

Once Upon a Time, there was a world in which all the fairy tales were real. And that time is now.

Well, when I said world, I really meant was worlds. Plural. There are a lot of them out there, and they encompass everything from normal earth, the fairy tales we've all heard before, to mythology, to classic literature, to modern Disney movies. Really, if it exists, it's probably out there, somewhere.

But that's not that important right now. What's important is that this is a world of stories...and now it's time for yours to begin.

First, let's find out where your story starts. Roll 1d8 or pay 50 CP to choose:

1. New York City

Ah, you'll be starting out in a world much like your original world. In the Big Apple, nonetheless! And what do you know? This is also the current home of the Savior herself - Emma Swan.

2. Storybrooke, Maine

Still in the same world, but this quaint little town has a big secret: everyone here is actually a fairy tale character. Of course, they don't know that. They've been trapped here for the past 30 years, with no memory of who they really are, and time warped so that no one ages and nothing ever truly changes. At least, that's how it was. Things are about to change a lot very soon.

3. The Enchanted Forest

The original home of most of Storybrooke's residents. Not everyone here was affected by

the curse. Not a very safe place lately, however. Ogres run rampant, and without the Charmings to oppose them, villains sprang up all over the place.

4. Oz

The wonderful world of Oz in all its glory. Pretty dangerous nowadays - watch out for flying monkeys and wicked witches. Fortunately, there are good witches, too. If you need to get somewhere, you may want to follow the Yellow Brick Road.

5. Camelot

The home of King Arthur and his Knights of the Round table. It appears to be a prosperous, thriving kingdom ruled by a wise king. But all is not as it seems. The state of the kingdom is but an illusion, and Arthur is not as he appears to be.

6. Wonderland

You seem to have fallen down a rabbit hole. Or maybe you were already waiting at the bottom with all of the other nutters.

7. The Land Without Color

The title really does a pretty good job of explaining it. Everything here is in black and white. Looks very similar to 18th century earth. Actually, you may recognize this place: it's the home of Dr. Victor Frankenstein. He's not currently here right now though, being affected by the Curse and trapped in Storybrooke.

8. The Mad Hatter's Wild Ride

Lucky you. You get to pick where your story begins.

Keep your gender and roll 16+2d8 for age, or pay 50 CP to choose one.

Origins:

Drop-In

Oh? I've never heard your story before - where are you from? Ah well, it doesn't matter that much. Pleanty of people come from different worlds, so I'm sure you'll fit right in.

Minor Character

Up until this point, you've been a minor character, always in the background. But now you have a choice. Will you stay quietly in the background, or step up and become a main character in your own right?

Hero

Well look at you: you're already the hero of your own story. Whether you're a knight in shining armor, a lovable rogue who robs the rich and feeds the poor, or just a kind-hearted individual who has accomplished great thrings, you're indisputably a good guy.

Villain

Feeling a bit edgy, are we? Well, it looks like you're the Villain in this story. Maybe you're a well-meaning extremist, maybe you're someone who lost their one true love and wants revenge, or maybe you just couldn't stand all the sappy, goody-goody stuff and decided this seemed more fun. Whatever the case, your heart is almost as black as your outfit. Hey, it suits you.

Roll 16+2d8 for your age and stay the same gender. Or pay 50 apiece to choose.

Races:

Human - 0 CP

Just human? That's pretty boring. But hey, it's your story.

Dwarf - 0 CP

"Born" as fully grown men, dwarves are given a magical pickaxe that bonds with them and told to get to mining. They're shorter, stockier, and tougher than humans, but otherwise pretty similar. Expect to get some werd looks if you're a female.

Fairy - 100 CP

You don't believe in fairies? Nonsense! With this, you're now a tiny winged humanoid who glows in the dark. You can assume anormal human form at will, but can't fly in it.

Mermaid - 200 CP

Something smells a little fishy. Oh, nevemind - it's just you. You're a mermaid; upper half is a an attractive human, bottom half is a fish, breath air or water, etc. etc. I'm sure you know the drill by now. There is one unusual thing about mermaids here, though: they can travel between worlds by swimming in the sea. Comes with a free piece of jewelery that transforms you into a human while worn. You can also be merman, if you'd prefer.

Giant - 400 CP

Fe fi fo fum. You seem to have put on a few pounds - and feet, for that matter. You're now a giant; you look much like a human, standing between thirty and forty feet tall, with proportionate physical abilities.

Dragon - 600 CP (Discount Villain)

You're now a giant lizard the size of a small house, with wings and really strong breath. A dragon, other words. Your lifespan is now measured in centuries, and you can assume a

human form at will.

Perks:

(The 100 CP of your Origin is free, and all others are discounted.)

Magic - 600 CP

Abracadabra, hocus pocus, alakazam. You're now an honest-to god wizard - or witch, if you're of the female persuasion. Magic here is very versatile, being capable of a great many feats. What magic you can do depends somewhat on your talents and inclinations, but even more on your training and knowlege. There are some applications that basically any spellcaster can use rather easily with a little training, though: conjuring and manipulating elements, telekinesis, teleportation, blasts of magical force, conjuring items, transforming items or people, and ripping out someone's heart. Usually that last one is mostly used by villains, though. Magical effects are often accompanied by smoke that varies based on the mage; order right now and you get to choose the color of your magic absolutely free! Oh, just one final tip: too much magic can be addictive and corrupting.

Drop-In

Right On Track - 100 CP

You've done a great deal of travelling in your life, and this has left you with some useful skills. For one, your sense of direction is invariably accurate to the point where you put a compass to shame. Likewise, you have an internal clock that's accurate down to a tenth of a second.

Let It Go - 200 CP

You're an incredibly laid back and easygoing person. In addition to being able to avoid drama this makes it easy for you too keep your cool when everyone else is panicking. And you bounce back remarkably fast from things that should really be traumatizing; get your hand cut off? No big deal - now you can get a hook and learn how to be pirate.

A Furry Little Problem - 400 CP

Seems you have a bit of a wild side. You've been "cursed" to transform into a giant magical wolf whenever the moon shines in the night sky. Normally, this would cause some problems, but you've already learned to control your wolf form. In addition to being incredibly fast, strong, and nearly impossible to kill with anything other than an instantly fatal wound or silver while in wolf form, your human form has wolflike senses and peak-human physical abilities. You can also communicate telepathically with other wolves and werewolves while in wolf form. Comes with an enchanted piece of clothing that prevents you from transforming while worn.

Seer - 600 CP

You have the magic of foresight, making the mysteries of time lay bare before you...or they would, if you could actually understand this garbled mess of moments that are a combination of what can, will, and won't be. You'll never completely understand the glimpses of the future you manage to catch, but over time you'll become much more adept at sorting through and understanding your what itis you see, as well as being able to find relevant information about specific events or people.

Minor Character

A Bit Odd - 100 CP

People tend to look past your eccentricities and personality flaws to see the person you are underneath. Making friends is signifigantly easier for you.

Born Sidekick - 200 CP

People naturally let you in on things. Meet a random hero on a quest and they'll just sort of let you tag along, help a villain with a task and they'll develop a soft spot for you, and if you stumble upon a secret society or a plot to overthrow someone, it won't be hard to convince them to let you join.

A Clear Conscience - 400 CP

You're incredibly gifted at helping people deal with psychological problems and guiding them when they have trouble making a difficult decision. No matter what the issue is, you can think of some way to help anyone who's willing to accept it, and you're good at subtly helping those not that aren't.

Operation Cobra - 600 CP

Given a moment to think, you can come up with incredibly complex plans. Even plans that are impractically complicated are much more likely to suceed if you're involved. And you know how they say that no plan survives first contact eith the enemy? Well that's not a problem for you, because you naturally understand how to adapt to any complications that may arise.

Hero

Charming Good Looks - 100 CP

You're quite the looker. You'll fit right in with the royalty. And if that's not your style, worry not - you'll look every bit as attractive wearing worn rags on a pirate ship or working in a tavern as you would wearing gold and jewels in a castle. Also, any wounds you get tend to heal into aesthetically pleasing scars.

True Believer - 200 CP

Your world view and beliefs are unshakable. You'll never give up - when the clock strikes the

darkest hour and other people ready themselves to lie down and die, your resolve becomes all the stronger. Not only is your own willpower increased, but allies who fight alongside yo will find your resolve is contagious and be willing and able to stand until the very end.

Destined Savior - 400 CP

You were born to be a hero. While working to save or help other people, your willpower is nigh-unlimited and your luck is nearly a tangible thing. To save the life of an innocent, you could defeat a dragon with a sword - even if it's your first time ever holding a sword.

True Love's Kiss - 600 CP

The power of a kiss born of true love can break any curse and overcome any magic - in your case though, a platonic handshake is close enough. With a touch, you can dispel all but the most powerful of magic. Be it a curse, a blessing, or a magical binding, it all shatters before you.

Villain

Evil Laugh - 100

What kind of villain would you be if you didn't even have maniacal laughter? Well that's not a problem anymore. Now you can burst into villainous cackles at dramatically appropriate moments. Even if it should be ridiculous, you somehow manage to make it intimidating. Great for making underlings and peasants not want to cross the clearly deranged villain that you obviously are.

Villainous Charms - 200 CP

Everyone knows that girls want a bad boy, and there's just something men like in a strong, villainous woman. Whatever it is that causes the alluring aura around dangerous that increases their attractiveness, you now have it as well. You're very skilled at seducing people, especially people who should be your enemies. Doesn't mean they'll actually like you, but damn if they don't find you irresistible.

Black-Hearted Bastard - 400 CP

The darkness? Corrupt *you*? Ha! Your heart is already so used to the dark that it treats it much the same way you treat air. Performing evil deeds? Well, that's pretty bad, but it won't blacken your heart. Overuse of magic? No such thing. Even outside attempts to corrupt you are futile - taking the power of the Dark One into yourself wouldn't even faze you.

A Golden Opportunity - 600 CP

The effects of this are two fold: First, at the start of a jump, you may declare a name or title for yourself, and whenever someone speaks the name with the intention of contacting you, you immediately know their location and the context of why they wish to contact you.

Second, upon the agreement of a deal between two parties and a symbol of binding, such as a handshake or both signing their name, you may magically seal it so that both parties are forced to fulfill their end of the bargain. Both parties must be willing, but the definition of willing is pretty loose here; mind control isn't okay, but threats and coercion are.

Companions:

Friends - 50-400 CP

You may import or create up to 8 companions. Each gets a free Origin, a disount on a race, and 400 CP. You may supplement it by paying extra CP so that each companion gains CP equal to the extra you spend.

Canon Companion - 200 CP

Want to sail with Hook, scheme with Gold, or study with Belle? Well now you can. At some point, you'll inevitably run into whoever you choose and they'll be able to join you after your 10 years are up. You'll need to actualy convince them, however, which ay be easier said than done.

Items:

Great Big Book of Jumper's Tales - 50 CP

You get a large, leather-bound graphic novel at the end of each jump that depicts your adevntures in that world. You already have one book for each jump you've been to.

Flask of Infinite Rum - 50 CP

A small metal flask that refills itself every time you put the lid on.

Flying Broomstick (Discount Villain) - 200 CP

Why mess with the classics? This enchanted bronstick moves according to your will while you're touching it, allowing you to fly up to 60 mph. Cackling while riding it is encouraged but not required.

Six-Leaf Clover - 200 CP

A magical six-leafed clover that, can cast a glamour over a person to make them appear as another person. The illusion is hard to detect, and can function in worlds without magic.

Fairy Dust (Discount Hero) - 400 CP

You gain a sack of Fairy Dust - a puple substance refined from magical diamonds. It can be used to allow people to fly, and also acts as a potent magical fuel source for enchantments, or to allow you to use magic in a world where it doesn't exist. Refills weekly.

Looking Glass - 400 CP

You get a full-body mirror that houses a spirit. The spirit is sapient, completely loyal and wants nothing moren than to serve you. It can spy on people through other mirrors if it knows the location.

Squid Ink (Discount Hero) - 400 CP

You've come into possession of a small bottle of squid ink. Any magical being - including magic users - are paralyzed and left unable to access their abilities for roughly half an hour after being exposed to it. Just a few drops is enough in most cases. Refills weekly. Will only work on beings up to the Dark One's level.

Shepherd Crook - 400 CP

Despitw its innocuous appearance, this humble shepherd's tool is actually a powerful enchanted item. By touching someone with it, you can put a sort of magical tag on them, allowing you to find them anywhere they could go - even to other worlds. Also allows you discern their health and with enough practice, you may be able to use it to scry on them.

A Mad Hat (Discount Drop-In) - 600 CP

You've somehow managed to get yourself a patchwork tophat. It's very dashing. Oh, is that not enough? Well, it can also be used to travel between magical worlds. Simply give it a spin, drop it on the ground, and jump through the portal. Keep in mind that it can only be used to travel to magical worlds, though, and needs access to magic to function. Post-jump, this restriction is lifted.

Magic Beans (Discount Minor Character) - 600 CP

A jar with 5 magical beans that appear to be made of glass. These beans are special in that they can be used to open portals between worlds or to different points in the same world. Simply squeeze it in your hand, think about where you want to gow, then drop it on the groundand voila - a 20 foot circular portal appears. Be quick about, though, because the portals only last a few minutes at a time. Unlike the Mad Hat, these beans can function in and open portals to worlds without magic. You gwt one new bean a month, but a single bean can be used to grow dozens more in a few weeks time.

Drawbacks:

(You may gain up to 600 CP from drawbacks unless otherwise noted)

Green With Envy - 100 CP

What's your least favorite color? Your skin is now that color, and you have problems dealing with a thematically appropriate emotion. Shapeshifting can't change your skin color, but illusions may be able to cover it up.

Aesop Amnesia - 100 CP

Mistakes help people to grow. Well, most people. Your thick skull is an exception, and you'll continually make the same mistakes, fall into the same problems, and stunt any personal growth. Eventually you'll learn and grow, but it'll take signifgantly longer than it would have otherwise.

Tangled - 100 CP

You're bound to the main plot and will inevitably be drawn in to it, no matter what you do. Even if you completely derail it, something else will pop up and force your involvement.

Memory Problems - 200 CP

You seem to have forgotten something. Everything, actually. All of your memories from other jumps and your original world are gone. If you have any companions with you, you may gain an extra 100 CP from this drawback if you have it affect them as well.

A Boring Place - 200 CP

Normally only magical abilities from this jump would cease working in a world without magic, but now all of your magical abilities and powers stop working without access to magic. You'll be reduced to a normal human with only your human form from this jump and your bodymod body available to you. Luckily, you still hav eyour warehouse and any tech you have still functions normally.

Skin Me A Crocodile - 200 CP

You apparently have a nemesis. Fortunately, they're just a normal - if very skilled and smart - human, but they know *a lot* about you and will team up with other enemies you have. You can't get rid of them for your time here, they'll always miraculously escape or survive anything you do to them.

Murphy's Law - 300 CP

Whether it's an enemy overhearing your plans, your guns jamming at the worst possible time, a new enemy showing up out of the blue, or someone betraying you for seemingly no reason, everything that can go wrong, will go wrong.

A Broken Heart - 300 CP

Well...this is a strange situation you've gotten yourself in, here. Your heart has been broken in half, with half in your chest in half in the chest of someone else. This doesn't actually affect the ability of either half to act as a blood pump, but it does mean that all of your abilities are at half strength, with the other person possessing the other half of your power. Oh, and if one of you dies, you both do. Yes, this can be a companion. You can choose to have this other person be an enemy with a grudge against you for another 300 CP.

A Heart More Pure Than Snow - 300 CP

...Really? Okay. You're as pure and kind and naive as they come. You have a moral code that dominates your every action, and you constantly feel the need to preach it to others. In addition to always helping anyone who seems to be in trouble, even if it's an obvious trap, swearing isn't allowed, nor drinking or smoking. Premarital sex? I don't think so. Killing someone? Unthinkable! Even if it's to defend yourself from the worst villain imaginable. In fact, when you defeat said villain, you'll offer them a chance to repent and be willing to take their word or it if they say they will.

Tiny - 200 CP

(Restricted to Giant, doesn't count against drawback limit)

No, not you - your brain. Your IQ is now somewhere between 80 and 90, and it'll stay that way until your time here is up. You're not exactly stupid, but you're defintely below average and all of your mental faculties have taken a hit.

Waterlogged Landlubber - 300 CP

(Restricted to Mermaids, doesn't count against drawwback limit)

There seems to be a problem. Normally it's relatively easy for magic to give a mermaid a human body, but that's not true for you. Now, you're trapped in your mermaid form for the duration of your time here - even in worlds without magic - and cannot get around this by shapeshifting or altering your form to anything other than a mermaid (or perhaps other sea creatures).

Born of Darkness - 300 CP

(Restricted to Dragons, doesn't count against drawback limit)

Ha, you really want those points, huh? Well, okay then. First, a little backstory: There is a character named Lillith - or Lily - who is the daughter of Maleficent. When she was still and egg (yeah), Snow White and Prince Charming stole her from Maleficent. Why did they do this, you ask?

Well, they heard a prophecy that their own unborn child had the potential for darkness - you know, like anyone with free will - so they took Maleficent's unborn child and used a magical ritual to remove all of the potential darkness from their own child and place it into Lily. Because they're hypocritical assholes.

Anyway, something happened, and her egg fell through a portal to The Land Without Magic along with Ursula and Cruella deVille. Of course, as soon as she hatched they left her at an orphanage. As she grew, the darkness of two people inside of her gave her terrible luck and a tendency to make all the wrong decisions. Eventually, she met Emma and became friends

with her - though it wasn't long before her curse drove them apart. At some point, the Apprentice told her the truth of why she seemed cursed, and she swore revenge on Snow White and Prince Charming.

You can choose to have been born a male instead, but either way, the backstory remains largely the same. You awake one month before the start of the series, in a trailer in Massachusetts. Oh, and you retain her terrible luck, decision making skills, and inability to properly judge character. In addition, expect, Maleficent's enemies to come gunning for you if they ever find out and get a chance. On the bright side, Maleficent herself really does love you unconditionally.

Your Origin is retained for the purpose of determining your discounts and freebies, but age and location are overwritten. All items you bought appear in your warehouse.

Notes:

No, of course you can't use the methods for travelling between worlds to go to other jumps.

Magic in the series is essentially very localised reality warping. Think about it, gesture, and it happens. Wide scale effects require large rituals, however. And you should be warned that all magic has a price that must be paid.

Magic also has laws which can theoretically be broke, but require immense effort to do so. These laws are that it cannot raise the dead, turn back time, or force someone to truly fall in love.

Magic works as a capstone booster in the following ways:

Seer will be easier to control, and can act as a sort of danger sense.

Operation Cobra means you can plan things out to scary levels of detail, to the point of predicting the exact movements of dozens of people. Most of the time. You're not immune to a good ol' spanner.

True Love's Kiss can now dispel and diffuse active magic used against you.

A Golden Opportunity Allows for either stronger Geass effects or the ability to place curses that will trigger if the contract is broken.

The Dark One is the result of someone drinking from the Holy Grail and using the magic gained from it to kill someone. The power is bound to a dagger, whch is half of Excalibur, and makes the host one of the most powerful beings in existence. The dagger the power is bound to can be used to control the Dark One, and (unless they are deprived of magic) is the only thing that can kill them. Killing them transfers the power and the corruptive effects that go along with it to the killer.

Most of the Dark One hosts aren't overt in their uses of magic, instead preferring to manipulate people, but they are explicitly more power than the Wicked Witch, who is an abnormally powerful mage capable of feats such as turning legions of people into superhuman and absolutely loyal flying monkeys, casually summoning a large tornado, easily defeating both The Savior and the Evil Queen in magic duel at once, and could telekinetically uproot trees as a newborn.