

Out of Context: Beholder Supplement

V1.0 By LJGV/Sin-God

This document can be used as a supplement in any Jump that would not otherwise have beholders within its continuity. Beholders are strange “Aberations”; alien monsters with incomprehensible minds and bizarre anatomies. Beholders are among the more common types of aberrations someone might stumble across in Faerun or in any other D&D setting. These floating spheres are powerful monsters with a litany of dangerous powers and they are instantly recognizable due to their massive, singular eyes, toothy maws, and writhing eyestalks.

By taking this Supplement you have chosen to become a Beholder and you will enter into that continuity as a Drop-In opening your eye and finding yourself in an isolated, lonely lair that takes your strange anatomy into account and is already outfitted with traps (you instinctively know where such traps are located and how not to trigger them).

As a Beholder gaining this new physiology through this Out Of Context Supplement you are a, unsurprisingly, a Beholder. 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 beholder 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 beholders. This document will offer three different types of beholders as origin options.

It’s worth noting that all beholders can fly and all beholders have access to a litany of powerful ocular abilities; eye rays (and cones) that they can utilize against their foes. You gain both of these abilities as fiat-backed parts of your beholder form. Additionally, unlike in the 5e canon, you have precise control over your eye rays even in combat; they are not determined at random (barring something like a drawback). This means that you can hit someone with burst after burst of disintegration, charm, and telekinetically rock them back and forth (or hit a bunch of targets with telekinesis). When beholders sleep their mind stays sharp and aware, and their eyestalks remain open and alert, perpetually scanning their environment for both threats and opportunities.

All beholders also dream, and their dreams subtly warp reality. Without a perk to control your dreaming it would be challenging to control these aberrant and warped dreams...

Solitary Beholder

The bog-standard beholder. This creature has an aberrant mind, a powerful paranoia, and eerie mystical powers that make them a right menace. Beholders are born when beholders dream of other members of their kind, and at the moment of their birth the spawned beholder is targeted

fiercely by its parent. These battles sometimes destroy one or both beholders, but more often than not both beholders survive the battle as one flees from the other. Beholders of all types can also dream of beholder-like-creatures known as Beholder-Kin.

Death Tyrant

Sometimes beholders have strange dreams brought on by their warped minds and powerful fears of death. When they awaken from these dreams they have been radically transformed, gaining the boons of undeath without the normal trauma such transformations usually incur. Still, sane minds are cognizant of the fact that while Death Tyrants don't have trauma from their undeath they have innately warped minds due to their natural warped psychology.

Beholder Hive

A social beholder is a dangerous beholder. Thankfully incredibly few beholders can stomach the thought of other, lesser types of lifeforms, and extremely few beholders can stomach the thought of other beholders. One baffling exception to this rule is a type of beholder known as a "Beholder Hive" (though to refer to this collective as a "Type of beholder" does falsely imply that it's ONE beholder...). Born when an exceptionally aberrant beholder dreams that they see themselves in a mirror or otherwise encounters themselves in some way, the beholder will awaken and encounters a number of clones of themselves but smaller. These beholders do not actually share minds, but they are in many ways the same being. They collaborate incredibly effectively, and can pull off devastating acts of tyranny and destruction.

Perks:

Note:

To get a **Booster**: Perk you will need to purchase the complimentary Perks as an example:

Almost Unique -??? CP

Something Rare Booster: Something Unique

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

General Perks:

Eye Rays - Free

In all likelihood *the* beholder ability; their power to fire arcane rays from their strange eyestalks. What they can do with their central eye tends to differ from beholder type to beholder type (with death tyrants possessing a negative energy beam projected from their central eye instead of an anti-magic cone), but their eyestalks are terrifyingly powerful; able to fire beams of arcane energy that are capable of a variety of feats. Beholder eye rays can; charm those they hit, paralyze their foes, inflict staggering fear on their enemies, supernaturally slow them down,

enervate them, telekinetically hurl living things or objects, put living things to sleep, petrify them, or outright slay those beneath a certain threshold of strength.

This perk gives you their eye ray ability, as well as something new; the ability to use eye rays when not in Beholder form! When you are not in your beholder form you must select which ray you wish to use, but it is still doable for you to use your beams, and if you have multiple eyes you can fire multiple rays at a time. You do not have to shut your eyes to not use your abilities, even in Beholder form, as they activate at will. Finally, any ocular abilities you independently possess, such as Kryptonian heat-vision, dojutsu, and mystical or demon eyes can be used through any of your eyestalks or your central eye.

Experience - Free

You are not as powerful as you could be. This perk gives all of your alt-forms, as well as your base form, an experience system that grows as you have experiences in life and defeat your foes. This also gives you hit points, which serve as a field that wraps around you and dulls the impact of blows until it is overcome. When it is overcome the field disappears until you regain points in some way, such as getting hit by a spell that restores hit points/heal wounds, take a break and rest, or go to sleep.

Once you've accumulated enough experience you can level up (and the next level will be appropriately more challenging to reach), becoming stronger/more powerful in various ways. As a beholder your eye rays become harder to resist, do more damage, and you can move faster and bite harder. How this benefits other alt-forms depends on the alt-forms. All alt-forms start off at level 1, level independently (or don't, but that's a binding decision unless you have something like a perk resetter) and you retain level ups between jumps.

Lair 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 Beholder just waking up in your lair.

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.

Alien Mentality -100 CP

You are a beholder, it's only fitting you'd think like a beholder. But you are also NOT a beholder, so you can also think NOT like a beholder. Your alien mentality only benefits you, protecting you from things like peer pressure and other forms of social coercion, as well as solidifying your sense of self but not making you paranoid or xenophobic. You have a powerful mind, and it will protect you, and prevent things like paranoia and xenophobia from affecting you. From here on out it would take a drawback to alter your mind, as this also renders you immune to supernatural forms of persuasion and other such powers. This also protects you from accidents involving your dreaming powers, such as dreaming of a fallen foe and accidentally giving life to a dark echo of your slain adversary. This mentality grows stronger when you are in your

beholder form, but it is also fundamentally an amplified version of you allowing you to be a heroic beholder if you are naturally heroic.

Magical Anatomy -200 CP

You are a creature of alien magic, even compared to normal beholders. You have taken your eyestalks and decided it'd be cool if other parts of your body could do what you do with your eyes. Any of your ocular abilities can now be channeled through any other part of your body, letting you fire disintegration beams from your fingers, or using your teeth to hit someone with paralysis.

Regional Effects -400 CP

The most powerful characters and monsters in D&D have an effect on reality around them. You are one such being. Your presence in an area for an extended time, more than a few days, makes the area warp in ways that are subtly beneficial to you. The exact effects you have on reality about a mile around you is up to you, and as you grow stronger the versatility of your regional effects and their range grow. Assuming this is your first jump and thus you lack any other powers beyond what you get here, you can select up to two positive or negative effects you can inflict on your foes or friends a mile around you and two ways you can morph your environment that make it better suited to you. The effect someone is affected by is determined at random and affects entire groups of people, unless some of them are allies while others are adversaries. You also possess another set of more immediately useful abilities known as "Lair Actions"; abilities which you can use to alter the composition of your personal lair. These abilities also depend on your nature, but at a minimum, you can transform small objects in your lair that are owned by you or claimed by no one into eyes and eyestalks which can project random rays every few seconds. You can only have this effect on 2 objects at a time but can command and control the newly transformed eyes at will.

I Dream Of -600 CP

You have incredible control over your dreams, even able to control how they affect reality. This is a lucid dreaming perk, sure, but it also gives you the power to weaponize the unique form of reality-warping accessible to all true beholders. With just this, you can dream up life but can't control any life you create, but you can create raw materials and even complex but non-living things that can be as powerful as you are. You can also do this when not in your beholder form but it is weaker. You can also enter a state of lucid dreaming at will, putting yourself to sleep instantly and allowing you to begin to recover from battle or dream up new supplies with ease.

Regional Effects Booster: Life-Creating Dreams

Now you have even greater control over your dreams and can exert influence over things you dream up even when you aren't in their presence. Beyond that, you can dream of other beholders and beholder-kin, which are not guaranteed to have echoes of your appearance unless you'd want them to and who will see you as their parents and be loyal to you unless you make them stronger than you. You can also dream up lifeforms other than beholders and beholder-kin so long as you understand how they work on some level (if you have an alt-form of a type of creature you want to create you dream them up, but stronger species are obviously

harder to control, so dreaming up gods with this, if you have a godly altform, is doable but not exactly recommended unless you are tremendously powerful.). The stronger a lifeform you create is, compared to you, the greater their free will though they start off loyal to you. This means you can create greater and greater beings and still have their absolute loyalty so long as you continue to grow. This also allows your ability to dream up things to be as powerful when you aren't in your beholder form as when you are in it. Dreaming up non-beholders is a bit taxing, but with practice this ability becomes easier and easier to use until it is effortless.

Solitary Beholder Perk Tree:

Solitude -100 CP (Free for Solitary Beholder)

Being alone doesn't bother you. You are immune to the negative effects of solitude, and can easily endure millennia of solitary life (provided you have some means of surviving for that long, as a beholder's natural lifespan typically lasts between 120-150 years).

Anti-Magic Expert -200 CP (Discounted for Solitary Beholder)

Your anti-magic is exceptionally powerful. You have taken to studying yourself so thoroughly that you can fire smaller rays of anti-magic from your eyestalks, and your anti-magic weakens other supernatural things such as technology that is supernatural in nature, psionic abilities, and other such things. As you grow stronger this effect grows in strength, and you gain increased refinement with your anti-magic, allowing you to eventually destroy things powered by magic with a single burst of your anti-magic. A death tyrant with this would be able to use their lost anti-magic ability again, able to swap between their initial negative energy cone and their anti-magic cone at will. Gaining even greater mastery over anti-magic may eventually allow you to figure out how to make your anti-magic selective which would allow you to hit foes with rays while bathing them in your anti-magic cone!

Paranoid -400 CP (Discounted for Solitary Beholder)

Your mind has been refined, bolstering your imagination and ability to theorize. This is keyed towards theorizing about ways to destroy your foes and to predict tactics your foes might try in their futile efforts to destroy you. You can effortlessly think up various strategies for overcoming your foes, and can put them into effect with remarkable ease. Catching you off guard would require truly exceptional means, as even a normal human with this is constantly thinking of ways things could go wrong and preparing strategies and responses to any sort of crisis.

Regional Effects Booster: Master of All You See

You now have incredible awareness of the region you call home. Your senses are expanded such that you have attained something akin to a pseudo-omniscience keyed to the region around you. You can see, hear, smell, and in every way detect everything up to a mile and a half around you, and as you grow in power this range will increase. This also enhances your ability to turn things into eyestalks, letting you create and maintain more at once.

Eye Tyrant -600 CP (Discounted for Solitary Beholder)

You have transcended one of the very worst traits of a beholder; the rampant, unimaginably intense xenophobia. This means you can stomach the presence of other creatures, and know how to appeal to non-beholders and get them to serve, aid, or at least tolerate you. This is an incredibly dangerous skill for a beholder, as a lone beholder is already dangerous enough to dominate or exterminate entire settlements but one that has allies is a much more dire threat to anything it opposes. You intuitively understand how to use your powers to get others to do your bidding and can put your mind to work understanding how others think, granting you a subtle but powerful boost to empathy and charisma.

I Dream of Booster: Control

Your potency as an eye tyrant coupled with your bizarre form of reality warping causes those you dream up to come to life fanatically loyal to you. These creatures are not extensions of you, but they are aware of your motives, desires, and goals, and will seek to fulfill them of their own accord. This also makes it easier for you to give those you dream up abilities of their own such as perks or classes.

Anti-Magic Expert Booster: Lord Of Your Lair

Your nature as a social being, for a beholder at least, coupled with your expertise in anti-magic has given you a nasty skill. You can exert your dominance over your lair such that you can generate anti-magic fields where you can repress magic without using your central eye. Terrifyingly this ability begins strong enough that you can actually use your rays on targets in these areas without your own rays being disrupted. This also includes other magic you use! You can, theoretically, cause these areas to appear in places beyond your lair(s) but it is taxing to do so until you train the ability. That said, as taxing as it is this ability can be utterly devastating in battle.

Death Tyrant Perk Tree:

Undeath -100 CP (Free & Exclusive for Death Tyrant)

You are undead and while that is normally seen as something tragic to those with minds less aberrant, you are simply built different and can revel in undeath as it staves off a horrible fate; true death. As an undead lifeform, you don't need to eat, sleep, drink, or breathe and you only feel pain if you wish to feel it. You are also biologically unaging, and will remain in existence, unchanging, until you are slain. You can still grow stronger through experiences as per the *Experience* perk and can grow and heal faster by eating, but you can also absorb the life force of creatures you slay. You do so automatically when you slay someone through negative energy.

Negative Energy Master -200 CP (Discounted for Death Tyrant)

You are a master of the fel energies that now suffuse you. You have skill in deftly wielding negative energy, the power source that animates undead beings. You can infuse it into your attacks, even your bites, and can have it subtly course through your rays, making them a bit more harmful and destructive. You can also, with time, figure out how to make your negative energy cone more powerful and able to transform those slain by it (or by rays infused with negative energies) into undead monsters stronger than regular zombies. Non-death-tyrants with

this can use this to get the negative energy cone variant power that death tyrants have which replaces their anti-magic central eye cone (and can switch between the two cones at will), and can learn how to use the power through rays instead of through their central eye.

Lord Of Death -400 CP (Discounted for Death Tyrant)

You are a chthonic, misanthropic being. Your mind has been expanded and enhanced when it comes to death, giving you more creativity when it comes to figuring out how to stave off death, how to inflict it, and how to ensure that it only happens to those you hate. You are a gifted warrior due to your obsession with death and you can turn those talents in a number of directions. You are able to create uniquely wicked traps, deadly lairs, and can revel in the pain you inflict on your foes.

Regional Effects Booster: Necromantic Region

You are a uniquely gifted font of negative energies and this has infused the areas around you. You bring devastation and can easily create unique effects that do things like weaken, sicken, poison, and outright harm living beings who dare intrude on your territory, as well as bolster, awaken, and fortify undead beings in your region. You can also sense all sickly and dying people and life up to a mile away from you, as well as all undead lifeforms.

Necromancer -600 CP (Discounted for Death Tyrant)

You have become more than merely an undead beholder; you have become a necromancer. You can effortlessly reanimate corpses around you (even ones you didn't slay or slew with something other than your negative energy abilities), infuse your immediate surroundings with powerful, life-sapping negative energy, and you know necromantic magic you can cast without consideration for things like material components. As you grow stronger these necromantic powers grow greater, but for now this enough to allow you to do things like turn those slain by you into skeletons and shadows as opposed to just transforming them into zombies. This also massively enhances your charisma relative to undead lifeforms. This causes unintelligent undead to be incapable of attacking you unless you attack them first and causes intelligent undead to be unwilling to attack you unless they tremendously overpower you or you attack first. Even mindless undead under the control of another necromancer may not be able to attack you if you are stronger than the necromancer animating them!

I Dream Of Booster: Restorative Killer

You are a death tyrant who still dreams. This is not unusual, though death tyrants don't require sleep anymore. What is unusual is how your dreaming has interacted with your necromantic and overall antipathy towards life. When you dream you are able to recall lives you've ended recently, which tremendously empowers the restorative effects of sleep on you and you find that you can easily dream up people you've killed and things you've destroyed. These copies are swallow imitations but they can learn to more properly imitate what they are copies of and can grow in power. They are also natively infused with negative energy and are fanatically loyal to you.

Negative Energy Master Booster: Harbinger of the End

Your mastery over negative energy has given you two dangerous new abilities. The easiest new ability is the power to generate a negative energy aura that heals undead lifeforms and deals grievous harm to living beings in your presence. The harder of the new abilities is that this perk gives you the power to open portals to Shadowfell. These portals are temporary but allow undead from the plane to crawl through into the material plane, and such beings are innately loyal to you. These portals also infuse their surroundings with negative energy and can, if you expend a bit of energy, act as black holes and begin to draw matter and animated beings not infused with negative energy toward them. Those who get sucked into them are stuck in Shadowfell, even if Shadowfell or an equivalent doesn't exist in the local cosmology. You can free them if you wish, but otherwise, they are stuck unless they figure out a way out themselves.

Beholder Hive Perk Tree:

Three Body Problem -100 CP (Free & Exclusive for Beholder Hive)

True beholder hives are not actually singular individuals who share a mind but inhabit different bodies. This is not true for you. The other beholders who make up your hive are actually you in different bodies; clones that share a consciousness. Your clones start off smaller and weaker than you do, but grow in time with enough experience. If a clone is slain you can sacrifice some experience and energy to resurrect them or you can dream up a whole new clone to take their place. You start only able to have two other bodies, but as you grow stronger and stronger this number increases. Your clones can use your perks and take on alt-forms for you, but it'll take them some time to acclimate to their new forms. Losing a clone does not harm you, and if your main body is slain but you have clones you can import your consciousness into them and have them grow to match your old main body over the course of a week.

Flurry Of Rays -200 CP (Discounted for Beholder Hive)

You and your clones have exceptional coordination, due in part to having a single shared mind. You can easily hit foes with ray after ray, after ray, after ray, and whittle them down. Your rays have adapted to this trait and tactic, and become stronger when aimed at the same foe. This counts even when the rays don't come from the same body but from a clone. They become stronger in every way, becoming more effective (whether that's dealing more damage as is the case for rays like death, disintegration, and enervation, lasting longer if the rays are petrification, charm or sleep, or having more utility like if the ray is telekinetic), becoming harder to resist, and even imposing more strict effects like enough charm rays hitting someone with blasted enough times with the equivalent of a *Dominant Monsters* effect. This also applies, to a lesser extent, to other effects and attacks.

Stream Of Consciousness -400 CP (Discounted for Beholder Hive)

Your mind possesses a multitude of streams of consciousness. This, coupled with a beholder's naturally aberrant mind, makes you incredibly skilled at coordinating multiple complex actions and executing very complex, multi-part schemes. This trait becomes so ingrained in you that even one body of yours becomes incredibly complex and skilled at doing multiple things at once, making you a veritable one-beholder-army even if only a single body is present in a single area.

Regional Effects Booster: Lords Of Your Lair

You have gained, and exhibit, unrivaled control over your territory. You can create many more regional and lair effects, and each individual body of yours can create one unique set of regional and lair effects and can activate them when appropriate. Your enemies will regret daring to step into your territory without your permission.

Multibody Tactics -600 CP (Discounted for Beholder Hive)

You have an uncanny level of self-mastery. You know precisely how your body and abilities work, and can effortlessly theorize about how your foes would react to your abilities or how your own powers might work if used in conjunction with other bodies of yours. You can effortlessly strategize about the most efficient and also the strangest ways to use your powers to stymie foes and you have impossibly precise coordination with your clones able to use their countless eyes and eyestalks to achieve incredibly precise results in battle.

I Dream Of Booster: Self Growth

Your mastery over yourself has given rise to a new ability; the power to grow and change. You can dream up clones of yourself that have variant abilities, such as an eyestalk being able to fire a ray of blindness instead of a ray of sleep, or a disintegration beam turning into a ray of lightning. You can also dream up clones that share copies of your consciousness and your beholder abilities but are not actually linked to your mind and cannot take on alt-forms. These clones can be uplifted and made true clones if you can take on more true clones and when this is done they become linked to your consciousness and can unlock the power to take on your alt forms. With a few days of intent and some focus being given to this, you can swap out your own eye rays with the variant abilities described [here](#) (in the “Variant abilities” section). You can pick and choose which rays are replaced. With time and training, you can more easily swap out your rays.

Flurry Of Rays Booster: Legendary Actions

Your mastery over your different bodies grants you unparalleled coordination. You can use this to act even when others are acting and have done something as unlikely as catching you off guard, or even as your foes are launching attacks or monologuing. You are a skilled ambush predator and have the speed needed to do something as precise as use telekinesis to flick a knife at a wizard you can barely see as they finish casting a spell they are trying to cast while you aren't looking at them. Your actions are legendary not just in their speed but in their precision, and your mind is well-adapted to this reality.

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.

Lair -Free

You have a lair somewhere in the setting you visit. This lair takes your beholder alt form into account and is built for beholder navigation, but with specific defenses formed from a

combination of your build here and local things like shotgun traps if you are in a modern world or a room filled with zombies under your command if you are a death tyrant. By default this lair spawns near your starting location but if you wish this can be stored and you can instead get a one-time (per jump) ability to instantly create a lair in a place of your choosing.

Gallery -100 CP

You have a collection of statues that are actually petrified lifeforms. You can free them from their petrification by looking at them with an anti-magic cone or otherwise hitting them with some sort of anti-magic effect. When they are freed they will be considered dominated by you for an hour, and will obey you. Afterwards, they will gain free will again but remain friendly to you. This collection expands as you go from jump to jump, gaining new statues based on local creatures. These creatures have disadvantage on saving throws against your charming, sleeping, slowing, and petrification rays. Destroyed statues are restored and/or replaced by exact copies at the start of the next week, though particularly strong statues such as ones of an adult dragon, a purple worm, or other such monsters take longer based on their power (with the strongest ones taking a full jump to be replaced). You know exactly how many statues you have, and can call them to your side at will, letting you instantly ambush foes with a nasty surprise if you feel displeased or ambushed.

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:

Far Mind +100 CP

You are no longer a Drop-In or from an alternate Reality.

You are instead Local who somehow is a beholder that has arrived in this world.

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

Beholder Type (Origin Exclusive) +200/300 CP

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

Behold Your Foes (Varies)

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this you take, a pair of other beholders, only 2 per origin (with beholder hives consisting of one dominant, full-sized beholder and two clones), appears. These beholders do not have perks and have stats and attitudes matching the type of beholder they are. The clones in the beholder hives have a quarter of the health of the central beholder who has stats that match the normal stat block for beholders. Have links for stats for [beholders](#) and [death tyrants](#).

Epic Beholders +200 CP/+400 CP/+600 CP/+800/

Sans drawbacks there are no other beholders when you first appear here. This changes that. This drawback causes there to be uniquely powerful beholders who appear at the same time as you. [Xanathar](#) is one of them, and the other two are custom foes. Each of these enemies has access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned foes access to the general perks as well as the perks for their origin.

True Beholder +500/800 CP

Oh... Oh no. Now you think like a beholder. Perks like *Alien Mentality* do not supersede this, but if you have something like *Eye Tyrant* you can still stomach working with other lifeforms it's just harder. This makes you a Beholder's beholder; a true nightmare of paranoia, megalomania, and xenophobia, even if you can at times power through such sentiments. For the duration of this jump expect to be stuck acting like a Beholder would. If you take the second, +800 CP tier of this, you cannot shapeshift out of your beholder 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 asshole 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)