

Way back in days of old,
There was a legend told
About a hero known as Galavant!

Square jaw and perfect hair,
Cojones out to there,
There was no hero quite like Galavant!

Tough! Plus ev'ry other manly value
Mess with him, he'll disembowel you!
Yea! He ruled in every way!
A fairy-tale cliche!
And people called him Gal-a-vaant!

Well, so it used to go. Afraid at the moment ol Gal is drinking away his sorrows after his one true love decided she appreciated the wealth and power of the king who snatched her over his selfless love. But events, well, mostly Galavant's enemies, will soon conspire to knock the rust from his armor and get this knight back on his high horse for one more musical sitcom adventure! With dark humor, corny humor and twisty-turny plot, love and war! So saddle up, and take **1000 choice points** to help you on your journey.

Origins

Hero: You're a true blue hero. A dragon-slaying, damsel-rescuing knight in shining armor. Or you will be someday, for now you are a knight and that already elevates you above the common crowd.

Villain: Chivalry is for suckers, but power is tantalizingly out of reach. You are the evil chancellor, the oily figure, striving for more. Always more. You start with a small, unofficial position in one of the courts of the Seven Realms. Perhaps a hairdresser, or majordomo.

Royal: You were born to a life of wealth and privilege, groomed to lead, just try not to forget the duties and responsibilities that come with the crown. You're also not a ruler in your own right, yet.

Serf: Your inheritance is the dirt. Literally, the plot of land your family has farmed from the dawn of time or so, and will forever. Unless the local lord decides to build a vacation home or something. Perhaps, with skill and dedication you could become a servant, merchant or skilled craftsman and achieve a measure of respect.

Now, at last begins our true adventure
Epic--Wild--A real butt-clencher!
So! Huzzah and Tally-Ho!
Sit back and here we go!
Attend the tale of Galavant!

Perks

General Perks:

We're the Monks (free all) It'd be silly to come to a musical comedy and not be able to sing. Fortunately this land has a strong musical tradition for you to partake in. Your singing voice is magnificent and you never miss a note, you're also great at improvising lyrics.

It's A New Season (-100 cp) A season of hope, and not the whole feudal system can get you down. All trauma, mental illness and scars both physical and not fade away when you take this, and again and again with the turn of each season. You will never be too jaded or wounded to start over.

Comedy Gold (-100 cp) You, sir or madam, are sincerely, really funny. You've mastered the rule of three and the comedic aside, your ethnic humor draws guffaws instead of glares and muttering, your timing and slapstick are on-point. You're a really entertaining and fun person to have around, which can only help your ratings and friendships.

He Was There, He Was There (-100 cp) Family is the greatest adventure of all, part of the real-life happily-ever-after. You are a fantastic spouse and parent, understanding and hard-working, never too soft or too firm. And you always find at least an hour a day to spend with your loved ones, even if we have to add one to the clocks.

Time Is Of The Essence (-300 cp) The one resource a person can never get more of, is time. Well, except for you. By singing a song about how much time you don't have, you can stretch

out the space before a single dreaded event, such as a death or a dentist's appointment. There are limits to all things though, you'd be lucky to get this started before a loosed arrow struck its mark, much less a bullet, but can delay people's deciding to shoot. And if you take more than three-and-a-half minutes, a heavenly voice will shout down "Get on with it!" and the normal flow of time will resume.

Goodbye (-600 cp) When you die the Grim Reaper will appear before you and show you a musical montage of your friends grieving and saying their farewells. Interrupt Old Bones with a nut-shot, and you can come back! Next time, though, he won't bother with the niceties. But travel to a different Jump, with a different Death, and they won't remember a thing.

Hero Perks:

Off With His Shirt! (-100 cp, free Hero) You have a steely gaze, abs the poets praise, and a face most folks have a thing about. You look good enough to stop traffic, and definitely worth a second and third glance. Be careful nobody kidnaps you for an impromptu wedding or attraction.

Off On A Hero's Journey (-100, free Hero) So what if you're still hung over? So what if you just drank a keg? So what if you smell like slop? So what if you have that annoying muffin-top? It is remarkably hard to inhibit you or limit your skills to fight, get around, or distinguish right from wrong. Booze, enchantment, sloth, it doesn't matter. Adventure awaits, and you stand ready!

Stand Up! (-200 cp, discount Hero) There comes a time in every tale, where the hero must prevail. Fortunately, you have a heroic willpower that allows you to get up and fight on, through pain or mockery, you will not be deterred. Also, while you may get out of shape or your skills rusty, you can always restore yourself to fighting trim with a day's intense training, and another day to recover. So stand up, hero, don't let your legend suck.

Oy! What A Knight! (-200 cp, discount Hero) Some people have a reputation, you're a little past that. People know you for a dragonslayer and rescuer of damsels. You could stumble onto a tourney and demand to be advanced to the top bracket on the strength of your fame alone, and every now and then a smart person will decide they're not being paid enough to fight you. You may turn this effect off, if it becomes more convenient to be (relatively) inconspicuous.

Galavant (-400, discount Hero) Where is the gallant knight, who stood for truth and right? The valiant dragonslayer Galavant? Well, you're not him, but a more-than-adequate substitute, with the fighting skills of a one-man army, expert horsemanship, and all the skills and fortitude expected of a most legendary knight and hero.

My Moment In The Sun (-600, discount Hero) A man waits all his life for just one moment to arrive, the moment he was destined for at birth. The moment he will show the world the reason he's alive, and prove to one and all what he is worth. It may be corny, it may be annoying, it may be anti-climatic as all get-out, but once per Jump, or per decade, when the odds are stacked

against you and your opponent is overwhelming, you hear the sound of drums and suddenly everything works. The dragon's weak spot is exposed and he is smote with one mighty blow, the evil wizard's flurry of spells cannot touch you as you dance through the fire and lightning to impale him, and the lowest blackguard's cheating avails him not. This is not their time, this is your moment in the sun.

Villain Perks:

She'll Be Mine (-100 cp, free Villain) There's something about you, a certain charm. Even heinously evil ideas just sound so reasonable, even cheery when you suggest them. This is a charisma bonus, nothing supernatural, so the aware or strong of will can casually resist, but the masses can be made oddly okay with another tax-hike or a war you start from petty spite.

The Happiest Day Of My Life (-100 cp, free Villain) somehow, you keep worming your way into the confidence of people who should really know better. If ejected from the court, you can find a position as a tailor or a wedding planner to let you pour poisoned words into the right ear. Even if thrown in prison, your enemies may come to you for advice. So let misfortune come to you, the wheel keeps on turning and with patience you'll be on top once again.

Dance Til You Die (-200 cp, discount Villain) Now this one here is a supernatural effect, you can force people to dance to your tune… literally. When you're playing music or singing, or a person/band you designate, you can make it so whoever hears the music is forced to dance. Which makes a phenomenal distraction while you attend to other business.

As Much As Someone Like Me Can Love Anyone (-200 cp, discount Villain) It can be so hard to look out for number one, something in people just screams out to reach out and embrace each other. On the other hand, getting too into yourself leads to things like screaming "No, this cannot be! I am invincible!" as your armies are destroyed and your footing crumbles under you. With this perk, you can be aware of, acknowledge and enjoy all your emotions, but they never negatively impact your judgement. No flying into a rage to kill the messenger, no mistaking the fondness you hold for a beautiful princess for her liking you. When need be, you are cold and calculating.

Let's Agree To Disagree (-400 cp, discount Villain) The hardest part of being a villain is that while heroes and goody-two-shoes work together quite naturally, villains snarl and posture and backstab each other at the first opportunity. There are too many different kinds of villains with wildly different goals and styles. Villain team-ups never work in the long, or even medium term, except when you're involved. You just *get* bad people, what motivates them, and can easily befriend them and smooth over the inevitable arguments. At last you can assemble that evil league or quirky miniboss squad, with only minimal maintenance effort. And if the day comes when the knives come out, you're never caught by surprise or the first to get betrayed.

Do the D'DEW (-600 cp, discount Villain) You're not just a wicked advisor or tyrant, you're a sorcerer! The ultimate in fairy-tale villains, assuming we ignore the dragons and giants and such, a student of the dark, dark evil ways.. You can cause fire and explosions with a wave of a wand, curse people, perform telekinetic tricks like opening a gate. You're especially good with mind-control of various flavors, from potions to spells, and great at generic curses of misfortune, like causing someone to fall while high up. If this seems weak in comparison to some magic system, don't worry, your mind-control and misfortune powers and spells will grow much stronger for taking this.

Royal Perks:

I Don't Like You (-100 cp, free Royal) Others may stutter or stumble, but you always have a solid quip or retort at the ready. Those with the power of life and death over their subjects should be able to hand out sick burns as well.

Maybe You Won't Die Alone (-100 cp, free Royal) There's someone for everyone, and you will meet that someone if you haven't already. Events will conspire to strongly favor you two to stay together, for richer, for poorer, in sickness and health, despite raiding vikings and cannibal elves, hobbits and bikers, dolphins with lasers, lawyers and all the weirdness that accompanies a Jumper's life. Just remember that real relationships take work and care, and a perk alone can't carry you through it all.

A Different Kind of Queen (-200 cp, discount Royal) Most royals sit, isolated from the masses and content to be a symbol of national pride and power. But honey, you're a different kind of ruler, one who gets their hands dirty. You have an unassailable willpower that lets you shrug off enchantment and stare down hardened veterans, and a decent sense of when a task is best handled personally.

Togetherness (-200 cp, discount Royal) We live together, we work together, we eat and drink and pray together. It can be hard to live together, your quirks all on display together, but you're an expert peacemaker, so when arguments break out you're well-equipped to handle them. With a little work, you can have a gloriously diverse party, even a whole population working, and singing, in harmony.

My Dragon Pal and Me (-400 cp, discount Royal) One of the secrets of royalty is finding the best people to delegate work to. You are a master of seeing the hidden potential in people and things, and what others may dismiss as worthless, you can see for what they may become, and bring this potential out. It won't be quick, or necessarily easy, but it will almost always be worth the effort.

Will My Day Ever Come? (-600 cp, discount Royal) Are you the person you wanted to be as a child? If no, why not? You are in touch with your inner child, and will never forget the dream you had before the Chain. It can be annoying, that continual awareness of the ways you fall short of

your idealized self, but it can also inspire you to do great things, fill your resolve. More, your awareness of your own failings have granted you great empathy for others and ability to inspire them, worthy of a great king. Your day will never come, your star never rise, unless you make it so.

Serf Perks:

This Is As Good As It Gets (-100 cp, free Serf) The secret to happiness isn't chasing after the newest, latest, biggest thing or some impossible dream. Its learning to be content with what you have. With just a hovel and a vegetable patch, you'll be content if need be. If thrown in a cell, you can exist there indefinitely without the stress so many feel.

Lords of the Sea (-100 cp, free Serf) You're the biggest, meanest buccaneer that ever walked on grass. You know how to sail, expertly. You can also garden (sustainably, of course!) and make organic homemade desserts.

If I Were A Jolly Blacksmith (-200 cp, discount Serf) You aren't just a nameless faceless serf, you have the skills to get by in a medieval society, an expert farmer, blacksmith, and brewer. Any village or town could find good use for your services.

A Happy Ending For Us (-200 cp, free Serf) You're a really great cook, hooray! But people may not want to eat your food, because you are also an expert poisoner, aware of all the many ways to cause people discomfort and death by messing with their food. You know which poisons go well with wine, which blend in with a light chicken sauce, and which are slow enough a taster is no defense at all.

Today We Rise! (-400 cp, discount Serf) Where is it written that the nobles should feast in their castles while the peasants starve? Well, in the kingdom charter, but never mind! You are a master of rhetoric, especially pathos, the awakening of emotion in your audience. You can exhort a crowd into revolution against injustice with ease.

Build A New Tomorrow Here Today (-600 cp, discount Serf) The feudal system was a lot more complicated than most people make it out to be, but one thing is undeniable: people of the time were largely isolated from each other, and greeted foreigners with suspicion at best. Less so when you are around, though. Your very presence has a kind of effect on the world, making people more inclined to be open-minded, reasonable, rational and progressive. This doesn't make everything better for everyone overnight, a new democracy could still be pretty exclusive, but your being here does make things better. So chin up, Jumper, as we all march into the future, and we can build a new tomorrow here today.

Items

Have +400 cp, just for this section

A Theme Song, My King? (free all) Award-winning composer Alan Menken (Little Shop of Horrors, Newsies, the entire Disney Renaissance except the Lion King) will write you a catchy character theme and several variants, whether a bopper or a sinister score, you can listen to this music at any time by wishing to, letting it swell in moments of triumph or comfort you in bleaker times, and can choose whether or not others can hear it.

Arms and Armor (-100 cp) A good steel sword and leather or chain mail, setting you up for success in combat.

Steed (-100 cp) How else would you get around in these days? This horse is a machine, maybe literally considering some of the noises it makes, and never needs food or rest or a brushing.

Bucket (-100 cp) somehow, around a corner or in a corner just out of the way, there is always a wooden bucket full of water for you, in case you need a drink, to cool off, fight fires or splash someone for comedic effect.

Hut (-100 cp) More like a hovel, this one-room, thatched roof dwelling is certainly humble, but it keeps the rain off and even has a small vegetable garden you can raid.

Spirit Guide's Stash (-100 cp) property of the guide (legally required not to call himself a magician) Xanax, these magic mushrooms will enable the eater to go on a spiritual journey, usually involving viewing their own past. You'll definitely come out of it with a new perspective and epiphany, and maybe a case of the munchies. Regenerates weekly.

Tainted Crown (-200 cp) Laced with a sinister potion, the wearer of the crown will become happy, and bubbly and all too eager to do whatever you'd like. Be careful not to abuse this power too much though, people freed from mind control can be so vindictive.

Wand (-200 cp) This neat accessory complements any magic you can do, halving casting times and making minor effects truly effortless. It boosts magical power too, but only a small amount.

Ship (-200 cp) aka a better way of getting around than a horse. You have a fine medieval cog, but it handles like a Yankee Clipper, speedily delivering you and any cargo in style with a skilled NPC crew.

Amulet (-200 cp) Really a set, allowing people to communicate over distances, seeing the image and hearing the voice of the other one. Comes without the inconvenient static.

The Hero Sword (-300 cp) Meant for the One Hero to Unite Them All, this sword does lend a certain air of destiny and worthiness to the bearer. Perhaps more importantly, it's a very effective tool for killing anyone who normally couldn't die, whether because only a destined hero could kill them, or they have a clone body or whatever. You still have to do the work though,

especially if your enemy is a massive mound of regenerating flesh, but once dead, they stay dead. You may import another sword to gain these effects.

Jewel of Valencia (-300 cp) A magnificent jewel, worth a king's ransom and a war to obtain. No one person likely has enough money to buy this gem at market price, so once per Jump you get this jewel and may trade it for any one item. Buy a kingdom, a corporation, a fortune, an army or even a dragon, just remember people can still refuse to sell, it's just that most will consider anything they have to part with for the jewel a bargain.

Crown (-300 cp) Valencia, Hortensia, and Richard's Land are just three of the Seven Realms, and with this purchase you now own a fourth, complete with your own towns, a fortified castle, a small army of loyal retainers and even a royal court. And of course, a fancy gold hat to tell people who is in charge. You may import your small Realm into future Jumps, or keep it as a Warehouse attachment.

Army of the Dead (-300 cp) An army of stiffs, rotting and stinking and their reflexes aren't all that great. But they are unfailingly loyal, tireless and fearless. And you'll save a fortune on food and drink. Replenishes annually.



Companions

Because the real Perks are the friends you made along the way.

Background Characters (free) The Chef (Vincenzo) and Gwynne (the Servant) are all too happy to escape their probably miserable and short lives and accompany you throughout the multiverse. Just don't expect their bleak outlook to improve much in a short time.

Companion Import (-100/200 cp) For 100 cp, you may import up to four Companions with their own pick of origin and 400 cp to spend. For 200 cp, increase to eight Companions and 700 cp

apiece. Companions get no separate budget for Items. This can be taken multiple times if you have multiple Companions to bring in.

Heroic Couple (-100 cp) Either Isabella and Galavant, or Roberta and Richard will join you. A husband and wife come as a package deal, after all.

Squire (-100 cp) A put-upon assistant for your travels. Knows all about camping and cooking and roughing it, takes good care of your gear, always has your back in a fight and somehow can always scrounge up a meal and a pint. But he is very clumsy and your ale might taste odd when he's feeling especially unappreciated.

All You Other Mugs (-100 cp) any one canon character not otherwise mentioned here, from the Jester to Gareth, to one-shot characters like Xanax and Neo of Sporin. Can be taken multiple times.

"Weird Al" Yankovic (-100 cp) The most appropriate guest-star of all time, Al will serenade you on your future travels and make witty observations.

Tad Cooper (-400 cp) The legendary lizard himself. Sure, right now he's a small, unremarkable little guy, why hardly anyone would believe that he'll grow up to be a rip-roaring, fire-breathing dragon and rain devastation on armies and cities alike. But we know his potential, and it is only right and wise that you get on his good side while he's small.

Drawbacks

Take up to 700 cp in Drawbacks, it's a lucky number.

Our Tale Completely Spun, Buffed and Polished Like a Royal Jewel (+0 cp) Why hang around a full decade for a show with maybe nine hours of screen time? This lets you bug out after achieving happily ever after, of some kind, for the main characters. It doesn't have to be the canon ending, but if you get the main cast killed, no early quits for you.

Yo Mama (+100 cp) It's 1256 and the Yo Mama jokes have gotten really old. Yet you can never resist making another 'Yo Mama' or 'That's What She Said' joke, especially when someone throws you a straight line. Expect rolled eyes on a good day.

Vow of Singing (+100 cp) Like a certain order of show-stealing monks, you have sworn never to speak, but only raise your voice in song. This can be very annoying, mostly to other people.

In the Shadow of Mt. Spinster (+100 cp) normally, you'd start in one of the Seven Realms, but instead your quest begins on Spinster Island, inhabited by countless old ladies and cats, across the sea and a desert from the main action. Best shake a leg if you want to be involved.

Secret Mission (+100 cp) You just can't be sneaky. Any time you start creeping around stealthily, you burst into loud song.

Progessive For the Middle Ages (+200 cp) Alas, you are one of the have-nots. Not even a serf, but a foreigner, cripple, woman, child, Jew, ginger, witch or other group thoroughly marginalized in the Middle Ages, and nobody is prepared to take you very seriously or give you the time of day.

Dwarves vs. Giants (+200 cp) If you hoped to bring enlightenment to the 13th Century, keep dreaming. People are bound and determined to divide themselves into factions and pick stupid fights all around you. You could stay a few days in a village and they'd start preparing to massacre each other over their height… while all being pretty much the same size.

A Jackass In A Can (+200 cp) Your ego is of truly massive size, outdoing Galavant at his worst. You are a narcissist egomaniac, plain and simple, and most people can barely stand to look at your smug face.

Tomorrow We'll Regret It (+200 cp) You can't help but tell the truth, if not openly, then in little asides. You're rubbish at keeping secrets with the way you blurt things out, and even when trying to be enthusiastic, you can't help but point out all the ways reality probably won't live up to the hype, or why your encouragement isn't technically accurate.

Not You, Sid (+300) Now you've gone and done it. At some point, by total accident, you will murder one of the main characters, a ruler, or one of your own companions. Someone you care about deeply, and whomever it is, you will be overcome with grief and a need to atone for your sin. If this is a Companion, they will not be returned to you until the Jump's end.

The DEL (+300 cp) The Dark Evil Lord, master and perhaps originator of the Dark, Dark, Evil Ways. Also a fashion consultant. Though he never directly appears in the series, his presence is felt and his name reviled and feared across the Realms. You get to learn why, as the DEL's gae falls upon you. No matter how many powers, artifacts or companions you bring, you will find a worthy opponent in his cunning and dark sorceries. So come on hero, try your luck.

The Princess in the Tower (+400 cp) Well now, this is just embarrassing. A particularly loathsome suitor has kidnapped you, Jumper, and locked you up tight. Your various powers desert you, nor will any bars yield to your strength, or locks to your skills. Your companions are unable to find you. All such conditions will be lifted on your escape, if you can escape this situation with only your wits and Body Mod.

It's a Dark Season (+500 cp) Someone once said "This isn't Game of Thrones." Though with the army of the dead and all the abuse towards the peasants, it's easy to get confused. Well, now it *is* like Game of Thrones. The villains follow through with their evil, the heroes are varying shades of grey or die quickly, death is random yet ever present and the dangers are very, very

real. Everyone is fighting their own battles and ignoring existential threats and ancient evils, which are now springing up across the land. At least there's still singing.

Will All This Singing Kill Our Nielsen Ratings? (+500 cp) Remember that nice easy escape hatch that began this section? It's not an option anymore. You are in for a full decade. But that alone isn't worth these points, no. You must entertain for this time, as though a camera were watching, because if the show gets canceled before you leave, your Chain ends here. And considering the show only lasted two seasons, you've your work cut out for you.

The End

So there's the Happy Ever After,
As promised all along,
And who better to wrap it up and seal it with a song?
Cause we're the Monks
Hey-Hey, We're the Monks
That's right we're the
Genre-bending, Twitter-trending, bringing-you-the-happy-ending Monks!

Time's Up, what now?

Stay: It's a pretty neat place here, with adventure and true love, why would anyone give that up?

Go Home: Family is the greatest adventure, and after all this time maybe you've earned your own happily ever after?

Continue: The road winds ever onwards, and the very multiverse trembles with the call to adventure. Who could resist that?

Notes

Moment In The Sun, while a useful boost in times of need is not, and should never be misunderstood as an effortless win over even cosmic entities. It is a heroic second wind and maybe a little of the writers being in your corner as the hero. If you don't have the power to strike a killing blow or penetrate exotic defenses, this won't let you do so. If there's a chance, you can seize it, but only if there's a chance.

Jump written by Aehriman.