

Welcome to a world in which the holidays are embodied in physical form, living beings that reflect the culture of their time, changing as society does. The Easter Bunny, having shifted from the goddess Eostre to a ‘painter of eggs’, fears what changes he might go through next, especially if such changes may lead him to being forgotten entirely. Thus, he has declared war on the other holidays, starting with the big man himself, Santa Claus. Santa Claus, foreseeing this betrayal, hid the one thing that could possibly stop the Easter Bunny, the Holiday Spirit, away where no-one else save for one young girl could find it. Now, after sixteen years of war, the few surviving holidays that have not joined the Easter Bunny seek out that girl, Tegan Cassidy, in the hopes of finding the Holiday Spirit, and ending the Bunny’s reign of terror.

But the holidays’ war is not the only thing happening in this universe. There were others before the holidays, gods and things even older, and many of them are stirring in the shadows, seeing the world as undefended thanks to the Bunny’s actions, and seeking to return from where they’ve fled or been banished to claim it for themselves.

Take **1000 Choice Points**, and enter this world where all myths are true. How will you change things?

Origins

Select your origin. You may take either Mortal or Supernatural as a Drop In if you wish, entering the world with no background or extra memories; but Holiday and Fallen God are defined by their histories. What role will you take in this world?

Mortal [Free] - You are an ordinary human. Well, a human, at least. Being mortal does not necessarily restrict you to being ordinary. After all, extraordinary humans appear throughout mythology, and it is the faith and belief of humans that ultimately empowers both holidays and gods. You will be exempted from the effect that conceals the truth of the supernatural from most Mortals. You gain a **200 CP** stipend to spend on Items.

Supernatural [Free] - You are one of the many supernatural creatures that inhabits this world, from the sasquatch to the jackalopes to something stranger. You may have a few minor magical gifts, but you are ultimately just as mortal as the humans are. Thanks to the actions of the Big Six, you have been hidden from humanity by the pheromones of the World Tree, able to interact with the mortal world without them realizing your true nature. You gain a **200 CP** stipend to spend on Perks.

Holiday [100] - You are a Holiday, the physical embodiment of some celebration. You are unaging, capable of continuing to live for as long as your holiday is recognized and celebrated, but you can be killed. That said, it would take a being with more mystical power than you to actually do it. Even for the weaker observances, an ordinary human would likely end up breaking their hand if they tried to punch them in the face. You have abilities that are linked to your particular holiday, such as summoning fireworks or conjuring flags. These powers will wax and wane in strength with you, growing stronger or weaker when more or less people celebrate your day.

Fallen God [300] - You were a god, once. An immensely powerful being that was feared and worshiped by humanity. Now, however, your powers have waned somewhat. You are still immortal, and incredibly difficult to kill, but humanity has largely left you behind. That said, you still have centuries, if not millennia of experience to call upon, and a vast wellspring of personal power that still persists, even if you are not being actively worshiped. If you could encourage active worship of yourself again, you could rise beyond the might of even the greatest of holidays.

Perks

All origins receive two 100 CP Perks for free, and 50% discounts on two 200 CP Perks, one 400 CP Perk, and one 600 CP Perk. Those with the **Supernatural** origin gain a **200 CP** stipend to spend here.

Day of Power [Free] - While this is a trait that is particular to the holidays, all visitors to this world will get it for free. Put simply, on one particular day of the year, all of your physical and supernatural abilities will be magnified many times over. If you were just barely strong enough to lift one end of a car, on your day of power you'd be strong enough to juggle several of them. If you could only conjure and control a small sphere of flame, on your day of power you'd be able to control a house-size conflagration. For Holidays, this day of power is the day of their actual holiday. For those that are week long or month long observances, their particular day of power can be the first day, last day, or some day in the middle, but each only gets 24 hours of improved power. For Mortals and Supernaturals, it would be the day of their birth or creation. For Fallen Gods, it would be some feast day or other celebration of their worship. Possibly long forgotten, but still enough to boost their might. The specific day may move due to various circumstances or may be moved among your options; but the benefits of this Perk may not occur for more than one day per calendar year and once set for a given Jump, it may not be changed until the next Jump.

Big Boots to Fill [300, Non-Discountable] - Ordinarily, you would enter this world alongside the 'main cast' of characters. Possibly taking the role of one of the holidays that has been mentioned, but never actually seen. Or some god or supernatural creature that has not yet appeared. With this Perk, however, you may instead choose to step into the shoes of any character which matches the Origin that you've taken. Yes, even beings like Santa, the Easter Bunny, or Mab are up for grabs. Their history and abilities will be yours, unchanged up to the point of your arrival and taking up their mantle. You'll be in charge, but you'll still have to deal with the memories and motivations that have brought them to this point. Oh, and if you pick a character who is supposed to be dead at the start of canon, your entry time into this universe will be moved back to a point before their death, up to one week prior to whatever happened to kill them. You can use this Perk in future jumps, to fill the shoes of some other characters, though you will need to have an appropriate Origin to do so. Also, if there are already costs or toggles in place to take a canon spot in a future jump document, this can't be used to bypass those costs or limitations.

Enhanced Aspect [100] - Some aspect of your physicality or general existence has been heightened, several times greater than human norms. This could be like Labor Day’s strength, Memorial Day’s agility, Cinco de Mayo’s luck, or some other aspect of yourself, such as a sense, durability, or charm. You can take this multiple times, enhancing a different aspect of yourself each time, but if you have discounts, you will need to apply them separately to each purchase.

Learned How To Fight [100] - You know kung fu. Or at least some sort of defensive martial art. You know the basics, how to throw a punch, keep your balance while attacking, how to use most common handheld weapons, and your style will get better with practice. You also know several techniques for using an opponent's physical strength against them, which should be handy, given the number of physical powerhouses that are around.

Nose For Lies [100] - You will likely come across many plotters and schemers during your time here that will try to deceive you. Luckily, you have a sense for when someone isn't being honest to you, and as you listen carefully to what they try to tell you, you will gain a feeling for the shape of whatever they are keeping from you. This will also be handy for finding out when the liar is actually being honest. Of course, you should keep in mind that their opinion on what is true might not match reality.

Holiday Sense [100] - Just as Tegan can detect the location of holidays, so too do you have a sense for the supernatural. Your version is more limited in range, but it is broader in scope, allowing you to detect all forms of magical and supernatural phenomena. Your range can cover a large city, pinpointing the location of various magical energies and entities within it, and particularly strong entities beyond your range can give you a sense for their direction relative to you, even if you can't quite tell how far away they are.

Elemental Control [200] - You are able to control some sort of physical element or phenomenon. Bursts of flame, tendrils of wood, streams of beer, waves of sound, or something stranger. Whatever element you pick, you can manipulate any examples of it that are nearby you, or spend a chunk of energy to summon some forth from your body. You can take this multiple times, gaining control of a different element each time, but if you apply any discounts, you must apply them separately to each purchase.

Many-Faced Mask [200] - You are a shapeshifter, capable of altering your appearance at will. You can copy someone else's visage, alter your limbs into weapons, change shape into various creatures. The main limit is that you retain the same mass, regardless of how large or small you are. You are even able to maintain some control over separated pieces of yourself, so long as they are nearby, which can allow you to do things like pull severed limbs back to you and reabsorb them to heal yourself.

Convoluted Planner [200] - One of the keys when making plans that span centuries is the ability to come up with failsafes, ensuring that even when things don't go the way you expected, some of your plans are still moving forward. You have a talent for this, allowing you to take extremely complex plans which rely on specific events, such as someone you've made a deal with saying something specific at a key moment, and arranging events so that even if some of your criteria fail, you are still moving towards what you wish to accomplish anyway.

Stasis Shift [200] - Sometimes, you just need to get someone out of the way. You have the ability to put people into a kind of stasis, either with a touch or via a short-ranged beam of energy, causing them to glow blue and become effectively immobile and intangible to any outside force. This is far easier for those that are magically weaker than you are, with your average holiday being able to hold several dozen ordinary mortals in stasis for quite some time. The longer that you hold someone, and the stronger they are, the harder it becomes. Holding someone of equal power to yourself would only last a few seconds at most.

Mini-Minion Maker [400] - Just like the 'Big Six' holidays, you have a group of minions that you can summon to do your bidding. From Santa's elves to Valentine's Day's cupids to Earth Day's elementals, you can summon some thematically unified type of minions. The more that you summon at once, the weaker they will be. Half a dozen minions might be around a fourth of your strength each, while several dozen at once would each only have a small fraction of power compared to your own might. You can rapidly summon more to replace any that are killed or destroyed, and they will always be unfailingly loyal to you.

Hare, There, and Anywhere [400] - You have the power of teleportation, similar to that possessed by Rex the Jackalope, AKA the Reborn Leap Year. With merely a thought, you can teleport yourself and a few others to any location you can visualize within a few thousand miles. This form of teleportation is safe, even if you are teleporting partially blind, as if you intersect with something, you'll end up simply shunted off to the nearest open space. Teleporting too often in a row can be exhausting, but that is a fairly high bar to clear, with a few dozen back-to-back teleports being needed before you'd feel the strain.

Try, Try, Again [400] - You have the ability to push your consciousness backwards in time in moments of great distress, like Grace the Elephant, AKA the Reborn Groundhog's Day, was capable of. You can move backwards up to 24 hours from the farthest point in the future that you have reached, but the farther back you go, the more strain there is on you. Too much strain can lead to nosebleeds, and eventually to falling unconscious for a prolonged period of time. While initially you will require significant emotional distress to trigger this ability, in time you can trigger it at will.

Word Is Bond [400] - Many know that they should be wary of making deals with the fair folk, but fewer know they should be equally wary of making deals with you. You have access to the same form of magic as Mab, allowing you to force those who make a deal with you to uphold their end of it. This can be exploited by you, as a poorly worded deal can be interpreted as you see fit, perhaps forcing someone to give up their greatest power due to an ill-considered boast. This does require that they actually make the deal willingly, but it doesn't require them to know what they are getting into ahead of time.

Holiday Spirit Bearer [600] - Somehow, Tegan Cassidy isn't the only holder of the Holiday Spirit. You also bear the mark of the snowflake, and can act as a focal point for the faith and belief of seven billion humans. Unlike Tegan's power, which is limited to only working on full holidays, your power can affect any supernatural entity (including yourself, if you qualify as such), granting a tremendous boost to their powers. You are also able to drain away the energy of faith, belief, or similar emotions from any entities who rely on it.

World Tree Bond [600] - Like Earth Day, you possess a connection to the World Tree. This connection acts as a source for a tremendous amount of magic, and allows you to use the World Tree's roots as a focus to project various forms of magic around the world, and even into adjacent dimensions and realms. A version of the World Tree will follow you in your travels, appearing within each new World that you visit.

Infection [600] - There is so much pain in people, but you can help to take that pain away. You can take it all away. You have a power similar to the 'Taken Darkness' developed by National Ice Cream Day following the Rabbit's torture of him. With a simple touch to the face, you can infect someone with a form of mind control, causing them to fall into a fugue state where they act according to your will and directives, while retaining their skills, powers, and knowledge. Those with a strong will or experience in mental combat can resist this ability, and those you control will be marked by glowing eyes of a color of your choice. That said, those you have infected are able to spread your control themselves via a touch to the face as well. Let your control spread through the world, and the whole world shall know… peace…

Guided by Fate [600] - You have a voice in your mind that can guide you in the tasks that you undertake, and a general increase in fortune in ensuring that you are in 'the right place at the right time' to accomplish whatever goals you have. This voice isn't directly connected to the fates, but it has a similar level of awareness in being able to foresee obstacles, and guide you in how to overcome them. It will prioritize actions that you would want to perform, but it isn't guaranteed that the solution to a problem you face will be one you are comfortable with, and it will be up to your own skill, resourcefulness, and determination to actually perform the directions given.

Items

All origins receive two 100 CP Items for free, and 50% discounts on two 200 CP Items, one 400 CP Item, and one 600 CP Item. Those with the **Mortal** origin gain a **200 CP** stipend to spend here. Any Items that are lost or stolen or destroyed will vanish and reappear in your possession, perfectly intact, within one week.

Basic Props [100] - Holidays are generally able to summon small tokens associated with their holiday at will. Mardi Gras beads, Flag Day flags, Hanukkah dreidels, etc. Now, you have this same ability, but it applies to any job or role that you happen to have. If you are working as a handyman, you can summon hammers or screwdrivers to your hand at will. If you are a crossing guard, you can instantly have a stop sign and whistle when you need them. These items will disappear when discarded, and are all ultimately common and mundane, with no real special properties, but the capacity to summon them endlessly balances that out.

Hand Weapon [100] - It is a dangerous world out there, and you'll need to protect yourself. You have a small handheld weapon, such as a knife, baton, or low-caliber pistol, which you can summon to your hand at will. You are skilled with using the weapon when you are holding it, on top of whatever other skill you might possess, but most importantly, the power of this weapon scales with your own. If you lack any supernatural power, it would function as a mundane weapon, but as you grow, it could start carving or piercing through harder and tougher materials and enemies that would have resisted it or ignored it before.

Cheese Fries [100] - You just love cheese fries! And now, you can summon and eat them whenever you want. You can always call to hand a plateful of delicious cheesy goodness, prepared with your favorite toppings, and even better, you'll never get a stomach cramp from eating too many, and they are actually nutritious for you, despite how artery clogging they should actually be. If you wish, you can have this power be set to let you summon some other snack or comfort food, but why would you? Cheese fries are the best!

Face Cream [100] - Imported directly from the Dreamlands, this special cream allows you to take on a different appearance when rubbed on your hair and skin. It works in seconds, and lasts for hours, and even alters your voice, scent, and other indicators to let you truly mimic the appearance of whomever you are pretending to be. Only their appearance, though. You don't gain any abilities or such that they might have, and the change isn't more than skin deep, so if they have some exotic senses or something, it won't mimic those. It does refill endlessly, however, so that is handy.

Black Friday's Credit Card [200] - You have been entrusted with one of Black Friday's credit cards. It has a spending limit of $20,000 (or the equivalent currency wherever you are), and it gets paid off in full each month. Even better, the spending limit will actually rise temporarily when you use it to purchase things that are 'on sale', with better deals raising the limit higher. The limit will reset each month, but you could easily raise the limit to $100,000 or more if you are careful and crafty in how you shop. Find those deals!

House [200] - It is always nice to have a home to come back to. You own a fairly large town home in a city of your choice. It is fairly spacious, with free utilities and all property taxes and such taken care of. Best of all, it looks boringly mundane to most supernatural entities, which means that they will be inclined to ignore it and anyone staying there as unimportant and not worth their notice. This effect isn't absolute, so if you are being tracked specifically, they could follow you back here, but for the most part, when you are staying here, you will be able to live your life away from most of the supernatural weirdness that abounds around here.

Vehicle [200] - Holidays are not limited to one little town or state, so you will likely need to travel around during your time here. You have some land vehicle of a type of your choice. Motorcycle, jeep, RV, whatever. It is self-repairing, always fully fueled, and can appear nearby when you pull its keys out from your pocket. When you are driving it, you'll find that mundane authorities will most likely ignore you, and that travel times between distant locations are much shorter than they really should be.

Teleportation Disc [200] - You have a large stone disk, roughly five or six inches across, with a glowing gem set in the middle of it. This disc is capable of teleporting everyone who is touching it to one of several set locations. These locations can either be a place, or the vicinity of a specific person. You will have to actually visit the location or person while having the disk on you to set them, and it can hold a couple dozen targets at once. The target will also need to be on the same planet and plane of existence as you are to be reachable.

Hidden Library [400] - You have access to a hidden library, which contains all of the stories in the world, even those that have been long forgotten. In a world in which legends are real, and belief can shape the supernatural, this will be a potent tactical resource for you. That said, it can take a bit of time to actually find a specific book within the shelves, even when helped by the comprehensive catalog system. You can transport yourself and those touching you to and from the library at will. The library itself can be hidden in a specific area on Earth, or simply attached to your Warehouse.

Modern Weaponry Cache [400] - You have access to a stockpile of some of the most dangerous weapons from around the world and parallel realms. Machine guns, explosives, magic grenades, and more are contained within a secret bunker that only you are keyed to enter. These weapons will restock after being used, and there are enough here to equip several armies at once.

Dream Directory [400] - You have access to a copy of the Dream Directory, a glowing green sphere that can list out everyone who is currently asleep and dreaming. Even better, this directory has 'remote access', allowing you to enter the dreams of a given target to interact with them. You will have only limited influence over the dream world, and you can't really affect your target physically, but you are also protected so that the worst that can happen to you in the dream is that you end up booted out. You can force a dream into 'lucidity' for a bit, ensuring that whoever you are interacting with will remember what happens, but doing so will shorten the dream dramatically, causing them to wake up shortly.

Resurrection Orb [400] - This small glowing orb is your ‘death insurance’. If you should happen to die, this orb will vanish and then appear near someone who has a strong connection to you. This could be a Companion, a family member, the person who is next in line for your position at work. Any sort of connection will do, and you can set ahead of time what connections will be prioritized. Upon the target touching the orb, you will wake up, possessing the body of the individual that the orb appeared to. You will have access to your abilities and theirs, but be aware that this is not a true revival. If you end the Jump while possessing them, it will be treated as if you were still dead, which could have poor consequences for your chain, and getting killed while in their body will have similarly permanent consequences. However, if you can reach either your own corpse or the location where you died while possessing this body, you can then use the orb to fully revive yourself, whole and intact, releasing the target from your control. They will have no memory of what happened while you were possessing them. Once used to fully revive you, the orb will go dormant until your next Day of Power, only then ‘reigniting’ and being ready to revive you once again. If you die while it is dormant, you will be out of luck. On a final note, you can choose to ‘attune’ this orb to someone other than yourself, causing it to revive them upon their death instead of you. The same restrictions and such apply to them as do to you, though the orb itself will only reignite on your Day of Power. You can reclaim this orb after gifting it at any time, causing it to reappear in your possession.

Haven [600] - In the end, everyone wants a place they can go where they can feel safe. And this one is yours. Modeled on the hideaway used by the resisting holidays during the holidays’ war, this hideaway contains numerous homes, high walls protected by elemental defenders, and plenty of grown crops. It is completely hidden from mundane senses, and difficult to find by any supernatural forces that would be hostile to you. Unless you took a specific other option here, it doesn’t come with a World Tree of its own, but it is accessible from nearly anywhere, with hidden paths existing that can lead you to it, even if you are hundreds or thousands of miles from where it is physically located.

World Gate [600] - It may be a circle of wood or stone, a ring of mushrooms, a pillar of light without an apparent source. Whatever form it takes, you have a World Gate. An artifact that is capable of reaching other realms. Fairy worlds, afterlives, the Dreamlands, and more. Your gate is capable of reaching any other realm, though it may take a bit of trial and error for you to work out the ‘address’ of any given dimension. This will come with a device, such as a crystal ball or something similar, that you can use to trigger the world gate to open a portal at your location. After all, the gate can’t fit through itself, so if you wish to travel elsewhere, you’ll need to return through the gate, and then choose a different realm. In terms of targeting, the gate is good at getting to a specific realm, but it is less accurate at getting a specific point within the realm. Your arrival area will generally be safe (or as safe as a given realm gets), but you may have to hike a bit within the realm to reach your chosen destination.

Wellspring of the Forgotten [600] - The ‘Forgotten’ were nothing but a ploy by April Fool’s Day to manipulate the Easter Bunny into killing Santa and taking the Holiday Spirit. But that doesn’t mean they aren’t real. You have a massive stone bowl, within which swirls a colorful gaseous liquid, containing the remnants of countless beings that have faded away and been forgotten. The amount of power that they possess is limited, but the forbidden and forgotten knowledge they possess is incalculable. The remnants will be eager to aid you, seeking a link to the ‘remembered’ world, and are nowhere near as malevolent as April Fool’s Day portrayed them to be. Interacting with them also has the benefit of allowing you to perfectly search your own memory and experiences, overcoming any memory alteration, concealment, or even removal that you may have been afflicted with.

Afterlife [600] - You have gained dominion over an entire afterlife, which will accompany you on your travels. While this realm, sadly, cannot protect you from death yourself, it can act as a beacon, drawing in the souls of those you know who may end up dying, allowing them to ‘live on’, so to speak, within your care. The layout, appearance, and aesthetics of this realm is freely controllable by you, and you can choose to open the gates, allowing lost souls who may not fit in any other existing afterlives to come find a place in yours. The more souls that call your realm home, and the more content they are with their existence here, the more strength you can draw from this realm for your own purposes.

Companions

Import / Creation [100/300] - For 100 CP, you can import / create two companions, who both get 300 CP to spend, and all discounts and stipends. If you spend 300 CP, you can import / create a full set of eight companions instead, with the same amount of CP. Companions can only spend their CP on Origins, Perks, and Items.

Known Faces [200] - Every time that you take this option, you gain a 'ticket' that you can use to invite one native individual from this Jump to accompany you. They do not gain any CP to spend, only bringing with them whatever native powers they possess, but they do gain a version of the 'Big Boots To Fill' perk, which works specifically on other versions of themself in future Jumps. So, if you manage to save and invite Santa Claus to come with you, he would be able to take on the role of Santa in any future Jumps. Yes, this may be of less use to some of those that you can bring along.

A Little Bit Extra [100] - You can take this option up to three times. For each time that you take it, all imported, created, and joining Companions will get an extra 200 CP to spend. Native companions that are joining you will gain this CP at the end of the Jump, when they leave with you.

Drawbacks

You can take as many drawbacks as you think that you can handle. Drawbacks will adjust to still be relevant, regardless of Origin or other choices (so if you choose to become the Easter Bunny, there will be an equivalent enemy if you take The Bunny Will See You Now).

International Date Line [+0] - The original comic is, admittedly, rather 'Western-centric', focusing mainly on American holidays, and marginalizing most others. If you select this toggle, that will change. The broad strokes of the overall story will still be the same, but non-American, non-Western holidays will have much more of a role, and will be appropriately stronger. The Big Six may now be the Big Eight or Big Ten, including major events such as Haunnakah, Diwali, and Ramadan, and there may be more factions in the war than just the Bunny and the rebels.

Verbal Tic [+100] - You have some sort of verbal quirk or tic, such as saying the opposite of what you mean, constantly having to phrase things in the form of a question, saying words backwards, speaking with a fake accent, or even being entirely unable to speak at all.

Ugly Faces [+100] - The faces and general appearance of people in this world are just… a bit distorted. Lips will twist in odd ways, smiles will look off-putting, and just in general, everyone, including yourself, will seem to be just a bit 'uncanny valley'. You and your Companions seem to be the only ones who notice or are affected by this.

Stubborn Teen [+100] - You are stubborn, unwilling to listen, brash, foolhardy, prone to acting like your life is the worst, and generally the very image of a stereotypical teen, even if you are actually centuries or even millennia old.

Linked to Faith [+100] - All of your supernatural abilities, regardless of source, are now fueled by faith. While you can get a little juice just by believing in yourself, you will rely almost wholly on the belief of others in you to actually gain any real power.

Everybody Hates Taylor [+200] - At some point in your past, you messed up, and now a lot of people blame you and want to see you hurt or even dead because of it. Maybe you actually did what you are accused of, maybe you were framed. Whatever the case may be, you won't see many friendly faces in this Jump.

Reborn Immunity [+200] - For some reason, your supernatural abilities only really function on some small subset of the population. Maybe they mirror Tegan's abilities, and only work on full holidays. Maybe they only function on people born in the month of April. Maybe they only work on fairies.

Well-Intentioned Extremism [+200] - You are just a bit too willing to jump to murder and other violent acts as a solution for your problems. Especially because you are very good at coming up with justifications for why your plan to murder anyone who disagrees with you or kill a beloved holiday figure is actually totally a good thing.

Stuck With Mother And Father [+200] - Somehow, you have ended up trapped in a house underground with Mother's Day and Father's Day, who have 'adopted' you as a surrogate for Tegan, their daughter. Due to being your 'parents', none of your abilities will work on them, and neither will your abilities work to help you escape from here. You will either have to find some way to trick them into letting you out, convince both of them that it is in your or their best interests to let you go, or wait until some external force comes to free you. You might be waiting a while for that last one, though, as their house is deep underground, and well hidden from detection.

Trauma Time [+300] - At some point shortly after your arrival, you will undergo some form of extremely traumatic experience. This could be witnessing the permanent and irrevocable death of someone very dear to you, having your body taken over and forced to watch as it is puppeted around, or just plain being tortured horrifically by a deranged bunny. Whatever the traumatic event is, it will leave deep mental and emotional scars that you will have to struggle to heal from.

Depowered [+300] - No outside powersets allowed. You will not have access to any perks, powers, abilities, items, or any other purchases from any other document prior to this one.

The Fates' Errand Boy [+300] - You have, at some point, made a deal with the Weird Sisters, AKA the Fates. In short, you will be required to perform various mundane and seemingly pointless tasks that are nonetheless necessary to keep the world actually spinning. On the one hand, you get the assurance that these pointless tasks do, in fact, matter. On the other, you will get shocked with unblockable pain if you don't do these tasks when it is demanded of you, and the Fates don't really care about whatever else you might have going on in your life at the time when they decide to call on you.

The Bunny Will See You Now [+400] - Somehow, the Bunny has gained a premonition about your arrival, coming to him right around the point when he captured and tortured Santa. He knows the general shape of the abilities that you will have, both from prior worlds and from this one, who your companions are, etc. And he has had 16 years to prepare for your arrival, using all the resources he has been gathering from countless dimensions and worlds. The one benefit is that he does not know exactly when and where you will appear. But, once you do get here, you will have a very determined foe waiting for you, as he is convinced that you will be an obstacle to his overall plans.

Promise to Titania [+400] - Oh, this isn't good. Somehow, you have been bound by an oath to Titania / Mab, one that is appallingly broad and easily manipulatable. This oath means that you will almost certainly end up being a key asset in her plans to return and take over the Earth, and even worse, so long as the oath is hanging over your head, you will not be able to kill or even meaningfully harm Titania in any way. You will be aware of the exact wording of your oath from the moment that you arrive.

Ending And Notes

You have reached the end of your time here. You now have a choice to make. You could choose to Stay Here, living your life within this world of myth. You could choose to Go Home, returning to your world of origin. Or you could Move On, setting off to your next destination among the many worlds out there.

You can find the original comic here.

FAQ

Q: Do I have to purchase a perk to have its power when I'm a Holiday or Fallen God?
A: Technically, no. So long as a given power or ability is broadly related to your chosen holiday or divine portfolio, you can claim it. However, such powers and abilities would be effectively faith-based magic, racial abilities that are specific to your Holiday or Godly self. Any Perks that you purchase, on the other hand, are going to be simply fiat-backed abilities. So, as an example, if you were a Holiday with a teleportation ability, and you got drained by the Holiday Spirit, your teleportation power would be diminished as well. But, if you'd picked up 'Hare, There, And Everywhere' as a perk, it would not be diminished, allowing you to escape.

Q: How does Day of Power work when on other planets and stuff?
A: In general, it is tied to the concept of "one 24-hour period out of three hundred and sixty-five such periods, according to the Earth Calendar", even if the planet you are on has a different time keeping system. If you are somewhere where time doesn't pass, or where it is 'always winter but never Christmas' or some similar conundrum, how this works out will be left up to you. Fanwank responsibly.

Changelog

V1.1 - Added Drop-In options to a couple of Origins. Clarified details in Mortal Origin, Day of Power, Nose For Lies. Grammatical fixes. Special thanks to Mac Ibach.
V1.0 - Release