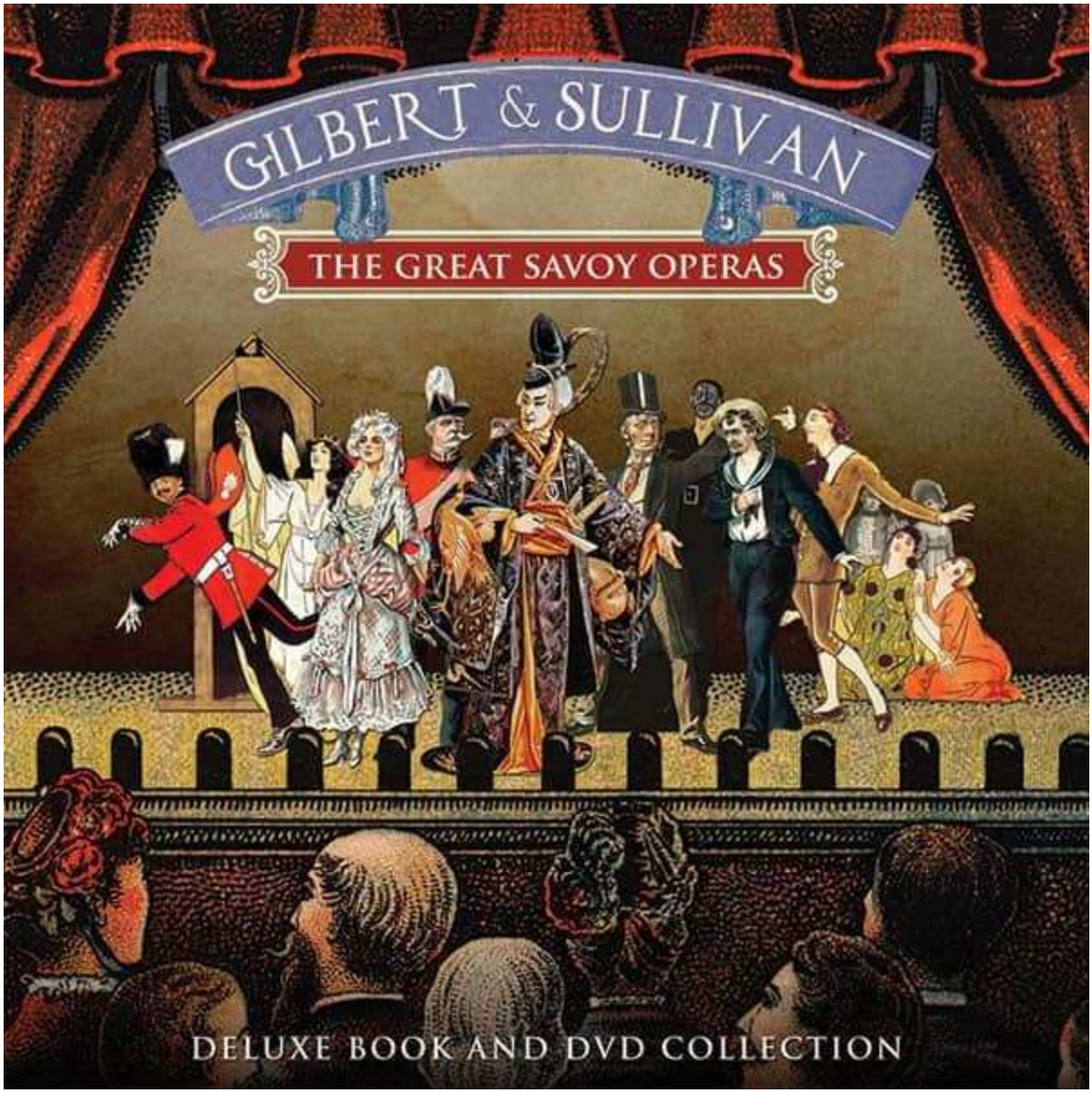



# Operas of Gilbert and Sullivan

Welcome jumper to a new version of the British Empire. But this is not the British Empire you know, full of serial killers, criminal masterminds and great detectives, and neither does it have steampunk, clockwork punk or any other kind of punk. It is in fact a very silly British Empire, full of singing, romance and comic mishaps. It is a British Empire as seen through the lens of comedic operettas.

# Origins

**Drop-In** - Free
You enter the jump with no connections to this universe.
**Hero** - Free
You are a young man trying to make your way in the world, when you happen to notice a charming young lady.
**Lady** - Free
You are a young woman looking for love, when you meet a handsome young gentleman that would be your perfect partner, if you can convince your parents to allow your relationship.
**Bureaucrat** - Free
You are an older man with money and influence. You have noticed a young couple falling in love and can help them or hinder them if you wish.

Roll 18+1d8 for your starting age or 40+2d8 if Bureaucrat. Your gender is the same as the last jump. You can pay 50 CP to change your gender or to choose your age, or 100 CP to change both.

# Locations

Roll 1d8 for your starting location, or pay 50 CP to pick the location you want.
1-2 London, the capital of the British Empire.
3 Arcadia, some stretch of rural England, where fairies still touch the mortal realm.
4 Penzance, a seaside resort in England, the nearby seas still have a few crews of pirates despite the age of piracy having ended decades ago.
5 Venice, Italy, while not in the british islands, Italy is still a very operatic place, and the setting of the Gondoliers
6 Utopia, a South Pacific island where the nations have heard a lot about Britain and would love to become more civilized like them. While they are not part of the British empire, their king has sent his eldest daughter to study in an English college and brought an English governess to tutor the younger ones.
7 Tipitu, a small Asian island colonized by people sent away from England. But instead of criminals like Australia or puritans like the Americas, this island was colonized by the worst they could find in the British islands. Weeaboos. Tipitu is full of English weeaboos pretending to be Japanese, it even has its own emperor.
8 In a rowboat close to a beach. Choose any place in the world that was part of the British empire. You arrive at a beach nearby.

# Perks

Perks get a discount of 50% for their origin, 100 CP perks are free instead.

# Drop-In

**Sail the Ocean Blue** - 100 CP
You are an experienced sailor with the equivalent of ten years as either a pirate or a merchant navy sailor. You know how to navigate and set course for a ship, how to hand, reef, and steer, and ship a selvagee. You are never known to quail at the fury of a gale, and are never sick at sea. Well, almost never. You also know basic carpentry, how to be a ship cook and how to fight with saber, hand as and other nautical weapons.

**Cat-Like Tread** - 200 CP
Sure most times being a pirate is all about being loud, brash and violent, but sometimes stealth can be useful and you're one of the best around, not only capable of walking with less noise than a fly's footfall but you can also lead a group in such a way that makes them much stealthier than they would normally be. Not as good as you but good enough that they can follow you. Also, for some reason, you can sing while sneaking around and no one who hadn't noticed you before will notice you because of the singing, even if you sing at the top of your lungs. People will still notice if you make other noises like stepping on a dry branch or breaking glass. Since everybody ignores your stealthy singing it's not particularly useful to pass information, bait enemies or use most sound based powers or magic, unless they work on your allies.

**Paradox** - 400 CP
Technical legalities and loopholes might not be usual to piracy, but they sure can be useful. You are a master lawyer capable of finding any useful wordings in legal documents, or writing them into a contract in such a way others won't notice. You are also a master at convincing people to follow a contract to the exact letter of the law, even while you abuse it and come as close to breaking it as possible.

**Sprites of Earth and Air** - 600 CP
You have spent some time interning for a respectable firm of sorcerers in London, and learned much about magic. It is not a magic of flashy combat effects like fireballs and lightning bolts, but a magic of conjuring demons, fey and ghosts to create subtler effects, it is great at necromancy and demonology, enchantment, glamour and love spells, curses both powerful and cheap, divination from astrology to numerology and even prophecy with results guaranteed. It even dabbles in blessings and luck charms despite coming mostly from the lower spirits.

# Hero

**Glances Will be Our Lances** - 100 CP
Charm, responsibility and manners. More than beauty, the best way to a woman's heart in these parts is to be a gentleman. And you are a perfect officer and gentleman, stoic in the face of adversity, courageous in battle, charming with the ladies and witty in conversation. Even as a peasant you have an encyclopedic knowledge of etiquette and manners and exude a noble aura.

**A Wandering Minstrel, I** - 200 CP
One with a long catalog of songs, ballads and lullabies ranging through every passion and changing with every humor. You are gifted with a talent for singing, composing and playing musical instruments, and also with great empathy and the ability to read a crowd, that allows you to change your musical style to whatever suits the occasion.

**He is an Englishman!** - 400 CP
And it's greatly to your credit. As a true Englishman you have the intelligence of a great detective, the physical prowess of a mighty hunter and the killing skill of a master spy. The full suit of a great adventurer. More importantly you are a master of brewing tea and always knows when it is tea time. Also since you are a member of the Empire that never sets, in other jumps you can also identify as an Englishman on top of whatever origin and identity, even in settings where England doesn't exist, and it will be accepted by all, even giving you documentation proving your dual nationality.

**What Never? Well, Rarely Ever** - 600 CP
When you're involved in a situation, things that could never happen seem to actually have a small chance of happening, usually in your favor. An invincible enemy that you could never defeat? An impossible situation that could never happen? Now they could rarely happen. It doesn't mean you will definitely make it happen, it might still take more effort, luck and skill than you have, but a very small chance is still better than no chance.

# Lady

**These Attentions are Well Meant** - 100 CP
Women in these times are not supposed to ride into battle but to support and encourage the men as they go to face maiming and death. And you are great at it. Capable of creating motivating speeches and grand numbers of song and dance at the drop of a hat. People will not find it weird if you start a song and dance in the middle of the street and might even join in as if they already knew the lyrics and had rehearsed the moves. And while this perk doesn't improve your ability to write speeches or songs, your meaning always shines through and you always seem to deliver the correct meaning even if you fumble a few lines or confuse the message a bit.

**Never Mind the Why and Wherefore** - 200 CP
Love levels all ranks and therefore, as long as you and a consenting adult partner are together you're both immune to prejudices and actions that come from these prejudices. Doesn't matter if they're from another class, another caste, another religion, your enemies in a generations long war, as long as you are together no one will comment or attack or raise prices to avoid serving a filthy foreigner. In fact as long as your relationship is stable people will act like you're dating someone respectable.Though be careful, if you break up with them suddenly one of you might find they are surrounded by enemies.

**A Many Years Ago** - 400 CP
"These two men were traded as babes by their nurse who happened to be me, never mind that one of them is at least twenty years older than the other and is my age" You know Jumper, people wouldn't believe this if it wasn't you saying it. You look so innocent, so trustworthy, so noble, people can hardly refuse to believe your claims no matter how outlandish, at least at first. Of course something as blatant as that example won't work quite as well on minds less gullible and more cynical than those around here, but still this is quite a boost to your lying skills.

**Rose is Fair** - 600 CP
And so are you, fair and beautiful and true. You are so beautiful it is almost a curse, and those who are attracted to your gender will find their willpower and moral strength weakened by your sight. Simply by being available, you might sap the strength of suitors until they can hardly approach you, while keeping them from pursuing others. Who knows what you could do with something as scandalous as a little bit of flirting?

# Bureaucrat

**Particularly Rapid Unintelligible Patter** - 100 CP
Well, not unintelligible actually. Really, you can talk or sing several times faster than normal for a human and despite singing and talking at speeds most wouldn't think is possible you can speak clearly, enough so that even the people at the back of a crowded theater could understand you.

**Ruler of the Queen's Navee** - 200 CP
In this jump you're not just an aristocrat, you're a Lord, possibly even a Peer. As such you can be given whichever position is open and none will question the fact that you have no useful knowledge or experience in it, a quality you'll keep in future jumps. Whatever job you can get will be secure and none will care if you don't have experience or knowledge or even if you actually do the job properly. As long as you show up once in a while and put in a token effort your bosses will praise you for bringing in results and your subordinates will happily work hard to make up for the work you don't do. You won't be fired for nothing less than directly harming the company.

**Model of a Modern Major General** - 400 CP
You have attended the best schools around and gained a deep and broad knowledge of many areas, enough to have a reasonable talk with a college professor in most areas of science and humanities and even teach a few basic courses yourself. You also know several languages, especially dead and ancient languages. Weirdly this doesn't teach you anything that could be used in the military. You know chemistry enough to make an explosive but not quite how to make it a rocket, you know all the famous battles and generals, but none of the tactics or strategies they used, you can recognize the dynasty of a chinese vase at a glance but not if a gun is a pistol or a long rifle or even which side the bullet goes in. You don't lose what you already know and can certainly learn more later, but this perk alone will give you no more military knowledge than what is known to a novice in a nunnery

**Embody the Law** - 600 CP
Lord Chancellor, presiding officer of the House of Lords, the head of the judiciary in England and Wales and the presiding judge of the Chancery Division of the High Court of Justice. Quite a lofty title you've got there Jumper. And with such a high position you gain a single power, the ability to make a single valid legal change to any contract. This change has to be small, adding, altering or removing a few words or a few letters of a word, the new phrasing has to still make sense, and it has to be in the spirit of the contract, or it can change the spirit of the contract if both parties agree to it, and the word cannot be the name or signature of any signatary. This change is considered valid and legal by all the relevant courts and even by any supernatural forces that might enforce the contract. You can also do a similar change to the laws of a country once per jump or per ten years after you receive your spark.

# Items

**A Little List** - 100 CP Free for Drop-In
If there is a case where a victim must be found this is a scroll of society offenders who might well be underground, and none of them would be missed. It lists several people who could disappear for several days before the police is even called, places where the homeless sleep, names of low level criminals the local organized crime wouldn't bother to seek revenge for, recently arrived tourists who won't be missed for months, location of the homes of hermits, hunters and lumberjacks that live in the woods, all that and more. Changes every time you enter a new city or region.

**Etiquette Rulebook** - 100 CP Free for Lady
A book fully detailing the complex rules of etiquette, manners and courtship. Reading it allows one to quickly learn how to move and act in high society, though following it completely to the letter may overcomplicate many social interactions. It adapts itself to show the rules for any new society you enter.

**Pirate Sword** - 100 CP Free for Hero
A well made saber, sharp, harder than normal steel and perfectly balanced, good for any pirate, soldier or other adventurer. If broken or lost will reappear in your warehouse the next day, good as new.

**A Tomb Full of Ancestors** - 100 CP Free for Bureaucrat
A large family mausoleum full of caskets of your ancestors. Well, not exactly your ancestors, they're not of your bloodline even during this jump, but since you bought the thing they're your ancestors now in a way, and if their ghosts are called they will treat you as a distant relation at least. They are nobles and their existence lends an air of legitimacy and credibility to any claim you make to nobility or royalty. In other settings this mausoleum will be filled with new dead nobles from your place of origin, or something similar if not in a monarchy, such as relatives to a founding father in America, or important party members in a communist hellhole. Even if you're a drop-in arriving in a new place, one of these guys probably is famous or related to someone who was important around here a few hundred years ago. This mausoleum can be attached to your warehouse or other property.

**Choir Squad** - 200 CP
A dozen followers, they may be policemen, marines and navy sailors, knights, samurai, pirates, or any other group of fighting men you could find around these parts. They are competent fighters and singers, capable of backing you up in both battle and singing numbers. This item can be bought multiple times, either to buy more followers of the same time, or mixing types.

**Martial Trumpe**t - 200 CP
This army trumpet can produce once a day a clear and vibrant call that can be heard by all your troops across a battlefield. It encourages and raises their morale by a large amount.

**Alchemical Supplies** - 200 CP
Many spells can be cast directly on a target, or something linked to them, but some are best infused into liquid or food. For that reason, you might need this chest of herbs, spices, minerals, animal parts, and other things, enough to make any potions you can learn from Sprites of Earth and Air and to make enough of that potion to affect an entire village.

**Nobility Title** - 400 CP
In this world there is a sharp distinction between nobles and commoners, to the point that revealing the fact that you're a noble would see you forgiven for years of piracy or for hiring a sorcerer to enspell a whole village. With these little certificates you can now prove that someone is a member of the aristocracy, even if a poor unlanded one. It comes with one pre-filled for you and a couple dozen others unfilled so you can give nobility status to a whole pirate crew if you want. You gain a new stack of blank ones every jump, if you're in a country or planet without nobility this gives you a noble title on the nearest country that does.

**HMS Camisole** - 400 CP
A large seafaring warship yours to command Jumper. In this jump you can choose for it to be either part of the Queen's navee, sorry navy, or to be a pirate ship. This ship comes stocked for long voyages and with a full complement of weapons. It also comes with its own crew, a group of followers, who are sober man and true, gallant and attentive to their duty, and great fighters, whether boarding enemies or fighting a boarding party. This ship can be imported into any other ship you have, and the crew increases and modernizes to fill all necessary positions. If they suffer casualties the crew recruits and trains new members whenever the ship docks, though the recruits always seem to be normal British humans. Also, while you can change the name of your ship as you wish, as long as you maintain the proud name of the Camisole the ship will always have increased luck in fights, having a smaller chance to be hit by broadsides and a better chance to hit with her own weapons, and even when hit the damage and casualties will be smaller than it should.

# Companions

**Your Own Crew** - 50 Cp each or 200 for up to 8
Create or import a companion, giving them 600 CP to buy their origin, perks, and items in this jump. Companions cannot take drawbacks or buy more companions.

**New Relationships** - 50 CP
Do you want to bring your new spouse on your multiversal adventures? Did you befriend someone? For 50 CP you can bring them with you as a companion.

**Couples Travel Together** - 50 CP
A lot of people here will find true love in their life and would refuse to leave their spouse behind. So for 50 CP can bring both as a single companion. When imported in other jumps each gains half the power from any perks bought for them.

# Scenario

**Wards in Chancery**

There are a number of recently orphaned girls, of good breeding and rich families, who need a legal guardian. If you accept this duty, you'll be put in charge of a dozen girls, between the ages of 9 and 17. You must care for their education, control their fortunes to make sure they increase or at least that they do not lose any money before they gain control of their finances, and help them find good husbands before they reach 21 years old and become unmarriable hags. Keep in mind that this is a tricky world and many apparently good suitors might be unsuitable, and many suitors that appear to be poor or boorish might prove to be good men, of wealthy if not aristocratic backgrounds, if given a chance. No, you can't marry any of them, you dirty old codger.

If you succeed in raising these girls and finding them good husbands, you can take them and their families with you for free. You can decide if you take all of them or leave some behind, if they come as followers, if some come as companions and some as followers, if a couple comes as a companion sharing perks, if all the daughters and husbands count as a single companion or whatever other arrangement you want.

# Drawbacks

**Slave to Duty** - 100 CP
Every man has his honor and his duty, and to you these qualities are paramount. Your word is an unbreakable promise and any contract you sign you'll treat as inviolable, you'll obey it to the letter of the law, even to your own detriment. This isn't too onerous if you don't go around signing contracts and making vows, but be careful of swindlers and con-men.

**Contract Signed Long Ago** - 200 CP
Well, too late, it seems you have already signed a contract that you shouldn't have. Maybe it binds you to marry someone you don't like in a few years, forces you to work for someone who exploits you or in a job you detest, or maybe it causes you to humiliate yourself or suffer in some other manner. Anyway you will have to follow this contract to the letter while you're here, unless you can somehow convince the other party to annul the contract. You cannot do this by force or supernatural means.

**Bunthorne's Bride** - 100 CP
Ah, such a lovely universe this is, where love (almost) always wins and (almost) all eventually find a good partner to fall in love with. Except for you. Like Bunthorne your bride will be nobody, none here will fall in love with you, even if you manage to get someone attracted to you it'll be temporary and never get to the good parts.

**Chased by a Crone** - 100 CP
Having no luck in love is better than having bad luck in love. The last drawback is amended, so you will never find love with anyone that you would want. But you will still have one or two suitors. Old, ugly and with a personality that just grates on you even if other people don't seem to find it objectionable and no power you have can change them for the better. They are madly in love with you and will manipulate your friends and family to try and win your hand.

**Etiquette** - 200 CP
At some point you were given lessons in etiquette, poise and decorum, and you have taken them to heart. Perhaps too much so, some would say. Well, most would say. Well, almost everybody would say. You live your life by the rigid rules of etiquette and expect others to do so, even enforcing etiquette on others if you can. And etiquette is not just rules for what fork to use with each course or how long to hold a door open for people walking behind you, no these rules control every facet of life, from how to pursue a relationship, to how to fight, from how to enforce class roles and gender roles. On the bright side, this will make you act very gentlemanly, or ladylike depending on your gender.

**Go to Death and Go to Slaughte**r - 200 CP
Normally this world is pretty peaceful, with large battles ending with few fatalities, pirate chases ending up in redemption and even dark magic can be broken with a single death. But not anymore, your presence has corrupted this place and brought true violence. And you will be personally involved in it, being drafted as a soldier, sent to hunt pirates or highwaymen, called out to duels to the death.

**Witch's Curse** - 300 CP
You have been cursed as you came into the jump, and now every day you have to commit something you consider unconscionable, something that grates on your very soul. If you're a good guy at heart, you must commit a crime every day, if you're a rogue and blackguard you might have to pursue crimes even more monstrous than normal or go the other way and do good deeds and charity every day. Whatever it is, it must be something that you hate doing.

# Outro

Have you found love, or helped others find it? Have you been a pirate, or major-general? Whatever you did, at the end of these ten years you are asked a question, do you want to:
**Go Home:** Go back to your original world
**Stay:** Stay in this world
**Move On:** Go to another jump