Out of Context: 3.5e Abyss Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have The Abyss within its continuity. The Abyss is a realm of chaotic evil, where nightmares spawn and where souls bent towards both chaos and evil naturally arrive when they die. You now take a piece of The Abyss with you wherever you go, being a mobile heart of darkness.

By taking this Supplement you have chosen to become a demon of some sort and you will enter into a continuity that lacks the Abyss as a Drop-In opening your eyes somewhere in an area where a great tragedy has recently occurred.

As a demon gaining this new physiology through this Out Of Context Supplement you are, fittingly, a demon. 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 demon 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 demonic inhabitants of The Abyss. This document will origins corresponding to the three central demonic races; the Tanar'ri, the Loumaras, and the Obyriths. All three of these types of beings are considered "Demons". In every case you design the specifics of your form, though you can opt to take after an already existing type of demon (for example; a succubus for tanar'ri, a dybbuk for loumara, and a sibriex for obyriths) and in that case you get the powers of the demon and an appearance that incorporates both common elements of the demonic creature in question and facets of your forms or alt-forms at will.

All demons can learn to possess mortal lifeforms, but only Loumaras get this ability by default.

Tanar'ri

The current rulers of The Abyss, the Tanar'ri are as varied a collective subrace as any other. These monstrous beings began to appear spontaneously in The Abyss and eventually usurped the Obyriths; creatures said to be from a different reality altogether who were the original rulers of The Abyss in the unspeakably distant past. Tanar'ri occur when evil mortal souls enter The Abyss, and the very first of their kind was Dread Demogorgon the unbelievably powerful demon lord of *Gaping Maw* the 88th layer of the Abyss.

Obyriths

Unthinkably ancient beings, Obyriths are the oldest of the trio of demonic subraces in D&D's The Abyss. These primordial beings are creatures of fear, chaos, and insanity, and are said to be survivors and descendants of an older reality. They are certainly old enough to predate mortal life and the existence of the gods. For an uncountable number of eons they ruled over

The Abyss and played a role in the creation of assorted types of Tanar'ri, particularly through the usage of Sibriexes (a type of Obyrith) before their slaves revolted against them and overthrew them. Even in exile Obyriths still exist in incredibly small numbers, and some demon lords were originally Obyriths. Dagon, one of Demogorgon's closest "Allies" (if the self-proclaimed "Prince of Demons" can be said to have allies) is an obyrith demon lord, as is the dreadful monster known as Pale Night. At least one strange demon lord was originally purely an Obyrith but has somehow transcended their birth status and taken on traits of both Obyriths and Tanar'ri; Pazuzu.

Loumara
The youngest of the three demonic subraces, Loumara are bizarre things. These creatures are newcomers to The Abyss, but still ancient by the standards of the material plane. These immaterial nightmares are more easily compared to ghosts than demons, but are living, incorporeal entities that work through corporeal beings to achieve twisted and macabre ends through possession or some other influencing ability. The origins of Loumaras are especially fascinating as these demons originate in the Dreaming Gulf; the 230rd Layer of the Abyss and home to the floating memories, dreams, and nightmares, of a forgotten pantheon of dead gods. They appear to form from the dreams and nightmares of these gods, influenced by the nature and domains of the gods whose dreams form their ethereal shells but in ways that run contrary to the domains (such that a goddess of love and art's dreams and nightmares form Dybbuks; demons in search of fresh, unmarred corpses to puppeteer who then ruin those corpses through hedonistic benders until the body is ruined and they are forced to go and look for new, untouched bodies to possess).

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.

Please remember that this is an evil-flavored jump and some of the text here is flavor text. Perks that seem to affect your emotions, such as Lore Killer, do not actually affect your emotions. Some perks that grant you emotions, such as Endless Hatred, do grant you emotions but these are toggleable emotions. If a perk grants you some feelings and it's toggleable that's not flavor text, but if it isn't that is flavor text and thus can easily be ignored.

General Perks:

Extraplanar Boons - Free
Demons are considered “Outsiders” in any plane that is not intrinsically tied to both anarchy and evil. When a demon is defeated outside of their home plane, which for you will be your warehouse or an equivalent, they are sent screaming back into their home plane, and left in a weakened state. It takes them time to recover and regain their full strength. You get some vestiges of this, as the first time you fall during a jump (“fall” meaning you would or should die and trigger a jump and probably chain fail) you get sent back to your “home plane” and either need to recover (how long this takes depends on your ability to spiritually recover from things, taking a few weeks by default) or you can only exit in a non-demonic form and all of your demonic powers from this supplement are weakened until you’d normally have regained your strength (and you can speed up this process by behaving in chaotic or evil ways, and when you engage in behaviors that are both you recover faster!). This only triggers once per jump (or once per decade, whichever happens first), so if you get defeated even mundanely again this protection won’t protect you. You are also immune to effects that need you to not be a demon to affect you (such as an obyrith’s maddening form power), and you are much more resistant to evil and chaotic magic.

Seeing as this is a perk, you are not susceptible to weaknesses associated with an extraplanar status; magic won’t read you as such a being, and spells like “Banishment” won’t permanently shut you into your warehouse if a caster’s concentration is interrupted, and you are not any more vulnerable to holy water or consecrated churches than you would be as a human.

Abyssal 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 demon, awakening in a place where a dark tragedy recently took place.

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.

Alignment Vision -100 CP
You can determine someone’s alignment with a glance. This vision is 100% accurate and can ignore magic or attempts at deception. It’s also undetectable, and perpetually active (though you can shut it off at will). You also get some idea of how to most easily convince someone to become chaotic evil (the process of changing alignments is a difficult one that involves many decisions that align with the alignment someone is becoming, it’s not a fast or simple process). The stronger you are compared to those you’re looking at the more thorough this strategy is. This perk also makes your attempts to persuade people to behave in ways that are both chaotic and evil more successful, though only to some extent (and again, the greater you are compared to them the more effective this becomes).

Unidentifiable -200 CP

You are a unique individual. You have abilities from more than one type of demon, and can siphon power from those who are chaotic and/or evil with eerie ease. You can use this power to take on their traits and emulate their abilities, marking you as something above a normal type of demon. The more chaotic and/or evil a being is the more you can take from them, and the abilities you steal become fiat-backed. The more you take from someone the more influence you get over them, and if you take everything from someone who is both chaotic and evil you can keep them dominated and under your control.

Soul Speaker -400 CP
You are a skilled scholar of topics related to souls. You understand how to draw power from souls and can view someone's memories through their souls, as well as can devour them to gain power and to instantly absorb all of their knowledge. You also have the skills to barter for souls and can enter agreements with mortal beings who have souls where you do a service for them or assist them for a time in exchange for their souls. You can also see the dead and can potentially steal souls during critical times such as right after their deaths, though doing this is difficult even for mightier demons. You can instantly transform souls into dretches and other lesser demon types, and if you learn more about different types of demons you can figure out how to turn souls into those types of demons. That said, demons are chaotically evil by definition, and thus keeping control over any demon that isn't critically weak is quite difficult.

Demon Lord -600 CP
You have the unique form and powerset of a demon lord. Demon lords are demons of unfathomable power, capable of sharing vestiges of their power with worshipers and lesser demons, and can corrupt and transform life in ways reminiscent of their own power. You are also a beacon of abyssal corruption (at least when you aren't hiding your true power) which strongly appeals to others who are chaotic, evil, and makes you incredibly charismatic to other chaotic evil lifeforms and you possess an aura linked to the sins and dark desires that most resonate within you. This also comes with the ability to send avatars into distant worlds; weakened versions of yourself that if slain will not herald a true death for you but will be unable to be summoned in that world for some time, which can be shortened by cultists offering sacrifices in your name. You can also hear prayers by chaotic evil lifeforms, chaotic, or evil, lifeforms, and prayers that are non-specified by anyone (as well as prayers directed to you by anyone, regardless of their alignment, even if the people praying do not know you are chaotic, evil, or chaotic evil).

Soul Sage Booster: Abyssal Corruption
This profound power allows you to spread your corruption with a touch. You have a powerful aura of sickly corruption that twists those in your presence to make them more susceptible to your influence, and even the world around you is warped by your influence. You infuse the world around you with this aura, making it an extension of your will and a mini abyssal layer in and of itself. You can animate and awaken things infused with this energy, and can easily command things you've corrupted, and those in areas you've corrupted find you more charismatic and have a much harder time resisting your commands or thinking of fighting you, even if their lives depend on it (though that does weaken the impact of this a touch, especially if they are stronger

than you). With this you can also claim the souls of those who die in areas you've corrupted, and can feed on such souls or use them to birth new demons, even able to instantly turn someone's soul into a type of demon congruent with its sins.

Tanar'ri Perk Tree:

Freedom -100 CP (Free for Tanar'ri)
Tanar'ri history began with their oppression at the hands of the Obyriths. While extremely few tanar'ri remember their alien oppressors, all tanar'ri rage at dictators, only barely accepting when other tanar'ri command them. You are infuriated by tyrants, but your rage and wickedness cools when you face dictators. You become coldly effective at undermining tyrants and at inspiring rebellions, and those you inspire are strangely effective at undermining and then replacing their foes swapping out one set of despotic masters with another set.

Endless Hatred -200 CP (Discounted for Tanar'ri)
Some say that the Obyrith embody endless chaos and the Tanar'ri embody endless hate and sadism. You seem to exemplify this curious belief, as you are a powerful creature of malice and maliciousness. You are capable of tapping into an endless wellspring of dark emotions, and can use pain to sharpen your mind and turn your creativity into a weapon. These powerful emotions can be contained and suppressed instantly, giving you as much control over your temper as one of the more even-keeled succubi or demon lords might seem. But when the time comes to unleash your sadism you will find an endless ocean of malice and cruelty hidden deep in your heart for you to call upon freely.

Destruction Incarnate -400 CP (Discounted for Tanar'ri)
Tanar'ri are the most successful of the three demonic factions in the Abyss right now. They are also the most prolific and the most commonly called upon by mortals. This gives them a lot of chances to vent their endless, insatiable anger. But some demons are not recognized as destroyers, and are viewed with more subtlety and other such things than a mighty balor might be. This is a foolish notion. All tanar'ri are, at their cores, destroyers. Succubi destroy relationships, dretchs destroy whatever they can get their claws on, lilitus destroy the sacred, molydeus's destroy freedom and hope. You are a destroyer, able to find and corrupt things with frightening ease. You can tear apart the physical and weaken hearts and minds with remarkable ease, and your corruption drives others to violence and unthinking wrath, be it an avenging fury or a nihilistic rage.

Soul Speaker Booster: Lore Killer
You recognize the importance of lore, and of history. And it enrages you. You are skilled at finding lore and corrupting it or destroying it. You can use this to achieve a variety of ends, but the most notable is that you can use this to get more people interested in summoning you or other demons, or you can work to wipe out records of historical civilizations and arcane lore. This grants you advanced knowledge of various sorts of lore and makes it easy for you to find more such things, and causes you to draw power from corruption and destruction of such stuff

(and your efforts to corrupt or destroy records reverberates throughout reality, making other similar lore easier to find and corrupt or destroy).

Sinner -600 CP (Discounted for Tanar'ri)
You are powerfully, profoundly linked to a sin of some sort. This sin empowers you, granting you tremendous powers over the related ideas tied to the sin such that a demon of sloth with this can put others to sleep or make you loathe their jobs such that they want to quit. You can also sense those both opposed to and aligned with your sin, such that you can sense slothful souls as well as those aligned with the virtue of diligence. You are especially charismatic towards those aligned with your sin and your attacks are incredibly damaging to those who are aligned with the opposing virtue (Lust; chastity, Gluttony; temperance, Greed; charity, Sloth; diligence, Wrath; patience, Envy; kindness, Pride; humility).

Demon Lord Booster: Demon Prince
You are not just a demon lord, but a demon prince. Demon princes are incredibly powerful demon lords who have enough power to exert control over not one layer of the abyss but multiple. This grants you radically powerful charisma and the power to corrupt people outright, letting you wield magic of chaos and evil and turn it into attacks that if used on people and not successfully resisted will forcibly move their alignments towards you. This also bolsters your sturdiness and makes you much harder to harm. You can also sense instances of chaotic evil behavior across the cosmos and can easily reach into the dreams and minds of such beings. It is easier for you to turn souls into demons and your touch can corrupt people such that they become demon-like.

Endless Hatred Booster: Embodiment of Fury
You are a master of rage. You can inspire and incite fury tied to your chosen sins, and can cause orgies of violence in other, lesser beings. Those moved to fury by you will be left in a state of endless rage that persists for days. The rage they feel during this time will be remembered positively and it'd be much easier for you to corrupt those who survive this. Even beings of lawful goodness will be touched by this fury, and with enough strength you can affect even divine and celestial beings, though this effect will be much easier for them to end and recover from, so permanently corrupting someone of such a pedigree through this will require careful work on your end.

Obyriths Perk Tree:

Maddening Form -100 CP (Free for Obyriths)
You possess an eerie auric ability. Mortals(and greater beings depending on your power), who behold you are affected by a mind-altering ability that forever haunts them based on some aspect of your chosen form. This gives those who cannot overcome it a lifelong fear of some facet of your form, such that a bestial demon with this power can inspire fear of similar creatures or fear of creatures that lack features in common with the demon or that an aquatic demon with this power can inspire fear of the surface or fear of the water. The exact effect you have on those who are plagued by this power after beholding you depends on your relative power, their

relative power, and the nature of the form they saw you possess. Even those who manage to resist the effects of a maddening form, which is innately toggleable for you as a jumper, are only immune for a day and a single failure will affect them for the rest of their lives. This fear can easily lead to full blown insanity if a fearful person is subjected to the fear repeatedly. Such individuals begin to worship you and desire to expose others to your maddening form. You can, if you wish, also cease the effects of your maddening form on those you've affected but with just this you can only do it on people who are affected by the power and in your presence.

Endless Chaos -200 CP (Discounted for Obyriths)
Obyriths are thought by some to embody endless chaos. These beings have nightmarish forms not bound or constrained by mortal thought, and the greatest of them have impossible anatomies and physiologies. Now you do too, and can freely transform your form in ways that mortals think should be impossible, such as becoming a floating ball of lava that constantly bubbles and produces acidic gases. You can take on impossible, chaotic forms, and the more illogical and nightmarish the more you can do with this.

Madness Incarnate -400 CP (Discounted for Obyriths)
You are a master at causing madness in those who behold you, even if you are not readily visible (such as by being a loumara), or lack a maddening form (such as a tanar'ri). Even other demons are not immune to the irrational fears you incite and you can easily rend the sanities and willpower of those who are afraid of you. You have an eerie, uncanny ability to determine the fears of others, and those who are affected by your maddening presence are incredibly susceptible to your attempts to ascertain their fears such that you can determine what frightens them with little more than a stray glance.

Soul Speaker Booster: Corruptor
You are more than a master of madness. You know how to use insanity to drive people to despair, to sadistic rage, and to anarchistic maliciousness. You are an expert at weaponizing mental illness and know how to use it to inspire despair. You can also subtly whisper to those afraid of you or otherwise affected by your maddening form and you can drive them to apathy, nihilism, or even outright sadism. You can also use this to cure the effects of your maddening form on others, even from a distance.

Creature of Change -600 CP (Discounted for Obyriths)
Like the Sibriex, you have an uncanny ability to force other lifeforms to change. How precisely you do this is up to you, it could be that you can graft new features onto lifeforms (which is how a sibriex operates), it could be that you touch their souls and forcibly morph them into new forms, modifying their abilities and offering physical (even internal) changes. You could be a wizard of biomancy or some other such field that can change the physical facets of those you change and corrupt. These changes are permanent, but do not persist across bloodlines, at least not with just this. You can also affect the minds of those whose bodies you change with this, making them both more loyal and more docile towards you, allowing you to change them more easily.

Demon Lord Booster: Conceptual Change
With this you can now spawn new bloodlines and your changed creatures can breed with both other beings like them and even non-changed lifeforms and the changes will be a part of their bloodlines. You are an eerie embodiment of change, one able to spawn whole new types of monsters. Others will learn to fear your horrifying power over change. This also enhances your ability to make others change such that if rendered powerless or if they willingly submit to the changes, you could change divine beings.

Endless Chaos Booster: Endless Change
Before now your changes were simple modifications but with this your ability to change your targets becomes uncapped. You are a monster of change, a being of transformations and of the horrors of chaos. You can now morph and warp souls, supernatural abilities, and more. The better you understand the lifeforms you are changing and the better the grasp you have on the changes you want to inflict the more easily you can exact the changes you want to inflict. Interestingly you can use this to share perks you have, or even to inflict drawbacks you've overcome on your foes.

Loumara Perk Tree:

Incorporeal Terror -100 CP (Free for Loumara)
You are an incorporeal thing, an ethereal entity born of nightmares and depraved dreams. You have a suite of psionic abilities to make up for the weaknesses of lacking a corporeal form; you can possess others (and you can slide into people and slowly exert subtle influence or even persist inside of them harmlessly instead of trying to seize control of their bodies and minds), you have telekinesis that grows in power as you do, and you can speak telepathically to any animated being (as well as can read their minds). Now this doesn't mean they'll understand you, but you can send them messages that can be understood by any being that can speak or understand verbal communication. You are also a strange being who is virtually undetectable when you wish to be stealthy.

Endless Dreams-200 CP (Discounted for Loumara)
You can sense when other lifeforms are sleeping. When you are inside or near someone who is sleeping you can exert influence over their dreams and enter into a battle of the wits against them. If you win you can seize full control over their dreams, and can make them as euphoric or as nightmarish as you wish. If you wish you can enter their dreams and subtly mold them or even interact with a dreamer in the medium of the dream. With this you can also shut off the minds of those you possess and make them enter dreams of your design.

Urges Incarnate -400 CP (Discounted for Loumara)
Pick a set of urges that are unhealthy and destructive; such as a urge to do something like a drug, or steal, or do some other sin. You embody this urge. Beyond this you understand urges and intrusive thoughts. You can effortlessly inflict these on people, and gain an eerie skill at tricking people by posing as their intrusive thoughts. You can also more easily read their minds and sense what makes a person tick.

Soul Speaker Booster: Impulsive Intruder
You are a master at impersonating nasty impulses and you can easily trick those you possess into thinking you are a natural part of them. You can also more easily impersonate the thoughts of those you possess, and excel at making impulsive decisions and intrusive thoughts sound appealing, allowing you to slowly coax people into greater and greater depravity without exerting control. The more someone indulges in impulses you cause them to feel the more easily you can influence them and the weaker they become to your magic and abilities.

Born of Nightmares -600 CP (Discounted for Loumara)
You are an eldritch, nightmarish being born of the infinite thoughts of a dead god. You can now reach into dreams even across the cosmos and use them to warp from place to place. This also lets you enter the dreams of influential people, even those who are normally protected by magic, and interact with them there. You can choose to specialize in euphoric dreams or nightmares, and whichever you specialize in becomes a thing you can inflict on your foes whenever they sleep. The more someone desires euphoric dreams you make them experience or dreads nightmares you inflict, the more vulnerable they become to you.

Demon Lord Booster: Nightmare Mother
You know how to use dreams to birth more demons, specifically how to birth demons like you; Loumara (or demons that are loumara, if you are not a loumara and have this perk). You can spawn demons from the dreams of living beings of all sorts, with greater beings more easily producing mightier loumara demons. These demons reflect the fears and hidden urges of those they spawn from, and instinctively respect but not necessarily obey you.

Endless Dreams Booster: Endless Sleep
Your mastery over dreams has taken on a new dimension. You can now put people to sleep, anyone a good deal weaker than you in fact, and you can possess them. If you are strong enough this can work on the undead, other demons, and even gods. This ability penetrates normal immunities to magically or supernaturally powered sleep effects. Those you put to sleep can become possessed by you and would be unable to wake up while you are in their body unless you allow it.

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.

Hordes Of The Abyss -Free
This is not an army, but something altogether stranger. This is a powerful tome containing information on every kind of demon you can face in D&D, and in future settings you visit that has demons in it. This tome gives you information on summoning, binding, and collaborating with demons, as well as how to fight them more effectively and their weaknesses. This item also contains magical energy of its own, and can summon and bind demons for you, but only weak ones unless you invest your own energy into it.

Shard Of Ultimate Evil -100/300 CP
This small, innocent-looking thing is a stone-like substance. This item is responsible for the creation and existence of The Abyss, it is the small shard of concentrated madness and evil Tharzdun himself used to create The Abyss (after being manipulated by the shard and by the proto-obyriths hoping to escape their doomed reality) by placing it into a churning expanse of elemental chaos. This is not EXACTLY that powerful, but it is a smaller vestige of the true shard.

For 100 CP this object is a mighty thing that when placed somewhere creates a portal to a newly created abyssal layer you lord over that naturally spawns demonic flora and fauna and will be decorated in a way that suits you. This place is uncommonly loyal for a layer of the abyss and responds to your will, changing in ways that reflect you and suggests this is not a TRUE layer of the Abyss but rather is a shallow facsimile of one. For 300 CP this creates a true network of layers of the Abyss that naturally spawn demons like loumaras, hosts a small number of cowed obyriths, and even naturally attracts chaotic evil souls. You and your followers, the demons in this place, can feast on the souls or you can allow them to mature into tanar'ri demons. Demons birthed here, or who take refuge here, are obedient to you within reason and accept your lordship of this place mostly without question. Each jump you get new shards regardless of the tier, and you can add more and more to your own personalized Abyss.

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:

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

Uncommon Loyalty (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.

Corruptive Enemies (Varies)
This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other demons, per origin appears. These demons do not have perks and have stats and attitudes matching the type of demon they are. They are influential and charismatic and will try to plunge the world into chaos and evil in ways that suit their views and the types of demons they happen to be.

Epic Demon Lords +200 CP/+400 CP/+600 CP/+800/
This drawback spawns a demon lord of the appropriate type per origin you pick. If you wish you can only pick to spawn an obyrith lord such as Dagon, or a Tanar'ri lord such as Baphomet. Each of the demon lords has all of the perks of their origin. If you take every tier of this, the final tier gives them access to all of the general perks as well. There are no known Loumara demon lords, so by taking this drawback for them means creating an original demon lord.

True Demon +500/800 CP
Oh… Oh no. Now you think like a demon, one of whichever origin you selected. For the duration of this jump expect to be stuck acting like a demon would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your demon 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)