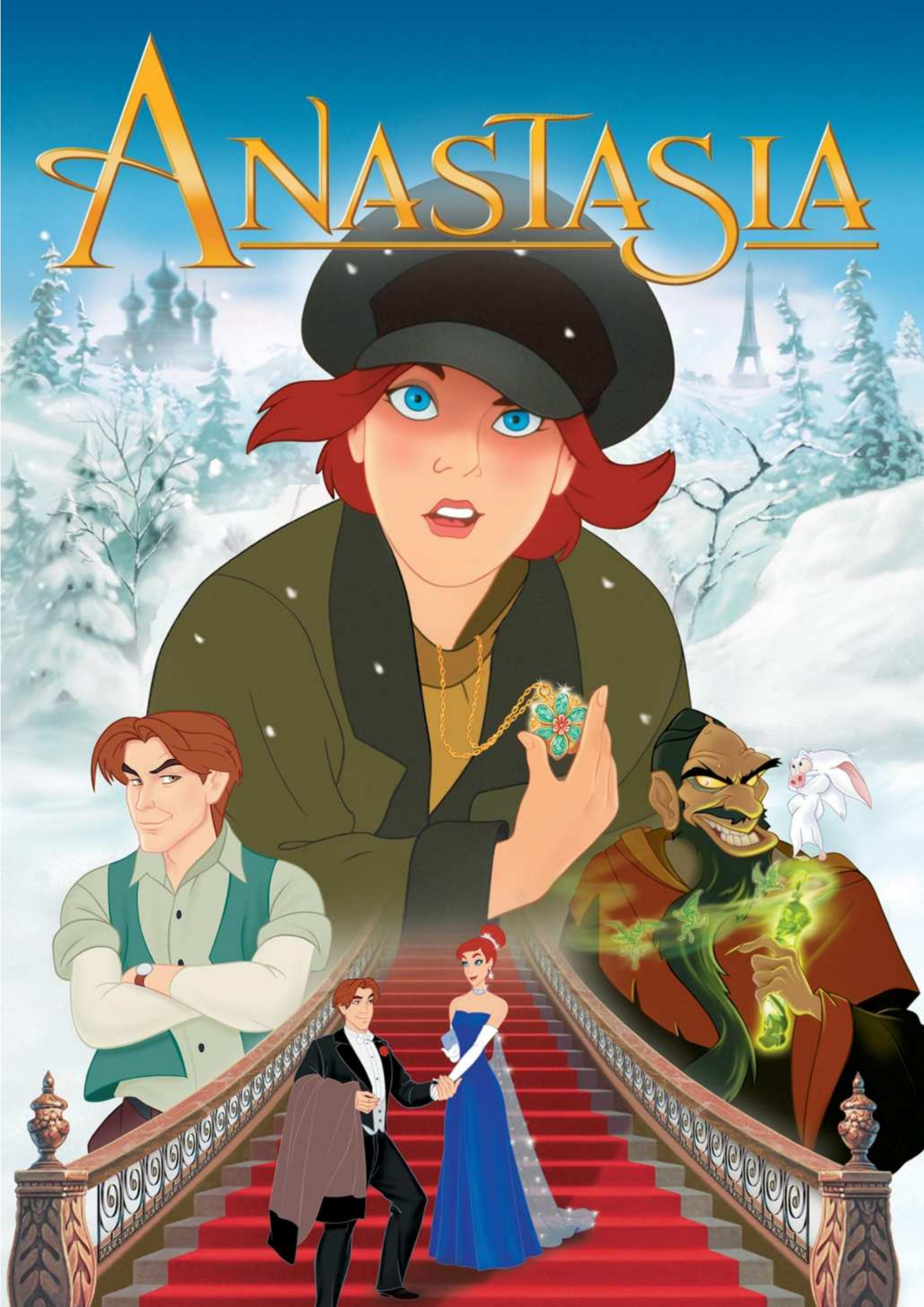

ANASTASIA

# Anastasia

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

After the royal Romanov family draw the anger of Rasputin, he sold his soul to dark powers in order to claim his revenge. Most of the Romanovs are killed. Ten years later, Dowager Empress Marie Feodorovna offers a reward for anyone who can bring her missing granddaughter, Anastasia to her. Dimitri, a con artist, finds Anya – a woman missing memories of her childhood – and plans to scam the Dowager using this woman. Meanwhile, Rasputin reawakens, desperate to kill Anastasia and complete his revenge.

What role will you play in the coming events? Will you help the Dowager find her granddaughter? Will you watch as love blooms between an unlikely couple? Will you work with Rasputin to guarantee his revenge? That's up to you.

You arrive in this world as Dimitri and Vladimir agree to con the Dowager, as rumours of Anatasia's survival spread through St. Petersburg. You will be staying here for the next ten years.

**You have 1000 choice points (cp) to spend.**

## -Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

## -Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

**[Free] Human**

You are an ordinary human. Nothing more needs to be said.

**[Free/+100cp] Bat**

*Choosing this species may give you an additional 100cp to spend, as explained below.*

You are a bat. You are free to choose your colouration, whether that be white or something even more unusual like pink. As a bat, you are capable of flight, but you are also quite small and lacking in

physical strength. You are capable of standing on your legs and have the same manual dexterity in your hands as humans do. You can even talk!

If you'd like to gain an additional 100cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

**[100cp] Bear**

You are a bear. Your large size affords you greater strength than the average human. Like the Bat option above, you are capable of walking around on your hind legs, have the same fine control over your front paws as humans do with their hands, and can talk.

**[100cp] Magical Creature**

Like Piloff, you are some sort of bizarre magical creature. You have a small, snake-like body. Despite its small size, it can be stretched out hundreds of times its base length. This is painless, and retracting back to your normal size is a snap. You are able to manifest a pair of arms from your body, which end in suction cup-like hands. You can keep these arms hidden when not in use.

You are able to produce a strange liquid when squeezed. This liquid can be utilised for potion making, and producing this liquid does not cause you any adverse effects.

**[300cp] Dragon**

Perhaps as a result of drinking a strange potion, you are now a monstrous dragon.

As a dragon, your colossal size affords you immense strength, you possess sharp teeth and claws, and you can even breathe fire at your foes. Notably, you lack wings or the ability to fly, so think carefully before climbing a tower that cannot support your weight, as you might not survive such a fall.

## -Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

**Royal**

You are royalty, likely related in some way to the Romanov family. Or, maybe you are just pretending to be, such a scam has become quite common, after all.

**Trickster**

You might be a con artist, or someone that trades favours. Of course, this doesn't mean you are all bad – perhaps underneath it all is a heart of gold?

**Villain**

Are you the kind of monster that would sell your soul to curse your enemies? Perhaps you've simply thrown in with the wrong crowd? In either case, it would probably be correct to refer to you as a villain.

## -Location-

You may freely choose to begin anywhere in Russia, Germany, or France, so long as it makes sense and does not provide you with any additional advantages you have not purchased. For those looking for a bit more direction, consider the following options.

**St. Petersburg**

This is where Rasputin will declare his curse on the Romanov family, and where Dimitri and Vladimir will meet the amnesiac Anya.

**Paris**

After the Russian Revolution, this is where the Dowager empress resides. It will also be where Anastasia reunites with her grandmother, and where Rasputin is finally dealt with, provided you don't take things off course.

**Moscow**

The city of Moscow is largely irrelevant to Anastasia's tale, but is centre stage for an earlier story involving Bartok the Magnificent.

## -Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

**Royal Perks**

**[100cp, Free for Royals] Beauty of Your Mother**

Whether or not you are royalty, you certainly have looks befitting one. On purchase, choose whether you receive a boost in feminine beauty, allowing you to rival Anastasia in terms of looks, or whether you receive an equivalent boost in masculine handsomeness.

**[100cp, Free for Royals] You Can Learn to Do It**

Whether you not you are royalty, you can certainly conduct yourself as such.

Now, you have become quite skilled at ballroom dancing. You also find it easy to pick up etiquette appropriate for royalty, ensuring you don't embarrass yourself in formal settings.

**[200cp, Discounted for Royals]** ***I don't want to trick you.***

They say honesty is the best policy. Provided people actually believe you, of course.

Fortunately, you'll find that when you speak the truth (at least as you understand it), others will be far more inclined to believe you, or at least believe you are being sincere. This will help you to reach those who have become jaded or closed off after hearing similar lies over and over again. Maybe it is also what you need to reconnect with those you have been estranged from.

**[200cp, Discounted for Royals] At the Beginning**

It is quite sad how relationships can go south from a simple misunderstanding. Fortunately, you have this perk.

From now on, when it comes to those you love and who love you in return, awkward misunderstandings don't last. If you were simply a tool for their scheme, but things changed over time, then should you find out the former, events will conspire so that you can quickly learn the latter. If they are withholding information that would make you fall for them more because it wouldn't be right for them to tell you, then you will learn it from another source. If they are hiding their feelings because they don't think they are worthy of you, you will be able to discern their true feelings. Perhaps the two of you will elope – how romantic!

**[400cp, Discounted for Royals] Journey to the Past**

Looking to find your family, or your place in the world? No problem!

From now on, when you are desperately seeking something, you will encounter "signs" that point you in the right direction. These signs will vary based on the setting and your immediate environment. One example might be a dog stealing an article of clothing from you, and diverging from the road you would have otherwise gone down.

While you will be aware when these signs are in fact presented to you as a result of possessing this perk, you often won't quite know where they will lead. As you might expect, this perk cannot take you to things that don't exist, or that you wouldn't be able to get to even if you knew where to go.

You can toggle this perk on and off as you like, should you not want to bothered by unnecessary signs.

**[400cp, Discounted for Royals] Once Upon A December**

It would be very unfortunate if you were to forget the most important things about yourself, like your family. By taking this perk, you will ensure that you won't have to.

Upon purchase of this perk, you receive a perfect, eidetic memory, along with the required mental capacity to handle it. Wonderful memories such as being sung to by your mother will there for you to enjoy at any time.

**[600cp, Discounted for Royals] Plot Armor Princess**

For some reason, beings that are vastly more powerful than you will struggle to perform at their best when they attempt to harm you.

Should such a being attempt to assassinate you from afar, they won't think to repeat methods they have already tried, even if it would cost them little and would be likely to succeed. Should they confront you directly, they will stumble or make foolish mistakes at crucial times – which cause them to fall through ice that wasn't as solid as they believed, drop the item that empowers them, and so on.

While this perk won't guarantee you can triumph over such beings, it does give you a significant chance you would not otherwise have.

You can toggle this perk on and off as you like. Perhaps you want a fair fight?

**Trickster Perks**

**[100cp, Free for Tricksters] A Rumor in St. Petersburg**

When you are out and about, picking up the latest rumours and gossip peddled by the locals is an easy task. People will be more inclined to share this information with you, and you will be more likely to overhear this kind of information without even seeking it out.

**[100cp, Free for Tricksters] Paris Holds the Key (to Your Heart)**

New in town? No problem!

From now on, you'll have an easy time identifying the local sights and sounds of the local area. With such intuition, you'll be able to find those hidden away places that ordinary tourists might miss out on. It'll also help if you are showing off the local area to visiting friends.

**[200cp, Discounted for Tricksters] If I Can Learn to Do It**

If you are planning on passing a girl off as long-lost royalty, they have to play the part. This perk may be just what you need to achieve such a thing.

Now, you have become quite skilled at teaching others proper etiquette, as well as ballroom dancing, such as the waltz. Additionally, those that you teach have an easier time remembering what you

have taught them – very helpful if they need to remember complex family trees, or a variety of random factoids.

**[200cp, Discounted for Tricksters] Papers Please**

You have a knack for getting your hands on counterfeit travel papers, licenses, identification, and similar items.

The method of acquisition may vary by setting, but you'll always be pulled in the right direction. Sometimes you'll have to acquire them from someone else. Other times, you will have an easy time learning how to make counterfeits yourself.

Just make sure you keep abreast of what is going on with the papers you are trying to get a counterfeit of – you wouldn't want to be caught using out of date papers, after all.

**[400cp, Discounted for Tricksters] Opportunist**

Opportunities for money making schemes not only fall into your lap, but tend to work out much better than you could possibly expect.

For example, if a wealthy royal was looking for her long-lost daughter, you would be able to find someone who could pass as this daughter, allowing you to scam the woman for the reward money. Of course, your luck with these schemes is such that it might even turn out that the woman you found for this task actually *is* the missing daughter!

**[400cp, Discounted for Tricksters] Con Artist**

What good is a scheme if you can't get anyone to go along with it.

Fortunately, you've become highly persuasive, allowing you to talk others into doing things they otherwise wouldn't. You have good social awareness, allowing you to intuit how to best approach for persuading (or conning) your target, whether that means pulling back a bit and tricking them into thinking they must act now, or committing strongly to your stance, so that they can see how serious you are about what you are saying.

**[600cp, Discounted for Tricksters] Lucky in Love**

When it comes to affairs of the heart, you are incredibly fortunate.

Even without looking for such a person, events will conspire to guide you towards those that would be romantically compatible with you, or to guide them to you.

This fortune will help draw the two of you together. Romantic or kind gestures you try to keep to yourself will eventually be discovered by your love, ensuring your kindness is rewarded without you bragging or making a big deal about such things. You'll also find that barriers to your love, such as station in life, tend to be resolved one way or another. If you were to fall in love with a princess, and her fall in love with you, then members of her family will not try to interfere, and will likely encourage such a relationship.

Finally, should your love ever be in mortal peril, you will get a strong sense that you should return to them, or check up on them. This won't guarantee that you will be able to deal with such danger, but at least you will have the chance to try.

You can toggle each aspect of this perk on and off as you like.

**Villain Perks**

**[100cp, Free for Villains] Something Really Cruel**

Evil monstrous acts are often a challenge for the weak-hearted. Not you, however.

Now, you can revel in and enjoy villainy for its own sake, and you will never have the issue of not being able to stomach an action for being too vile. You'll be able to cackle with glee as you plot the death of an innocent young lady.

This perk will never force you to act differently, it simply allows you to follow through on evil you wish to commit, and derive enjoyment from it. Nevertheless, you can toggle it on and off as you like.

**[100cp, Free for Villains] Jumper the Magnificent**

You've become an expert at showmanship. You've also become quite good at juggling, allowing you to juggle many objects of varying sizes and shapes, even as you walk backwards. How impressive! Perhaps you should put on a show?

**[200cp, Discounted for Villains]** ***Sir, is this the face of a bat who would lie to you?***

Not all villains get to be the evil mastermind. For those who take the role of a henchman, there's this perk.

From now on, you have a much easier time staying in the good graces of wicked and unstable individuals, and may well even develop genuine friendships with them if you wanted to. While this perk does nothing to help you steer these people away from villainy, so long as your attempts to do so do not directly interfere with their plans, they will not hold them against you.

You have also become quite good at consoling others, helping to pull them out of their misery, or calming them down when they get too stressed.

**[200cp, Discounted for Villains] On the Inside**

Transformation magic can be a wild and unpredictable thing. When you're the one drinking the bottle, you ought to know what the effects are. Thanks to this perk, you will.

From now on, you are able to accurately predict how magic that physically transforms your body will change you. In order for you to make such a prediction, you must be relatively close to the source of such changes, and be aware that it has transformative properties.

Such intuition may help you avoid being scammed or tricked. It might even cause you to do some healthy self-reflection – if say a potion worked by making you on the outside how you are on the inside, and your intuition was telling you it would turn you into a monster.

**[400cp, Discounted for Villains] Revolutionary**

You are a talented schemer and manipulator, Jumper.

Your talent is most evident when it comes to causing civil unrest. You are good at identifying sparks of unhappiness felt by a group, and creating schemes to fan these sparks into large flames of revolution or rebellion. What better way to deal with traitorous tsars than to turn their own subjects against them?

**[400cp, Discounted for Villains]** ***This can only end in tears.***

Have you grown tired of serving your master? Can you no longer tolerate the evil your associates get up to? No problem!

From now on, when you would like to abandon those you allied with, opportunities will arise that will allow you to do so in a clean way. When using these opportunities to bail out, you will find that those you have abandoned won't turn their anger on to you, whether that be because the opportunity allows you to maintain at least a neutral relationship, or because it keeps them occupied with other problems. In fact, you will have a vague sense for when an ally you would like to abandon is about to be in mortal peril – after all, there's no reason to go down with a sinking ship, right?

**[600cp, Discounted for Villains] In the Dark of the Night**

You now have the necessary knowledge and ability to contact the same dark forces that Rasputin sold his soul to.

These forces have a great and dark magical power, but offer it for a price. If you wanted a reliquary like Rasputin's from them, you would have to offer your soul. Fortunately, you'll find that these forces are willing to engage in lesser bargains. You even have an initial bit of "credit" – a show of good faith on their part, perhaps? It is not quite at the level of the offering of a human soul, but it is significant nonetheless.

In future settings, you will gain the necessary knowledge and capabilities to contact similar entities, should they exist. In each case, you will begin with some initial goodwill, ensuring that you aren't harmed simply by getting in contact with them, as well as giving you a similar initial level of credit from them.

**General Perks**

**[Free] Musical Film**

Whether they are a lost princess, scheming conman, or dastardly villain, it seems that anyone who's anyone is prepared to burst into song at the right opportunity.

To make sure you can belt out your own tunes, your ability to sing has been noticeably enhanced. The quality of your voice has somewhat improved as well. How nice!

**[600cp] Witch**

Like Baba Yaga, you have great magical power.

With this power, you are able to teleport short distances, and levitate and move objects large enough to carry a couple of humans at a time. Used correctly, this can enable you to fly through the air. Maintaining this magic is easy for you, allowing you to have many objects acting autonomously as you go about your business.

On top of this, you are capable of brewing potions. One such potion is the potion of innermost self, which changes the drinker's form to match their personality. You know a few other potions of a similar or lesser level of power as well. These potions may require ingredients from a magical creature, but in each setting you visit you will be able to discern an appropriate substitute. They also require more esoteric things, such as "compassion" (collected in tear form). These cannot be substituted and may be a pain to get your hands on.

## -Items-

Discounted items are 50% off, with discounted 100cp items being free for the first purchase.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

**Royal Items**

**[100cp, Free for Royals] Dress and Tiara**

You have acquired a wonderful dress (or suit, if you prefer), perfect for a formal outing. It is self-cleaning and self-repairing, ensuring you can wear it often.

In addition, you've picked up an extravagant tiara (or crown), fit for royalty.

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp, Discounted for Royals] Lucky Dog**

This small, cute dog is now your loyal pet.

In addition to providing companionship, your dog seems to be a source of good fortune. It may unintentionally lead you down a path that ultimately is to your benefit on occasion. Should your life be in imminent danger, it will quickly pick up on this and work to alert your or your allies.

Should something unfortunate happen to your dog, it will be back the following day, good as new! This isn't that kind of movie.

**[400cp, Discounted for Royals] Reward Money**

You have obtained ten million roubles, in cold, hard, cash. If you need to find a missing relative, perhaps you should consider offering it as a reward?

In each future jump, you receive an equivalent amount of currency in terms of purchasing power. Post-chain, you will continue to do so every ten years.

**[600cp, Discounted for Royals] Missing Royalty**

Anastasia wasn't the only royal to go missing, it seems.

This item provides you with some small trinket that will work to irrefutably prove that you are a member of the Romanov family that had gone missing. In each future setting you visit, you will receive a similar item that proves you belong to a local royal family, should one exist.

If you are taking a background, this will be accounted for prior to using this item. If you are Dropping In, then the world will retroactively accommodate this when you first use the trinket to prove your identity, though you will not gain extra memories. Your exact position in the royal family may vary depending on the setting, but it will likely be equivalent to a princess. Your new family will always be happy to have you back, though you can still sour relationships with them later depending on your actions. Be careful, being reintroduced to a royal family may cause you to gain enemies who oppose said family.

Should a trinket provided by this item be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Due to the nature of this item, you cannot import into it.

**Trickster Items**

**[100cp, Free for Tricksters]** ***Do you like the Russian ballet?***

You have pair of special tickets, which can get you and a partner prime seating at any ballet, opera, or similar performance that is open to the public. They can be reused for each event you would like to attend. Don't worry about the performers losing out from your attendance, as the venue will always manage to make back the cost of the seats in some other way.

Should either of the tickets be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[200cp, Discounted for Tricksters] Counterfeit Papers**

A set of papers, the appearance of which will change as needed to fit the situation.

These papers will get you passage on any kind of transport open to the public, such as a train or ship, counting as tickets, exit visas, and any other documentation you might need. Optionally, they can obscure your identity if you are planning on travelling incognito. Any loss of revenue the transport would suffer by letting you on will be made back in other ways, so feel free to use them as often as you like.

Should the papers be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[400cp, Discounted for Tricksters] Witch's Lair**

A small residence for those who like to keep away from society at large.

The residence is protected by a giant talking skull, which insists that a visitor correctly answers a riddle of its choice before letting them pass. Of course, if you wish to pass it will always let you, and you can tell it to allow other individuals if you like as well.

Once one travels through the skull's mouth, they will find a cottage situated on a small island. This island is magic, and can "stand up" on leg-like mounds of earth, giving those in the cottage a good look at the surrounding area.

In future worlds, you may choose for this to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. You can choose for the cottage to be hooked in to any public utilities if you like. All bills associated with the cottage will automatically be taken care of, with no effort on your part. Perhaps others simply think it is best not to pay too much attention to it?

Should the cottage, island, or skull be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

**[600cp, Discounted for Tricksters] Old Palace**

You have come across an extravagant palace, on par with the palace belonging to the Romanov family.

Unfortunately, the old palace has seen better days, and is a state of disrepair. Although you technically do not own the palace, it has long been abandoned and no one will come and dispute if you choose to live there. As such, you will never have to pay any bills relating to the palace. The palace retains improvements and repairs, so if you are looking for a bit of a project, you might consider restoring it yourself. Your inactive companions can even stay here, so long as they remain on the property.

At the end of the jump, you will be officially recognised as the palace's owner, but still don't have to worry about any bills. You will also have a one-time opportunity to have the palace immediately restored to its former glory. You can choose to opt out of this restoration if you'd prefer to take care of it yourself.

In future worlds, you may choose for the palace to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the palace be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

**Villain Items**

**[100cp, Free for Villains] Travelling Show**

This strange contraption has a large sail, displaying your likeness, and can be steered with a small wheel. It sits on three wheels. In combination, this allows it to be piloted by a small creature, such as a bat. Larger, human sized beings will be able to simply push it around.

When you are in the right place, the contraption can be unfolded to reveal a small stage for performances. It also holds a few surprises to add to your performances, such as a hollow weight which makes it seem like a bat could lift 10,000 pounds, and inflatable dragon and monster in kite form for you to "defeat". There's even, somehow, enough extra space in here to store a fully grown bear. Packing up is as simple as setting up.

Should this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

**[200cp, Discounted for Villains] Jumper's Limbo**

Deep under the earth is this large cavern.

Despite being deep underground, you'll manage to get to and from the surface fairly quickly and without difficulty. This is the primary draw, as the cavern offers little of importance.

Optionally, the cavern can come with a small swarm of talking bugs. They aren't good for much, but will happily join in on any of your musical numbers, and will accept punishment from you without complaint – handy if you need some stress relief. They count as followers and are completely loyal to you. Should one perish, a replacement will arrive at the start of the following jump. Post-chain, this occurs after ten years.

In future worlds, you may choose for the cavern to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the cavern be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

**[400cp, Discounted for Villains] Tower Prison**

You have gained ownership of this grand looking tower, which is intended for holding and interrogating prisoners.

As you progress up the tower, you will find various racks and torture implements. At the top of the tower are a pair of spherical cages, one larger and meant to hold humans, and one smaller and meant to hold bats are similarly sized creatures. These cages can be suspended in the air, and dropped down a large distance, so that a rising tide can sweep in and drown those trapped inside. A villainous manner of disposing of obstacles in your way.

In future worlds, you may choose for the tower to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location.

Should the tower be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

**[600cp, Discounted for Villains] Potion of Innermost Self**

A small potion, said to make you on the outside what you are on the inside.

Once drunk, the drinker will undergo a dramatic transformation, which reflects their inner nature in some way. A kind and caring person may become beautiful, whilst a cruel and vicious person may become a monster of some kind, such as a dragon. Their new form can be up to ten times more powerful than the drinker was previously.

Don't like what you got? No problem! Included with this item is an antidote which immediately undoes the effects of this potion. It can always be used, even if the new form is strange enough that it would prevent drinking.

24 hours after the potion or antidote in lost, destroyed, or used up, a replacement will appear in your Warehouse.

**General Items**

**[50cp] Films**

A copy of Anastasia and Bartok the Magnificent, on your preferred form of physical media. Now you can watch them whenever you like!

Should either be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Music Box**

An exquisite, custom-made music box. On purchase, you can decide the tune that it plays, as well as its general look, so long it is not more extravagant than the one given to Anastasia by her mother.

Playing the music is soothes you, and fills you with a pleasant feeling of nostalgia.

Should your music box be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp] Family Portrait**

This is a large painting of you and your friends and family, including companions. On purchase, you can decide which individuals are included. The painting is extremely well done, and comes in an ornate frame.

Should the painting be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

**[50cp]** ***Tie my sash and a dash of cologne***

This modest vanity comes with an endless supply of cologne, perfect for masking a rotting smell you may be emitting. It also has a variety of brown wigs in feminine hairstyles. Why would you need those?

Should any of this be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

**[800cp] Reliquary**

Normally, acquiring an object such as this would require you to sell your soul. Fortunately, paying for it here obviates that cost.

The reliquary is keyed to you, and can fly about. This allows it to return to you. It also means that you can hold onto it and use it to fly across countries at a fairly high speed.

The reliquary allows you to scry on others, animate statues, cause bursts of frost, grow out existing plants, and even influence the dreams of others, which can even cause them to sleepwalk in a way you desire.

Notably, the reliquary can also spew out small flying minions to carry out your commands. In addition to attacking your foes, they can sabotage devices, or group together to become very large for a brief amount of time before dissipating. Minions created by the reliquary will eventually dissipate after some time, but there is no limit on how many can be created. On purchase of this item, you are free to decide the colour and design of the reliquary and the minions it creates, so long as that choice does not provide additional advantages.

The power of the reliquary is greatest whilst in your possession. Losing it will weaken its effects, it being damaged will weaken its effects further, each making it more likely a magical effect sourced from it is cancelled. If the reliquary is destroyed, all magical effects will be cancelled.

If you'd like to take on some extra risk, you can choose to be more permanently bonded to the reliquary. This will prevent you being killed in most ways, with you eventually becoming an undead creature with body parts often popping off and reattaching themselves to you. You might even learn to take advantage of this aspect to deliberately temporarily stretch your limbs or neck. The consequence of this is that if the reliquary is destroyed, you will immediately disintegrate, which will count as a death for the purposes of chain failure. You can decide to bond with it whenever you like, but it cannot be undone, so think carefully about it.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours. This will not undo your disintegration.

## -Companions-

**[50cp per.] Import**

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

**[50cp per.] Create**

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

**[50cp per.] Recruit**

For 50cp each, you may take any named character appearing in Anastasia or Bartok the Magnificent along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

## -Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

**[0cp] Early Start**

With this toggle, you can choose to start ten years earlier, arriving in 1916, a few hours before Rasputin interrupts a party and declares the Romanov line will be dead within a fortnight. Alternatively, you can choose to start earlier still, a few hours before Bartok the Magnificent arrives in Moscow.

For either choice, you can decide whether you are still staying for ten years, or whether the length of your stay is extended so that you will be leaving at the same time you would be without using this toggle.

**[+100cp] Paper Problems**

You lack any kind of travel papers, and will not be able to get your hands on official ones for any reason during your stay. Hopefully you can find good counterfeits, and people aren't looking too closely, or you may be in for a bad time.

**[+100cp] It's A Killer**

You are easily stressed, and will be greatly upset by relatively minor setbacks. You might benefit by having a friend, or minion, that can calm you down and keep you on track.

**[+100cp] Trumpet Trouble**

For one reason or another, you can be sure that if someone is holding a trumpet in your general vicinity, it will end up being played directly into your ear. What a headache!

**[+200cp] Flames of Unrest**

For the entirety of your stay, places you spend extended amounts of time at will inevitability experience intense civil unrest and violence, and should you stick around, you will be drawn into it one way or another. Be careful out there!

**[+200cp] The Real Jumper**

You have a massive ego, which prevents you from recognising faults in your character, and to a large extent your actions as well.

Should you encounter a magical effect that causes those exposed to it to become on the outside what they are on the inside, you will blindly believe that it would make you more attractive, even if you would otherwise be able to determine its effects on you.

**[+200cp] Teeth of Sharpened Iron**

You have developed a reputation (whether earned or not) of being a monster. Should crimes happen in your vicinity, you will be immediately considered the likely culprit. Heroes and other do-gooders may confront you directly, for events you have never even heard of. Unfortunately, this reputation never works in your favour, such as by causing others to treat you as a greater threat than you are.

Convincing others you aren't so bad will take a great deal of effort, but can be done on an individual basis.

**[+300cp] I Don't Remember**

Ah, it seems that you are missing a great deal of your memories. This includes all memories of being a Jumper, and pre-chain events. If you purchased the *Missing Royalty* item, you also don't remember being royalty, or how the trinket that comes with that item can be used.

Regaining lost memories is possible, but will require very specific stimuli in each case. Those you are bringing in with you (such as companions) can help you find these stimuli, but them simply telling you will not be enough to recover memories on its own.

**[+300cp] Loser**

Through a combination of poor decision-making, and bad luck, you efforts to kill or battle against others are drastically less successful than they would typically be.

Should you attempt to assassinate someone, and that attempt fall through, you won't think to try the same strategy again – even if it would cost you nothing and would be likely to work. Should you pursue a foe directly, you might forget to pay proper attention to your surroundings, or fight in a disadvantageous way (like remaining within tackling range whilst holding onto a vitally important item).

These disadvantages will extend to your allies and minions as well, so long as they are genuinely working with or for you – you can't simply declare your foes to be your minions in order to weaken them.

**[+300cp] Wrath of Rasputin**

Somehow, you've drawn the ire of Rasputin, a mystical man who has sold his soul to dark forces in exchange for great power. Using his reliquary, he can scry great distances, summon minions to attack his foes, fire off bursts of energy, and even mess with people's dreams. His life is tied to the reliquary; so long as it is not destroyed, he can survive as an undead being, pulling his rotten body back together if it is damaged.

Reasoning with Rasputin is not possible, and his hatred for you is as strong as his hatred for the Romanov family ever will be. Should your starting time mean that Rasputin is not present, an equally powerful villain will emerge and take his place for this drawback.

## -Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

**A Perfect Beginning:** You choose to remain in this world. Your chain ends here.

**But is it enough?:** You choose to continue your chain. Proceed to the next jump.

**A Perfect Ending:** You choose to return to your original world. Your chain ends here.

## -Notes-

Thank you to everyone who assisted in making this jump.

**On Age:**

The bats in this setting have human-like age spans. Bartok is an adult during the events of Bartok the Magnificent, which occurs at some indeterminant time prior to the events of Anatasia, which itself has a ten-year time skip. For the purposes of this jump, assume all species choices here have the same kind of lifespan.

**So, what exactly happens here, anyway?**

The events of Bartok the Magnificent occur sometime before Anastasia, though it isn't clear exactly how much before.

In 1916, a celebration is held for 300 years of Romanov rule. Dowager Empress Marie Feodorovna gives her granddaughter a music box, which plays the tune of the lullaby she sings to her, and is opened with a necklace that reads 'Together In Paris', as she plans on taking her granddaughter on a trip there. The celebration is interrupted by Rasputin. When Rasputin is called a traitor, he declares a curse on the Romanov family, that they will be dead within a fortnight.

By selling his soul to dark forces, Rasputin has gained great power in the form of a reliquary. With this power, he stokes civil unrest, causing the Russian Revolution. As the palace comes under attack, a servant boy named Dimitri helps Anastasia and her grandmother escape through a hidden servant's entrance. The music box is left behind in the process. As Anastasia and her grandmother make their way to the train, they are attacked by Rasputin, who falls through thin ice. Although the Dowager makes it onto the train, Anastasia is left behind.

Ten years later, rumours abound that Anastasia may be still alive, and that the Dowager is offering a substantial reward for her safe return in Paris. Dimitri, now a conman, and his associate Vladimir plan to scam the Dowager out of the money by providing a woman and pretending she is Anastasia. He has the music box, which he thinks is a jewellery box, but thinks it will be enough to convince the Dowager.

Anastasia, now going by Anya, suffers from amnesia and has no memory of being a princess. She still has the necklace, which is her only clue to her past. She leaves the orphanage where she was raised. She is supposed to go to the fisherman's village to get a job, but chooses to seek out her past, heading to St. Petersburg. She tries to catch a train to Paris, but cannot as she does not have an exit visa. An old woman points her towards Dimitri, at the old palace.

At the old palace, Dimitri sees Anya next to a portrait of Anastasia, and realises she would be perfect for his scam. Anya tells Vlad and Dimitri about her circumstances, and Dimitri elects not to tell her about the scam so he doesn't have to cut her in. Instead, he plays up that she may well be the lost princess, and asks her to come with them to Paris. She agrees. This interaction is seen by Bartok, a talking bat who serves Rasputin. Rasputin's reliquary reacts, revealing to Bartok that the girl is indeed Anastasia, and then takes Bartok deep underground to Rasputin, who is now a corpse falling apart and held together by dark magic, who is trapped in limbo until his curse is completed. After Bartok

explains the situation and returns the reliquary, Rasputin schemes to kill Anastasia, summoning glowing bat-like minions from his reliquary and sending them after her.

On the train, Vladimir learns that their papers are out of date, and the three move to the luggage compartment to avoid scrutiny. The problem is short-lived, as Rasputin's minions stealthily attack the train, decoupling the engine and luggage from the rest of the train, and sabotaging the engine. The minions also fortify the coupling between the engine and luggage compartment, but Anya finds dynamite, and Dimitri uses it to separate the two remaining parts of the train. Dimitri thinks that they will be able to coast to a stop, but the minions have taken out a bridge up ahead. Dimitri uses a hook to slow the carriage enough for them to jump, with Anya saving his life during the process.

Seeing his plan fail, Rasputin is incensed. He informs Bartok that his life is dependent on the reliquary when Bartok goes to discard it, and then says he has another plan.

Anya, Vladimir, and Dimitri plan to take a bus to Germany, and take a ship from Germany to Paris. Anya learns that she will first be taken to Sophie, a friend of the Dowager empress. She doesn't want to lie, but is convinced that she is not necessarily lying. Dimitri and Vladimir start teaching her how to act like a royal, and about the royal family. On the ship, she learns how to waltz, and Dimitri and her start to fall for each other. At night, Anya discovers the music box. She doesn't quite remember it, but knows it isn't a jewellery box. As she sleeps, Rasputin uses his magic to influence her dreams, causing her to sleepwalk; fortunately, Dimitri wakes up and is able to stop her from throwing herself overboard. Rasputin decides that he will have to kill her in person.

In Paris, the Dowager empress tells Sophie that she will see no more "Anastasias" after dismissing another attempt to dupe her. Dimitri, Vlad, and Anya meet with Sophie, who interviews Anya. Anya answers well, but is not prepped for the last question – how did she escape the siege on the palace? She is able to recall that she escaped through a wall that opened up, which causes Dimitri to realise that she is actually the princess. Sophie says that although she answered the questions, the Dowager is not seeing anyone. At Vlad's prodding, she suggests that they attend the Russian ballet, as the Dowager never misses it. After the group goes shopping, Dimitri tells Vlad, but says that they will continue as planned and afterwards he will step out of her life, as princesses don't belong with kitchen boys. At the ballet, Anya listens in as Dimitri speaks to the Dowager empress. She has heard about Dimitri holding auditions for the part, and will not believe him. After Dimitri leaves, he runs into Anya, who is upset with him as well, for lying to her and using her. She slaps him and storms off.

Desperate, Dimitri hijacks the Dowager's car, and drives her to where Anya is staying. He shows her the music box, which causes her to agree to see Anya. Though she initially doesn't trust Anya, she is surprised when Anya recognises the scent of peppermint on her gloves and recalls a time when she knocked a bottle of it over. As memories start coming back to Anya, she opens the music box with her necklace, and grandmother and granddaughter are finally reunited. Anya is given a brilliant tiara, and a party is organised to celebrate. Despite Bartok's protests, Rasputin decides he will kill Anastasia there.

Dimitri is offered the reward money by the Dowager, but he refuses it, and she realises that he has feelings for Anastasia. Dimitri leaves, planning to head back to St. Petersburg. At the party, Anya is told by the Dowager that Dimitri refused the money, and that she will support her no matter what she chooses. Anya slips out of the party, where she encounters Rasputin. Bartok chooses not to involve himself.

Dimitri, who had changed his mind and returned for Anya, arrives and tries to stop Rasputin. Rasputin thinks he has killed Anastasia, but she survives and tackles him, stealing his reliquary. She

destroys it, causing Rasputin to disintegrate. Anya and Dimitri nearly kiss, but Anya is reminded of her tiara. She returns the tiara to her grandmother, along with a note saying she is eloping, but they will see each other again. The Dowager is pleased, calling it a perfect beginning. Bartok encounters a female bat who kisses him.

**-Changelog-**

0.1
Created the jump.

1.0
(i) Minor typo fixes.