +300 CP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Alone +400 CP

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

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

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

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

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

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

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

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

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

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

PS1 Game +500 CP/+1000 CP

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

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

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

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

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

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

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

Ending Options:

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

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

Continue on (Proceed as usual to the next jump)