

Film by George Lucas, Jump by Aehriman

Forget all you know, or think you know.

Willow Ufgood is a humble Nelwyn farmer who dreams of studying magic. His life is turned upside down one day, when he recovers a baby sent down the river in a basket. For this is not just any baby, but Elora Danan, future Empress, High Priestess, Last of the blood of Kymeria, Daughter of the Sun and Moon, and Semprum Sorceress of the Nine Realms. More immediately, she is the foretold doom of the wicked Queen Bavmorda, who dislikes the idea and sends her armies and death dogs to find the baby.

For the safety of all the Nelwyns, Willow must take the baby and find a Daikini (human) adult, any responsible adult, to care for the child. Any one at all. But none

could be found, and safe harbor seems less and less likely as Bavmorda's forces close in.

Have 1,000 choice points, for you always have a choice.

ORIGIN

Sorcerer - You have touched the Great Mystery, and command the higher powers. An origin for the classy intellectual who wishes to fight with their mind and heart and never devolve into a climactic cat fight.

Warrior - You live by the sword, take care you don't die by it. Whether a noble Knight of Galladorn, a humble sellsword or an adventurer or bandit, fighting is your life.

Hunter - People are so complicated and messy. You prefer to walk the wilds, living by your wits and skills.

Chosen One - There were prophecies of your coming, because of course there were, a Jumper visiting is a significant event! Powerful forces move to shelter, slay or use you.

AGE & SEX

Whatever works for you.

RACE

Daikini - It was never entirely clear if that's just what Nelwyns call tall people, or if that's their name to themselves. Martigan knew enough to answer to it, anyways.

Nelwyn - Shorter than Daikini, at 3-4 feet tall, the Nelwyn are a peaceful folk who mostly live in a single valley.

Brownie - By far the tiniest people, just a few inches tall. Brownies live for a thousand years, and often turn to trickery of big folks to alleviate boredom.

Elf - We had thought your people long passed from the world. Elves used to live in the remote mountains, fair people and the finest metalsmiths.



FRIENDS

Feel free to recruit anyone for free.

Willow Ufgood - A humble farmer with big dreams, and the potential to be a talented sorcerer.

Madmartigan - The greatest swordsman in all the lands to hear him boast. The thing is, he can actually back it up.

Franjean & Rool - Two brownie hunters who are actually pretty funny.

Sorsha - The daughter of the evil queen Bavmorda, has a small whisper of conscience she does her best to hide and ignore.

Elora Danan - The chosen one. At least in the movies, a baby. In the books and show she becomes quite the spirited teen.

Fin Raziel - A powerful sorceress of Tir Asleen. Many years ago Bavmorda seduced her intended out from under her, transformed her into a possum, and banished her.

Gang's All Here - Import as many Companions as you like with 800 cp to spend and the item stipend. Companions cannot take drawbacks for more points.



SKILLS

NightSight (-100 cp)
Your eyes do not require light to see, from the darkest hole in the deepest dungeon to a moonless night, you can navigate your environs clear-sighted.

Legerdemain (-100 cp, free Sorcerer)
The theatrical side of magic, you will not believe your eyes at the feats of illusion performed. It may sound humble, but they could never have defeated Bavmorda without Willow's skills at sleight of hand.

Perceptive (-100 cp, free Sorcerer)
For a sorcerer, what isn't said can be as important as what is. You notice fine details, and are skilled at all the puzzles and riddles common to this world. You would make a fine judge or local leader, as you have a gift for cutting to the truth of a matter.

The Right Finger (-200 cp, discount Sorcerer)

You know which finger holds the power to change the world. It's your own, and always was. Where Willow had to go on a grand adventure to learn to believe in himself and trust his instincts, you have no such need. Your instincts are sharp, particularly in magical or moral matters.

InSight (-400 cp, discount Sorcerer)
A valuable skill, a sorcerer can send their soul to momentarily merge with those of living things, gaining great insight into their history, status, and even read their thoughts. Even, with some effort, to control them.

High Aldwyn (-600 cp, discount Sorcerer) You are extremely learned in the ways of magic, and have developed the wisdom to know when not to use it. Magic is like paint, and you are a true artist, able to invoke great powers with but a few strokes, to infuse your craft with the spirit of whimsy and wonder, or a great and terrible vengeance. You understand how to shift one pebble to start an avalanche, to overcome great power with great skill and cunning.

Endurance (-100 cp, free Warrior)
You have the will to sustain yourself through hardship, deprivation and torture. You could scream for days without once telling them what they want, or live, if uncomfortably, exposed in a cage with no food or water for far longer than your captors could imagine.

Even-Tempered (-100 cp, free Warrior)
You've had training, perhaps as a Knight of Galladorn. You know how to fight and how to act in a crisis. You never freeze or hesitate or panic, even surprised by elite troopers at a feast. You just move while others are standing gobsmacked.

Tactics (-200 cp, discount Warrior)

If you want to be more than a thug, you need to understand how to make use of a chokepoint or high ground to fight a superior foe, which is the most threatening to be targeted first.

Madness (-400 cp, discount Warrior)
Tactics is one thing, but starting a fight in the back of a runaway cart is madness. Besides having flashes of brilliant, outside-the-box thinking, you also always know how to start a fire or startle a herd or do *something* to flip the board. Changing and chaotic circumstances always favor you, the quickest to adapt.

Greatest Swordsman (-600 cp, discount Warrior)
You are the greatest swordsman in all the lands, poetry in motion, a dance of death. Your fighting inspires your allies, and terrifies your foe that entire battles can be won or lost merely by your presence on the field.

Comedic Timing (-100 cp, free Hunter)
You know just when to break the tension with a joke, providing very effective comic relief.

Tamer (-100 cp, free Hunter)
Every hunter needs a hound, and a Brownie often needs a ride. You have a profound understanding of wild animals that allows you to easily domesticate them in a single hour.

Tracking (-200 cp, discount Hunter)
You can find a track, a trace, a sign something, in even the worst conditions, there's always something to go on. You know how to track all manner of creatures and men.

Stealth (-400 cp, discount Hunter)
You can't be a hunter if you're easily found by your prey. You can easily walk up to most animals close enough to touch without being seen, or into a general's tent.

Instinct (-600 cp, discount Hunter)
The worst kind of ambush is the one that was expected. You have a faultless instinct for picking ground in a fight, for noticing the subtlest signs that you might be the hunted instead of the hunter.

Future Empress (-100 cp, free Chosen One)
You have the potential to be the greatest there's ever been. If a ruler, you'll be called the Great. If a musician, your works shall be played for centuries. Everyone can see the potential in you, and most will be eager to protect and nurture that talent.

Known (-100 cp, free Chosen One)
Long before Elora Danan was born, there were portents and prophecies of her coming. She had many titles by which she was known. You can choose to be announced in such a way, in this and future worlds. Bringing hope to the oppressed and fear to dark forces.

Blood of Kymeria (200 cp, discount Chosen One)
You have strong blood ties to ancient, primordial forces of magic. You easily attract powerful beings like Cherlindrea to become your teachers and protectors. You can tap these primal forces and wield them with relative safety and consummate skill.

Unbound (-400 cp, discount Chosen One)
Your potential is truly limitless, your growth rapid and while it may slow, it never quite plateaus. You can keep learning, keep refining your skills and training, indefinitely.

Reincarnate (-600 cp, discount Chosen One)
The Rite of Oblivion was needed to banish Elora beyond the world, for if killed she would simply be reborn. Destiny protects you in a similar way. If killed, you will reincarnate, gaining back your memories and restarting the Jump clock somewhere

around adolescence. As with Elora, this does not prevent you from being banished or sealed away.



ITEMS

All gain +400 cp, and may discount one item at each price tier.
Discounted 100 cp items are free.

The Bones (-100 cp)
One of the jobs of the Grand High Aldwin is to read the knucklebones in trying times and divine the path forward. However, the knucklebones don't actually divine anything, they're just a handy excuse for getting the community behind whatever the Aldwin decides is the right course. In much the same way, these mysterious bone dice have a supernatural aura that nudges people to believe you can tell the future with them, so long as you don't let them down.

Coinpurse (-100 cp)
A pouch holding a hundred gold pieces, refilled monthly on the New Moon, some of it in silver or coppers. A single gold piece is two weeks wages for a common laborer, 50-60 would buy a fine horse. In future Jumps, gain an equivalent income in local currency.

Horse (-100 cp)

A fine horse, bred by the Knights of Galladron. Fearless, but most importantly it can take care of its own needs, kind of disappearing until you whistle.

Sword & Board (-100 cp)
Or any other basic weapon and a shield, a priceless tool for surviving a battlefield.

Travel Pouch (-100 cp)
In the books, Willow has made his own bag of holding, that can comfortably fit anything he can stuff through the drawstring, and always has the item he wants to hand when he reaches in. Now, so do you.

Amulet of Healing (-200 cp)
An amulet of jade and delicate gold filigree, this wards off infection and speed healing so minor wounds are erased in minutes, serious or life threatening ones may take a day or so to recover from.

Devil Eye (-200 cp)
A magic sword that cuts the spiritual and the ethereal. Can be combined with any other blade to gain this property. Normally it doesn't work against flesh, but nevermind.

Dragon Sword and Shield (-200 cp)
Made from a dragon's scales, this weapon and shield are lightweight, but stronger than any metal. They are particularly useful for dragonslaying, the blade piercing their armored hides with ease and the shield turning aside the heat of their fiery breath.

Ring of Invisibility (-200 cp)
A ring that lets the wearer turn invisible.

Magic Acorns (-200 cp)

The Grand High Aldwyn gave Willow three magic acorns which, when thrown, would turn the target to stone. He drops one, Bavmorda negates one, and in a deleted scene uses one against a sea serpent to pass to Raziel's island. Now you have three magic acorns, replaced each New Moon.

Ocarina (-200 cp)
A musical instrument, with instructions for six tunes. Depending on which tune you play, this can teleport you and companions to up to six significant locations you have already visited in a setting. It's not terribly useful in a tactical scenario, but a huge time-saver when backtracking.

Book of Magic (-400 cp)
A tome paged by the great sorcerer Vulsant of Tir Asleen, who was master to Fin Raziel. This large calfskin book with the vellum pages contains all good and neutral magics of the world. More wondrously, in future Jumps it updates with all such spells.

Dust of Broken Heart (-400 cp)
A punch of fairy dust that causes someone to become powerfully inraptured with the first person they see, if only for a few hours.

Kymerian Cuirass (-400 cp)
Magic armor, forged by the fay Queen of Kymeria, Annabel to protect her son Thuul in battle. Cast from pure Khromium, the breastplate can turn aside any blade driven by a mortal arm, and worn by a worthy (or purchaser) can become ever stronger to exceed their native durability and unfold a full suit of armor that enhances the strength and agility of the wearer tenfold. It also has retractable arm-blades.

Texts of the Third Order (-400 cp)
A trio of spellbooks, sapient and helpful in presenting the information one wants. The Malatrium, the Stone Book and King Bargatalos' Nineteen Curses. Between them, these

three hold all the knowledge of the dark arts and forbidden, eldritch magicks. In future Jumps they update with all evil magics.

VIsion-Bowl (-400 cp)
A pool of water, set chest high in a plinth, this allows the easy scrying of your friends and enemies. A good way of checking up on important people and events.

Cherlindrea's Wand (-600 cp)
The wand of the fairy queen who taught both Raziel and Bavmorda the ways of magic. A peerless focus, while looking like a random stick, any magics cast with it are ten times as powerful, and illusions in particular are many times more detailed and convincing.

World Gate (-600 cp)
A passage linking the physical and spiritual worlds. Entire cities and civilizations were once built around such sites, and the Faery folk used them freely. In future worlds this can reach any parallel world or similar space or realm seen in the setting.

DRAWBACKS

Continuity (+0 cp)
You can choose to import consequences, characters and events from either the Chronicles of the Shadow War or the Disney Plus series, or heck even the NES game. If elements conflict, you figure which wins.

End (+0 cp)
You may leave once you have finished the 'story' of whichever tale of Willow's you land in.

Passage of Years (+100 cp)
Spend another five years in this world of danger and adventure.

Turned Around (+100 cp)
You have a poor sense of direction and easily get lost without a road to follow.

Chained Sorcery (+200 cp, requires Sorcerer)
Your magic, or otherworldly powers, can only be used with a specific focus like Cherlindrea's wand. If it becomes lost or damaged or stolen, well, I hope you didn't have any quest you needed powers for.

Dark Forces Stirring (+200 cp)
Monsters and evil sorcerers seem far more common, and more powerful.

Terrified of Trolls (+200 cp)
You are absolutely terrified of Trolls. Unfortunately, they're fairly common in the life of an adventurer.

Never A Dull Moment (+300 cp)
After a day or two to recover, a new adventure begins, a new threat arises, a new mystery.

Plague of Trolls (+300 cp)
Trolls and similar monsters are far more abundant, and drawn to you.

Greater Evil (+300 cp)
Like the book series, or the show, there is a more powerful, more clever backer behind Queen Bavmorda, one who is intensely interested in killing or corrupting you.

Bound to Serve (+400 cp)
You are compelled to obey the orders of, and not harm or flee, a bad person. Not supernaturally evil in the way of Bavmorda, the Wyrrn or the Deceiver, but a corrupt, greedy, petty and cruel master nevertheless.

Tainted (+400 cp)

You have been touched, deeply by Chaos or dark magic. You may have refused its call, but some wounds never do fully heal. You find yourself particularly susceptible to corrupting influences and dark desires. Intrusive thoughts of treachery and murder dog you. Can you really trust in yourself?

First Time Adventurer (+600 cp)
It seems you have no powers from previous Jumps, no perks or supernatural abilities, though you retain skills and experience. Likewise, your warehouse or equivalent is sealed against you, and all your items inaccessible within.

END

What now? Go home, settle down, move on?