
KIKI'S Delivery Service
A FILM BY
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Kiki's Delivery Service Jumpchain

1.0 - Original Edition
Jumpchain Adaptation by EYouchen/MadaMada/Eli
Book by Eido Kadono, Movie by Studio Ghibli

Welcome to a mostly mundane world, Jumper! The names of some places may be unfamiliar to you, but the world's a peaceful place. The difference between this one and ours, besides the names, is the existence of Witches. Yes, witches. Don't worry, they're not the wicked kind. The witches of this world are rather nice, though they've diminished in numbers and magical potency as the years have gone by. Witches traditionally come of age at 13, and move to towns without one of their kind on the night of a full moon in order to live independently for at least a year.

Which brings us to our protagonist. Kiki is one such witch, and she's planning to fly off with her black cat, Jiji. She'll decide on landing in the coastal town of Koriko, where she'll start her very own business: the eponymous delivery service! However, moving to a new town is hard, and both Kiki and Jiji will have to adjust to this change in setting as they make friends, solve problems, and mature as people...

You will be spending ten years in this world. You'll appear a week before the night of the full moon, when Kiki leaves her hometown.

Take these:

+1000cp (Choice Points)

Location

Choose where you start freely, or roll 1d6 for an extra +100 points. You're probably going to want to head for Koriko, as that's where the plot happens.

1. **Kiki's Hometown**
   You'll find this small village nestled on the border between rolling green hills and an old forest. This is where Kiki has lived for most of her life, with her mother, Kokiri (who also happens to be the town Witch), and her father, Okino. It has a nice, tight-knit community, and the people are welcoming. You might hear some small bells on windy days, as you'll find them attached to trees. Those were to remind Kiki when she was flying too low, but she's improved a lot. If you're quick, you could talk to her before she leaves...



2. Gütiokipänjä

Yes, the name's a bit of a mouthful. It's called *Rock, Paper, Pastries* in the book, and *Gütiokipänjä* is a pun from the Japanese words Guchokipa (Rock, Paper, Scissors) and Panya (Bread Store, Bakery). In the movie, it's officially *Good Cooking Pan Bakery*. This is a bakery in Koriko. It's run by a nice lady named Osono (and her husband). She'll be the first person in town to befriend Kiki, and she'll even let her stay in her attic or flourhouse![1] The bakery will become the base of operations for Kiki's Delivery Service. If you want something delivered faster than anyone else... come here, or make a call.



[1] Depending on whether it is the movie or book continuity respectively.

3. **Ursula's Cabin**

   There's a forest near Koriko, and in that forest is a wooden cabin. There's a painter named Ursula who lives in that cabin. Shocking. Kiki will meet her while looking for a stuffed black cat that fell from her broom into the forest, and they'll become friends. The interior's cluttered, stuffed full with art supplies and books, and Ursula's friends with the local crows. It's a ways off from town, so you'll probably need a ride back.



4. **Madam's Place**

   Another one of Kiki's jobs will bring her here to this mansion, where an old lady and her old maid, Barsa, live. They'll all get along quite splendidly, and Kiki will stay for a while to help around the house before delivering the package to the lady's granddaughter. They'll get along so well that the lady will invite Kiki over again!



5. **The Beach**

   Koriko's a seaside town, so there's little surprise that the beach's a popular place to relax, especially in summer. There might be a big blimp moored there, a dirigible called the *Spirit of Freedom*. It's due for a journey to the South Pole soon. Coincidentally, the weather will be very windy that day. It'd be a shame if the winds blew the airship off course or anything...



6. **The Clock Tower**

   This is the most famous landmark in Koriko, and it can be found right in the middle of the city square. The town tradition may or may not be to run a lap around the town every New Year's Eve, once the bell chimes a dozen times. If things go the way they do, the *Spirit of Freedom* might go out of control and make its way here...



Background

Who are you, and where are you from? What was your life like before? Choose **one**. Either may be taken as a drop-in origin, if you do not desire for a prior life and history in this world. Choose any age between 10 and 80 years old. You're the same gender as you were, but you may choose to spend 100 points to change.

Witch (100cp): You are a witch, descended from a long line of witches. Your mother before is one, and her grandmother as well. Yours is a bloodline capable of *magic*. Every witch can fly on a broom and has a black cat they can talk to, and most are capable of another unique form of magic. Witches have seemingly declined, as they were much more numerous and powerful in times past, but they are far from dying out, thanks to tradition. A few towns have their very own witch, who moves there at the age of thirteen. She'll typically establish herself and start helping out the townsfolk. All witches are female, but we could make an exception for you. Maybe you're a Wizard.

Citizen (free): You're just an ordinary person, not that it's a bad thing. Your life's been ordinary for the most part, with its fair share of ups and downs. You live in Koriko (by default), and you have a home, a loving family, and a livelihood if you're not a drop-in. You've picked up a skill or two to help you make your way into the world, and things are happy and peaceful, if a little boring. There's a witch coming soon. Maybe she'll spice things up.

Species

Choose one. If the species you pick is not your original, it becomes an alt-form post-jump.

Human (free): You are a human, like most people around here. Four limbs and a good head on your shoulders.

Cat (free): You are a domestic housecat, and you're very cute. You can choose what breed you are. This comes with all the benefits and drawbacks of being a cat - on one hand, you have night vision and good reflexes, but on the other, you are a small animal without thumbs. You can communicate with most animals and understand human speech, but have no way to directly speak to humans.

Perks

Perks are discounted by half to their corresponding backgrounds, with 100cp perks being free for that background.

General

That Stuffed Cat (100cp): You can stay very, very still at will. Still enough to pass yourself off as a life-sized doll or a stuffed animal, depending on what you are. It won't be comfortable, but you can rest assured that you're not going to move a muscle. It'll be easy to mistake you for an object instead of a real, living being. Of course, the uses of this are niche, and if you're forced to do it, you probably had it coming...

Find Your Magic (100cp): Not everybody is a witch, but even if you're not, you have something special to just you that's just as important. The world's a beautiful place, and there's always something new to see, experience, and learn. There'll always be some part of you that loves the world around you, and you'll retain this sense of joy and wonder for as long as you live. Your heart will remain joyful and free, untouched by ennui and cynicism. In short, you've found the magic of your heart,[2] and you feel *alive*.

"You're Very Pretty." (100cp): That's right. You. You're good-looking in a lively, wholesome sort of way, enough to attract an admirer or two, or be the source of an artist's muse. You're simply cute, and people will generally be happy to see you for that reason.

[2] Magic, as in wonder and joy. In this case, we are not referring to actual supernatural powers.

Witch

Magic (free/100cp, exclusive to Witches): You are a Witch, and within your bloodline is magic. All witches can fly, given a broom. Any broom works, but different brooms may have different performances. A well-built broom might fly like the Nimbus 2000, while one you borrowed from a stranger might buck around and be hard to fly on. Nevertheless, you can fly, and at great speeds - enough to cross cities in a matter of minutes! Additionally, you may designate one specific black cat to be your familiar, allowing you to understand their speech and speak to them in turn.

For an extra 100 points, you have a second form of magic at your disposal. It's minor, and generally suited to helping people. No hexing or cursing anybody; that'd be mean. They're small things like growing special herbs to make medicine or telling fortunes.

Cleansweep (100cp): No self-respecting witch neglects her broom! You know how to put together a broomstick and take care of it. You're well acquainted with gathering broom corn, and which sticks would make sturdy, flexible handles. If you didn't want to fly around and deliver things, you might be able to make a business of selling brooms. Additionally, you're very good with the traditional use of brooms, too: cleaning. You're very good when it comes to keeping a home trim and tidy, using whatever tools are available to you.

"I know I like you!" (200cp): It can be hard if you're leaving behind your home and family to move to a new place where nobody knows you. Luckily for you, you have a knack for running into friendly, helpful people who'll go the extra mile to be kind to you and help you on your way, doing things like providing you food and giving you a roof to stay under for little work on your half. You might have to perform a small favor for them, but rest assured, once you do, you'll have a good friend who'll take care of you through weather both fair and foul. You'll run into these people wherever you go, as long as there are people there.

Bird's Eye (200cp): Witches can fly pretty high, and the view's pretty great. That doesn't mean they don't need to know where they're going. On the contrary, that's very important. You've got a knack for navigation, able to quickly memorize the layout and geography of a large area. Once you do, you'll generally have a good idea of how to move between locations efficiently. In addition to this, you're just a little luckier when it comes to finding lost things. There's a good chance you'll find what you're looking for, even if you drop it into a dense forest from hundreds of feet in the air.

Advertising (400cp): You're good at getting your name out there, in the hopes of drawing in customers. After all, the best service in town is no use if nobody knows about it! Opportunities for business just seem to fall into your lap, and carrying out the various jobs you're presented with will usually end up shilling your business in some way. For example, if you allow an artist to create a portrait of you, maybe that portrait will be bought by the local art exhibit, and your next delivery might be to fly it through town. Whatever the opportunity may be,

your jobs will generally draw a fair amount of attention, which will bring you more clients in turn. It's a virtuous cycle.

The Sound of Spring (400cp): Kiki may be a witch who can fly, but she's still a normal girl with normal problems. She'll have to learn to come up with novel ways to solve them. You'll have to do that, too. You've got creativity in spades, and the swiftness of mind to improvise a solution in record time, even for things that'd fall outside of the purview of your magic and/or expertise. Need the clock tower to strike twelve, but a gear's missing? Fly at it really fast, grab the hand, and manually crank it to the appointed hour yourself! Your capability to solve problems isn't magical, but it can sure seem that way sometimes.

***"Fly."* (600cp):** Everybody has their bad days, and sometimes, for a Witch, that might even mean losing her powers, and she won't be able to regain them no matter how hard she works at it. That's not to say it's impossible. It's just that she might be trying too hard, and she needs to rest and live her life instead. That's how Kiki will recover her powers,[3] and how you'll do so if you ever lose yours. You are capable of recovering from any losses, defeats, or setbacks you face emotionally, spiritually, or magically given time, if you take your mind off them to live a normal life. If there is a crisis at hand and people need your help, your recovery rate will accelerate to the point that you could get off the ground even if you're not completely over your hang-ups, because people *need* your help to save the day. Once the crisis is over and everyone's safe, you'll find that your heroic actions during it will have contributed greatly to your recovery. After remaining on the ground for so long, it's only natural you'd return to the sky.



[3] At least, in the movie. She doesn't lose her powers in the novel.

Citizen

"Miss Witch!" (100cp): You have a tendency to run into the supernatural, to put it simply. If somebody wonderful and fantastic is coming to town, chances are that you'll run into them and be provided plenty of opportunities to make friends, and it'll happen quite early on, almost immediately after the phenomenon first appears in your area.

A Living (100cp): Pick one mundane skill or trade. You have about ten years' worth of experience in it now, give or take a year or two. Perhaps you're a baker like Osono, an artist like Ursula, a clockmaker, a sailor, or a laundress? What's important is that you're good at what you do, and you enjoy it. You could definitely get a job in your chosen skill or trade and make enough to live a happy, comfortable life.

Pedal Power (200cp): Someone didn't skip leg day. That someone is you. You have strong, powerful legs with well-developed muscle all over. Your glutes, hamstrings, quadriceps, and calves are quite strong, and you have good endurance to boot. This'll serve you well, as you'll be able to run faster, jump higher, and walk for much longer before getting tired. In fact, your legs are so strong that you could potentially propel some sort of flying machine into the air if you made a system that was powered by them.

"I'm Very Glad I Came With You Today." (200cp): It took Tombo a while to really get to know Kiki in the movie. He had to make more than a couple of overtures of friendship before she finally warmed up to him. You can be pretty dogged when it comes to making friends and getting to know people. You're emotionally intelligent enough to be able to tell if a given person would get along well with you or not if you spent time with them. You're also more than capable of taking a hint, for if the person in question really just doesn't want to be friends.

Aviation Club (400cp): If anyone's cut out to be an aerospace engineer, it's you. You may lack the knowledge to build airplanes or blimps, but you've always been interested in those things from a young age, constantly studying their workings and putting things together yourself. Greater flying machines are beyond your reach (for now), but you might be able to put together something special from stuff you'd have around you, like making a bicycle fly by incorporating a propeller and wings, creating your very own human-powered plane. Of course, this know-how could also help you advise a flying friend of yours on how to carry heavy things in the air. You've got the talent and the foundational knowledge to one day design new ways to take to the air.

Belly Bands (400cp): There's an old lady who knits day in and day out. She makes these little clothes you wrap around your stomach to stop it from getting chilly. If you're from Japan, you might know them as haramaki. The lady says keeping your stomach warm's very good for your health. Many laugh it off, but it's more than likely that she's onto something. You, too, have mastered the art of knitting, and more importantly, making belly bands. They seem to be able to ward off sickness to a degree, and they even make objects and tools around you work a little better than normal. May or may not be magic.

“It’ll Probably Make You Feel Better!”(600cp): Acts of kindness and love are what makes the world go round. Once again, everybody has their bad days, and it is during those times that those actions are the most important. You’ve got a knack for this, cheering people up, and you’d be a wonderful friend or romantic partner to have in general. There’s just some quality to you that makes you very relatable. Add this to a surprising amount of skill at reading the feelings of other people and sound judgment, and it makes you very good at comforting people and helping them solve their problems. It’s less of you solving it for them than having a general sense of what’s bothering them and coming up with advice that’ll inspire them to overcome those issues on their own. This insight into the feelings of others and likability also makes you what would be described as the glue that makes people stick together, a pillar of any community you’re part of. You’ll form a spirited community of close friends wherever you go, and their bond will persevere even if you’re gone.



Items

Like perks, items are discounted by half to their corresponding backgrounds, with 100cp items being free for that background. Lost, damaged, or destroyed items will return as good as new in a week.

General

Kiki's Delivery Service (free): You have both movies (Studio Ghibli and Live Action) in any and all formats you want, plus all six novels and the special edition side stories. They're fun reads, and all of it is signed by the creators. Enjoy.

A Home (free): You didn't think you'd need to find your own place to stay, did you? You have a modest house to live in. It could be a townhouse near the center of Koriko, a cabin in the forest, or be located in the same village Kiki was born in. It has electricity, running water, heating, and even air conditioning, and those utilities will always run without costing you anything.

Portrait (100cp): This is a portrait of you and perhaps a friend or two. It's really something, lifelike to the point where some might say it'd be hard to tell you and the picture of you apart if you were side by side. It would be eagerly accepted by any museum if you decided to donate it, or sell it for a pretty penny. You'll always enjoy looking at the picture, and you'll never get tired of the sight of it.

Herbal Garden (200cp): Kiki's only magical power is flying, but her mom, Kokiri, can do that *and* create magical sneeze medicine. Of course, to make that medicine, she needs the right ingredients, and to get those ingredients, she needs a place to grow plants. A garden. You have one, too, and it's pretty big. There are lots of different herbs organized into rows and columns, and you can smell a few from a distance. Know that keeping a garden means you'll have to dedicate some time and effort to caring for your plants, but if you do, it'll pay off.

Flying Bike (200cp): The product of much of the Koriko Aviation Club's work. This isn't the actual flying bike they're working on, as that's not finished yet. It is, however, a fully functional flying bike. A pedal plane. The gears are connected to a propeller that'll move when you pedal, and there's a frame with wings and a cockpit so that your bike can achieve lift if you're going fast enough. You'll also be given some tools and a manual for if you want to modify other bikes into flying bikes, or if you want to remove the propeller and frame to change them back.

Witch

Broom (100cp): This may be just a regular broom, but it's what allows you to fly. It's well suited for that purpose, as well as its mundane job of cleaning. It's comfortable to sit on, rigid even in the face of heavy winds, and you can control it almost as easily as breathing. It also comes in any fashion you like, so there's no conflict between style and practicality. If you're not a Witch, you can't fly with it.

Blackest Black (100cp): Witches always dress in black when they're on the job. You have a black dress that looks wonderful on you, and a small wardrobe of them in different styles as well. If you don't want dresses, you could have different clothes, but no matter what, they're all black. They're all comfortable to wear. If you leave them alone overnight, they will mend and clean themselves. Maybe another Witch enchanted them.

Courier's Bag (200cp): A stylish bag, the kind you wear over the shoulder. It's embroidered in any style you like. It could be pink with a black cat on the front, or be bright orange. The bag's mostly mundane, but it always seems like it's a little bigger than you expected, letting you store more than you'd expect to be able to. It's also tough enough to withstand a lot, and will never break. Even if it's worn down by daily use, it'll mend and clean itself overnight.

Radio (400cp): A small, boxy radio. It's small enough for you to hold in your hand, and it comes with a little wrist strap so you can carry it around or hook it around your broomstick. It comes in red by default, but you can make it whatever color you want. It's capable of receiving a signal no matter where you fly or how high you go, and it never goes on the fritz. You'll hear it loud and clear. If there's a problem that's televised or otherwise well-known, and you're capable of solving it, the radio will broadcast it to you.

Jumper's [Insert Job Here] Service (600cp): I see! You've set up a business of your own, to use your magical skills for the benefit of yourself and everyone else! Just like Kiki (and every Witch ever)! You've got your very own storefront. It's not much more than an attic and borrowed lodging, from somebody nice who's willing to let you stay with them as long as you help around the house with their job, which you'll certainly be capable of. They'll even provide you with some food! You'll come across another person kind enough to accommodate you in each new jump. The business itself's little more than a desk near a window, a sign, and a telephone. You'll be located in a busy part of town, where your business will be visible to the many people who pass by. While there's nothing supernatural about this, it's safe to say that you've established your niche in society, doing jobs to help people.

Citizen

Baked Goods (100cp): Kiki lives with Osono, who's a baker. Butter rolls, chocolate cake, herring and pumpkin pie, and bread... baking is a popular pastime in town, and for good reason. You have a replenishing supply of bread, pastries, and other food that could be plausibly sold at a bakery, plus Madam's herring and pumpkin pie. It's all delicious, and you have recipes for all of them.

Stuffed Cat (200cp): What do you mean, it's not real? Jokes aside, this is a stuffed cat, and it's very lifelike. Most people couldn't tell the difference between it and a real cat, at least until closely inspecting it. It's just as cute as a real cat would be, too. The stuffed cat can serve as a decoy of sorts. If you've got to deliver something to someone, but you've somehow lost it, you can give them this and they'll be satisfied with it for a while, giving you time to come up with an idea to get what you lost back.

Belly Band (400cp): The same sort the old lady makes in the books. This one's yours, and it comes in whatever design you like. It's even more special than regular belly bands. It's good at its regular function of going around your stomach, which'll make you warm and comfy while warding off sickness. Its real power (which leans more towards the "may" of "may or may not be magic") is that it can resize itself, and if you wrap it around something, you'll find it performing a little better than it normally would. You could put it around a flask and see the drink inside remaining hot for a little longer, or wrap the thing around a boat's smokestack, which'll somehow cause the engines to improve slightly.

The Spirit of Freedom (600cp): Oh, my. You're moving up in the world. Literally. You are the captain of your very own dirigible, a large airship complete with engines and fifty crew members who count as followers. It's filled with helium, so there's no need to worry about it going down the same way the Hindenberg did in our world. It's not the actual *Spirit of Freedom*, either, as it's been improved so that it's much more difficult for bad weather to affect it negatively, meaning your airship can remain aloft during storms and stay still amidst heavy winds. The engines that are responsible for propelling your blimp forwards are extremely reliable and don't run out of fuel. The blimp can fit about 100 people in its gondola (which is pretty spacious), and comes with a replenishing supply of food and water to keep everyone fed and healthy, as well as spaces where everyone can rest.

Companions

Import (free): You may bring in up to eight fellow travelers to this world, free of charge. Companions start with 800cp and may take up to 400cp in drawbacks. Companions may not access the companions session.

Canon (free/100cp): If you convince someone to come with you on the chain, they may follow you free of charge. They must agree of their own volition, without anything influencing them. For 100cp, fate will guarantee that you will have a favorable first meeting with the person, ensuring that you get along well.

Partner (100cp, free for Witches or Cats): The Jiji to your Kiki, or vice versa. Witches traditionally live with black cats, who they are raised alongside. They form a tight bond and learn to talk to each other in their own special language. You're no different. You have your own Witch or Cat, depending on which of the two you are.

If you are a Witch, you have a black cat. They are fully sentient and about as smart as a human would be, but you're the only person who can understand their speech. They have 600cp to spend on perks and get **That Stuffed Cat** for free. If you are a cat, your partner is a young Witch. She has 600cp to spend and all the freebies of the Witch origin. If you took both options, either works for you. Whatever the case, you and your partner get along splendidly.

Drawbacks

No drawback limit. All drawbacks will be waived at the end of the Jump.

Alternate Continuities (+0cp): You'd be appearing in the world as depicted in the 1989 Studio Ghibli movie by default, but maybe you'd prefer a different version of things. You may choose to appear in the world of the books, the world in the 2014 live action movie, or the world portrayed in any other version of Kiki's Delivery Service.

Extended/Shortened Stay (+0/100cp): If you wish, you can make your stay as short as one year, or lengthen it to a maximum duration of 23. A shortened stay nets you no points, but you'll get 100 if you stay for a full two score and three years.

There's No Place Like Home (+100cp): At some point during the Jump, you will move homes from one place to another. You'll leave your old home for a new place, and you'll face all the normal troubles of doing so: homesickness, having to acquaint yourself with the surrounding area, and some trouble fitting in. These are mild problems, and they won't trouble you too much, but they'll be there. You can get over these with time.

"But Mom!" (+100cp): You're a little less mature than you were, Jumper. It could be that you were always this way, that you're young and still finding your way in the world, or that you've regressed. You're about as mature as Kiki at the beginning of the story, meaning that while you're still you, there will be moments where you might act naive, sheltered, or bratty. You'll slowly grow out of this mindset and mature as you grow and experience things.

"That's Very Nice. Bye." (+100cp): Moving to a new place means you're a new sight to the people there, doubly so for somebody like a Witch... or a Jumper. Jumpers move, a lot. Some people will be mildly suspicious of you for a little bit, at least until you prove that you're not up to anything bad. It's less hostility than caution, as they haven't really seen someone like you before. To make things worse, you don't really have the best grasp on local rules, so you'll do things like run across busy streets with cars on them, at least until you learn.

The Egg Thief (+200cp): You haven't really stolen any eggs, but it sure seems that way. Not to people, but to birds. The crows in the forest near Koriko have decided they don't like you, and will go out of their way to harry, harrass and inconvenience you if you're near. They'll swoop right at you and chase you around, possibly in large numbers if you're near nesting grounds. Watch out. It's possible for you to make peace with the local crow population, but don't expect it to be easy.

The Jumper Enthusiast (+200cp): Good news, you've got a fan! Someone in town knows you've come from a faraway place and they think you're really cool. They're absolutely someone you'd get along with, and they'll try to imitate you to an extent at first. The problem is that they're so enthusiastic that they'll "borrow" (read: steal)

something of yours to try to imitate what you do. This will happen at the worst possible time, and the temporary loss of your possession will cause you quite the problem. You'll get it back and meet your fan afterwards, but that doesn't change the trouble they'll have made.

My Only Skill (+200cp): Surely, you've traveled through many worlds and planes strange and wonderful before you arrived here, accruing myriad powers and great treasures? Surely, you'd be the most powerful person on the face of the Earth, right? Well, no more. It's not like you're going to be needing all that here, anyways. You've been reduced to the level of a Witch here. Choose *one* power and *one* item from what you had before this Jump. You will be allowed to keep those, and only those. The rest will be sealed away for your time here.

Mischievous Marine Winds (+400cp): The weather doesn't seem to like you. You'll encounter wind, rain, and the more-than-occasional storm much more often, especially if you're flying. It's like the weather decides to go bad at the most inopportune moments for you. It'll be likely to rain if you're flying to a new city or making a rushed delivery, there'll be strong winds when you're relaxing at the beach, and you'll just generally see much more cloudy skies than you normally would've. You'll need to be careful; as the rain can soak you down to the bone and the wind can sometimes be strong enough to toss you around.

Hindenburg II (+400cp): The Spirit of Freedom got the short end of the stick for the entire movie. It didn't explode like the drawback's namesake, but it went out of control and crashed into the town's clock tower, with Tombo hanging on for dear life below. This will be fated to happen during your time here (even if you're in a continuity where that airship doesn't exist), and you'll be involved in a way that puts you in a lot of danger. You could be trapped in the same way Tombo was, or one of the people in danger of being squashed by a falling airship, or something else. If you are somehow capable of flying, you'll be needed to save someone's life - circumstances will align so only someone with your special gifts is capable of doing it.

"If I've Lost My Powers, I've Lost Everything!" (+400cp): Your powers are now tied to your self-esteem, namely that you'll lose them if you stop believing in yourself and fall into depression. Which you have. You're depressed, and don't really think of yourself as much more than a worthless, washed-up has-been now. You've become sullen, consigning yourself to a small area and all but refuse to interact with your friends and family. You'll still be able to go about your life, but things just seem duller now and you're beginning to lose interest in what you'd normally enjoy. To put it in other words, you're in a rut, and that means that you've lost all your supernatural powers. Even if you don't have superpowers or magic, you're still in a rut, and that's a problem on its own. It's possible to get out of this rut and reclaim your powers (if you have them), but you'll have to grow as a person to do so...

Future

Your time here is over. It's time to make your choice.

Go Home

Stay Here

Move On

Notes

The **Flying Bike** really should be under the citizen background, but it felt redundant to have it share a background discount with the **Spirit of Freedom**. That's why it's in the general item section, and why I've made it relatively cheap.

On **"It'll Probably Make You Feel Better!"**
It's mostly based on Ursula. I had a hard time writing the perk. The part where you can read others and give them advice on solving their problems is about Ursula, but not the part about being a pillar of the community. Ursula lives in a cabin in the forest.

Changelog

- 1.0 made on May 18th, 2024
- 1.0 published on June 2nd, 2024

Jump #25. Mada Mada Plus Ultra.

A while ago, there was a question on one of the /tg threads. It was something along the lines of "what are some works that will never have jumps unless you make them yourself?" One anon answered, "Kiki's Delivery Service." I am not that anon.

Location Categories

People have asked what this is supposed to mean, so I'll answer: it's two things. The first is a way of listing every Jump I've made, and the second is a question I ask myself when Jumpmaking. Where do Jumps occur? Some places have a ton of jumps that happen there, and others have none. How many Jumps happen in the US, Japan, or the UK? A lot. Now consider: how many Jumps happen in the Galapagos Islands? Iceland? Tanzania? Uzbekistan? There are a lot of places around the world that don't have a single jump representing them. Jumpchain is supposed to be about the Jumper, the godbeing-traveler, going to all sorts of crazy places. The Jumper's probably been to R'lyeh or hell or somewhere at this point. But have they been to - say, Paraguay?

Total: 25

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 4 - Toaster Dude, Giving Tree, Fire Punch, Kiki's Delivery Service
- Earth, Specific: 9
    - Canada: 1 - The Troop
    - UK: 2 - Rise from Ashes, The Time Machine
    - Japan: 1 - My Dress-Up Darling
    - USA: 4 - The Amazing Spider-Man, Raw Deal, Die Hard, Hunt/Kill/Repeat
    - Italy: 1 - Porco Rosso
    - Norway: 1 - Troll Hunter
- Earth, Global: 6 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom, Marvel Zombies, Choice of Broadsides