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You will be spending the next forty seasons somewhere in the world of Brian Jacques' *Redwall* series, in the body of some anthropomorphic animal or other. It's a land of many different cultures, some peaceful, some... decidedly not. To make your stay a little more pleasant, you start with :

[1000 CP]

Good luck!

Starting Location

Roll 1d8 to determine the location you start- and more importantly, the time.

1. You show up a few miles from the ancient mountain of Salamandastron, currently ruled by Lord Stonepaw. The armies of the wildcat Ungatt Trunn are marching towards it, but you've got a head start. A few seasons from now, a warrior named Luke will set out to hunt down the pirates who killed his beloved wife.
2. You show up in Mossflower wood, currently ruled by the feline tyrant Verdauga and his daughter Tsarmina. A hero named Martin may eventually show up to liberate them, but at the moment, he's busy working in a forced-labour camp at Marshank, ruled by a stoat named Badrang.
3. You appear in the Snowy North, near the camp of a cruel stoat named Swartt Sixclaw. A few seasons from now, Redwall Abbey will adopt a baby ferret and name him Veil.
4. A young mousemaid has just washed up on the southern shores, and call herself Storm Gullwhacker. A few seasons later, the self-styled “Foxwolf” Urgan Nagru will threaten the land of Southsward.
5. You appear just outside Redwall Abbey itself. It's experiencing a prolonged period of peace, but that's about to end when a sea-rat named Cluny shows up at the door. The underground kingdom of Malkariss has been established in ruins of Loamhedge. Redwall will eventually have to deal with the forces of General Ironbeak, and later, Ublaaz Mad-Eyes.
6. A vermin horde called the Rapscallions have just decided to spend the next season plundering the land. Lady Cregga Rose-Eyes rules in Salamandastron. She has dispatched a unit of Long Patrol hares to perform reconnaissance, and they're just about to stumble onto your position. Before the end of your stay here, Redwall will have to deal with the Marlfoxes and the Juska tribes lead by Sawney Rath.
7. You appear on Riftscar Island, a kingdom ruled by a despotic family of albino ferrets. A young

squirrelmaid and her friends have just been imprisoned for attempting to escape, and though she doesn't know it yet, her name is Triss. Near the end of your stay here, an expedition from Redwall will set out to discover the ruins of Loamhedge.

8. Free Choice of any place and time in the setting.

Instead of rolling, you may pay [50] to choose.

Backgrounds

Everyone gets a background for free. Go ahead and choose your age and gender while you're at it.

Wanderer

You're not entirely sure how you got here, or what you're doing in the body of a small woodland creature. You've got no family, history, or connections in this place, and no pesky additional memories to get in the way of your own.

Abbey-Dweller

Despite the name, this background is not exclusive to Redwall Abbey, particularly if you Jump to a time before the Abbey was founded. You could easily be from some other peaceful community such as Loamhedge.

Warrior

You might hail from the ancient mountain of Salamandastron, the nomadic Guosim, or some other culture in which honor and martial tradition are highly prized. Regardless, you've been trained to use a weapon since you were able to walk– and even before that, you were taught that you must only *use* that weapon in defense of the weak and the helpless.

Scoundrel

Villains have more fun, and you're determined to have the most fun of all. You could be a pirate, a mercenary, a brutal savage, or a fearsome warlord, but one constant is that you are bad news.

Species

Pick a single species. Most, but not all, are free.

Goodbeasts (Scoundrel background prohibited)

Mouse [0]

One of the most common races in Mossflower, mice are the “everyman” race of this world. This option can also be used to represent dormice, voles, etc.

Shrew [0]

Shrews are shorter than most beasts, with longer and more pronounced snouts. They're generally nomadic, traveling on foot, in caravans, or up and down this world's many rivers.

Mole [0]

Burr oi, ee be a roit prud member ov'm gurt brovverhood ov moles. A subterranean race, moles are

renowned for their skills at digging and architecture- and for their distinctive accents. Beard and axe are optional.

Hare [0]
Tally ho, wot? Between the long floppy ears and the powerful hind legs, you're a force to be reckoned with, whether you're from Salamandastron or the surrounding countryside. If you prefer, you could instead be a hare from the Northern Highlands (who sound distinctly Glaswegian).

Otter [0]
Tall and sleek, you're equally comfortable on land, on a boat, or swimming in the water. And who needs tables when you've got a perfectly good tummy?

Squirrel [0]
You're tall and lithe, built for climbing, jumping, and occasionally a bit of digging. Also, you've got something that most other beasts don't: *a big bushy tail.*

Hedgehog [0]
Your head, and most of your back, bristle with sharp quills. You'd think this would make finding appropriate clothing very difficult, but when you're not actively using them as defensive weapons, these spikes are basically just very pointy hair.

Badger [300]
You stand head-and-shoulders above most other beasts, with powerful muscles, and sharp fangs and claws. If you're not a Badger Lord or Lady yourself, you're probably at least distantly related to one.

Vermin (Abbey-Dweller and Warrior backgrounds prohibited)

Rat [0]
In the real world, most rats are clean, gentle, friendly creatures- but in this world, most rats are cowardly, violent, greedy bullies. The leaders among them are just violent and greedy.

Weasel [0]
You're taller and stronger than the average rat, if not necessarily meaner. This option can also be used to represent ferrets, stoats, ermines, pine martins, and other associated mustelids.

Fox [0]
Your fur may be reddish-orange or silvery grey. Either way, your race has a well-deserved reputation for slyness and cunning.

Wildcat [300]
You're as big as a badger, if not bigger, and your claws and teeth are at least as fearsome. Only a great fool picks a fight with a wildcat.

Serpent [600]
Your forefathersss ruled thisss world before the foolissh mammalsss came, and one day, it ssshall be yoursss again. You're ssseveral timesss larger than even the biggessst of thossse warmbloodsss, bearing fearsssome fangsss dripping with a deadly poissson and thick ssscaless to blend with your sssuroundingsss and to turn away weaponsss.

Neutral

Bird [200]

Choose any sort of small bird that's common in the United Kingdom or Western Europe. Note that birds in this universe are considerably less anthropomorphic than mammals are. Without hands, you might have some difficulty using equipment designed for humans.

For an extra [100], you can be a large bird of prey like an eagle, hawk, or owl, significantly increasing your strength.

A note on scale: Baring some weirdness in the first book, this setting seems to be centered around the bipedal mice and other assorted critters, with everything else (vegetation, architecture, etc.) scaled to fit them. Or perhaps the mice are roughly human-sized to begin with, it's never quite clear which.

There is considerable homogenizing of scale: In the real world, badgers can weigh up to 9 kg, and fieldmice as little as 15 g, but in the world of Redwall, the mightiest badger is less than twice as tall as the average mouse.

Either way, for the duration of the jump, you and all your stuff are also scaled to fit this world. This isn't a nerf to any of your powers: if you've gotten used to having superhuman strength, you'll get to take advantage of your supermusine strength instead. Don't worry too much about the implications of the Square-Cube law: the inhabitants of Mossflower can construct build ships and buildings in roughly the same way that humans do. Any companions or items you carry on to your next Jump will also be appropriately human-scaled: a shrew might be around five feet tall or a little less, while a badger could stand nearly eight feet tall.

You'll also notice that the standard measurement for long periods of time is “seasons” rather than “years”. Mice and other small creatures age about as much in a season as humans do in a year. Badgers and some larger creatures have longer lifespans, and a few reptiles have even longer lifespans still.

Perks and Abilities

"Discount" means "50% off".

Racial Perks

Heart of a Mouse [100], Free Mouse

In this world, that's actually a compliment. They may be one of the smallest sentient species, but they produce a disproportionate number of heroes – and you just might be one of them. At the very least, you've got a great deal of courage, even in the face of overwhelming challenges. When faced with lopsided odds, you've also got a great deal of luck.

Argument for Argument's Sake [100], Free Shrew

If there's one thing Shrews love to do, it's argue. They've been known to take up positions they don't even agree with – or pretend to switch positions half way through a debate – just so they can keep arguing. On the rare occasions that there's nothing to argue about, they argue about argument itself.

You can keep up with the best of them. You've got a firm understanding of logic, and experience with all the most common rhetorical techniques. This also comes with an upgrade to your stubbornness- but if you're willing to suppress that for a moment, you and your interlocutor might manage to come to a compromise that's better than what either of you started with.

Gurt Diggins [100], Free Mole

You gain an instinctive understanding of tunneling and mining, whether you're using tools or your own paws, whether you're digging for jewels or root vegetables. This perk also enhances your senses of smell, touch, and vibration, allowing you to function just fine with your eyes full of dirt.

Stiff Upper Lip, Wot? [100], Free Hare

Invincible. Imperturbable. Indefatigable. If your fellows were to describe you with a single word, it would begin with In-, end in -ble, and have as many syllables in between as jolly well possible.

You experience a substantial increase to your stamina, toughness, and ability to recover from both physical injuries and emotional trauma. While still within the limits of a mortal beast, you could easily develop a reputation as one of the most resilient creatures of your generation.

As a side effect, relying on this ability tends to give you a prodigious appetite. An army marches on its stomach, dont'cha know?

Born in the Streams [100], Free Otter

You learned to swim before you learned to walk on dry land – or at least that's what you tell people. In any event, you're better at it than almost anyone else, able to swim upstream against a raging river, or keep your head above water in a hurricane.

This also comes with an overall boost to your strength, and makes your belly a bit sturdier.

Treetops and Timber [100], Free Squirrel

The dull old ground is not for you. You're one of the best climbers around, a forest freerunner... but are equally at home on rocky crags or even on artificial constructions. This comes along with a moderate increase to your overall agility... as well as a better memory for where you've hidden things. Never lose your car keys again.

The Hedgehog's Dilemma [100], Free Hedgehog

Every other species has to occasionally deal with unwanted attention and overly clingly friends, but a hedgehog can never be buggered at all. When *you* want to be left alone, you GET left alone... and when you want company and attention, you can usually find that as well.

You can switch back and forth between "brusque and standoffish" and "warm and welcoming" with a moment's notice. Not only will everyone immediately take the hint, but they'll be extraordinarily ready to forgive you for any rudeness you showed them or any promises you made while in the other mode – almost, but not quite, as if you were two entirely different people.

Bloodwrath [400], Free Badger

Common to badgers – particularly the Badger Lords of Salamandastron – this condition is both a blessing and a curse. When a loved one is threatened or hurt, or when confronted with a hated foe, you risk the Bloodwrath overtaking you. This greatly increases your strength, speed, and ferocity, and allows you to ignore anything short of an immediately fatal wound until it passes, but also makes it impossible for you to focus on anything other than CRUSHING, KILLING, and DESTROYING. Great focus and inner strength will serve you well here, allowing you to control precisely when and how and what you crush and kill and destroy.

Aerial Acrobat [300], Free Bird

There's flying, and then there's *flying*. If you're not the fastest thing in the sky – and even that's debatable – you're certainly the one with the most *style*. You can pull off amazing stunts and turn on a dime, and flying is much less tiring for you than it might otherwise be.

Note that if you're not a Bird, you're going to need some other means of flight before this perk is of much use to you, whether that consists of some innovative technological contraption or a superpower from another Jump.

The Scourge [100], Free Rat

If might makes right, how can you be wrong? You're an incredibly ferocious combatant, stronger, tougher, and faster than most of your race -- and other beasts respect this. While this doesn't make you truly fearless, but it might give you such a reputation -- everyone else will be too busy being afraid of you to notice whether or not you're even capable of fear.

This perk also comes with impressive facial scars and a badass story to go with them. You can redesign these scars (or suppress them entirely) at the beginning of every Jump.

Weaseling Out [100], Free Weasel

Many beasts spend all day trying to avoid blame or responsibility, whereas you barely even have to try. Charges seem unlikely to stick to you unless there is iron-clad evidence. You never seem to be picked first for any dangerous duty unless you volunteer for it. And even if you spend 40% of your shift whittling flutes and 50% of it practicing with them, your boss only seems to walk in during that rare 10% where you're actually doing your job.

Dark Apothecary [100], Free Fox

You know the properties of all the plants you're ever likely to encounter, but you've paid special attention to the dangerous ones. You know how to brew concoctions to sicken, to disorient, and to kill. You also know how to brew antidotes to almost any sort of poison, venom, or toxin, and your natural resistance to such things is greatly increased.

Eye of the Tiger [400], Free Wildcat

You are prepared to rise up to the challenge of any rival, and by the time things come to blows, you

may well know them better than they know themselves. With just a glance, you can gain a basic understanding of someone's strengths and weaknesses, and how best to exploit them. This understanding deepens the more time you have to observe and analyze them. With practice, you can learn how to apply this analysis to inanimate structures or even to hypothetical concepts.

Active Camouflage [300], Free Serpent

Your scales (or fur, or skin, as appropriate) are capable of rapidly and dramatically changing colour to match your environment- and by some esoteric technique, you've learned to extend this alteration to clothing you wear and objects you carry. While this is not true invisibility, it does make you incredibly difficult to see by anyone who is not already paying extremely close attention, especially when you remain still. It even allows some regulation of your external body temperature, just in case someone might try to look for you in infrared. This also improves your talent at using more traditional forms of camouflage.

Mad Eyes [400], Free Serpent

You've got a highly disturbing gaze. Your gaze is able to transfix your foes in place, or force them to flee in terror. By staring into your victim's eyes for an extended period of time, you can hypnotize them, pitting your spirit against theirs, and potentially bending them to your will.

With practice, you can learn to implant more complex commands, and cause your influence to last longer after eye contact is broken. For some reason, this ability is particularly effective when used on – or used by – cold-blooded creatures.

Background Perks

The Open Road [100], Discount Wanderer

Home is wherever you lay your head at night – and if that's rarely the same place twice in a row, what's the problem? You make exceptionally good time when traveling, and find it considerably less tiring. You can make a surprisingly comfortable campsite with almost no supplies, build a fire out of nearly anything and forage in even barren terrain. You (and those traveling with you) are also less prone to any natural hazards you might encounter, from mosquitoes to quicksand.

Musician and Poet Extraordinaire [200], Discount Wanderer

You are competent in the use of every sort of musical instrument that's common to this world, and a virtuoso level of talent on one in particular. You also have a talent for poetry and songwriting, especially when writing songs about your adventures or those of your friends. This also improves your memory, especially your recall of verse. You never know when you might be called upon to recite an eighteen-stanza ballad or three hours of oral history.

Riddle Me This [400], Discount Wanderer

This universe is chock-full of riddles, puzzles, and word games, and you've got exceptional talent at both creating and solving them. This comes along with elevated pattern recognition skills, talent for wordplay, and intuition (especially when guessing the intent of the original author).

Prince of Mousethieves [600], Discount Wanderer

Your talents of stealth and thievery are legendary, and you are capable of snatching the very whiskers from under a foebeast's nose. If it isn't nailed down or on fire, you can probably steal it- and if it is, you'll just steal the nails and the fire as well. You've also got a talent for picking locks, wriggling out of bonds, and ventriloquy.

To top it off, this perk also makes you a little more likable, and ensures that your reputation for theft

will not be a barrier to people trusting you- except perhaps those who jealously guard vast piles of wealth, of course.

With Open Arms [100], Free Abbey-Dweller

Community. Security. Family. You may not have always had such things, but you're good at finding them – or, if necessary, founding them. You know how to make a good first impression, and how to quickly find yourself integrated into any sort of loose hierarchy you may be invited to join. This is no guarantee that you won't find yourself an outcast for egregious crimes against the community, but you'll probably be given the benefit of the doubt on a first offense.

Wholesome Home Cooking [200], Discount Abbey-Dweller

You're a culinary genius, able to whip up a delicious four course meal on a moment's notice, or to keep a whole Abbey fed for weeks under siege conditions. You're practiced in the traditions of Mossflower and Salamandastron, but have experimented with cooking styles far and wide, from the hotroot-heavy spice palates of the sea otters to the skilly'n'duff favoured by the Gousim, and perhaps more exotic dishes from far-off lands. You've got a particular talent for making vegan substitutions that are nearly indistinguishable from the real thing.

In future Jumps, you can quickly learn to prepare all the most popular meals of the setting- and with a bit of practice, you can learn new applications for the cuisine of previous Jumps.

Expert Healer [400], Discount Abbey-Dweller

You know all about the psychologies of all the intelligent species on this continent, and a few from elsewhere. You possess skills in first aid, preventative medicine, diagnosis, treatment planning, pharmacology, and surgery that are at least a generation ahead of the state-of-the-art of this world's folk medicine. Even if you're still mostly relying on herbal infusions and poultices, you'll be able to squeeze results out of them that few other healers can match.

Should you possess any sources of medical knowledge or equipment from other worlds, this perk helps you to integrate them with this folk medicine (and with each other) both effectively, and without raising too many questions.

JITTAGALL [600], Discount Abbey-Dweller

Jumping Is The Thing A Good Abbey Leader Learns. You are an embodiment of the seven virtues exemplified by the great leaders of Redwall Abbey: Humility, Patience, Wisdom, Understanding, Kindness, Friendliness, and Strength.

This manifests not as a visible glowing aura, but as a faint smell of lilacs (which you can suppress at will). Those who share your values will quickly come to regard you as some sort of living saint, and even mortal enemies will hesitate to hurt you. This should practically guarantee you a close place in the councils of the Abbot/Abbess of Redwall or the leaders of similar peaceful organizations – and the position of their successor, should you seek it.

Weapon Training [100], Free Warrior

You're respectably familiar with the most common categories of weapons used in this world – including swords, spears, staves, slings, and bows. Choose one class of weapon with which to be particularly talented.

A Welcome for Bullies [200], Discount Warrior

With the right motivation, and a little bit of training, even a bunch of peace-loving farmers and monks can be forged into a formidable fighting force. With this perk, you're just the fuzzy little drill sergeant to do it. This helps you both with recruits who plan to become professional soldiers, and with

citizen militias who hope to go back to their peaceful lives after the current crisis passes.

EULALIAAA! [400], Discount Warrior

This perk makes your voice much more powerful, able to carry over longer distances and be clearly audible over the din of battle.

By shouting a battle cry, you can fill the hearts of your allies with the courage of a thousand hares, boosting their fighting ability and allowing them to persevere in the face of adversity. You also benefit from your own battle cry, of course.

I Am That Is [600], Discount Warrior

The great warriors of the past live on in you, subconsciously advising you at times of crisis, and lending you some of their talent at fighting and at leadership. You might awake one morning to find that a vermin horde is at your doorstep... but also that you suddenly know some ancient otter martial art that you've never practiced in your life, and exactly where to find the MacGuffin that once belonged to your ancestor. By engaging in meditation – or seeking them out in a dream – you can also converse with your predecessors directly.

Each time you Jump to a new setting, you gain access to a new set of ancestral spirits, as appropriate to the setting and to your chosen background.

Finally, should you ever die once and for all (whether valiantly in defense of the innocent or peacefully in your sleep), a fragment of your spirit will live on in each world you have visited, to guide and advise other warriors for truth and justice... and, perhaps, to grant them access some shadow of *your* vast powers.

Dirty Fighting [100], Free Scoundrel

You've never much been one for playing fair. You've got at least a little bit of practice with every nasty trick in the book, and might even have invented a couple of your own. This can help you hold your own while outnumbered, or against fighters bigger, stronger, and better trained than yourself, so long as you don't mind beating them dishonorably.

Bully Pulpit [200], Discount Scoundrel

You might not have much in the way of formal schoolin', but you've got a PhD in Mean. You've got an overall intimidating demeanor, and know a thousand little ways of frightening and belittling those smaller than you- whether physically or intellectually. Depending on how you apply it, this can make you a sarcastic but lovable asshole, or a ruthless sociopath.

As a bonus, once you've cowed, frightened, or embarrassed someone, they become more receptive to your attempts to explain things to them.

The Freebootin' Way [400], Discount Scoundrel

When ye were just a young lad,
Ye left yer familee
With all ye could steal off 'em,
Ye ran away to sea!

You'll never have to do an honest day's work again. A *dishonest* day's work is another matter, but can you really call it “work” when it's this much fun? This perk ensures that you and your mateys will always be able to find a steady supply of plunder and drink for as long as you want to keep plundering and drinking. It allows you to handwave away most of the less pleasant parts of the job, from scurvy to digging latrines, which will hopefully keep morale high.

Thanks to your experience running a crew of corsairs or a mercenary company (and no small amount

of plot shenanigans), you will have an easy time finding such a position (or its nearest equivalent) in future Jumps.

Master of Hordes [600], Discount Scoundrel

Even in far-off lands, there are whispered rumors that you can make the earth shake and the stars fall from the sky. Whether or not that's true in the literal sense, you can certainly accomplish a similar effect with a little trickery, a little showmanship, and a few tens of thousands of soldiers.

You are a terrifying warlord, inspiring fear and loyalty in all who follow you. A master of military strategy, of unorthodox tactics, and above all, of psychological warfare. Your reputation proceeds you, and those who rise to oppose you will have to deal with their own terror long before they even see your troops.

No matter how many warm bodies you may have thrown into the breach in the past, this won't slow down recruitment in the future – if anything, it *encourages* those vermin looking for glory, vengeance, or violence for violence's sake. In a setting where talking rats, stoats, and ferrets are not available, the closest local equivalent will flock to your banner instead.

Miscellaneous Perks

A Little Light In Every Heart [300]

Beasts should be judged not by the colour of their fur, but by the content of their characters, and you have an unusual degree of insight into just that. You can sense when others have nagging doubts about the correctness of their ideal. With a (precisely chosen) kind word, you can assuage those doubts – or cause them to fester and multiply. There's no guarantee that this will result in a convert to your cause, but it's certainly worth a try.

This perk is particularly useful for promoting ideals of tolerance and nonviolence, but can almost as easily be used to spread paranoia and distrust, or whatever your own values happen to be. This isn't mind-control or a magical alignment-changing aura, just a little applied psychology and a whole bunch of optimism. Depending on the metaphysics of the setting, it may not be of much use against eldritch abominations, automatons, demons, or beings otherwise devoid of free will.

This perk also allows you to bypass the limitation on vermin species taking the Abbey-Dweller or Warrior backgrounds, or of the goodbeast species taking the Scoundrel background (both for yourself and for any companions).

Companion Import [50 to 300]

You may import companions for [50] each, or take the package deal of eight for [300]. Companions imported in this way gain a free background and 300 CP to spend on perks, abilities, and gear. They cannot take drawbacks or purchase companions of their own.

New Companion [200]

It's always a good time to make new friends, and friendship is a powerful force in this world. This can be either an existing canon character or a local of your own invention. Either way, they get a free background and 500 CP to spend on perks, abilities, and gear.

Gear

Sturdy Haversack — One free to everyone

This large, rigid-framed backpack has several pouches and compartments, all of which are substantially bigger on the inside. Also comes with a bedroll and mess kit.

In a pinch, it also makes a surprisingly good bludgeoning weapon.

Abbey Records — [50], Free Wanderer

A bookcase containing, among many older books and scrolls, signed first editions of the collected works of Brian Jacques. Also includes DVDs of all three seasons of the Canadian animated series, which cover the events of *Redwall*, *Mattimeo*, and *Martin the Warrior*.

Infinite Cheese — [50], Free Abbey-Dweller

In a world with no livestock, where exactly do the dairy products come from? It's probably best not to think too hard about it. You can rest easy knowing that *this* cheese comes from endlessly refilling barrels in your warehouse, rather than anywhere ethically questionable.

Basic Weapons — [50], Free Warrior and Scoundrel

They aren't the sharpest or the shiniest, but they can certainly get the job done. One or two weapons of your choice, from fairly standard swords and bows to a more exotic frog-sticker or an authentic gullwhacker.

Musical Instrument — [50], one free with Musician and Poet Extraordinaire

A finely made and well-maintained musical instrument of your choice. It must be something a single beast can reasonably be expected to carry around (eg: a fiddle, hand drum, or a set of bagpipes is fine, a pipe organ is not).

Booty — [50], one free for Scoundrel

This world doesn't seem to have much in the way of an actual currency, but that doesn't mean there aren't plenty of birds and beasts who like shiny things. Each purchase of this item gets you a small coffer full of precious and semiprecious stones, as well as gold and silver jewelry.

Book of Riddles — [200], Discount Wanderer

This book contains a long primer on the underlying theory of riddles and puzzles, a spoiler-filled walkthrough of every riddle or puzzle used in the canonical series, and a showcase of some of the great riddles of history.

The book is also enchanted with a magical cryptanalysis machine. Unfortunately, it accepts only input (and only provides output) in paper media, though you might eventually find a way to bypass this limitation.

In future Jumps, the walkthrough expands to cover some of the most important riddles in that source material While this is not guaranteed to completely short-circuit any plots, it might allow you to take significant shortcuts.

Abbey Kitchen — [200], Discount Abbey-Dweller

A fully-stocked kitchen, pantry, and cellar, equipped with hot and cold running water, many ovens, stoves, and cauldrons, the best cooking utensils available, a large deep fryer, fermenting and distilling equipment, and even refrigeration facilities. Once a season, your supply of fruits, nuts, grains, and vegetables refills automatically.

After this Jump, it becomes available as an attachment to your Warehouse.

Ancestral Weapon [200], Discount Warrior

This weapon is indeed a beautiful thing, a tribute to whoever forged it in bygone ages. There are very few weapons such as this one left in the world.

It contains no secret spell, nor holds in its blade any magical power. It was made for only one purpose: to kill. It will only be as good or evil as the one who wields it.

Whatever purpose you choose to wield it for, it's one of the finest pieces of hardware in this world, and fits your paws as if it was made just for you. Also, I might have been lying about it not being magic.

Corsair Ship [200], Discount Scoundrel

A sleek and swift vessel, equally suitable for piracy or pirate-hunting. It's driven by one or more sails, with the option for one or more banks of oars for backup propulsion.

It comes with a loyal crew of (non-companion) NPCs, of species and temperaments appropriate to your background. Spots in the crew can also be assigned to new or imported companions.

If you prefer, this can instead be a riverboat of the type favored by the Gousim. If you own any existing ships, you may instead import one, which gains an alternate form appropriate to this world.

Prophetic Tapestry [400]

A great woven tapestry, expertly detailed, suitable for use either as a single wall-hanging or as a series of banners and standards. It depicts many of your previous exploits, and shows hints of adventures yet to come.

For the most part, these show only broad details, many of which will make sense only in retrospect- but to an exceptionally clever Jumper, even such subtle hints may prove a valuable source of intelligence.

As time goes on and you have further adventures, the tapestry will expand to make room for further depictions. You may eventually need to hang it on multiple walls.

Drawbacks

Take as many drawbacks as you like, though you may not gain more than a total of 800 CP from them.

Incomprehensible Accents [-100]

While this world contains a very diverse collection of accents and dialects, they usually don't represent too much of a barrier to mutual comprehension. Except, for some reason, to you. Something has gone wrong in the air, or in your brain, resulting in great difficulty understanding any dialect except whichever is native to your background.

This effect works both ways: you'll frequently be asked to repeat yourself, at least by those who care enough about what you have to say in the first place.

Voice Like a Sack of Boiled Frogs [-100]

You couldn't carry a tune with a score of buckets and a wheelbarrow. This would be bad enough in a setting where people didn't burst into song at the slightest provocation, but in this universe, it's a real liability.

What's worse, you're convinced of your prodigious talent as a singer and a songwriter. For the next forty seasons, you'll be too vain to acknowledge that you can't sing, too proud to work on improving your skill, and too foolish to shut up.

This is a Peaceful Place [-100]

The defenseless woodland creatures that call this world home have a long history of surprising invaders with their tenacity... but with this drawback, the existing theme of pacifism has been turned up to eleven. You and your companions can resist this effect (though you may find violence uncomfortable), but natives will have a much harder time. Those who are not already professional warriors will be reluctant to even *consider* solving their problems with force, and even those who are will go to unreasonable lengths to ensure that they are fighting nonlethally.

This does *not* affect rapacious vermin, it just makes their jobs easier. Vermin who *work for you*, however, rapidly find themselves losing their taste for violence.

Relentless Riddles [-200]

Hasn't anyone here heard of public key cryptography?

Nope. Nor, apparently, has anyone heard of giving a straightforward answer to a straightforward question. This drawback increases the number of riddles you will encounter- and the complexity of each riddle- by at least an order of magnitude. You will have difficulty getting directions to the nearest lavatory without solving six anagrams, a Vigenère cipher, and a crossword puzzle.

Dibbunsitting [-200]

I hope you enjoy escort missions, because you will frequently find yourself assigned to the care of cloyingly cute infants and toddlers, colloquially known as “dibbuns”. Even if you like children, their high-pitched voices and baby talk will get old after a while. Every now and then, one of them will be a Problem Child, who traded in his sense of self-preservation for an extra sense of curiosity.

No matter how reckless or irresponsible you may show yourself be, for some reason, people will keep shoving kids at you and expecting you to take care of them. However, if a single dibbun dies on your watch, you will be considered to have failed the Jump.

Always Hungry [-200]

This world is famous for the quality and diversity of its cuisine, but you will not get to take full

advantage of this. Circumstances will contrive such that you are only able to take part in it rarely, and even then, only in small quantities. There will be enough to keep you from starvation, but only just. You can occasionally quiet the gnawing beast of your hunger for a few hours, but never enough to silence it completely. For the duration of your jump here, your appetite will never be satisfied.

Child of the Storm [-300]

You wake up clinging to a piece of driftwood, as hungry seagulls circle overhead. You're pretty sure you were recently in a shipwreck, but other than that, you can't recall anything anything else about your personal history, not even your name. Better start swimming to shore.

If you have any background other than Wanderer, your *local* memories gradually come back to you, along with a vague sense that there's still something missing. Your memories *as a Jumper* will only be available in dreams and brief flashes of insight. This does not seal away any of your powers, but you will have to discover for yourself what powers you have and how to properly use them.

Any companions you may have brought with you are afflicted by a similar form of amnesia. You will encounter them some time over the next couple of weeks.

Prophecy's Puppet [-300]

This universe seems to place great store in prophecies. There is a script, and whatever powers there may be seem determined to make sure that things don't deviate from it. Your arrival here seems to have warped things, and unfortunately for you, those things are warping back.

You will find it extremely difficult to deviate significantly from the canonical plot of the books (notwithstanding any other drawbacks you may have taken). You also won't be able to out-guess or out-predict the text of the prophecy itself – whatever you can find written on stones and ancient books is all you have to go on. This frustrates not just any precognitive abilities you might have, but also any prior knowledge of the books' plots.

This is especially dangerous if you're a villainous sort – while it probably won't *kill* you, you certainly won't enjoy it when Fate repeatedly conspires to ensure that you receive humiliating karmic justice. Sometimes, even *after* you've repented.

Endless Hordes [-300]

Those rats breed like... well, like rats. You're not exactly sure where you keep coming from, but they're not going to *stop* coming. All vermin hordes will be immune to attrition, desertion, and natural logistical problems for the duration of your jump, with rank-and-file losses they suffer replaced in a matter of days. You'll have to find some other way of dealing with them.

Should you kill the *leader* of such a horde, you will have earned at most a single season of peace before some new warlord steps up to fill the power vacuum.

Ursus Arctos Horribilis [-600]

Some of them disappeared a hundred seasons ago, some of them have yet to be born, and some of them might even have died at your own paw yesterday. That doesn't seem to matter. Every single antagonist from the entire series has gotten together with the intent of ruining your day, and brought their entire army along. They have learned from their mistakes, put aside their differences to pursue their hatred for you, and united under the banner of a warlord the likes of which this world has never seen before: a goddamn grizzly bear.

Lord Arctos seems uniquely able to take advantage of this setting's scaling to be *As Big As He Needs To Be*, walking through a doorway without hunching one minute, towering over the walls of the Abbey the next. That's just the beginning of his abilities- he's also got a fearsome collection of mystical talents and powers, sampled from some of the scariest antagonists you've faced before in your journeys.

Did I mention that he's a BEAR? Do not try calling to the heavens for help, for they are godless

killing machines. Good luck.

After The Jump

Congratulations! At the end of your forty-season journey, any and all drawbacks are revoked. If you took Bloodwrath, you can now toggle it on and off at will.

You also gain two alternate forms for the price of one: the roughly human-scale anthropomorphic animal body in which you've spent the past forty seasons, and a more mundane version of that animal at the usual size.

Go Home

You've been away long enough, and surely it would be nice to see your family again.

Stay Here

This is a wonderful, peaceful world, and it would be such a shame to leave your new friends behind.

Move On

We all know this is the option you're going to take.

Notes

- New and imported companions each get a *background* for free, but if they want a species with a nonzero cost, they still have to pay for it.
- If you want to use the New Companion option to grab a character from a different point in the timeline than the one where you landed (someone who is long dead or who hasn't been born yet), fanwank something. Maybe they've been re-incarnated, maybe they were frozen in a glacier for three hundred seasons, or maybe Jumpchan just makes a magical copy for you.
- As usual, when a perk and a drawback directly conflict, the drawback overrides the the perk. If you take both Voice Like A Sack Of Boiled Frogs and Musician and Poet Extraordinaire, then it doesn't matter how beautifully written your poems are- no one will want to listen to them. If you take Relentless Riddles, the Book of Riddles won't address any of the extra riddles added or changed by the drawback. And so forth.
- The Bloodwrath makes you tougher, but it doesn't make you invincible. It does, however, let you *delay* the effects of any injury that isn't immediately fatal until the end of your Wrath.
- If you'd rather use Active Camouflage to turn yourself bright garish neon colours, that's your own business. At the very least, you'll never have to buy hair dye again.
- If you have some sort of voice-based sonic attack, EULALIAAA!! will enhance that, as well.
- If you take Eye of the Tiger, aim it at a mirror as often as possible. Know yourself and know your enemy, and you will having nothing to fear in a hundred battles.
- The virtues granted by JITTAGALL all have safety features to prevent them from ever actually harming you. The humility will never give you low self esteem, the patience will never prevent you from acting decisively, and so on. Also, “Strength” in this context refers to strength *of character* or *of will*, not physical strength.
- Does *I Am That Is* leave a setting with a deficit of heroic warrior spirits after you leave, or does it just make copies? Fanwank it. Also, note the part about “as appropriate to the setting”– Jumping to *The West Wing* might cause you to be advised by the spirits of Cato the Younger, Ted Sorenson, and Benjamin Franklin.

- The Book of Riddles has roughly the codebreaking capability of the single best computer the NSA has, c. 2015. However, it's better at accepting instructions in natural language, and a lot more portable. More complex codes will take more time, and some (eg: a properly applied one-time-pad) are simply beyond its capabilities.
- Vermin hordes that are ruled by or allied with you do not benefit from the Endless Hordes drawback.
- Lord Arctos' powerset depends on what antagonists you've encountered so far, but is always enough to provide you a substantial challenge. At a minimum, he's Genghis Khan + Ira Gamagoori + a grizzly bear. If that's not enough of a challenge, his underlings may have also acquired some lesser superpowers.