

D&D Memes & Greentext Jump
v1.1
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Tabletop Roleplaying Games. Though the goliath in this industry is *Wizards of the Coast's* legendary TTRPG: *Dungeons and Dragons,* there are a variety of roleplaying games that invite players to write backstories, pick up some dice, and pretend to meet in a tavern, from *Pathfinder* to *Call of Cthulhu*, to *GURPS*, all the way to things like *Vampires: the Masquerade* and *Exalted*. All over the world, it seems that some 50,000,000 people, at least, have played TTRPGs. It should come as no surprise that with so many players of such a freeform format of games, people would be inspired to share stories of their adventures with others. These shared stories inspire and amuse both present-day players and future players, and some have become memes in their own right. This jump is inspired by these accounts and encourages jumpers to equip themselves with such stories.

Jumpers who utilize this jump will use it to enter a D&D setting and spend a decade there after receiving perks and items that come from memes inspired by the series (and in some cases other, related TTRPGs like *Pathfinder*), as well as from green text stories that can be found on 4Chan and are often compiled in places like Reddit. For the following decade, jumpers who select this jump document will be able to go to Ravenloft, the Forgotten Realms, Theros, Ravnica, Dark Sun, Eberron, or any other such places like Exandria or Drakkenheim, armed with perks and items that call back to iconic memes and unforgettable stories, as well as the power to create their own stories and memes and draw power from them.

Whether you want to be a monk who can suplex a dragon, or a life-ending gazebo that stirs to destructive life when disturbed, you can find a way to do that here. Use this jump to become empowered by the silliest D&D memes and stories.

Take 1000 Memes Points to fund the next decade-long adventure you embark on.

Author's Note: This is not supposed to be a joke jump. I mean, it CAN be a joke jump if you want it to be, but the intention of it is to use funny memes and memorable stories to serve as the inspiration for real, helpful perks and items.

Starting Location

This is a highly modular jump in much the same way as every tabletop campaign is incredibly modular. You can decide your starting location freely, selecting which D&D setting you feel like living in for a decade, as well as where you happen to start in said setting.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in compatible.

Class Memes [Free]
Class memes are perhaps the most well-known. Everything from the Barbarian being a local man too angry to die, to the horny bard, are examples of class memes. These are also some of the most generic memes in D&D (and, to a lesser extent, elsewhere in the broader TTRPG community). Still, you'll never go wrong with relying on these memes.

Monster Memes [Free]
Oh, now we're getting more specific. These memes and stories will often feature named characters and will incorporate physiological and cultural traits from different creatures, such as the story of Krod the orc carpenter, whose fury intimidated wooden planks into becoming a crow's nest, or the feared story of Tucker's Kobolds.

Story Memes [Free]
From the almost campfire story quality of the Head of Vecna, all the way to various stories that feature young DMs, or even moments wherein players share times they've encountered "That guy", story memes usually refer to longer stories that have become popular online and are thus spread around to various places. The thematic focus of these stories will also differ from meme to meme, and they may center around items, specific characters, or what have you.

Perks
Origins get their 100MP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Character Creation [Free]
Well… It is a D&D jump after all. This perk does what it says on the tin and allows you to devise your form for this jump, allowing you to select your race, your background, your class, your alignment, and your background. Such things become fiat-backed, with an example of this being that if you use this to gain the wizard class then you have permanent access to the wizard class, complete with all of its features, spells, and buffs, in future jumps. If you select a species other than human you retain the ability to shift into that form in future jumps as an alt-form. By default, everything here is keyed to level 1, so if you become a paladin you'd be a level 1 paladin; if you become a drow you wouldn't gain access to the later parts of the *Drow Magic* racial feature until you hit the appropriate level, but would gain the feature's later spells when you're high enough level. You can multiclass and the like with this without penalty, but only when you level up unless you spend points to immediately take a shortcut.

This defaults to 5e stats and the like but you can totally choose to substitute another edition's rules if you know them.

Additional Toys [50 MP]
If you want finer customization over your new traits, you can spend 50 points to get a new trait with every investment of points. For example, you can use this to multiclass right away, boost your class level, or take a feat (even one you wouldn't normally qualify for). If you want to become a dragonborn paladin/warlock with the actor feat, you could spend 100 points: firstly to multiclass right away, and secondly, to immediately gain the actor feat. If you were to choose to be a level 5 paladin, then you could spend 250 points to immediately reach that level the second the jump begins.

Things you gain with this are strengthened in a thematically appropriate way, such as the mageslayer feat automatically stopping magic when it's activated, even if the attack you launch using it only deals 1 damage, or the eldritch adept feat giving you more than one invocation when you first learn it and growing more powerful the more you adventure and become stronger. If you use this to level up, you get the highest hit points possible given your class level, and what have you.

The Stuff Of Legends [200 MP]
The stories that serve as the inspiration for the assortment of perks and items in this jump are, in some cases at least, quite well-known. Whether it's stories about bards performing seductions that would scare lesser men, or the humorous misadventures of Krod; perhaps the angriest carpenter to ever look at wood and think "I can shape that", these stories are ones that countless adventurers the world over know of. Something about this jump intricately tethers together the power of word-of-mouth and acclaim with real power. And now you too can draw power from fame and acclaim.

This perk has two effects. The first, permanent and universal effect, is that the more famous you become the greater your powers and talents become. This is keyed to the stories people remember and spread about you, rather than something more universal and undirected, but that is useful in its own way. To serve as an example of this, if you were to walk into a town, befriend a young man and get told about his ailing father, and decide to cure the man of his ailments then (assuming you succeed), you'll find that your skills with healing and/or healing powers grow slightly greater as word of this deed spreads throughout the town. This perk also buffs how likely people are to spread word of your deeds (so long as you'd want them to do so), with people being happy to tell tales that are recountings of the interactions they had with you. Unsurprisingly this makes stories regarding your actions considerably more likely to become local legends, or more, with this having potent effects on your powers if you're willing to show them off.

The second effect of this perk is unique to this jump. By purchasing this perk, you select a second origin, receiving all the appropriate freebies and discounts for that origin. If you wish you can actually purchase this perk twice, though if you do, **the second purchase will only cost 100 Meme Points, bringing the total cost to 300 MP**, and receive the remaining origin, complete with all of its discounts and freebies.

If you happen to have purchased the full-power version of this, the tier that costs a total of 300 MP, then you receive one final permanent boon. By investing so much in this perk you gain the power to draw might from famous tales in general. This comes in two forms, with the first (and less directly powerful) form being the ability to gain buffs to your skills and powers when you read, view, or otherwise engage with stories related to your powers and skills. An example of this could be a druid with powers over the classical elements getting a tiny buff to their elemental magic if they read the story of *Avatar: The Last Airbender*, and getting a bigger buff if they were to, for example, make videos about the power system and the setting it comes from. The second buff comes in the form of you gaining the power to gain buffs keyed to stories and the like that you introduce into new worlds and spread with this particular buff's scale and scope depending on the popularity of the stories you spread. So if you were to enter a new world and you created your own version of *Avatar: The Last Airbender* then you'd get a hefty boost to related powers, and this boost would become more powerful if your version of the show becomes a smash hit.

DM's Angle Or Their Devil [400 MP]
Sometimes dungeon masters encounter *That Guy*: a D&D urban legend that every veteran D&D player knows is painfully real. These players are problems who think that their actions have no consequences and they are the ones who decide where the story goes, despite D&D being about collaborative, and impromptu, storytelling. Clever dungeon masters have a variety of tools that challenge and defeat *That Guys*. You… are not a dungeon master, but sometimes it feels like you've been blessed by one.

This perk seems to have imbued you with a curious sort of luck that has two distinct, and beneficial, forms. The first form is when this luck is used against your foes; when you are the DM's Devil.

Your foes begin to experience incredibly rotten luck that scales to match your overall power (including things like your social power) and also gets worse for them the less in line with a story they behave. More efficient villains; ones who eschew tropes and who focus on their goals, get hit harder by this than villains who chew the scenery and act like regular villains should. Essentially, more effective villains get hit harder by this perk than their less-skilled peers would. Additionally, the more *That Guy* a villain behaves, the harder this hits. The effects of this will range, and can include things like something a villain stole from you becoming a mimic (when it wasn't one before the theft), to allowing the victims of their kidnapping to have a shot at escaping. This will harass and annoy your foes in a multitude of ways.

The secondary form of this perk manifests as luck that is purely beneficial to you, and is a curious thing that makes you the DM's Angle. This luck booster scales to match how in line you are with the forces of the setting that want to tell a dope story, and also how powerful you are generally. When you align yourself with storytelling conventions, particularly those that line up well with D&D, you find your luck becoming quite powerful the more you move to tell an exciting, heart-wrenching story.

This perk also gives you the power to use the Rule of Cool: a philosophy known to DMs that focuses on stretching, or even ignoring, hard-coded D&D rules as they are written in favor of what makes thematic sense and what allows for the best stories for a given table. With this all sorts of rule-bending becomes possible, from changing the mechanical effects of a spell to fit with a spellcaster's themes and needs, to ignoring realism to allow for a character to appear at the last minute possible and stage a dramatic rescue or to allow for a death to be more dramatic and impactful than someone bleeding out because an arrow pierced their throat.

Class Memes

Sir Bearington's Successor [100 MP | Free for Class Memes]
No, this doesn't make you a bear.

The tale of Sir Bearington is the story of a splendidly intelligent bear who decides to pose as a human, using an incredibly high level of skill when it comes to disguises, deception, and bluffing to trick humanoids into thinking he's one of them. Over the course of the adventure, he is featured in he gets lucky and gains tools that aid him in perpetuating this deception.

Just like that dashing, dastardly rogue, you're a spectacular actor, with an incredible speciality in deceiving people and creatures who differ from you into thinking you're one of them. The more different you are from them, the more effective this becomes, with this receiving the most dramatic buff when you try to deceive beings who differ from you in terms of species, that you are a member of the same species as them. You are especially lucky in this area, though this perk also strengthens all attempts at deception on your part.

I Didn't Ask How Big The Room Is, I Said I Cast Fireball! [200 MP | Discounted for Class Memes]
Some classes have iconic spells or abilities. Druids have Wild Shape. Bards have Vicious Mockery and Silvery Barbs. Clerics have Healing Word. Warlocks have Eldritch Blast. Wizards have Fireball. And Fireball sure is… Well, it's definitely something.

You have the ability to use the iconic spell once per day and have perfect control over it when you use it, allowing you to make friends immune to it and make it smaller but more damaging to your foes the more you compress it. In each future jump you visit you can also add a new spell to the list of spells you have this level of daily power over (and you can cast each spell you have keyed to this ability separately, allowing you to use it using Fireball once and then a few minutes later use it again keyed to Shield), and can do this even if you are not a wizard yourself, though spells must be of this power level or lower. This list still means you can learn incredibly potent and varied spells such as Counterspell, Magic Missile, Cure Disease, and more. If you wish, you can select a different starting spell, so long as it's third level or lower.

You can, when you use this ability, sacrifice some of the extra features like your ability to make your friends immune to the damage of the spell, to strengthen the effects of the spell by a whole spell level per sacrifice. What effects you can sacrifice depend on the spell, but there'll always be something you can sacrifice to make the spell hit a little harder or take effect a second faster, or what have you.

Mods Ban That Guy [400 MP | Discounted for Class Memes]
Not every Warlock patron is a single cosmic being. Sometimes a warlock can serve, or at least draw power from, a collective of eldritch beings. Whether or not you are a warlock, you have the ability to draw power from a collective of creatures that exist outside of the jump you're a part of, and that can, when you wish, view your adventures and draw entertainment from them (and you can shut down these broadcasts at will). These

eldritch beings are generous viewers and commentators on your actions, and they can reward you for entertaining them in a variety of ways.

The simplest way they can reward you for being entertaining is to pay your benefactor iotas and scintillas of power and energy which your benefactor will then send some of to you that you can use to recharge your stores of energy whether it's physical energy for things like sleeping or stranger energy such as mana, sorcery points, or chakra, which you can use to recharge class abilities, spell slots, or any other such things. Beyond this, they can also, if they find you especially entertaining, pay your benefactor more to create and send you copies of their powers transformed into spells or spell-like abilities, which you can use. Different beings will have different powers and will be entertained by different acts, such as a god from another universe liking watching you cook food, while a demon lord from a third reality might enjoy watching you fight foes. Such figures can also communicate with you if they want to, allowing them to send you encouraging messages, tips, or push you to engage in actions they like in exchange for promising more rewards they can give you. As you explore more jumps, and your broadcasts become more popular, stranger and stranger creatures will come to view your streams and will be willing to reward you for being entertaining, however they define "entertaining".

Obligatory Bard Perk [600 MP | Discounted for Class Memes]
Come on now, did you really expect this not to show up? If someone did a D&D memes jump without including some bard perk, they'd be misrepresenting the community.

This perk gives you the power of… Well, bards everywhere. This is a devastatingly potent charisma booster that amplifies your ability to actually tell stories and make music, but also skyrockets your ability to befriend, and yes, seduce, people. This kills any level of shyness you wish for it to kill, as well as nuking social anxiety (again, to a degree you feel comfortable with) and gives you the courage, and skill, needed to get and manage the attention of others, while also giving you a permanent "advantage" when it comes to interacting with people of the gender(s) you are attracted too, though this "advantage" needn't be used to seduce people, you could just as easily use it to befriend people or simply talk them down from fighting you. When it comes to both befriending and seducing people and things, you're naturally better at it when you differ more from the figure(s) you're interacting with. You are just better at befriending dragons and seducing princesses if you're a lowborn human, the dragon is a mighty chromatic dragon, and the princess is a lovely elf maiden. This also grants you permanent, supernatural control over your fertility (which is potent enough to allow you to have children with creatures wildly different from you and those who shouldn't be able to have offspring, so long as both you and your partner wants it) and immunity to the sillier consequences of such behavior (such as STDS or abilities that feed on and are triggered by lust like the level drain of some iterations of a succubus).

The more you travel, adventure, and interact with people, the better you become at making music and leading people, with your travels naturally making you better at interacting with folks and inspiring you to make beautiful music. With this, it'd be quite easy to become a leader of your peers, trusted to represent them and use your charisma for the common good. If that was something you were interested in, at least.

Monster Memes

The Fable Of The Honorary Dwarf [100 MP | Free for Monster Memes]
There is a tale of old that concerns an uncommonly industrious ogre. This is a campfire tale told to celebrate the power of ethics, diplomacy, and open-heartedness, as well as the importance of not always shooting first and asking questions later. This tale is the story of how the ogre gained the respect and friendship of a group of adventurers, which ultimately culminates with the ogre becoming a follower of and divine apprentice to Moradin; the head of the dwarven pantheon and the god of the forge.

This perk gives you an aura of innocence that allows people to see past your appearance and peek at the sort of person you might be, giving those who are morally aligned with you cause to hesitate before striking you even if they believe you to be nothing more than a brutish monster. People give you the benefit of the doubt and approach you with words rather than force, though they will still defend themselves and those they care about if they believe you to be actively acting against them (though in such cases they do their best to leave you alive if it's possible). You are also able to adopt the customs and more of others, and if you do this sincerely and thoughtfully, they will come to see you as an honorary member of their kind, whether you adopt the magic-loving nature of high elves or the industrious nature of dwarves. To be adopted by them will require serious effort on your part, but it being doable at all is amazing, especially since this acceptance is thorough, with you even being accepted by their gods as a member of their kind.

Anger & Crafts [200 MP | Discounted for Monster Memes]
Have you heard the legend of Krod the Angry Carpenter? It's not a tale that the carpenters of old would tell you.

Long ago, there was an orc named Krod. Krod was an orc of many talents, but one of his most spectacular talents was his skills with carpentry. The story of Krod learning how to be a carpenter, in the real-world, involved the orc's player realizing that Krod didn't have a crafting skill while the orc was in the middle of traveling by boat down a river. The player decides that the small boat ferrying them down the river needs a crow's nest and has a conversation with the DM. By the conversation's end the player has exhausted the Dungeon Master enough that they ask for an intimidation check to see if Krod can intimidate the wood into becoming a crow's nest. The rogue's orcish fury is such that, with a roll that must be truly ridiculous, the tale ends with Krod infamously gaining the "Angry Carpenter" skill.

You now have a curiously similar ability. Your rage can express itself in truly shocking, and surprisingly creative and/or artistic ways. You are an exceptionally talented craftsperson, and when you incorporate your emotions, especially anger, into your crafts they are improved in every way. Anger is now a source of creative power for you. You're quite talented at using anger to fuel craftsmanship in every field but you're exceptional at using it in one particular area (such as carpentry, or blacksmithing) and you can swap out what field you specialize in every jump. In the area you're a specialist in, your anger is essentially a sort of magic, with you able to do things like instantly transform materials into products (turning wooden planks into a crow's nest, for example). In other areas it's just something that helps to a more regular, albeit still potent, degree.

Jumper's Kobolds [400 MP | Discounted for Monster Memes]
The tale of Tucker's Kobolds is a reminder to any and all D&D players to never get arrogant. In this story, a collection of high-level player characters enter a dungeon and discover, to their horror, that the gaggle of kobolds inside of it are not particularly special, or differently stated, kobolds but rather the most kobold-like kobolds imaginable: tiny, creative, ready to sacrifice themselves, and ruthless. These expertly run and seriously smart kobolds have turned their home into a skillfully protected fortress that terrorized the 12th-level player characters.

You are kobold-like in your creativity, ruthlessness, and skill when it comes to protecting your home. You know your home inside and out, and can construct a staggering variety of deadly traps, as well as come up with and execute deadly strategies that stun, terrify, and can even outright kill foes. When enemies face your traps and the blood-chilling innovation you can exhibit when properly motivated, even those who are individually much stronger than you or those you're protecting can be cowed or fall outright, though sufficient skill, power, or teamwork can allow a properly motivated group of foes to come through your kill-zones either unscathed or only scathed enough to be weaker than usual rather than outright defeated.

The longer you've called a place home, and the more resources and allies you have at your disposal, the stronger this perk's effects become. Innately, it's only enough for you and a family to hole up inside a small home and win against a small adventurer's party, even if individual members of that party are stronger than any of you happen to be. Obviously this scales higher the stronger you happen to be, the more prestigious the home, and the more resources you happen to have on hand, almost like you're a dragon erecting protections designed to safeguard its hoard. You and those you view as your allies are also immune to the traps you erect and to friendly fire from the strategies you put in place, thus enhancing the sadism and creativity you can display with this perk.

Dread Gazebo [600 MP | Discounted for Monster Memes]
The dark story of the *Dread Gazebo* is a terrifying tale in which a player's ignorance of the meaning of the word "Gazebo" leads to his character suffering an ignoble fate: being chased down and devoured by an awakened gazebo.

It turns out that the story this is based on did actually happen in someone's campaign but the ending is very different from the more mythical ending. In actuality, the game master was shocked by the fact that his player did not know what a gazebo was, and that was all. Still, it is very amusing to pretend the more epic-sounding ending of the story is the one that actually happened.

This perk gives you the power of the more epic-sounding ending of the story: the ability to awaken objects. In 5e "Awakenings" typically work on plants and beasts (of specific intelligence scores, which some more mystical plants and beasts can surpass by themselves), giving them human-level intelligence, the ability to speak, and the ability to move, and what usually helps with objects is "Animating" them. In this case, your awakenings can, in fact, work on objects and give them what awakenings give animals and plants: the ability to speak, the ability to move, and human-level intelligence. Normally awakened creatures possess no innate loyalty to their awakener, after an initial period of a few weeks wherein they are effectively charmed by said awakener, but

objects you awaken are innately, permanently loyal to you, though only to such an extent that they'll follow your commands and aid you unless you try to hurt them or otherwise turn on them.

How easy it is to use this power on an object depends on the size and complexity of said object. Thus it is easier to use this on a pencil than on a door, and easier to use it on a door than a house. As you hone this power it becomes possible to use it more easily on bigger and more complex objects, meaning you can eventually learn to use this on gazebos, and larger, more complex objects than even that. With this power a lot of silly pranks and deadly traps become quite possible.

Story Memes

That Guy [100 MP | Free for Story Memes]
Every *D&D* player and dungeon master who has played long enough and/or with a large enough variety of players encounters some iteration of *That Guy*. TG is a disruptive player who, for whatever reason, simply doesn't fit the vibe of the group and worsens the experience for the rest of the group. How, specifically, they do this can vary wildly, with some more common horror stories centering around TG viewing themself as the "Main Character" to worse stories usually involving TG projecting some fantasy onto the table and using the shared storytelling everyone is engaging in to create a different, unpleasant story. The best of these stories end with TG either reforming and becoming better or getting kicked out of the table. The worst of these stories ends with TG shattering the campaign and bringing the storytelling to a halt.

You are both capable of channeling your inner *That Guy* and pushing any *That Guys* that you encounter towards change and, if necessary, redemption. When you seek to be TG you find that your foes are unprepared for however you opt to be disruptive, whether it's by hogging the spotlight, by being inappropriate, or by just not vibing with the overall hue of the setting. You innately understand what behavior would be the most off-putting to those around you, and how best to mess with the intricate schemes and more of your colleagues and foes alike. If you're trying to help fix TGs you meet in the wild, you understand how to get through to them and how to help them understand how they are running other people's grooves. Now, not every TG is helpable (or even wants to be helped), but some are, and those who get better will appreciate what you did for them, remembering it when they think of you and are genuinely better, usually more agreeable, people in the future.

Roleplaying? In My Roleplaying Game? [200 MP | Discounted for Story Memes]
Sometimes players get too into the role-playing aspect of the tabletop role-playing game they're playing. And sometimes players… Don't do that. A curious type of player focuses on the numbers aspects of D&D and other TTRPGs, always ready to roll for anything and everything, and these players are sometimes also min-maxxers; strategists who come up with the most powerful (numbers-wise) builds they can, at the expense of everything else.

As someone who focuses on the number game part of TTRPGs you know what it takes to maximize your power. You know the best training methods, the best items to grab, the most efficient strategies for increasing your power, and are amazing when you get to show off the results of this devotion to training. All of this becomes even stronger if you choose to eschew flash in exchange for raw substance, entering a state where all of your abilities become simpler to look out and lose their aesthetic appeal but gain power to make up for what they lost, with spells becoming less pretty but healing more, and strikes losing the aura they may otherwise radiate but becoming more accurate in exchange. The more of your style you give up the more substance everything else gains.

Diplomancy [400 MP | Discounted for Story Memes]
Stories in D&D forums are often rife with terrifying accounts of That Guy and the increasingly silly-in-scale escapades of armed groups of murder hobos, but another kind of terrifying story can come from a wildly different direction. Sometimes the only thing

worse than a murder-hobo is someone armed with an absolutely ridiculous charisma score.

The worst kind of charisma players are often said to be *The* Bards; irrepressible studs who wander the land in search of things to seduce, but another nightmarish charisma player can be those who are well-versed in the esoteric art of *Diplomancy*. *Diplomancy* is very decidedly not diplomacy, essentially diplomacy taken to an extreme end, and is a skill that is only possible to those who have expertly honed their diplomatic chops and who have become incredible negotiators, able to change the course of history with thoughtfully timed sentences and skill in negotiating alliances, creating ceasefires, or, on a more personal scale, bringing about an end to grudges and familial feuds, or, perhaps, starting them.

As a *Diplomancer* you are an incredible communicator, able to converse with all sorts of things from other humanoids to animals, even to plants and beasts, though to communicate with plants and beasts is more challenging albeit still well within your wheelhouse. You know the power of even a single well-placed, thoughtfully chosen, word and while you lack the directed charisma of a bard, you are incredibly skilled generally, knowing how to both soothe or enflame tempers, and how to alter the vibes of a situation with a single sentence.

Beyond this, your skill with diplomacy skyrockets when the situation warrants it. When a single "Skill check" is the difference between war and peace, or between a chaotic brawl that will almost assuredly end with a friend of yours dying painfully and you and your friends leaving a cult's lair whole, hale, and all the richer for it, you find your ability to know precisely what to say (and how to say it) becoming wildly more effective.

Murder Hobo [600 MP | Discounted for Story Memes]
What is an adventuring party if not a gathering of some of the silliest, strangest, and sometimes even most sadistic people to ever heft swords and point bows at people?

Normally, most D&D parties will have both people who are ready to pop off and fly off the handle, and diplomats who can contain and diffuse both the potent bloodlust of their friends and who speak on behalf of their parties. But sometimes… Well, sometimes a group of adventurers is just a group of murder-happy homeless people chaotically roaming the countryside in search of blood and things to take from others.

A "Murder Hobo" is the worst kind of almost-bloodlusted D&D player, one who looks at orphans and doesn't see living people but walking bags of experience points cosplaying as potential quest givers. They murder town guards as readily as they do drow slavers and pursue someone who accidentally offended them with a grudge about as intense as an ancient white dragon might feel towards someone who deliberately insulted its hoard.

This is, normally, ill-advised behavior that is disruptive to (most) efforts at storytelling. But… Well, sometimes, in the words of an otherworldly storyteller, "It just works". You have absorbed the power of a murder hobo and gained some potent benefits from it.

Firstly, you have the power to kill anything living and shut down anything that is awakened or animated. Perhaps in your bloodlust and the haze of your craze, you have set foot onto a pathway to real power? This doesn't make killing anything easy, mind you, but against you, all things that "live" can die. Against you, immunities become resistances, and resistances wear down with more and more strikes, eventually fading to nothing. This comes with the added bonus of resurrection attempts on things you murder only working if you allow them to. Resurrection in 5e may be more accessible than ever, but that doesn't mean you should have to worry about it.

Secondly, when you kill stuff things tend to just work out. If you're facing a villain with a magical deadman's switch on him and you pierce his heart with a dagger when he dies, the switch just won't work. If you kill a general of an army in the middle of negotiating for peace, his army is disheartened by his death and retreats. Say you accidentally kill a child? Turns out they were a magical doppelganger sent to study you by a dark cult. And how this effect plays out in practice is keyed to you, with your needs and more flavoring the end results of what you get from it.

Thirdly, murder is always a viable method for you to grow stronger. All of your powers and skills grow stronger and more refined in response to you killing things, with this buff becoming more pronounced if you kill stronger, rarer, or more narratively important things. This last bit is strange, but essentially you gain more from killing an ancient dragon, or the prophesied hero of an entire kingdom then you do from killing the human-fighter who moonlights as a tax collector. This also applies to ways of being rewarded for being a nomadic serial killer, such as the kingdom that was a long-term foe of the ancient dragon you slew, being grateful to you and rewarding you with land and a title, along with rights to the dragon's hoard (barring something of national significance, like a crown or the kingdom's royal scepter).

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 MP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

General/Undiscounted Items

Jumper's Chronicles [50 MP]
This is the story of… Well, you. This is a collection of stories told in different genres and mediums that recount the story of your chain so far, and updates at the end of each jump to reflect the new adventures you've gone on. If you choose to share these stories with others you'll find that they are quite popular and will quickly spread like wildfire. How recognizably "You" the protagonists of these stories are is up to you, meaning you can choose to frame this as an autobiography or opt to make the protagonist of these stories seem like a stranger whose adventures are entirely imagined by you.

The Deck Of Many (Rigged) Things [600 MP]
This is a very peculiar deck of many things; a spectacularly potent magical item that consists of a deck of tarot cards, which can be shuffled and then drawn from, with each card in the deck enacting specific, powerful magical effects if drawn. The Deck of Many Things you own is a special deck that contains every card, but at the start of each day, you can select a subset of cards that will be the ones that appear when you draw from the deck. This is a very handy thing, and comes with a guide as to what cards do what, allowing you to plan and strategize without taking the risks that come from drawing each card.

The guide, a potent occult artifact in its own right that allows you to do normal tarot readings with the cards if you wish, only works for you. Same for the ability to make informed decisions regarding what the deck pulls. If someone steals the deck from you they can use it against you, but no matter what the deck returns to you after 24 hours. So long as someone has the deck they can only draw the cards you selected (or they can draw randomly, if you didn't rig the deck).

If you choose to draw the cards without rigging the deck you find that each card you draw gets a bit more oomph to it. This does come, fully, with the risks of drawing cards and you get no protection from any negative effects of whichever cards you draw.

Class Memes

Core Rulebooks [100 MP | Free for Class Memes]
You'd be surprised how many stories involve people not understanding their kit, or the rules of the game they're playing. From clerics wholesomely "Turning Undead" to go ahead and talk to the zombies shambling towards them, to people not understanding how some types of creatures work, such as people getting caught off guard by the nature of demons or mimics. This item is a set of core rulebooks; the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. You can touch these books and instantly gain the knowledge contained therein, and can share these books with your friends, allowing them to gain the knowledge contained within as well. These core rulebooks update to include new information both retroactively and in future jumps, with the PHB containing information about the various ideas that inspired origins and perks in a jump, the DMG containing information about the world, and the MM containing information about the wildlife, foes, and hazards you may face in a given setting. These books also contain tips, tricks, and strategies to help with training and to allow people to become stronger more effectively.

Delayed Delicacy [200 MP | Discounted for Class Memes]
A long time ago in a land that is far, far away a beautiful sorceress who dabbled in the occult was given a beguiling invocation. This eldritch invocation gave her the power to speak to animals, which she coupled with her nature as a beautiful, charming woman to turn animals around her into menaces for her foes. She used them as servants, scouts, spies, and in one particularly noteworthy incident, used a bird as a sacrificial lamb to blow up a part of a town.

The sorceress was as beautiful as she was devious and she cast a potent spell on a ration before offering it to a bird she met. The bird, a simple beast, was easily talked into doing her bidding and took the ration, believing it to be a simple snack. It flew to a clock tower and munched on the ensorceled snack. As it did the sorceress activated the witchcraft she placed on the food, causing it to be the center of an enormous explosion.

This item gives you a supply, one per day, of rations that are magicked in a variety of nasty ways. This can range from a ration that is ensorceled such that whoever eats it is subject to the effects of *Dominate Person* keyed to you as the caster, or something as simple as the original spell the wicked sorceress used: *Delayed Blast Fireball*. You decide what effect a given ration has when you receive it, and you can stockpile a week's worth of rations at one time. If you wish you can also place benevolent spells on these rations, be it *Healing Word* or *Greater Restoration*. Curiously, if you use a ration to replicate the effects of a spell you know you find that it's half again as powerful (so a *Cure Wounds* that would restore 15 points would restore 22, and a *Delayed Blast Fireball* that would deal 108 points of damage would do 164 points instead.). You can activate the effects of a ration at will, and it automatically activates if the ration is eaten. You also find that it is much easier to use this item on beasts and other creatures of low intelligence.

***The* Tavern [400 MP | Discounted for Class Memes]**
There is a vicious rumor that taverns serve as natural gathering places for ~~murderhobos~~ adventurers. Some say that adventurers find themselves drawn to the mixture of

alcohol, desperation, and the chance to simultaneously enact violence on other people and get paid. Well… I suppose you're about to discover if that's true, dear jumper.

You are the proud owner of *Name Pending*: a pristine tavern located wherever you want it to be located. This thriving establishment is perfect for adventurers and for those looking to hire professional enactors of violence. It is staffed by a few former adventurers who themselves possess an impressive number of class levels in a variety of classes, and when you attain enough success to expand the tavern (be it making new parts of the tavern or creating whole new establishments that are also part of *Name Pending*.) you can hire employees who have a curious tendency to be former adventurers, even in new worlds. These employees are incredibly loyal to you, and are always ready to have your back if you need to go on adventures yourself. In future worlds your new hires will always have impressive skills and if the worlds you visit also have things like *D&D's* classes then you'll be able to hire people with local class levels, such as hiring an oracle if you visit Golarion or a black mage if you visit a *Final Fantasy*. At worst you'll be able to hire people with a curious ability to gain D&D style class levels. If you seek to hire friends the place has a number of magical contracts they can sign that allow them to become followers and gain a class level in a class of your choice.

This tavern is always, at a minimum, profitable enough for you to live on and has a top floor with ample room for you, your family, your employees, and a few customers who seek to use the place as an inn. Adventurers and customers alike who visit the tavern are less likely to cast fireball than they should be, and are more generous than they'd be elsewhere, but on the off-chance that someone still acts up your staff will usually be enough to set them straight and kick them out. Usually.

Monster Memes

Green Garbage Disposal [100 MP | Free for Monster Memes]
Green slimes are curious monsters. These strange amoebas are sometimes dangerous monsters that can trick prey in a variety of ways and usually act on some sort of instinct. This item is an especially handy gelatinous monster that is loyal to you and likes to feed on an assortment of things from your trash to the remains of your enemies. The monster is a complete shapeshifter, able to compress itself to fit into your pocket or become a large cube big enough to completely block a hallway. It is loyal to you, telepathically linked to you, and will do as you bid. It is also capable of shapeshifting into a variety of forms, such as becoming a comfortable bean-bag-style chair for you or becoming incredibly thin if you need it to get into a narrow space or what have you. It can increase its max size by absorbing things, particularly living matter, but it's also able to freely compress itself into a smaller form.

Moonslicer [200 MP | Discounted for Monster Memes]
Moonslicer is the subject of a beloved story in which an intelligent greatsword is claimed by a powerful and dangerous ogre. The greatsword is sapient and beats the ogre into submission with mental attacks before sparing the ogre and beginning a long journey with the ogre in which the greatsword teaches the brutish giant about morality and ethics. The ogre becomes a hero who protects people instead of preying on them, using Moonslicer to protect "Pink-skins" and in turn receives kindness from them.

You have attained your own intelligent greatsword. The weapon possesses an alignment that matches yours, and has a personality that is aligned with yours in various ways. The sword was made to fight alongside you and to fell your foes. It can do that. It is quite good at doing that. It is also good at other things.

The longer the sword is by your side the better it understands your personality. As it comes to understand you and gets more in sync with you it gets better at spotting potential allies, especially those who seem like they wouldn't get along with you but are teachable, moldable. If you give the sword to someone it identifies as a potential ally it will attune to them, becoming a part of their arsenal and teaching them about your cause, ethics, and more, molding them into true allies of yours and people ideologically aligned with you. The greatsword is also fully capable of conversing with plenty of people and can do things like negotiate on your behalf. It will never betray you, and those it turns into allies of yours become similarly, though less intensely, loyal.

In terms of stats it's a +2 greatsword with a variety of effects that you can decide when you purchase the item, though at a minimum, it can attack people and inflict psychic damage, as well as speak to any creature that can speak a language. It also has advantage when used to strike targets of an alignment of your choosing, making it twice as likely to hit such figures and thus turning it into a potent weapon against people of one specific alignment.

Werehouse [400 MP | Discounted for Monster Memes]
"Werehouse? Is that like a person who becomes a house during the full moon?"

This is a werehouse. It is, essentially, a mimic that can adopt a humanoid form and that has a natural form that is an impressively large, beautiful, and stylishly decorated home. For some reason the creature has imprinted on you, and follows your orders to the letter, freely opting to obey you, whether it's to join you as a fellow adventurer, to be a servant who carries your extra goods, or whatever best suits your needs. The house form the mimic adopts can change, permanently if you wish, every full moon, allowing your home to be as diverse as you need it to be. One universal constant of the house form of the mimic is that there is always a basement or attic you can enter that has a link to your cosmic warehouse, or if you lack a warehouse or have taken a drawback prohibiting access to it, then it leads to a nebulous storage dimension the size of a warehouse that you can just put stuff in.

Story Memes

Bomb Of Holding [100 MP | Free for Story Memes]
Amid a sea of D&D magic items, few are featured in the variety of stories that the Bag of Holding happens to be a starring part of. This handy magic item is a tremendously expanded bag that serves as a portal to a different dimension (the Astral Plane, specifically) and can store and retrieve countless items. The internal dimensions of the bag give it multiple feet worth of holding space, and the external weight of the bag is not at all affected by what is stored inside of it. It can hold up to 500 pounds of various things. You know every item in the bag and can retrieve them at will. If the bag is ripped or torn open, it is destroyed and disappears, with its contents entering a stasis state until the item respawns a day later.

This item also comes with a Portable Hole but one that is specifically keyed to the bag of holding you own. You can use this to open a portal to the Astral Plane (by placing the Bag of Holding inside the Portable Hole), which would act like a black hole that pulls anyone other than you or those you wish to be immune to these effects (and potentially through), the portal.

The space inside the bag doubles every jump, as well as every year you go without using the bag as a black hole. If you use the bag as a black hole, then it respawns the next day, and all of its contents are unharmed.

300 Wands [200 MP | Discounted for Story Memes]
This treasure trove of wands contains enough mystical foci to arm a small army (300 in total). Each of these wands can serve as a mystical focus that empowers deliberate magic cast through it, making such spells faster to cast and stronger (to the tune of half-again as strong, so spells that deal 10 damage hit for 15, spells that cure 8 points of damage restore 12 hit points, etc.). Each of these wands also has a number of charges that are keyed to a randomized, distinct effect, be it casting *Fireball* upcast to sixth level, or turning someone hit by a ray of magic into a golden key. If you were to use these wands yourself, you'd get a faint sense for the sort of magic and the scale of the magic before you use it, but when you give a wand you don't know about to friends and encourage them to use it, the effects are stronger still (though still randomized, and thus potentially quite dangerous).

At the end of each jump you can choose whether or not to randomize the effects of the wands again, and each time you complete a jump you'll get a few new wands that are keyed to randomized, distinctive effects that take inspiration from the jump you just finished. This ever-expanding horde of magical foci can be fun party tricks or they can serve as powerful weapons of mass destruction. Are you feeling lucky, jumper?

Body Of Jumper [400 MP | Discounted for Story Memes]
Vecna; the dreaded god of undeath, necromancy, and secrets. His story is an epic one that has touched countless campaigns and he himself is featured or referenced in *Stranger Things* and *Critical Role*. As part of his ascension Vecna has suffered various defeats, setbacks, and taken grievous injuries, some of which have severed body parts of his. In the wake of his apotheosis his severed body parts became incredibly powerful mystical artifacts, each of which is linked somewhat to him and which grant those who

replace their body parts with his dark, arcane abilities. One old joke artifact is the supposed “Head” of Vecna, refers to an old D&D joke about a player character dying when he attempts to replace his head with the “Head” of the ascended deity. In the best case scenario what would have happened, in all likelihood, is that Vecna possesses the player’s character, gaining a new body through which to affect and terrorize the material plane.

This item is a whole secondary body that is yours, which in the worst case scenario can act as a 1-up, but whose true power comes from the fact that it can be split up and each body part and organ contains mystical abilities keyed to your particular nature. Those who take these body parts and replace their own with them find themselves becoming linked to you and gaining powers that fit your personality and the body part in question. People you permit can replace any part of themselves with a part of yours, and the more they come to use the abilities these items grant them the more influence you gain over them (as well as the stronger you become, due to their powers being linked to your perks and you). If you wish, these items can be predatory and can slowly gain more and more influence over those who replace parts of themselves with you, or the relationship can be more symbiotic and neutral. How easy it is for someone with someone to fall under your influence depends on many factors, namely your strength, their strength, your willpower, their willpower, your intentions, and the importance of the body part they swapped out (so someone who is using your heart will find it much, much easier to fall under your influence then someone who is using your toe.).

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend MP to import companions into this jump, giving them 600 MP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 MP per person you do this for, or you can spend 200 MP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 MP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 MP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Extended Stay [Varies]
For each purchase of this, your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that, you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points; if you block access to 3 of the four, you get 600 points; and if you lose access to all four options, you get a full 800 MP. Companions can still be imported and receive builds, but they won't be able to be active during this jump if the companion lockout is selected.

Stereotypes Aplenty [100 MP]
The world is infused with the power of stereotypes. Most bards become much more lewd, most paladins become shining bastions of goodness. Tragic backstories abound and taverns become gathering places of adventurous serial killers.

D&D Greentext Reader [100 MP]
Someone somewhere has access to the DnD Green Text subreddit. And they really, really like posting about you. This person isn't necessarily a foe, but if they decide they don't like what sort of adventures you get up to then people will definitely be happy to give

them advice that is tailored to harassing you. That said this advice is very lackluster when it comes to fighting the forces of fiat and out of context things.

Rules Lawyer [200 MP]
This is certainly something. Reality itself pushes back against some of your sillier abilities, with them losing some degree of effectiveness and power as the world of Ao or any other local overgod spots your out of context stuff and tries to put things back in order. Their successes will be minimal, but the closer your stuff hues to the kind of thing you can expect to see in D&D the stronger this effect will become. This can result in things like your flight abilities only working a minute a pop (as per the *Fly* spell), or your healing magic being subject to something like the rules of spell slots, though these limitations are temporary and wear off in minutes. Still, this can be quite a challenge to adjust to and can be dangerous if you forget it in the minute.

That Guy Magnet [200 MP]
Huh… I guess TGs exist everywhere huh? From here on out you naturally attract *That Guys*. Creeps, delusional weirdos, and "Main characters" will be a frequent part of what you encounter during this jump. Plenty of such individuals will naturally get themselves killed, but every once in a while you'll find That Guys of some power and skill. They will be the absolute worst. Have fun!

A Sin Against Matt Mercer [400 MP]
Why so many natural 1s? Did you buy used D20's off a shady warlock in a blind alley? Ordinary life actions use uncursed dice. Every time you try to do something impressive, however, the whole thing backfires. Oh it won't kill you. But like a rogue who accidentally gave a back massage to the noble he intended to push off a bridge, you'll probably wish it had. If you want an extra 200 points then this drawback can be enhanced and will affect everything, causing your regular actions to essentially perpetually roll natural 1s.

Murderhobos [400 MP]
All over the world some adventurers are chosen by the last remaining vestiges of dead three; the dark deities Bane (the god of tyranny), Bhaal (the god of murder), and Myrkul (the god of death) and empowered. These adventurers grow more powerful from murder and find that everything from their luck to their charisma grows as they end the lives of those they meet. Not all adventurers will react to this the same way, but at least some will learn to delight in it and become sadistic, cruel, and horrifyingly powerful. Others will become uncommonly ruthless heroes. Many will become arrogant and get murdered by stronger creatures than them, due to them overestimating themselves. The creatures that slay them will gain their powers. This is obviously less than excellent.

Merchant Menace [600 MP]
This drawback causes all of the items you sell to funnel back to a secret merchant who draws power from what he acquires. He will eventually take action to create a mercantile empire that stretches across the setting. The power this figure draws from items he acquires is conceptual, with him being able to turn weapons into destructive power and food into healing abilities, and this power growing more specific the more valuable the items he acquires. He can appear to you personally, in an innocent disguise,

and will get extra power when he convinces you to part with items personally. If you want, you can get an additional 200 points if you opt to forget you took this drawback.

No More Mr. Nice DM [600 MP]
Well… This isn't fun. With this there is a cosmically powerful force that will drive you to embark on near-daily adventures for the duration of your time here. This divine monster, or DM, is determined to ensure that your daily life is filled with things that excite it, which will always be things that both challenge and frustrate you. It isn't fully omnipotent and is quite susceptible to things that are bolstered by your luck, but is monstrously powerful and will manipulate things behind the scenes to ensure that the area around you is an ever active playground designed to amuse it, independent of what sort of adventure you came here hoping to find.

This creature isn't malicious but it is stubborn and powerful enough that it would take truly overworldly OCP to fight it directly. The best way to overcome this challenge is to have the patience and sanity needed to endure a decade of constant adventure, with the most common adventure types you endure being adventures you don't really like, such as them being political mysteries if you're more of a cosmic horror fan or them being slow-burn adventures in a small town if you prefer gladiatorial fights. It'll throw you a bone, occasionally, but if you try to change the setting of your adventures, or the tone, it'll counter you. Hard.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes
-Changelog: This document was created on September 15th, 2025. Occasional updates happened to it until June 24th, 2026, when a dedicated effort to finish this began. Late in the evening of June 24th, 2026, enough of this jump was completed that a public WIP of it was uploaded to my drive and shared to Reddit, Discord, and SpaceBattles. The preview consisted of the completed Class Memes perk list, though in its first draft form, as well as names for other perks and completed basic formatting text like the intro blurb and origin descriptions. On June 27th, 2026, the rest of the jump; perks, items, and drawbacks, were completed and the jump was published. On June 28th a minor balancing update happened that swapped the Rigged deck of many things item over to the general items section, updated its price, and put in the 300 Wands item in its place in the Story Memes item list. To reflect this the jump number was updated to 1.1.

-Is this a Zac Speaks Giant jump in disguise? Kind of. He's not the only person responsible for this, though.
-I am generally writing perks from the perspective of applying them to 5e characters. If you'd rather play older D&D, that's fine, just adjust the perks as necessary to make things make sense for your edited stat block or what have you.
-A homie wrote out the A Sin Against Matt Mercer drawback, but I was the one who named it.
-The misspelling of Angle or Devil is on purpose and is a reference to a meme.