LES MISERABLES

by SJ-Chan

v1.0

Welcome to France. That's all this world is, is France. There is nothing else besides France. But there is song. And hardship. And revolution. The year is 1828. It has been 14 years since the restoration of the Kingdom of France under Louis the XVIII. His younger brother (also brother to the deposed Louis XVI) Charles X is King of France. But revolution is brewing and in 2 short years the house of Bourbon will fall in the July Revolution. Louis Philippe I, of the house of Orleans will be crowned King of the Constitutional Monarchy. While the Monarchy would reign until 1848, a deadly cholera epidemic will sweep through Paris in the spring of 1832 and by June 5th, following the death of popular General Jean Maximilien Lamarque (of cholera), the poor and downtrodden of the city will erupt into open rebellion as 100,000 people take up arms and take to the streets.

As always, you start the Jump with 1000 shiny new Choice Points (CP) to prepare you for your performance.

*****[DRAMATIS PERSONAE]*****

For the Duration of this Jump, everything you say will be sung. If you are a drop in, you must remember to sing all the time or people will view you with the same curiosity as people in most settings view people who start singing their feelings and thoughts in casual conversation. However, unlike other Musical Jumps, no one will spontaneously spring into a dance number in France. If you're not a Drop-In, at the end of this jump you may keep your new singing voice, either as your new voice, or as an alternative voice. Your sex is yours to choose.

Guttersnipe [0]

"That Inspector thinks he's something, but it's me who runs this Town!
My theater never closes, the curtains never go down.
Trust in me, have no fear, don't you worry Jumper dear, you can always find me here."

You are a child of the streets, of the slums, of the back alleys and orphanages full of those whose parents died in the wars, revolutions, or plagues that have ravaged France over the last decade. You know your way around, how to survive around adults too caught up in their own survival to worry much about yours. Guttersnipes may not have anything besides the rags on their backs, but they are plucky and cunning, able to go and see things that older, larger people can't. They have learned to be scroungers, sneaks, and often pickpockets, merely to survive. It's not a great life, but if you survive it, you'll be tougher for it. Guttersnipes are Sopranos if male, Sopraninos if female. Under the filth, they are usually pretty clean. They begin the jump at age 1d8+6. Female Guttersnipes gain the ability to convincingly pass for male.

Riffraff [0]

"It's a world where the dogs eat the dogs. Where they kill for the bones in the street. And God in his heaven, he don't interfere, 'cos he's dead as the stiff at my feet. I raise my eyes to see the heavens and only the moon looks down. The Harvest Moon shines down."

Riffraff are the scum of France, the prostitutes, thieves, beggars, and vagabonds that fill the streets of Paris, making it unsafe for good decent people. They do what they

must to survive. They are largely unburdened by morality, since it is a luxury they can scarce afford. Male Riffraff are Countertenor or Bass, while female Riffraff are usually Mezzo-Soprano. Under the grim and horrible clothing, they are often ugly, misshapen through decades of poor diet and hard labor. They are jaded, having lived through so much, having seen the rise and fall of the First Republic and the Napoleonic Empire. They begin the jump at age 1d8+46.

Servant of the State [50]

"Monsieur le Mayor, I have a crime to declare! I have disgraced the uniform that I wear. I've done you wrong, let no forgiveness be shown. I've been as hard on every rogue I have known. I mistook you for a convict, I have made a false report, Now I learn they caught the culprit, he's about to face the court. And of course, he now denies it, you'd expect that of a con, but he couldn't run forever! No, not even Jean Valjean!"

These are the soldiers and spies, the administrators and magistrates of France. Regardless of who rules, they remain in positions of authority, for they are the backbone of France. They live relatively comfortable middle class lives and are true patriots. If male, they are Baritones, if female they are Contraltos. They may not be old enough to remember the First Republic, but all of them remember the Empire of Napoleon, if only vaguely. They begin the jump at age 3d8+18. They have decent clothing, enough money for food and housing, and knowledge of period weapons. They also know how to navigate governmental bureaucracy. Just because they are Servants of the State does not mean they cannot also be reformers… just that those who do believe in peaceful transitions from within the system.

Revolutionary [100]

"Will you join in our crusade? Who will be strong and stand with me? Beyond the barricade, is there a world you long to see? Then join in the fight that will give you the right to be free!"

You are a young revolutionary burning with reformist ideologies. Soon you will come of age. Will you seize your destiny and lead the people against their oppressors? Revolutionaries are Tenors if male, Sopranos if female. They begin the jump at 1d8+10 years of age. They are well read, from middle class or even upper class backgrounds, and know little of the real world… at least initially. They have nice clothing and plenty of money for books and wine.

Drop-In [0]

You awake in a house in a lower class neighborhood of Paris, 20 francs in your pocket, the clothes on your back rumpled but of decent quality, a pair of boots by your bed. The house is in poor repair, but it's yours. Maybe you can make a few francs by renting out the spare bedroom. No one will buy the house from you. Even worse, you don't have a leitmotif. You begin the jump at age 1d8+22.

*****[UPBEATS]*****

Work Song {Drop-In} [100]

"Look Down, Look Down, don't look 'em in the eye.
Look down, look down, you're here until you die. The sun is strong, it's hot as hell below.
Look Down, Look Down, there's twenty years to go."

Your age increases by 20, and your back now sports the marks of the lash, but your strength grows to the strength of ten men.

Master of the House {Riff-Raff} [100]

"Welcome, M'sieur! Sit yourself down, and meet the best Innkeeper in town. As for the rest, all of 'em crooks, rooking their guests and cooking the books. Seldom do you see, honest men like me. A gent of good intent who's content to be… Master of the House, doling out the charm, ready with a handshake and an open palm. Master of the House, Keeper of the Zoo, Ready to relieve 'em of a sou or two. Watering the wine, making up the weight. Pickin' up their knick-knacks when they can't see straight!"

You gain the ability to con or steal from people… as long as you do so while telling them, in song, that you are actually stealing from them, lying to them, cheating them, or otherwise bamboozling them. The sufficiently strong-willed, inhuman, vigilant, paranoid, or deaf can resist this effect.

Do You Hear the People Sing? {Revolutionary} [100]

"Singing the Songs of Angry Men? It is the music of the people who will not be slaves again! When the beating of your heart echoes the beating of the drums, there is a life about to start when tomorrow comes. Will you join in our crusade? Who will be strong and stand with me? Beyond the barricade, is there a world you long to see? Then join in the fight that will give you the right to be free!"

You gain the ability to rally the downtrodden to join any cause you champion, as long as you can convince them that this will make their lives better, or at the very least, no worse. Of course, you must do so in song. Even once this jump ends, no one will find this strange.

The Arrest {Servant of the State} [100]

"Tell me quickly what's the story, who saw what and why and where? Let him give a full description, let him answer, let him swear! In this nest of whores and vipers, let one speak who saw it all! Who has broken up the peace here? They will answer to the law!"

You posses firm authority, commanding immediate obedience from the common folk and the weak willed. They will immediately obey you, out of fear, out of respect, out of the knowledge that they must.

The Well {Guttersnipe} [100]

"Nor will you be afraid again, I come to take you from this place, There is a better world, you'll see."

You become fearless… or rather, fear loses its power over you. You'll still know when you should be afraid, but you won't be weakened by it, nor will it make you hesitate or doubt yourself.

At the End of the Day {Revolutionary} [200]

"At the end of the day you're another day older, and that's all you can say for the life of the poor. It's a struggle, it's a war, and there's nothing that anyone's giving. One more day, standing about, what is it for? One day less to be living. At the end of the day you're another day colder, and the shirt on your back doesn't keep out the chill. And the righteous hurry past, they don't hear the little ones crying… And the winter is coming on fast, ready to kill. One day nearer to dying! At the end of the day there's another day dawning, and the sun in the morning is waiting to rise. And the waves crash on the sand, like a storm that'll break any second… There's a hunger in the land, there's a reckoning still to be reckoned… And there's gonna be hell to pay, At the end of the day!"

You have a little secret. When cornered, you become fiercely defiant, gaining a powerful bite, and growing short wicked claws. Your strength triples in times of desperation and for a few seconds you can shrug off the effects of almost any non-lethal blow.

Intervention {Servant of the State} [200]

"Another brawl in the square! Another stink in the air! Was there a witness to this? Let him speak, let him swear! M'sieur, the streets are not safe, but let these vermin beware!"

Your presence is enough to scare those of weak will and evil intent, sending them scurrying back into their hideyholes, cowering in fear of you and what you might do to them.

Errand {Guttersnipe} [200]

"Got you all excited now, but God knows what you see in her. Ain't you all delighted now… no, I don't want your money sir… You see? I told you so! There's lots of things I know."

You know everyone worth knowing and everywhere worth being in whatever city you've lived for more than a year in and can rapidly gain that knowledge in any city you move to.

Who Am I? {Drop-In} [200]

"Can I conceal myself for evermore? Pretend I'm not the man I was before? And must my name, until I die, be no more than an alibi? Must I lie? How can I ever face my fellow men? How can I ever face myself again?"

You gain the ability to take on a new persona simply by changing your wardrobe and name. As long as you maintain this persona, people who knew you before might suspect some relationship with your new identity, but unless you are blatantly obvious and flaunt it in their faces, they will simply assume it's all in their heads. Of course, people who didn't know you personally before will see right through the deception. If you choose to reveal yourself, everyone will be shocked! Shocked I say. But they'll still fall for it a second time. Oddly, this doesn't work on your companions, but they will somehow instinctively know your new identity's name and backstory.

Attack on Rue Plumet {Riff-Raff} [200]

"This is his lair, I've seen the old Fox Around, he keeps himself to himself. He's staying close to the ground! I smell profit here!"

You gain an ability to sense the wealth inside any structure and the knowledge of how to case a joint, finding ways in and out and planning heists.

Come to Me {Guttersnipe} [300]

"Come to me, my pet, the light is fading. Don't you see the evening star appearing? Come to me, and rest against my shoulder. How fast the minutes fly away and every minute colder. Hurry near, another day is dying. Don't you hear, the winter wind is crying? There's a darkness which comes without a warning, but I will sing you lullabies and wake you in the morning."

You can, by speaking or singing softly, convince people who are nervous, confused, in pain, are suffering, are sad, or in any way in mentally compromised to lower their guard and come to you for comfort and protection. As long as you do nothing outwardly hostile towards them, those affected will generally obey you as long as it doesn't put them in obvious danger.

Building the Barricade {Revolutionary} [300]

"Here upon these stones, we will build our barricade, in the heart of the city we claim as our! Each man to his duty and don't be afraid!"

Given any time at all, you can turn practically anything into a defensive rampart. The longer you have and the stronger the materials, the more ridiculously massive and protective your barricade can be. Sure, anyone can say the same, but you can throw up makeshift defenses twice as fast and 3 times as strong as normal person, and if you have help, it's more like 4 times as fast and 5 times as strong. Even pushing a desk in front of a door will reinforce both far beyond what is reasonable.

Upon These Stones {Servant of the State} [300]

"I can find out the truth, I know their ways, fought their wars, served my time. In the days of my youth."

You are a Veteran of the wars. What wars? What wars you got? Whatever your origin, whatever setting you're in, you will have memories of the most recent wars that have been fought as if you were there, including knowledge of the weaponry used by enlisted infantry of that period. If your origin means you were more likely to be an officer, then those memories will be of a low ranked officer. You also gain basic infiltration and counter-interrogation training. If, for some reason, you enter a setting where there have been no wars within the last century (from the moment you enter) this ability has no effect. This only modifies your background memories, it doesn't change the world's history in any meaningful way. You might have a couple of war buddies or something.

Arrival {Drop-In} [300]

"Listen my friends, I have done as I said, I have been to their lines, I have counted each man. I will tell what I can, better be warned, they have armies to spare and our danger is real. We will need all our cunning to bring them to heel."

You gain a mastery of stealth reconnaissance, able to quickly and quietly scout an enemy force and determine with fair accuracy their strength and disposition, plus general equipment and logistics situation.

Waltz of Treachery {Riff-Raff} [300]

"What to do? What to say? Shall you carry our treasure away? What gem! What a prize! We'll not listen to any old lies. How can we speak of debt? Let's not haggle, you'll make us upset. One thing more, one small doubt. There are treacherous people about. No offence, please reflect. Your intentions may not be correct?"

You gain mastery of haggling, of wheedling the most out of every financial advantage.

A Little Fall of Rain {Guttersnipe} [400]

"I don't feel any pain. A little fall of rain can hardly hurt me now. You're here, that's all I need to know. And You will keep me safe. And you will keep me close. And rain will make the flowers grow."

You gain the power to sooth the passing of another. You also gain the ability to cause it to start raining whenever you feel deep sadness, grief, or profound loss. It will never been a thunderstorm, and it probably won't last long, as your emotion will ebb the longer it continues until you are left feeling merely a little sad, but otherwise cleansed.

Look Down {Drop-In} [400]

"Look Down and see the beggars at your feet. Look Down and show some mercy if you can. How do you do? My name's Gavroche. These are my people, here's my patch. Not much to

look at, nothing posh. Nothing that you'd call up to scratch! This is my school, my high society, here in the slums of Saint Michel. We on crumbs of humble piety; tough on the teeth, but what the hell! Think you're poor? Think you're free? Follow me, Follow me!"

You gain a working, almost instinctive, feel for the underside of any city you enter, and will quickly attract a local child who will help you find your way around. You find you can move freely among the dregs of society, learning their secret ways into and out of any defenses the city might have. As long as you treat these dregs as if they were of value, they will never willingly betray you to those in power.

The Robbery {Riff-Raff} [400]

"Everyone here, you know your place! Wait a tic, know that face!
Ain't the world a remarkable place.
You know me, I know you… and you'll pay what we're due."

While you're not a criminal mastermind, you're observant, knowing how to find people's emotional or psychological weak points, to see when they aren't paying attention and to know just when to strike for maximum effect. You can also see through disguises with relative ease, at least from close up.

Red and Black {Revolutionary (Red) & Servant of the State (Black)} [400]

"It is time for us all to decide who we are. Do we fight for the right to a night at the opera now? Have you asked of yourselves what's the price you might pay? Is it simply a game for rich young boys to play? The color of the world, is changing day by day!
Red - the blood of angry men! Black - the dark of ages past!
Red - a world about to dawn! Black - the night that ends at last!"

You gain the ability to divide people with an us or them mentality and to convince the intelligentsia to follow your charismatic leadership. Where you lead, others will follow. Where you command, others will give their lives. Your rhetoric will stir lingering resentment into flames of hatred, rekindle ancient feuds, and (if you embrace the Red) convince the foolish youth of society to follow you in the name of reform… or (if you follow the Black) the reactionaries to rally around you in the name of orthodoxy and tradition. Which will you be, the Red or the Black? Yes, this is asking if you're a Communist or a Fascist. Or at least a Populist or a Traditionalist. Each power is different, though they function the same.

At the Barricade {Revolutionaries} [500]

"Now we pledge ourselves to hold this barricade! Let them come in their legions, and they will be met! Have faith in yourselves and don't be afraid. Let's give 'em a screwing they'll never forget! This is where it begins!"

You gain the ability to rally troops in the face of hopeless battles, to bolster their morale to the point where it becomes a force multiplier. Of course, it helps if you're fighting for something you all care about… and not just your own lives.

The Bargain {Guttersnipe} [500]

"There is a duty I must heed, there is a promise I have made, for I was blind to one in need, I did not see what stood before me. I will settle any debt you may think proper.
I will pay what I must pay. I shall not forget my vow."

As long as you argue in earnest belief of your cause, you can convince almost anyone to do almost anything. Convince a parent that their child is safer with you than with them? As long as you believe it. Convince someone that if they leap off a building without a parachute that they will be fine? As long as you truly believe they will be. This isn't

mind control, just powerful bargaining skills. Very obstinate people might be hard to convince still, even if what you're arguing for is for the best.

Lovely Ladies {Riff-Raff} [500]

"Lovely Ladies, waiting for a bite, waiting for the customers who only come at night. Lovely ladies ready for the call, standing up or lying down or any way at all. Bargain Prices up against the wall."

You gain the ability to always find a prostitute of the appropriate… ahem… qualities. Doesn't matter where, doesn't matter what you want her (or him, or it) for. In any world, you will find that you can easily become a Pimp or Madame with relative ease. This does not make it any easier for you to convince someone who is not already willing to prostitute themself to do so.

Stars {Servant of the State} [500]

"There, out in the darkness, a fugitive running, fallen from god, fallen from grace. God by my witness, I never shall yield, till we come face to face. He knows his way in the dark, but mine is the way of the lord! Those who follow the path of the righteous shall have their reward. And if they fall as Lucifer fell? The Flames! The Sword! Stars, in your multitudes, scarce to be counted, filling the darkness with order and light. You are the sentinels, silent and sure; keeping watch in the night. And so it must be, for so it is written, on the doorway to paradise, that those who falter and those who fall, must pay the price! Lord, let me find him, that I may see him, Safe behind bars! I will never rest, 'til then. This I swear. This I swear by the Stars!"

You become utterly relentless in pursuit of those you deem unrighteous. Until you catch up with and confront them, you can pursue them without rest, without fatigue, without mercy, across any distance (though you'll need to provide transportation). You can track a foe on nothing but pure hatred.

Reprise [600]

"Do you hear the people sing, lost in the valley of the night? It is the music of a people who are climbing to the light. For the wretched of the earth, there is a flame that never dies. Even the darkest night will end and the sun will rise!"

You gain the ability to, once per jump, raise any one mortal from the dead. They must have died sometime during the active window of the jump. (This is out and out not canon of the novel, but based on the fact that the finale of the play is meant to represent the Dead rising for Judgment Day. All those who died in the play reappear on stage.)

*****[SETS & PROPS]*****

Orchestral Score [50]

"Do you hear the People Sing?"

You gain a copy of the score and soundtrack to Les Mis (including any songs you sang)... and from now on, you gain a copy of the sound track to each world you visit. Your past jumps soundtracks you'll have to find in stores.

Arrested, Forgiven {Drop-In} [100]

"Tell his reverence your story, let us see if he's impressed. You were lodging here last night, you were the honest Bishop's guest. And then, out of Christian Goodness, when he learned about your plight, you maintain he made a present of this silver?" "That is right! But my friend you left so early, surely something slipped your mind. You forget I gave these also, would you leave the

best behind? So Messieurs, you may release him, for this man has spoken true. I commend you for your duty, and May God's Blessing go with you… And remember this my brother. See in this some higher plan. You must use this precious silver to become an honest man."
You gain a small fortune in silver, more than enough to live on for the rest of your life in comfort… but it comes with a catch. It must be used, at least in large part, to do good, to help other people. If you stray from that path, you will rapidly find the world turned against you, fortune drying up, and all your efforts leading only to disaster.

Every Day {Guttersnipe} [100]

"A heart full of love, a night full of you. The words are old, but always true.
I will never go away and we will be together every day.
Every day, we'll remember that night and the vow that we made."
Sometime in this jump, you will meet your true love. It is your responsibility to make sure he or she lives through the jump. If they do, they will join you on your adventures. For an additional 50CP, this can be a companion.

Runaway Cart {Riff-Raff} [100]

"Don't go near, the load is heavy as hell. The old man's a goner, it'll kill you as well."
You gain a cart that can be pulled by a single man which can carry any combination of goods so long as all items are individually smaller than the cart itself. The cart is always run-down, shabby, and on the verge of breaking down, but it will adapt itself to any similar vehicle in any setting. If you become distracted while operating it, there is a chance it will run out of control and squash someone.

Suddenly {Revolutionary} [100]

"Suddenly you're here. Suddenly it starts? Can two anxious hearts beat as one?
Yesterday I was alone. Today you are beside me. Something still unclear.
Something not yet here has begun."
You gain a Guillotine. It's a very nice Guillotine. It folds up and everything. Sharp too. A wonderful Solution to many little problems.

The First Attack [100]

"See how they run away! By God, we've won the day! They will be back again, make an attack again, but for your presence of mind, for the deed you have done.
I thank you M'Sieur, for this battle is won."
You may import 8 of your companions. Each gets 300 CP to buy Upbeats and Dramatis Personae.

Beggars at the Feast {Riff-Raff} [200]

"Ain't it a laugh? Ain't it a treat? Hob-nobbin' here, among the elite? Beggar at the feast! Master of the dance! Life is easy pickings if you grab your chance."
You gain a mailbox for your warehouse. In it you will find invitations to all the swankiest parties, club openings, weddings, bar mitzvahs, and high school reunions in whatever setting you find yourself in. It is up to you to fit in or not.

Castle on a Cloud {Guttersnipe} [200]

"There is a castle on a cloud. You like to go there in your sleep. Aren't any floors for you to sweep, not in your castle on a cloud. There is a room that's full of toys, there are a dozen boys and girls. Nobody shouts or talks too loud, not in your castle on a cloud. There is a lady all in white, holds you and sings a lullaby. She's nice to see and she's soft to touch."

Your warehouse gains a floating castle made of solidified clouds that drifts above everything you own. It's not much for storage, as it can't support more than a few hundred pounds, but it never needs to be cleaned and is very soft and comfortable. It's not a very big Castle either. It comes with a cloudlady who gives hugs and sings lullabies.

Confession {Drop-In} [200]

"Not another word, my son, there's something now that must be done.
You've spoken from the heart and I must do the same.
There's a story, sir, of slavery and shame, that you alone must know."

You gain a book that contains the life story of Jean Valjean. When the jump ends, it becomes the life history of any one person from the next jump, current up to the moment the jump begins, and after that current with a lag of 24 hours. It won't be the most detailed thing, but it will be fairly complete. The person is always a major figure in that jump's setting, but there isn't any way to control it unless that setting has a clear cut protagonist or villain. If it has both, there is a 50% chance it will belong to either.

Suicide Soliloquy {Servant of the State} [200]

"Damned if I'll live in the debt of a thief. Damned if I'll yield at the end of the chase.
I am the Law and the Law is not mocked! I'll spit his pity right back in face!"

You gain a badge. The badge is the symbol of your authority, a symbol of the law. No matter where you may travel, it will be recognized as such. How people respond to it depends largely on their feelings about "The Law."

The Second Attack {Revolutionary} [200]

"How do we stand, Make your report!" "We've guns enough, but ammunition short! I will go into the streets, there are bodies all around, ammunition to be had, lots of bullets to be found!"

You gain a cache of 200 era appropriate infantry weapons as well as enough bullets to give every rifleman 200 rounds. While these are traditionally Muzzle Loading Rifles, they will match the new setting if you change it by buying Fifty Valjeans. After this jump, the cache will always restock and change into enough common infantry weapons to outfit 200 revolutionaries. The weapons will always be of moderate quality, not as good as military quality for the era, but better than most civilians can acquire easily.

ABC Cafe {Revolutionary} [300]

"The Time is near… so near, it's stirring the blood in their veins!
And yet beware… Don't let the wine go to your brains!"

Wherever you go, you will always find a small bar that you can claim as your hang-out. It will always be a little seedy, a little rundown, but it will always fit the local setting. It will also be a safe haven, a place where you and your friends can speak without fear of being overheard. So unless you start an open rebellion and lead the authorities right to your doorstep, you'll always have a place to go and hang out. Once you find this place in any city (and you'll always instinctively know how to find it) it will remain in the same part of that city unless the entire neighborhood is destroyed (I'm looking at you Grantaire), but there will be a different bar in each town and city. They will always allow you to run up a tab.

Les Miseranimals {Guttersnipe} [300]

"Do you hear the poodles bark? Barking the barks of angry mutts. It is the high-pitched yap of pedigree dogs whose mouths will not be shut."

You get a dog. It's a pup. It will grow up. It is a good dog. It is exactly what you'd like in a dog… even if that's a cat. Or a rabbit. Or a puma. It's a bit large for its breed, and very fierce. Also much smarter than you'd expect. And utterly loyal. It likes treats… and chewing on the boots of your enemies.

Understudy [350]

"He thought that man was me, he knew him at a glance."

Once every month you may summon a duplicate of yourself. He has all the abilities you have gained this jump (just not quite as powerfully) and looks pretty much similar to you. For 4 hours he will do whatever you should be doing during that period, but can't be bothered to do. During this time, everyone will accept the understudy as being you, even though they will secretly know it's not really you. At the end of the four hours, the Understudy will simply walk out of the scene and vanish.

Dog Eats Dog {Riffraff} [400]

"Here's a hint of gold, stuck into a tooth. Pardon me, M'sieur, you won't be needing this no more. Shouldn't be too hard to sell. Add it to the pile. Add it to the stock. Here among the sewer rats, a Breath away from hell. Y' get accustomed to the smell. We'll someone's got to clean 'em up, my friends. Bodies on the highway, law and order upside down. Someone's got to collect their odds and ends… As a service to the Town!"

You gain a servant. He or she isn't a companion, but in every universe you appear in, someone just like him will soon show up. He or she is utterly horrible. Smelly, amoral, rude, prejudiced, and snide. But they will do absolutely anything you ask them to. Anything. Or at least they'll try to. If they end up getting killed, another one will replace them after a month… often the original's unknown twin. They aren't particularly skilled at anything, but they are surprisingly good at scrounging, survival, blackmail, debauchery, and other assorted unsavory setting specific skills.

Little People {Drop-In} [400]

"And little people know, when little people fight, we may look easy pickings but we've got some bite. So never kick a dog, because he's just a pup. We'll fight like twenty armies and we won't give up. So you'd better run for cover when the pup grows up!"

You get a bunch of kids who appear in each jump who follow you around and do errands and stuff for you. They're not very good at much, but they're feisty. For some reason, they like you. They're normal kids for whatever setting.

Wedding Chorale {Servant of the State} [500]

"Ring out the bells upon this day of days! May all the angels of the Lord above, in jubilation, sing their songs of praise, and crown this blessed time with peace and love."

You gain a bell that can sound for a period of 1 day every year. While its peals echo across the land, peace and love will reign. All hostilities will cease and even the most intractable of foes will agree to be civil to each other. If peace can be reached during this time, it can be a lasting peace, but the bell does not guarantee that. The Bell's chimes can be heard for a light day in all directions simultaneously. Since this is enforced by the powers of goodness and righteousness, sufficiently evil or amoral beings may find ways to skirt around this restriction, but will seldom outright violate it. What's one day?

Death [600]

"Come with me, where chains will never bind you. All your grief, at last, at last behind you. Lord in Heaven, look down on him in mercy." "Forgive me all my trespasses, and take me to your glory." "Take my hand, and lead me to salvation. Take my love, for love is everlasting. And remember, the truth that once was spoken. To love another person is the see the face of God."

You gain death. It's a small thing. No bigger than a paperweight really. Once per jump, you may offer it to any being. If they accept, freely, willingly, with no reservations… they die. They cannot be under any compulsion and must understand that this is death, the end of their life. This is a mercy, a gift from almighty god. A end to suffering and pain. It can never be used on the unwilling... well, you could hit them with it. But it's as light as a feather, so... Sufficiently powerful beings may not be able to use this gift by their own nature, no matter how much they may desire it.

*****[DOWNBEATS]*****

You may have up to 800 CP worth of Downbeats.

Fifty Valjeans [+0/+50]

France is annoying, even though everyone is speaking British English. For Zero points, you may change the language of the setting to any other language. Swahili? Sure. Klingon? Why not. Thermian? You mad fool you! French? Heresy! You may also, if you so desire change the setting so that, for some strange reason, it takes place in pre-WWI Russia, or 15th Century Japan, or the Mayan Empire. For 50 points, you may suck all the fun out of it and make it into the book version, but then everyone will drone on and on and on endlessly, explaining every plot point and philosophy to you until you want to stab them. Also, everyone will definitely be French then, and you'll actually notice the incredible stench of Paris in the 1830s. Also, you might catch Cholera.

Better in Japan [+100]

All the guns and normal violence of Les Mis has been replaced with Japanese style over the top fighting game martial arts, complete with power moves and charge gauges and power up glow. There's still singing. If you make it through all the singing and fighting, you get "Arm Joe" a robotic Valjean who is a totally sick fighting robot and every time he's destroyed, he respawns in perfect health. He's about as tough as Ken or Ryu from Street Fighter, but he sparks occasionally… and sometimes drops loose springs or gears. In addition to punching pretty hard, he also knows suplex moves, has an arm cannon that shoots rapidly fire explosive missiles (that seem to be mostly for show since they don't do that much damage), and knows flash step.

A Heart Full of Love [+100]

"A Heart full of love, a heart full of song, you're doing everything all wrong. Oh god, for shame, you do not even know her name. Dear Mad'moiselle, won't you say, won't you tell?"

You have a romantic nature, falling in love at a moment's notice, not caring whom you hurt along the way and never noticing when others fall in love with you. You also have no fear and no regret. So, a little good, a little bad.

In My Life [+200]

"There's so little you know, that you're longing to know, of the man that you were, in a time long ago. There's so little you know, of the life you have known, why you keep to yourself, why you're always alone. So Dark, So dark and deep, the secrets that you keep."

You have a dark secret, something that if it were to be discovered by anyone would destroy your life in this world, forcing you to go on the run, to become a hunted man.

Drink with Me [+200]

"Drink with me to days gone by. Can it be you fear to die? Will the World remember you, when you Fall? Could it be your death means nothing at all? Is your life just one more life?"

You get maudlin when you drink, which you do way more than you should. No one in this time has ever heard the term "Alcoholic" but that's what you are. You can and will go through at least four bottles of wine every day or begin suffering withdrawal.

I Dreamed a Dream [+200]

"There was a Time when men were Kind, When their voices were soft and their words inviting. There was a Time when love was blind, and the world was a song, and the song was exciting. There was a Time when it all went Wrong. You dreamed a dream in time gone by, when hope was high and life worth living. You dreamed that love would never die and that God would be forgiving. You were young, and unafraid and dreams were made and used and wasted. There was no ransom to be paid, no song unsung, no wine untasted. But the tigers came at night, with their voices soft as thunder, and they tore your hopes apart and they turned your dreams to shame. You had a dream your live would be, so different from this hell you're living. So different now, from what it seems, now life has killed the dream you dreamed."

You have a tragic, painful, and emotionally crippling backstory.

On Parole [+300]

"Your time is up and your parole's begun. You know what that means? It means you get your yellow ticket-of-leave. You are thief, you robbed a house! You will starve again unless you learn the meaning of the law!"

You were a criminal and bear the marks of it. Even though you've served your sentence, people will treat you like scum, distrusting you, cheating you, refusing to treat you as an equal.

What Have I Done? [+300]

"Sweet Jesus, what have you done? Become a thief in the night, become a dog on the run! Have you fallen so far, is the hour so late, that nothing remains by the cry of your hate? The cries in the dark that nobody hears, here where you stand at the turning of the years?"

You are on the run, never able to find a place to lay your head for more than a night, constantly moving from place to place, stealing what you must to survive, unable to look decent people in the face for fear they will know your shame. Anger at the world and hatred of those who have more than you seethes within you.

Dawn of Anguish {Revolutionary Only} [+300]

"The People have not stirred. We are abandoned by those who still live in fear. The people have not heard."

No matter how hard you try, no matter what words you use, no one in this lifetime will listen to you. They won't exactly dismiss you out of hand, but just when you think you might have a chance, they'll walk away. But you will never stop trying.

Night of Anguish [+300]

"Take this and use it well! But if you shoot us in the back, you'll never live to tell."

Practically everyone you meet in this jump is doomed to die a tragic death, regardless of how hard you try and save them. This also applies to your companions, and once they die in setting, they may not re-enter it.

The Confrontation [+400]

"You must think me mad! I've hunted you across the years!
A man like you can never change, A man such as you!"

You have a nemesis in this world. He is relentless, hounding you across the years, always somewhere out there searching for you. Why he wants to catch you isn't important, nor is what he'll do when he catches you… and eventually he will catch up to you and there will be a Confrontation. Somehow, his power rivals your own. Should you not prevail, your life will never be the same.

Empty Chairs at Empty Tables [+500]

"Oh, my friends, my friends, forgive me, that I live and you are gone. There's a grief that can't be spoken. There's a pain goes on and on. Phantom faces at the window. Phantom shadows on the floor. Empty chairs at empty tables, where my friends will meet no more. Oh, my friends, my friends, don't ask me, what your sacrifice was for. Empty chairs at empty tables, where my friends will sing no more."

For the duration of this jump, you will believe that all your companions are dead, having died senselessly over your past adventures. Even if you paid to import them, you will not recognize them for what and who they are and they will not remember you until the jump ends.

On My Own [+600]

"And now you're all alone again, nowhere to turn, no one to go to. Without a home, without a friend, without a face to say hello to. In the rain, the pavement shines like silver, all the lights are misty in the river. In the darkness, the trees are full of starlight, and all you see you alone, forever and forever."

For the duration of the jump, you have no access to your warehouse or your companions. For that matter, for the duration of this jump, you don't even remember that they exist. All your memories of past jumps are altered to make you remember them being solo, alone and friendless. Just like you are now. This cannot be taken with Empty Chairs at Empty Tables.

*****[TALES OF THE REVOLUTION]*****

These are optional Challenges.

Censored for TV

There is no denying that a lot of people die in Les Miserables. But the Powers that be want a family friendly tale, not a period piece where 90% of the cast dies! To that end, you must, somehow, resolve the entire revolution and cholera epidemic and the succession of the French Throne in such a way that no named character in the entire production dies (except Valjean at the end). If you accept this challenge with "A Novel by Victor Hugo" you must do so for everyone named in the novel as well, even if they died of old age (again, except Valjean).

Your reward for this nigh impossible task? You gain Eponine and Gavroche as companions (they occupy the same slot). They're very plucky. Gavroche is permanently 12, Eponine 16. They don't seem to notice that they aren't aging.

A Novel by Victor Hugo

As brilliant (and long) as the Operetta is, the novel is far far longer and explores the lives of those involved in far greater detail. It is your task to experience it all. To that end, you must take on the role of historian and live through all of it. You enter this world on the first of January 1815, the same year as the Battle of Waterloo and the year Valjean will be released from prison. You will remain for 20 years, leaving 2 years after Valjean's death at the age of 65. This world contains no Bishop of Digne to provide Valjean his moment of redemption. It is your task to see that events play out so that Valjean dies in a state of grace after a long and full life in the service of others.

Your reward for this task, as simple or challenging as it may be, is that Valjean will accompany you on your travels as a companion, believing that God has granted him a new life in which to help others. He is a deeply flawed, but ultimately honest and caring man. He is stronger than any normal man should be and his strength does not flag with age. Valjean remembers what you've done for him. From now on, he will remind you of values you once held, and can more easily steer you from corruption.

*****[GRAND FINALE]*****

Bring Him Home

"God on high, hear my prayer. In my need, you have always been there. He is young.
He's afraid. Let him rest, heaven blessed. Bring him home. The summers die, one by one.
Bring him peace. Bring him joy. You can take, you can give.
Let him be. Let him live. Bring him home."

Time to go back now, back to the life you once knew.

The Final Battle

"Let Others Rise to take our place until the Earth is Free!"

You have decided to remain in this world, fighting for the freedom of all mankind. Should you choose this option, the world transforms into an actual planet, not just "France", in an actual solar system, in an actual galaxy, etc. Everyone still sings everything though.

One Day More

"Another Day, another Destiny. Tomorrow you'll be worlds away. Will we ever meet again?
One more Day before the storm. The Time is now, the day is here.
One Day to a new Beginning, there's a New World to be Won."

You have one last day in this world, survive it, come what may, and you move on to that which lies beyond, A New World.

Turning

"Did you see them going off the fight? Children of the barricade who didn't last the night. Did you see them lying where they died? Someone used to cradle them and kiss them when they cried. Did you see them lying side by side? Who will wake them? No-one ever will. No-one ever told

them that a summer's day can kill. They were schoolboys; never held a gun, fighting for a new world that would rise up like the sun. Where's that new world now the fighting's done? Nothing changes; nothing ever will. Every year another brat, another mouth to fill. Same old story, what's the use of tears? What's the use of praying if there's nobody who hears? Turning, turning, turning through the years."

Not happy with how this jump played out? Well, that was the dress rehearsal. You may run through this jump again, from the beginning… but all your previous choices are voided and you must choose again. Furthermore, at least half your points must be spent on things you didn't choose before.

CHANGELOG v1.0

-Added Challenges

-Added gender buy.

-Fixed formatting.