


COMIC BY NOELLE D. STEVENSON, JUMP BY AEHRIMAN

*Nimona is an impulsive young shapeshifter with a knack for chaos. Lord Ballister Blackheart is a hated villain with a vendetta. As sidekick and supervillain, Nimona and Lord Blackheart are about to wreak some serious havoc. Their mission: prove to the kingdom that Sir Ambrosius Goldenloin and his buddies at the Institution of Law Enforcement and Heroics aren't the heroes everyone thinks they are.*

*But as small acts of mischief escalate into vicious battle, Lord Blackheart realizes that Nimona's powers are as murky and mysterious as her past. And her unpredictable wild side might be even  more dangerous than he is willing to admit.*

Welcome to the Kingdom, where noble Knights protect the peasantry in the name of the King, but don't tolerate questions. Ballister Blackheart, one-armed reject of the

Institution of Law Enforcement & Heroics, has just taken on a sidekick, an impish shapeshifter named Nimona.

Have **1,000 choice points (cp)** to get you started. Best of luck!

## ORIGINS

*Who you are. Any may be taken as a Drop-In with no history.*

**Knight** - A noble protector of the realm. You work for the Department of Law Enforcement & Heroics, a champion of the realm.

**Villain** - Hated and despised by all, a fugitive who has turned their back on the world. But don't worry, you'll show them. You'll show them ALL!

**Monster** - You're not precisely... human. This bothers a lot of people, but when you think about it, that's really their problem isn't it?

## RACE, AGE, SEX, ETC.

*Be yourself, whoever that is. If you need a helping hand, change any of these things about you as a freebie.*



## FRIENDS

**Sir Aurelius Goldenloin** (-50 cp) The shining Knight with the troubled conscience. Goldenloin chose career over love and it haunts him, but at least he can stay frenemies with Ballister. Has the full Knight perkline.

**Lord Ballister Blackheart** (-50 cp) The reviled villain who tried to replace the princess with a clone. The Institution dropped him after he lost his arm in an 'accident' and years later he has embraced the role of a villain and mad scientist. Has the full Villain perkline.

**Nimona** (-100 cp) A shapeshifter with a mischievous streak. Is far older than she looks, and needs people far more than she'll admit. Has the full Monster perkline.

**Fire-Forged Friends** (-100 cp) Bring in any number of Companions with 700 cp of their own to spend and an origin plus discounts. Companions cannot take drawbacks for more points.



# PERKS

**Banter** (free all) There is always time to taunt your enemies. You are very good at put-downs, slap-backs, retorts, sarcasm and dry wit, even mid-battle.

**Noble** (-100 cp) When push comes to shove, the wealthy elite care only for their own. You may import in this and any future Jump with a background in the nobility, even a *de facto* nobility and live the privileged life you always wanted.

**Poster Boy** (-100 cp, free Knight) You have the flowing hair, the dashing smile, the 10/10 good looks expected of a fairy-tale hero. You always present well, too, and never get dirty.

**Chivalry** (-200 cp, discount Knight) You're a trained knight, which means you're a skilled rider, archer, a masterful swordsman, and generally extremely well-trained in everything from maces and kite shields to rocket-lances and laser-scepters.

**Squires Are Always More Trouble Than They're Worth** (-200 cp, discount Knight) You're a good teacher; any student or apprentice you take will make rapid progress. More, you can turn everything from a duel to a sudden explosion into a teachable moment. Your students benefit from a mild plot armor that keeps them safe adventuring at your side until they can stand on their own two feet.

**Beneath Your Rank** (-400 cp, discount Knight) Do you have an invisible squire? All the paperwork and drudgery or maintenance seems to take care of itself, leaving you free to train and fight or just relax.

**Archnemesis** (-600 cp, discount Knight) Ballister was effortlessly the best in his class, yet Ambrosius can match him again and again. At the start of each Jump, pick someone to be your archnemesis. You will grow to be their equal, if not in every skill and power, then enough other ones to seriously threaten them, and if their skills grow, so shall yours keep pace. You will have at least three hostile meetings with your nemesis.

**There Are Rules** (-100 cp, free Villain) Not their rules, no. Yours. You know the lines you can't and shouldn't cross, and can always be true to yourself. No matter how

scared, or angry, or mind-controlled, you will draw up short when you approach one of these lines. You may still choose to cross them, but it will be a clear-headed and rational decision.

**Nonlethal Combat** (-200 cp, discount Villain) Ballister tries never to kill anyone for just getting in his way. Which is hard when you fight with swords and rockets. If you don't want people to be killed or crippled, just disabled, they will be. Even if you nail them head-on with a rocket launcher or throw them off a roof.

**Emotional Intelligence** (-200 cp, discount Villain) You are brilliant in the most underrated way, understanding your own and other people's feelings. You know when people need to talk, and when not to push them.

**Science!** (-400 cp, discount Villain) You understand all the esoteria of this world's technology, from the genetic engineering needed to make dragons and clones, to hovercraft and exotic weapons technology.

**Strategy** (-600 cp, discount Villain) Ballister was considered the best tactician of the Knights, and has only gotten cannier about picking his fights in his years as a supervillain. You know how to outline a goal so that the next steps in advancing it are obvious, you are wise to most traps and most importantly, can think on your feet, improvising changes in plan as well as if you'd sat out and planned them for a couple days.

**The Agency Sent Me** (-100 cp, free Monster) People tend to automatically believe you when you give an excuse for why you're allowed to be somewhere or doing something. Given time, and this does weaken with repeated uses, they may question, but in the moment you can get away with quite a lot.

**Fire Breath** (-200 cp, discount Monster) Nimona breathes fire in several forms, so go ahead, have a weapon that is very hard to take away from you.

**I've Never Needed Anyone!** (-200 cp, discount Monster) You know how to survive in the wilderness, and can do so quite comfortably. Unlike Nimona, you don't get lonely or off-kilter from isolation.

**Mythic Beast** (-400 cp, discount Monster) Nimona was secretly the Beast of Gloreth! You can seamlessly insert yourself into the history and mythology of this world or any other you visit.

**Shapeshifting** (-600 cp, discount Monster) Let's face it, the reason you came. You can assume the form of any living thing with very few restrictions. Those being that your form must be a living thing, and a real creature from the Jump you're in or a previous one, though they can be artificial or long extinct. You can impersonate any person, but it's harder to maintain. Your every cell instantly transforms, as if you were simply replaced by the new form. You can also heal instantly. If you are divided or decapitated, the strong part lives and reforms, the weaker part dies off. You may also assume a larger, partially vaporous monster form for kaiju battles or mass devastation.




# ITEMS

*Discount one Item at each price tier. Discounted 50 & 100 cp items are free. Similar items may be combined including out-of-Jump ones. All Items will be replaced if lost, stolen or destroyed.*

**Board Games** (free!) All the classics, like Bewilder & World Domination. Playing these games will help people emotionally bond, no matter how closed off they normally are.

**Faux-Medieval Clothes** (free!) Modern or futuristic fabrics, ye olde cuts and styles.

**Pizza Delivery** (free!) A phone number you can call and summon a decent pizza. They might charge a little extra, but no matter where you are, a secret stronghold, a cavern, a desolate planet, the pizza delivery guy will still make it.

**Armor** (-50 cp) Good for stopping at least some weapons.

**Cloak** (-50 cp) A hooded cloak. Has a subtle effect that makes you seem unremarkable, somebody else's problem. Won't do much if people are actively looking for you.

**Force-Shield** (-50 cp) A kite shield that comes from a tiny generator you can strap on your arm. Can disperse fire that melts stone.

**Sword** (-50 cp) The most traditional of weapons, made better with superior materials science.

**Gold** (-50/100/200 cp) Coin, the lubricant of society. You get a monthly refilling amount. For 50 cp, a small coinpurse, enough to handle the groceries. For 100 cp, as much gold as a dragon can carry (turns out to be two large chests and a sack) and for 200 cp your gold matches that of the Kingdom's largest bank. This will not upset the economy or create headaches for you. In future Jumps, this adapts to local currency.

**Cannon** (-100 cp) A comically large energy gun that can casually blast through a vault door, a castle war or bring down a huge dragon. Shame it takes about ten seconds to charge between shots.

**Comm** (-100 cp) Those ever-convenient fictional comms that never get in the way or the wrong frequency, pick up what you mean them to, and so on, in the form of a convenient and discreet cloak clasp.

**Henchmen** (-100 cp) It's hard to get good help these days. Here are twenty men with above average skills in combat and skullduggery.

**High Tech Medieval Weapon** (-100 cp) Too many to count, have a rapid-fire crossbow, or plasma whip, shock-spear, rocket launching lance, and so on.

**Secure Lair** (-100 cp) A hidden home for you to scheme in. Cannot be found unless you lead people in, state of the art security system, full utilities and a hundred channels on holo.

**Cloning Tube** (-200 cp) The means to rapidly grow and indoctrinate life to your specifications. Priceless for mad science.

**Dragon** (-200 cp) Genetically engineered, these flying reptiles can bear great weights and breathe fire. So much cooler than horses.
If you're totally lame, you can instead have one of the horse-shaped hoverbikes from the movie, and my undying contempt.

**Self-Healing Alloy** (-200 cp) An incredibly tough metal that restores any damage in moments. Even a rhino or a dragon can't smash through faster than it can self-repair, and it also comes in a clear variant. Includes the formula for making more.

**Top Secret Plans** (-200 cp) A file folder of the juiciest secrets of your enemies, or one organization chosen at the start of your Jump.

**Jaderoot** (-300 cp) an intensely poisonous herb, useful for a wide variety of dark sorceries. The Institution has been hoarding it in enormous amounts lately for weapons research. It is the most dangerous substance known to mankind, but its

precise uses are vague as magic in this series tends to be. Let's say it makes any dark magic half again as effective.

**Power Armor** (-300 cp) Much like Ambrosius had in the final chapters, this magnificent suit of armor has robotically enhanced physicality, shock-absorbant plating and electric stun gauntlets.

**Anomalous Energy Enhancer** (-300 cp) invented by Dr. Meredith Blitzmeyer, this glowy green orb taps the same invisible energy field that witches and sorcerers use to fuel their spells. For now, it just glows and provides a trickle of energy output, but this could be the basis of a whole new field of magitek. Also, brought near a sorcerer or powerful magical being, like a shapeshifter, it will glow with a blinding intensity as it siphons off their 'mana' depleting their powers for at least several minutes after they get away from it. Comes with schematics, will never trigger on you.

## DRAWBACKS

**Continuity** (+0 cp) I guess some people prefer the simplicity and energy of the Netflix movie. No biggie, you can choose which version of Nimona to visit, or even blend continuities.

**Allergic to Bananas** (+100 cp) They make you break out in hives. It's awful.

**Chaos Demon** (+100 cp) You're mischievous and easily bored. Sooner or later you'll start something wild, just to see what happens.

**Sir Mansly Girthrod** (+100 cp) You have a very embarrassing name. No matter what, you'll blurt it out on meeting people instead of whatever alias or nickname you were going for.

**That's Coming Out Of Your Paycheck** (+100 cp) You have a tendency to cause collateral damage, whether from impatience, clumsiness, or bizarre disaster dominoes.

**Fugitive** (+200 cp) Ballister & Nimona may be the Kingdom's top two most wanted, but you're number three. Your face is everywhere, and if roaming guards spot you, there'll be trouble.

**Give the Man a Hand!** (+200 cp) You're missing a limb. Good news! Prosthetics are incredibly advanced, but while you might regain most function, you won't have sensation and it will never quite feel natural.

**Nemesis** (+200 cp) You have a particular enemy, an elite among the other side, who is both personally tied to you and a near-peer. They might not be able to best you one-on-one, but with support could pose a threat you'll have to honor.

**Anomalous Energy Detected** (+300 cp) Your powers, your bond to your Warehouse, all negated for the duration of this Jump. You must make your way with local purchases only.

**Cutting Edge Weapons Research** (+300 cp) You start in a self-repairing, electrifying bubble cell in a secret underground Institution installation. A blackest of black weapons research site, and they are very curious about what you can do and how to weaponize it. Best of luck, Jumper.

**Self-Loathing** (+300 cp) You fled to a whole new world, but it hasn't solved any of your problems, has it, Jumper? Because deep down you know, the problem is and always has been you. You don't fit in this world any better than the last, and you probably won't the next. Hope you have a friend to help you with your depression and bitter self-loathing.



# END

*Your last choice.*

**Stay**

**Go Home**

**Move On**

**Notes:** Spoilers for Nimona, naturally.

*Comic:*
Nimona shows up at Ballister's hideout, showing off and making up a backstory about being turned into a dragon by a witch to fetch her out of a hole. After some convincing he takes her on a small unimportant heist as a trial run. There they run into Ambrosius, Nimona kills several guards, but they still raise an alarm and the base self-destruct. Ballister thinks Nimona was killed, but she infiltrates Institute HQ to steal a top-secret file and prank-call Ballister.

Ballister takes Nimona to a different hideout and discusses the sheer impossibility of her powers and conservation of mass. Decrypting the stolen file, Ballister learns the Institute is hoarding a huge amount of unstable, toxic Jaderoot. They leak this to the press, and Ballister brews up a formula that, after a week, will mimic Jaderoot poisoning while being nonlethal and easily cured, and they paint two dozen apples

with it and plant them around the market. They know the government will squash the story, but when people start turning up sick they'll have to wonder.

While they wait for the poisoned apple plan to bear fruit, they stage a bank robbery where Nimona turns into a dragon. They escape but Nimona takes an arrow to the knee, and spends four days faking recovery rather than admit she could heal it basically instantly. The Director of the Institute orders Ambrosius to kill Nimona, threatening Ballister if he refuses. Ambrosius arranges to meet Ballister at their old bar hangout, telling him to send Nimona away for everyone's safety, it turns into a back-alley brawl and Ballister wins, asking what if he evened the score by cutting off Ambrosius' arm, see if the Institute takes him back then. Ambrosius knows he never would, and Ballister departs in a huff.

Seeing how down Ballister still is the next morning, Nimona convinces him to attend a science fair with him in a fake beard and her as his son. Later she shifts to a cat to be easier carried, but they encounter Dr, Blitzmeyer who is experimenting with magic as a power source, their proximity causes the magic machine to go nuts, drawing the attention of the guards, and locking Nimona in cat form for several minutes, severely freaking her out. The next morning, she changes her hair purple.

As panic mounts over what is either a new plague or widespread Jaderoot poisoning, the Director of the Institute loses all patience, cussing out Ambrosius for his repeated failures and compromising relationship with Ballister. He is given a final chance, a fancy suit of power armor and a squad to see he follows through. The King declares a festival to settle down the peasantry, Nimona spikes several fair snacks with a fast-acting variant on the Jaderoot-imitation formula. Then, when people start getting sick and a proper panic is brewing, Ballister hijacks the PA system to call on the people to rise up, but it's a trap and the power armored squad takes him captive. Nimona rushes to her boss' rescue, but it's a double trap! They used Ballister as bait to lure Nimona into a training arena they can lock down with reinforced steel shutters. In the

ensuing brawl, Nimona is decapitated and Ballister stunned again, but once the shutters come down she regrows a body of black smoke and carries Ballister home. Ambrosius is busted down to the lowest rank where he can still technically be a knight.

Next day, Ballister is more ill at ease than ever. Nimona tells him that two of their Jaderoot victims have died, convincing him he needs to cure the rest immediately. When Nimona protests he confronts her about her secrets and lies. Things get heated, Nimona starts to turn huge and smokey, and Ballister goes for his sword. Nimona takes a walk to clear her head for a day or two. Ballister calls Dr. Blitzmeyer to ask about her travels to the wild lands over the mountains where monsters and magic still thrive, but she's never heard of anything like Nimona, closest are selkies and werewolves, and the legendary Beast of Gloreth, but that was ever so long ago.

Ballister breaks into the ward where the Jaderoot victims are being kept, which turns out to be another trap. Ballister is stunned and wakes in a cell, guarded by Ambrosius. They talk a bit about the old days, Ambrosius admits that de-limbing Ballister wasn't entirely an accident, their jousting match had been rigged and Ambrosius given a live weapon, told he'd become Champion (head knight) if he won and after Ballister unhorsed him he doesn't even remember pulling the trigger... crucially, and for the first time in all these years, Ambrosius says that he's sorry. The guards then take them to a hidden underground laboratory where cutting-edge weapons research is carried out, like with the Jaderoot, not even against any particular threat, just trying to increase their margin of superiority over all their neighbors as much as possible. Nimona is there, in a giant regenerating fishbowl, and where electric shocks mostly annoy her, the Director taking Ballister hostage ensures her quiet compliance with taking a blood sample. They see her as another weapon, something another kingdom must have thrown together. Ambrosius objects to this abuse of prisoners and is restrained. Nimona does have a trick up her sleeve though, as her blood sample turns into a large smokey rage dragon and rampages through the facility. Ambrosius drags

Ballister before they can be trapped by the lockdown, and dragon-Nimona expands her rampage to the city.

Outside, the two knights disagree on how to proceed. Ambrosius wants to slay the dragon, maximum force, Ballister wants to go back for the little girl body and talk her down. Ambrosius can't see how they could ever come back from this, and in the interest of saving lives, including Ambrosius', Ballister reluctantly tells Ambrosius about Blitzmeyer's machine that can stop her shapeshifting and regeneration. As Ballister runs for the device, Nimona flattens the palace and kills the King.

Ballister gets the device as dragon-Nimona is shot repeatedly by the Director before barbecuing her. Ambrosius stashes the device near the Jaderoot tanks and attacks, and we get a flashback to Nimona's real backstory. Long long ago, when the Kingdom was a couple villages, and Western raiders a constant threat, Nimona turned into a dragon and frightened the raiders off, saving her parents who promptly surrendered her to the custody of knights, who tossed her into an oubliette for study and attempts to cure her curse. Medical torture, medieval style. Ballister reaches girl-Nimona, who is weak and cannot shapeshift, she explains she needs to merge with her other half, so they proceed outside where the dragon and the golden knight are almost done killing each other. Both halves of Nimona are outraged and betrayed that Ballister told their enemy how to kill her. The dragon beats on Ballister for a bit, claiming all their hanging together was just a game, the real her is a monster who has killed so many people. Finally Ballister shoots her with a large cannon.

Now he shows compassion for the wounded dragon, but the facility has started an automatic purge to contain the Jaderoot, and with Nimona unable or unwilling to come with, Ballister carries Ambrosius to safety before the whole facility goes up. Now the heroes of the hour, with the Institute's corruption exposed, Ballister is stewing in the hospital when he sees Nimona drew a shark on Ambrosius' chart, and rushes outside just in time to glimpse her in a crowd.

In the epilogue we see that Ambrosius and Ballister are now *very* close, and he says he never saw Nimona again, that he knows of. He'll always wonder about the stranger that throws a knowing look, the bird on his windowsill, a cat watching him a bit too close. He hopes that if she's watching she knows him for a friend.

*Film:*
Intro about the founding of the kingdom by the legendary knight Gloreth, how the world beyond its walls (which they never leave) teems with monsters and eternal vigilance is needed.

Unlike the comic, Ballister has been a fugitive for only a couple days. Instead of a joust gone wrong, at his knighting ceremony his sword split open, revealing a hidden laser that killed the Queen, and Ambrosius chopped off his arm out of sheer reflex. There's also a thing where he's the first commoner raised to knighthood in a long, long time.

Meeting Nimona goes more-or-less as in the comics, but Ballister insists on turning himself in and explaining himself. Which goes about as well as you'd expect. Fortunately, Nimona busts him out of prison, revealing (and reveling in) her shapeshifting powers. They then pursue a lead, the squire Diego who handed Ballister his sword for the ceremony and tried to show him something privately. Snatching the man in public goes a lot louder than Ballister would like but it works and Diego was messing around in the locker room and filmed the Director of the Institute swapping out Ballister's sword. The duo confront Ambrosius and the Director, but one knight shoots the cell phone with the video when he saw Ballister reaching for something, and they have to fight their way out.

A little later, Ambrosius confronts the Director who admits to a spot of regicide and framing Ballister, but it's okay you see because she is tormented by nightmares of the walls failing and a tide of monsters overrunning the Kingdom, and as a commoner

Ballister was that first crack. She then stabs Ambrosius who, surprise! Was Nimona. Smile, you're on candid camera. Naturally they release the confession video to the media.

Ambrosius goes to arrest the Director, but Nimona's turning into a draconic cereal mascot during the fight earlier inspired her to consult the ancient scrolls and confirm that Nimona is the Beast of Gloreth. Ambrosius calls Ballister to a secret meeting at their old bar to tell him this, no bar fight this time. Ballister confronts Nimona, who is hurt by his distrust and flees into the night.

Nimona also has a flashback to her backstory... ish. She could take any shape, but was never accepted by any beast. Gloreth was her friend and they played together until her parents found and freaked out, the whole village attacking Nimona and accidentally lighting the place on fire. Gloreth finally pointed a sword at her friend and said her signature line "Go back to the shadows from whence you came."

In the present, Nimona howls at in grief and rage and turns into a massive shadowy Kaiju, proceeding into the city apparently intent on suicide by thrusting herself upon the sword of an enormous Gloreth statue. Ballister stops her, accepts her, embraces her. But the Director has taken down Ambrosius and seized one of the giant energy cannon on the wall, apparently perfectly willing to kill half the city if she can bring down the monster. Nimona turns into a magnificent firebird and destroys said cannon in an apparent suicide run.

We see the wall smashed, the city recovering, Ballister & Ambrosius lovers reunited, and a shrine of sorts to Nimona. The very end has Ballister at the old hideout when Nimona fakes him out the same way as when they met - I mean, most definitely, but they cut it off before we see her, just a pink light and Ballister saying "Holy -"