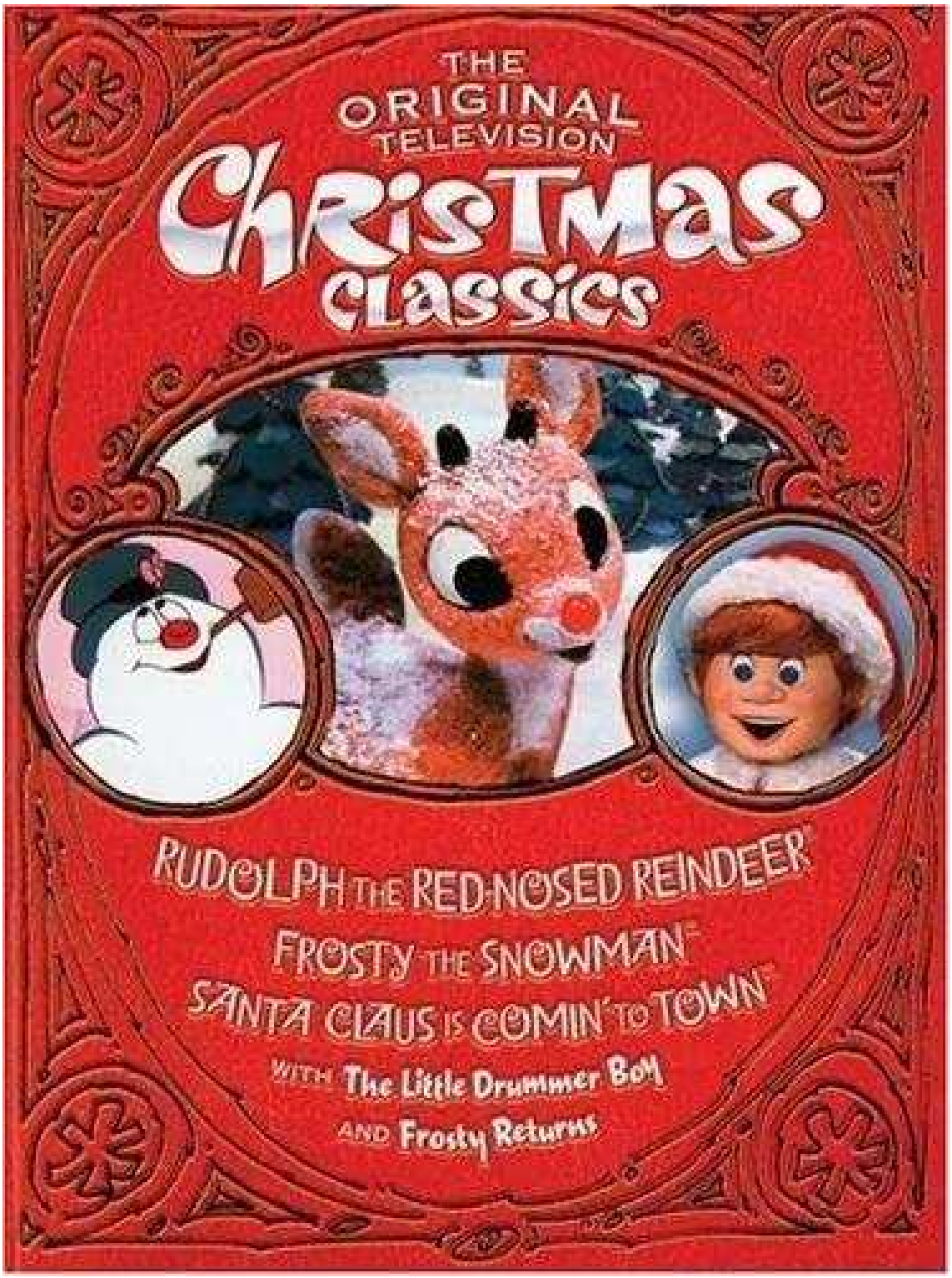
Rankin & Bass Christmas Special

Version 1.0.1



Happy birthday! I mean merry Christmas, Jumper. Welcome to the world, or perhaps one of the worlds, of the Rankin & Bass Christmas specials. Some of them were definitively stated to be connected in *Rudolph and Frosty's Christmas in July*, some merely may be, some probably were not intended to be, and one, *The Life and Adventures of Santa Claus*, certainly wasn't. Though it's up to your Benefactor to decide which will be in your story.

Either way these are childhood Christmas classics. While they didn't invent Rudolph or Frosty, they did change them from songs into the characters and stories remembered today. These are stories and tales of winter, Santa, and even the nativity, all clustered around the holiday of Christmas. It's a time of cheer and a time of mirth, but there are often snags and Scrooges. Whatever you will be, it's time to prepare for Christmas, though be sure to save a little Christmas for the day proper and not spend all your cheer ahead of time.

To help you make your impact, for good or bad, in this world of cheer and mirth have these to purchase perks, items, and companions with:

+1000 Christmas Presents

Good luck and good jumping.

Location and Time:

For free you can appear at the start of any of these films in any location shown in the same film, or, if the film begins with the main character as a baby when the protagonist has just reached maturity and the main story begins. Maybe pick something that fits your background. Rudolph, Frosty, their sequels, and *Santa Claus is Comin' to Town* are confirmed to share a single continuity and cinematic universe in *Rudolph and Frosty's Christmas in July* which serves as a sequel to all 3. Other films may or may not share this universe; except *The Life and Adventures of Santa Claus* which provides a different backstory for Santa.

If you would like you may, as a drawback, gain 50 CP to roll for your start location and time. If you do so you will find any means of time travel or to travel to alternate timelines/mirror universes not native to the jump will fail you.

1. Sombertown (Santa Claus is Comin' to Town) - Several years ago a baby named Claus was delivered to the house of Meisterburger, the town's burgermeister, and lost on the slopes of a nearby warlock-haunted mountain only to be adopted by a

family of elves known as the Kringles. Soon he will attempt to cross the mountain and begin to deliver toys to Sombertown leading to his finding love, being outlawed by the Meisterburger family, and becoming Santa Claus.

2. Judea (Little Drummer Boy) - The Roman emperor Augustus Caeser has called for a great census for the collection of taxes. Overhead a new star burns leading the way to Bethlehem where the messiah, the king of kings, and son of God is about to be born. If you want to be there for the big event you'll need to hurry. Though maybe make sure you give unto Caesar what is his due, especially if you have any silver bells you want to make sure ring out loud and clear.
3. January Junction (Jack Frost) - Lorded over by the King of Cossacks and his robotic k-knights, January Junction is a town of absolutely broke peasants, or perhaps serfs, whose main joy in life seems to be when Jack Frost brings them winter and they can make temporary fake currency from icicles, and give each other make believe dream presents. Soon Jack Frost will turn himself human for the winter to try and find a home, a horse, money, a job, and a wife to be with one of the young ladies of January Junction not knowing her heart belongs to another. Be careful, the King of Cossacks can smell wealth, and he has an army of thousands of robots.
4. London, the Victoria Era (Cricket on the Hearth, The Stingiest Man in Town) - Welcome to the city of London in one of the worst periods in human history as far as quality of life for the average citizen went. You seem to be in a world written by Dickens so it's… actually somewhat toned down from reality, but you can still expect the 'surplus population' to be faring fairly poorly. Still there's a bit of Christmas cheer here, with intelligent crickets who defend their family, or ghosts that convince misers to be philanthropists.
5. The Forest of Burzee (The Life and Adventures of Santa Claus) - You have arrived into the magical fairy forest of Burzee. A certain orphan named Claus has been raised by a wood nymph and a lioness here. Soon he will leave to found his home in the Laughing Valley and invent the concept of toys giving them to children leading to a war with the evil awgwas.
6. The Enchanted Forest (Pinocchio's Christmas) - You have arrived into the magical fairy forest of the Enchanted Forest. It is from this forest that Pinocchio's wood was cut, from an enchanted tree planted by the blue haired fairy Azura. It won't be long now before Pinocchio steals a puppet and flees to hide in the forest hoping to somehow make her come alive to be his friend. Maybe you can help guide the naughty, but not evil hearted, boy onto a path that won't see him turned into a donkey.

7. Deserted Island (The Leprechaun's Christmas Gold) - This is a small, deserted, and uncharted island off of Ireland. A tree was planted here to contain a terrible banshee who sought to trick the leprechauns into giving her their gold. A young cabin boy has just dug up said tree to use as a Christmas tree releasing the banshee who has begun a horrible storm. Hopefully you can find a way off of the island and not release an evil banshee onto the world.
8. April Valley (Here Comes Peter Cottontail) - Eh? This is… Well it may be in the same cinematic universe as the rest, but this isn't a Christmas special. This is an Easter movie. Either way it's almost Easter and Peter Cottontail and the evil January Q. Irontail are about to have a contest to see who will become the new Easter Bunny. Time travel will ensue if you do nothing.

Age and Gender:

Your age and gender are your own to choose, unless you're a Christmas Construct. As a Christmas Construct you're brand new, either a newly created thing with an age of newly born and a gender of choice, or a drop-in in which case you're the same age and gender as when you left the last world unless you chose to drop-in as a newly created Christmas Construct.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Adventurer: You might not be a hero, but you are someone who has lived a life abroad, and has returned seasoned and experienced. Maybe you're a sailor, a knight, or a prospector who has spent his life looking for ~~gold~~ ~~silver~~ peppermint(?). You may not have any connection to those you find around you, but, if you don't, you might just be from somewhere beyond the horizon. This is a drop-in option if you'd like it.

Christmas Construct: You're something new. Whether you're a toy, snowman, or just a magical apparition that appeared from nowhere, you don't have a fixed place in this world. This is a drop-in option if you'd like it.

Child: While rarely the hero of the story, it's children who Christmas is really for, and now you get to be one of them. Or maybe you're an adult who is still a child at heart like a certain Mr. Scrooge after a few ghosts set him straight. Either way you know how to be nice and deserving of a visit from Santa and there's a relatively high chance you're an orphan.

Elf: Or maybe fairy? You're some sort of sprite, fairy, elf, fae, gnome, or what have you. Whether you work for Santa, or are your own free agent, you know how to be a cheerful sprite, and have a decent chance at being a skilled craftsman of some sort. Though you may even possess magical powers. Either way you're likely smaller than a human, and even if you're not you possess certain features that mark you as fay such as pointed ears, or unnaturally delicate features.

Post-Jump this elfin form becomes an alt-form.

Gift Bringer: You're a Santa Claus? Well it's possible you'll be replacing old Kris Kringle himself with this background and the right purchase, but otherwise you're merely someone inspired by him, in training to replace him to avoid the danger of a(nother) year without a Santa Claus, or even potentially his kid. Whatever you are, you're a maker of toys and potentially a bringer of joy and happiness to the entire world.

Talking Animal: Whether you are a reindeer, a donkey, or something else like a groundhog, penguin, or camel you are not a human, but some form of animal. You can select a single real-world animal no larger than a camel for you to become for this jump. Despite being an animal you'll still retain human-like intelligence and the ability to speak.

Post-jump this becomes an alt-form.

Villain: Oh… you're not a good person. Whether an abominable bumble snow monster, a greedy king, a dark wizard of winter, or merely a greedy performer, you're the sort of person whose heart isn't touched by Christmas cheer nor goodwill towards men. Maybe events will change that, but at least for now you're one of the mean, the cruel, and the cold whose greatest love is most likely gold.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin.

All perks that give you an alt-form will provide an alt-form of their own, and one which combines all such perks you took in this jump.

Christmas Carols (Free/50 CP): Well these might not be traditional carols, but music is an important part of these worlds. So here's a guarantee that you've got a basic ear for music, and enough skill and talent singing and dancing not to embarrass yourself, and even to do it professionally.

If bought at the higher price, you will find that you are good at simply bursting into a song and dance, improvising it to the situation at hand, much like most of our protagonists here are. Never be without a song and performance to suit your current situation.

Dentist (50 CP): You possess all the skills of a highly proficient and talented dentist. In fact you are almost abnormally good at dentistry, able to spot cavities without proper lights and mirrors, and able to perform more quickly and with more skill than should be possible. You are in fact the world's best dentist.

If taken with the Elf origin, and the right start location/time you may choose to self insert as Hermie.

Nose So Bright (50 CP): You have the ability to project the magic of the Aurora Borealis out from your nose in the form of red light so bright that you would even say it glowed. In fact your nose is so bright that it can light your way through blizzards, or be used like a lighthouse's beacon, and it produces warmth as well, being able to quickly melt snow, or keep another warm in a frigid winter.

This light is especially good when it comes to lighting your path through magical or supernatural storms and darkness, shining through such things that would completely negate normal sources of light.

During the jump your nose will be red and reflectively bright, though post-jump you can toggle this on and off, though it will turn red when it glows. If taken as a reindeer with the Talking Animal origin, the Flying Reindeer perk, and the right start location/time you may choose to self insert as Rudolph.

Friend to Animals (100 CP; free with Sound Imp, discounted with Drummer Boy): You may not be able to speak with animals - though you might - but they definitely seem to like you. Natural animals just seem to naturally default to seeing you as a friend. A lion wouldn't attack you, unless you attacked it first or it was at the very point of starvation and even then it'd feel guilty about it. Only the most vicious and hostile animals are liable to be a threat to you, though this doesn't seem to affect snakes or bugs in general, and is weaker with bats. Other animals will be inclined to go along with your wishes if you can make them known to them, and to accompany you as long as you treat them well.

This also affects supernatural animals, though it is much less effective and again will affect those that are traditionally seen as 'evil' less. Still you can expect to be highly charismatic to a sphinx or unicorn, albeit significantly less so to a dragon.

Ghost of Christmas Past (150 CP): By touching a creature you may transport yourself, and if you wish them and anyone else you are touching, into a mental vision of important Christmas events of their past. You will get a general idea for what happened and why the event is important when you travel to it, though you'll only know vaguely the time of the event and how important it was before you begin to view it and you'll only be able to see what happened on Christmas. You are not fully limited to the individual's point of view, sometimes able to follow other individuals who had an important impact on their life and the events of that Christmas.

Ghost of Christmas Present (150 CP): From 12:00 AM on Christmas till 12:00 AM on the 26th, you are able to transport yourself, and other individuals with you, to view any one or any place on Christmas. It can even be earlier or later in the day, but it does have to be on that Christmas, not past or future ones, though you'll have to be able to focus on who, when, and where so you'll need some knowledge of who or what you're looking for. This is a purely mental, or spiritual, journey and you will be unable to interact with anything during it, more a vision of what was, is, or will be, than actually traveling there, though you may walk and fly around in the vision.

Long Ears (150 CP): Your hearing is uncanny. You can hear people whispering rooms away and it is much more keen and accurate than normal. While you won't be replacing sight completely with it, you can easily hear footsteps or people's breathing, and their general location. Beyond mere keen hearing you are able to hear spiritual entities such as angels, astral projections, gods, ghost, or other immaterial beings that may be in the area, or overlapping dimensions.

During the jump this makes your ears humorously long. Post-Jump you may choose to have them be normal size. If taken as a Talking Animal in the right start location/time you may choose to self insert as Nestor the long eared Christmas donkey.

Miraculous Christmases (200 CP): Christmas is a time of cheer, and happiness. In these films good things seem to happen at Christmas, even truly miraculous ones. Now you carry this with you. You're just plain luckier in the days leading up to Christmas, and especially on Christmas itself. Beyond things going your way a bit more than usual,good things tend to happen to you in this period, and every few years this goes beyond merely coincidental good happenings and into what seems like a real miracle on Christmas day itself; incurable cancer might go into remission, your lost eyesight might be returned by a freak snowstorm on Christmas day in a place that normally doesn't get snow, or even more magical occurrences such as a series of Christmas ghosts visiting you to help you change your ways before you come to disaster, a cricket managing to reunite you with you with your lost love, or an inanimate puppet you've fallen in love with being made into a living girl so she can be your friend. And because Christmas is a time of giving this will extend to those you care about, the miracles potentially happening to help those who are important to you and need it more. This won't make more luck overall, if they have a miracle that year you won't, but you'll find that if you have those you care about and wish good things would happen to, the good that this perk would bring you can go to them instead.

Awgwa (300): You are an awgwa, one of the evil spirits from L. Frank Baum's *The Life and Adventures of Santa Claus*. An evil creature with gorilla-like size and strength, such power is not as important as your other capabilities. You can turn yourself invisible and influence the hearts of unhappy children to cause them to misbehave and perform immoral acts, or well other actions you'd like, but this is easiest for immoral or naughty acts, making them behave would be significantly harder. The more miserable a child is, the easier they are to influence.

Post-jump this ape-like evil fairy form becomes an alt-form.

Christmas Spirit (300 CP): No, this doesn't make you a ghost of Christmas past, present, or future. Though this may be a power that at least the Ghost of Christmas Present has, and perhaps Santa Claus as well. Like Rankin & Bass's Christmas specials you are a font of Christmas spirit, and when you are around people feel just a little more like it's Christmas. Even if they've never heard of Christmas before, your presence seems to make people more festive, radiating out a sense of all the things the holidays bring with them, that sense of merriment and cheer, the desire to sing happy songs and decorate

trees, and the spirit of giving. This won't make a Scrooge change his ways on its own, but you do seem to spread Christmas cheer like an infection. Of course this is at a heightened state of effectiveness at Christmas proper, or the start of winter if there normally isn't Christmas in a setting, but around you it could almost always be considered Christmas.

You can toggle this off if you don't want to be causing spontaneous caroling and cheerful feelings of goodwill towards your fellow sapient beings.

Ghost of Christmas Future (300 CP): Each year on Christmas you may select a single creature and be able to see important events concerning them and their legacy which happen on Christmas.

There's More to the World than Meets the Eye (300 CP; cannot be purchased by Companions): In this world holiday stories are true; Santa really comes to give Christmas toys, the Easter bunny really gives out easter eggs, leprechauns are real for the sake of St. Patrick's day, and most likely Cupid really spreads love on Valentine's. Now you'll find the same is true in future worlds, with Holiday spirits and entities, somewhat modified to fit the specific jump, being real at least around when their holiday comes up. You can't expect to be able to find them other times of the year, but at Christmas you can expect Santa to deliver presents to nice children, and Cupid really will spread love at Valentine's. This can manifest based on real world holidays, or local holiday traditions.

Banshee (400 CP): You seem to have the powers of a banshee. While you won't have their agelessness, you also won't be at risk of turning into tears. You do however possess several abilities. You can shapeshift into any animal, or person you wish, sour milk, summon storms that fit the local climate and season, to cause earthquakes and even the ability to curse individuals into eternal sleep, though the presence of feelings of love not even towards them just nearby will break this eternal sleep. However while using any of these powers, including the shapeshifting, your cheeks will be constantly wet with tears.

You also gain an alt-form of an aged, hag-like figure; this alt-form will always have its cheeks wet with tears. You may choose to self-insert as Old Mag if you possess an appropriate start location/time.

Miser (600 CP): You are a miser. Not in the wealth sense. But you're something like Cold Miser or Heat Miser, an elemental being of the weather with great power. When you take this perk choose cold or heat. If you choose cold you possess fabulous cold powers, able to shoot bolts of freezing cold, freeze objects with a touch, or bring cold weather on a continental scale; making it snow in the deep south would be easy for you if unimposed, and left to your own devices you might possess the power to create a

snowball Earth though doing so would be difficult, and maintaining it would be a continuous strain. If you choose heat you have similar powers related to heat, able to shoot bolts of fiery heat, ignite or melt objects with a touch, and bring warm weather to the North Pole in the middle of winter without great difficulty, or cause immense global warming effort.

During the jump this will make you blue and icy in appearance if you choose cold, or red-orange and fiery if you choose heat; post jump you may keep these alterations as an alt-form, tying this power to it, if you'd like . You may self-insert as the Cold Miser or Heat Miser (whichever you bought the powers of) if you possess an appropriate start location/time.

Adventurer Perks

Sniff of Gold (100 CP): You are literally able to smell money, if someone pulled out even a single penny you'd be able to smell it. This will of course help you find where it's hidden in general. This is especially strong with precious metals such as silver and gold, which you can smell even if they're not in the form of currency yet.

I Know What to Do (200 CP): Well you might not always know what to do, but you are able to keep calm and collected in an emergency and don't panic easily. In fact you seem to think more clearly than usual when there is immediate danger, as well as more quickly. You even get a boost to your creativity in such situations, to help you come up with a plan that just might work.

My Golden Knight Arrives (400 CP): Sometimes the people you care about will find themselves in danger. Maybe it's the girl you love, or that misfit elf and red nosed reindeer you met before, but when your friends or allies are in danger, you have a way of finding yourself arriving in the nick of time to save them. This won't just magically teleport you to their location, but time seems to bend a bit to help you arrive in the nick of time, maybe the danger comes a little later, maybe you travel a little faster, and you do seem to get a little urge to go see them when they'll need it.

This doesn't even only work on your current friends and allies, but future ones too. You will often find yourself arriving in time to help people who are in danger, and when you do so you'll make a disproportionately good first impression. This won't create dangers, just sort of fudge location and time to make it more likely that danger which was going to happen anyway happens when you're around.

I Reformed this Bumble (600 CP): And all it took was removing its teeth, and knocking it off a cliff. Your ability to reform entities is not limited to abominable snow monsters, though. What this means is that by defeating a creature in combat you can teach them a moral code. This won't guarantee they'll follow it, but the more thoroughly you beat them the more deeply ingrained it will become, and the more likely they are to follow it. This can be enough to overcome the instincts of animals, though works best on creatures intelligent enough to understand a moral or ethical code, and either with a well reasoned one or on creatures that do not already have thoroughly thought out ones.

Christmas Construct Perks

World's Fastest Bellyflopper (100): You might not be made of snow, but you can move about by sliding on your stomach. Downhill this will be somewhat faster than you can run, though the speed will depend upon friction still; going down a pile of compacted snow or an icy slope it'll be significantly faster, while going down a grassy and bumpy hill it won't be that much better. Across snow and with momentum built up this can be significantly faster uphill than running.

Friend to the Children (200): Like a certain snowman there's something about you that seems to make children love you. It's not like you're Santa who gives them toys and is always there to be nice to them. You don't even have to do anything. Children just naturally like you. This only applies to sapient children, though it will apply to child-like intelligences among non-biological entities.

You can still make them hate you if you treat them badly, but it'll take worse treatment than normal.

Christmas Construct (400 CP): You are not a normal living creature. You're some sort of abiological being. The exact type varies. With just this perk you may choose to be a common 1950s or earlier children's toy, a wooden marionette, or a snowman. Any of these options will be animate, and as a non-biological form of life be unaffected by poisons, diseases, and biological vectors barring some sort of special case which can affect living objects,and you lack vital organs though without your 'head' you will be unable to think and with sufficient damage you can die. This will give you the strengths and weaknesses of the material you're made from; if you're wood you're flammable, if you're snow you can melt but can have your form more easily reshaped, etc. Post-jump this construct form will become an alt-form.

If you have Jumper Frost, Blue Fairy, Awgwa, Banshee, or Miser this will apply to the alt-form provided from that perk. This will not change the substance you are made from, and you can still also gain a construct alt-form from this perk. If you have the Immortal perk you may apply this perk's effect to all your alt-forms.

If you have the Christmas Construct background, you may gain this perk's effects for free during the jump if you take on a toy, marionette, or snowman form, but you will not keep the benefits or the form post-jump unless you purchase this perk.

Jumper Frost (600): You are an invisible spirit of winter. You are capable of flying in utter defiance of gravity, and to bring cold and chill around you. You can create frost or snow, and even whistle up entire winter storms. This is easiest to do during the winter proper, but you can still do so with more effort in the summer, and can do so with enough fine control to bury a single hilltop fortress under a thick blizzard, while having pleasant enough weather in the adjacent village that they think winter will end early. The snow you make also seems to have a tendency to make people happy, as long as you keep it to a moderate level and not a blizzard. You are also able to appear as a shadow, or make yourself visible as an icy blue skinned human(oid).

Post-jump this flying spirit becomes an alt-form.

Child Perks

Nice Child (100): When Santa decides who is naughty and nice you'll be on the right side of the list, at least if you put in a little effort. You now possess a little inner voice that tells you what would be the thing a good child would do, and gives you the strength of will to listen to it. You aren't forced to choose this, you can still be naughty, and this is based on the morality a child would be expected to follow, but it will make sure you never lose touch with what children are expected to do, and will update for any culture you call your own, or are living under.

You can toggle this voice off if you'd prefer not to have an extra conscience.

Drummer Boy (200): You possess skills and abilities like those of the Little Drumer Boy. Having managed to survive in the desert alone as a child, you have similar wilderness survival skills, enough to survive, as a child, alone in most real world natural environments. Oh also you're highly skilled and talented at musical performances. While this won't give you the level of improv skill as the paid version of **Christmas Carols** it does provide you with an even higher level of skill with musical instruments. But you're more than just a skilled player for you have the ability to put your emotions, heart, and most of all love into music so that it can touch the heart of those who listen to it regardless of species. When played with these emotions it can charm animals, thaw a king's heart, or please the heart of a god.

You may choose to self-insert as the Little Drummer Boy if your start time is appropriate.

Happy Ears (400): There's something oddly special about your ears. Like Happy, the baby new year, you have large ears which just seem to induce laughter, mirth, and joy in any who sees them. Even monsters that have never felt joy will feel it when you show them your ears. It's like your ears are an irresistible source of mirth. Individuals who see your ears all the time will eventually get inured to this effect until you cover them for a time.

During this jump it causes your ears to be humorously large, though post-jump they can be normal sized while still possessing this ability. Taken with **King Among Kings** this can be your smile instead, or if taken with **Patron Saint of Children** this can be your laugh instead; you can choose whether it also applies through your ears or is just your smile/laugh (in the latter case you do not have to have large ears during this jump).

King Among Kings (600): Well this won't make you the messiah, at least not in future jumps, and will not itself provide you with any miraculous powers save for one. Like the baby Jesus you possess the miracle of healing and are able to restore beings from near death. It takes an act of will on your part, and will cost you some energy, but you could heal a lamb from death as a baby, and you could walk down a street healing beggars; but if you do it all day you might be low on power to do so the next day. It will recover with time. Lower life forms are easier than higher ones, and supernatural maladies will require more effort on your part, but you could make lame beggars walk, cure leprosy, and more with little more than a touch and an expenditure of will and power. It might even be possible to resurrect the dead assuming the body was mostly intact and not yet greatly decayed.

If taken with the Child origin, you may choose to self-insert as the newborn baby Jesus if your start time is appropriate. This won't inherently give you the ability to perform his other miracles, but maybe if you ask God nicely He will do them for you.

Elf Perks

First Toymakers to the King (100 CP): If you're not you have the skills necessary to be one and then some. You are a master of any form of craftsmanship involved in making toys, able to do so at speeds that are significantly greater than they normally would be. This only applies to making toys, but will let you - with a little instruction - make whatever type of toy you wish, as long as it is something intended to be non-dangerous entertainment for children. This doesn't help you make anything dangerous, and doesn't provide you with magic you are not already theoretically capable of; though it will improve your talent for the purposes of making magical toys.

This talent also applies to making shoes; another traditional elf craft.

Professional Elf (200 CP): You know how to chuckle warmly, wriggle your ears, and smile happily. In general you are good at acting happy and cheerful regardless of how you really feel, hiding darker emotions, and putting on a happy act. Since happiness tends to be contagious this helps you keep other people cheered up. It'll take active effort on your part, but you can always keep a happy face on if you want to. Of course this does make you a fair bit better at hiding your emotions if you wish to.

If taken with the Elf origin, and the right start location/time you may choose to self-insert as any of Santa's elves except Hermie.

Sound Imp (400 CP): You might not actually be a sound imp, but you are able to speak every language. Not just the languages of humans but the languages of animals, and anything which communicates with vocalizations. This won't allow you to read these languages, but you can speak and understand any vocalized language even if you haven't encountered it before. This does make you excellent at imitating noises, granting you a much larger vocal range than a human, capable of covering that of any natural animal's.

Blue Fairy (600 CP): You are a fairy of some sort. Maybe fairy nobility. You possess a form with fae beauty, with those slight, inhuman traits that marks you as a fairy and not an ordinary human, despite being human sized. While in this form you are able to shrink down into a small size at which point you will begin to glow with a blue (or other color of your choice) light and are able to fly. Post-jump this fairy form becomes an alt-form.

More important than the fairy shape, and your ability to shrink down to fly, you can enchant seeds you plant to make them grow into magical plants which can be made into animate objects by skilled carpenters. Alternatively you can just directly animate objects made in the imitation of living forms. This will grant them animalistic or child-like intelligence, and those who perform, and act like a living thing long enough and well enough you can transmute into the real deal.

Santa Perks

First Toymakers to the King (100 CP): If you're not you have the skills necessary to be one and then some. You are a master of any form of craftsmanship involved in making toys, able to do so at speeds that are significantly greater than they normally would be. This only applies to making toys, but will let you - with a little instruction - make whatever type of toy you wish, as long as it is something intended to be non-dangerous entertainment for children. This doesn't help you make anything dangerous, and doesn't provide you with magic you are not already theoretically capable of; though it will improve your talent for the purposes of making magical toys.

This talent also applies to making shoes; another traditional elf craft.

Immortal (200): You no longer need to fear death from old age or natural causes. While you can still suffer from natural diseases, starvation, malnutrition, or the wear and tear of age, it will never kill you. It might reduce you to a light crawl, barely capable of maintaining consciousness or moving and even then only for short periods, but you will live. Age will never put you past old but functional, like Santa Claus himself. This won't protect you from poison, or violent death, merely natural causes.

Put One Foot in Front of the Other (400): Your kindness touches the hearts of others and even entire worlds. When you are kind to others, it inspires them to pay it forward. This is especially effective when you give gifts especially those that are not meant for necessities of survival, but frivolity and play. Still, by giving a simple toy to an individual you might be able to inspire them to change their heart, like how Kris Kringle's gift of a train turned the feared Winter Warlock into the kindly wizard Winter. Though there may be those who lack the seed of mirth and joy to water and grow, and other circumstances can push them to double down despite this; just look at Burgermeister Meisterburger.

Patron Saint of Children (600): You possess the powers of Santa Claus. You are capable of knowing if kids have been naughty or nice at a glance, and to magically spy on children simply by focusing on them. You have the ability to bend time on Christmas although only for the purpose of delivering gifts, allowing you to potentially deliver gifts all over the world in a single night, though you'll still need some fast transport (there's a reason Santa uses his sleigh and doesn't go on foot). You are also able to fit through any chimneys, flues, and air vents.

All these powers are powered by the love of children, so to use them at full effectiveness you'd need to be loved by children all over the world, though even without their love these powers will remain at reduced effectiveness. And while this won't give you other magical powers it will allow you to empower them further with the love of children; the more children love you the more powerful your magic becomes.

If you have the Gift Giver origin you may choose to self-insert as Santa Claus.

Talking Animal Perks

Earning Acceptance (100): You may be a misfit, maybe you've got a shiny nose, giant ears, or you buck social norms. This perk won't just make people ignore those things. Instead this is a perk to allow you to convince others not to judge you by traits such as appearance, and instead your actions. You will have to earn their acceptance, still, but even the most bigoted and hard hearted will be willing to reconsider for you as long as your behavior is not causing harm to others; wanting to be a dentist instead of a toymaker is one thing, wanting to be a serial killer is another. This will make it significantly easier to earn such acceptance, but more than that it will make it so that as an individual accepts you they will at least rethink and reconsider their related prejudices so that in accepting you, they become more likely to accept others.

Flying Reindeer (200): This perk doesn't force you to be a reindeer, but it does mean you can fly with the best of them. You are able to fly without any apparent means of propulsion. This flight is faster than the fastest bird's, and your agility in the air surpass them as well. You might not be breaking the sound barrier, but you can get fairly close to it.

If taken as a reindeer with the Talking Animal origin, you can insert as any reindeer other than Rudolph; if you also have **Nose So Bright** you can insert as Rudolph.

Contrived Importance (400): Is there something that makes you unique? Well somehow whatever your special skills, powers, or talents are you will find opportunities in life where they are needed and give you a chance to shine in a way only you could. You have a nose that shines like a lighthouse beacon? Well not only will a massive snowstorm threaten Christmas, maybe the Baby New Year will be lost in a blizzard as well so that only you can go find him. One way or another opportunities to make your unique traits useful to those around you will come up. What you do with these opportunities to shine is up to you.

The Monomyth (600): The hero leaves the safety of normalcy, journeying out with the help of aid that comes from outside of his world, where they face great dangers and return to a non-adventuring life with some great boon. Rudolph follows this pattern; leaving the safety of the North Pole, gaining the help of Yukon Cornelius, facing the danger of the bumble, and returning with love and acceptance as a reward. Then he does it twice more. Now your life seems to follow the same pattern.

Adventure seems to be drawn to you. Or maybe you're drawn to adventure. Either way your life has a tendency to be interesting. Often the starts of these adventures will be less than pleasant, and they'll almost guarantee you'll face some true discomfort, challenges, and chance of failure; they aren't necessarily going to endanger your life, but you can rest assured that these adventures will require effort and hardship on your part, challenging you to act and overcome.

Beyond this guarantee of challenges and adventures, you will find that when you overcome hardships and difficulties you will receive some boon at the end. What it is will relate to the adventure, but your adventures will always possess some sort of reward at the end of it. It will require effort on your part, and the reward won't always be material, but you will get something out of these adventures. And this won't just apply to adventures this generates; if you go through an adventure filled with hardship you will gain some reward, and it will be more of a reward than you would have gained without this perk.

Villain Perks

Sniff of Gold (100 CP): You are literally able to smell money, if someone pulled out even a single penny you'd be able to smell it. This will of course help you find where it's hidden in general. This is especially strong with precious metals such as silver and gold, which you can smell even if they're not in the form of currency yet.

Abominable (200 CP): You're big. Up to somewhere over twice the size of a man and with great strength, strong enough to make a strong man look like a young child in your hands, and tough enough to survive falling hundreds of feet to land on rocks and ice. You can choose to be smaller but your strength will be less. At your discretion you are also a furred, abominable snow monster.

Post-jump this becomes an alt-form. If taken as a Talking Animal you can use this to be a giant version of an ordinary animal up to twice the size of an elephant, or a massive animal such as a whale. As an abominable snow monster you may choose to insert as the bumble snow monster. If taken as a Talking Animal as a giant bird you can self-insert as Eon, and as a whale you can self-insert as Big Ben.

Wily Old Desert Jackal (400): You'd make a marvelous salesman if you had anything worth selling. Simply put you are very persuasive and convincing, especially when it comes to getting people to do things that they hate. You could convince someone who was perfectly happy living alone in the desert, and who hated people with a passion, to perform for cheering crowds in exchange for money they don't really need over the course of a single conversation. You're also pretty good at tricking people and lying in general. You might not be able to fool all of the people all of the time, but you can fool some of them all of the time, and can fool most of them at least some of the time.

Winter Magic (600): You're reminiscent of a certain evil wizard known as Winterbolt. At least you possess some of his magic. You are able to teleport through snow flurries. It takes a spell, and a few moments, but you disappear in a flurry of snow and appear elsewhere anywhere in the world in another. You can create magical amulets to prevent snow or ice, or people made from it, from melting even in the height of summer heat or even up to temperatures to melt steel. You can generate icy, cold winds, strong enough to blow people away, or to lift yourself through the air and allow you to fly. And most insidiously, you can insert ideas into the minds of others by kneading them into snow and blowing on it while observing your victim. They won't necessarily act on these thoughts, especially if they're too far out of character, but you can affect even those who possess greater magical power than you with no great difficulty.

Beyond these specific boons, any snow, ice, or winter themed magic you wield will be substantially improved even if not truly your magic such as magic from a staff or other magic item. Such magic will also come to you more easily, improving the speed at which you learn it significantly.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Chorus Line (50 CP): This is a small group of little miniature minions. While not particularly powerful, they resemble your current alt-form. Really they're not particularly good at anything, though can be used for unskilled labor. They do have one talent. They are skilled at singing and dancing, and in fact no matter how good you become they will always be good enough to act as chorus and backup dancer for you.

Christmas Decorations (50 CP/100 CP): This is a button which, when pressed, will decorate your warehouse for Christmas. The decorations will disappear if you try and remove them, but it will decorate your entire warehouse properly for Christmas to help you get into the Christmas spirit. Pressing the button again will make these decorations disappear. This basic level cannot be purchased by companions.

For the higher price you get a more complicated control console which can be used to decorate any of your CP purchased properties or large vehicles for Christmas and even reskin any vehicle or item you possess for Christmas aesthetics.

Christmas Feast (50 CP): This is a grand meal, enough for you, your companions, all of your followers, and some more besides. With Christmas goose, figgy pudding, and all the classic meals and treats of Christmas. You only get one such meal each month, but if used on Christmas you'll get an even bigger feast with several courses, extra helpings of sweets and desserts, mulled wines, and all the things a gourmand would need for Christmas cheer; a Christmas feast fit for the Ghost of Christmas Present himself.

Flying Circus (150 CP): Not Monty Python's or the Red Baron's, this is an actual circus. It just happens to be a circus where all of the animals can fly, and can even pull carts and wagons through the air as if taking them across the ground. You are owner of the circus, but it comes with a manager and a full roster of performers (who act as followers) who can generally keep it afloat on their own and even make you a bit of a profit on the side. Animals who are introduced to this circus will become able to fly as long as they're eating the food that it provides for them, and it is 100% animal cruelty free.

Adventurer Items

Dog Sled (100): This is a rather ordinary sled. It comes with a team of sled dogs, though they're a mixture of sizes and breeds and don't include any of the breeds you'd normally expect from a sled team. It doesn't stop them from being just as good, and they don't even seem to need food or water, though they do still require rest. If lost, destroyed, or damaged the sled and/or any of the dogs will be restored good as new within 3 days.

Alternatively this can be a horse. It doesn't need food or water and if lost, destroyed, or damaged will be restored good as new within 3 days.

Peppermint Mine (200 CP): This is a vein of peppermint, which can be mined from the earth. It'll even come with some fairies, maybe elves, gnomes, leprechauns, some sort of small, pointy eared, humanoids, who are willing to work the mine in exchange for a share of the peppermint. Either way it will provide a steady supply of the finest peppermint mined straight from the ground, with its peppermint vein slowly, but continuously, refilling itself.

This is of course peppermint of the highest quality. Besides having an excellent flavor, it's better for you than it should be, nutritious enough to replace the occasional meal (or given how easily it keeps serving as emergency rations), and doesn't rot the teeth. What you do with an industrial supply of such peppermint is up to you.

Silver and Gold (400): Means so much more to me when I see silver and gold decorations on every christmas tree. But maybe it's not so for you? This is a fortune in silver, and gold, similar to a leprechaun's hoard, or wealth enough to shame Scrooge. In modern terms this is somewhere from 100 million to 1 billion dollars in treasure, and if you lose or sell some of this gold and silver it will be replaced at the start of the next jump.

Golden Armor (600): Knightly armor of a bright, shining, golden color. The armor is tough and resilient, and should you be tougher than ordinary armor it will grow with your toughness so that it is always strong enough to provide useful protection; it won't necessarily stay as good for you as metal armor was for a knight, but it will always be better than nothing.

Its sword is also fairly impressive. Even in the hands of an ordinary man the golden sword is good enough to cut straight through steampunk robots, and it toughness will scale with your strength so you can always use it as a meaningful weapon and force multiplier, never needing to fear that your strength could bash through foes that it would break from the force of striking.

Perhaps more importantly when you wear this armor it gives you the skills of a daring knight making you an excellent rider, and skilled combatant. Even as an ordinary individual you would be able to fight your way through a castle filled with robotic warriors to rescue your maiden love, though you might still be wounded in the process, and actually trying to defeat the legion of thousands single handed might still be too much for you.

Christmas Construct Items

Replica (100): This is a copy of you. It's not living, or even animate, and unless you're made of something like wood or snow it'll be obviously a fake to thorough examination. Still it's a finely made prop version of you, and it will even change to match your current alt-form, though it will not follow other transformations made to your body. If lost or destroyed you'll get a replacement within 24 hours.

Dream Presents (200): These boxes contain a dream present like those given at January Junction, but unlike them it contains something real. It won't be anything that would be extremely rare or hard to acquire if you went out to hire a highly skilled craftsman personally, but will be perfectly tailored to their tastes and what they want so you can always have the perfect present for someone even if you've just met them. You get 8 of these boxes, and any you've given away will be replaced a week before Christmas each year.

Silk Hat (400): There must be some magic in this old silk hat you've found, because when you put it on an inanimate object made in the imitation of the human form, it will animate itself and gain human-like sapience as well as the ability to speak. They'll start with child-like intelligence, but they will learn and mature quickly until they reach the equivalent of adulthood. Entities animated by this hat must keep the hat on their head to remain animated, and if it is lost they will revert to being merely inanimate objects.

Kingdom of the Winter Clouds (600): While it won't cover the entire world's winter weather like Father Winter's, this is a mass of storm clouds upon which an entire kingdom of winter spirits dwell and from which they create winter weather, such as snow, and sleet. It's still large enough to cover a large country in winter weather. Its population is more like that of a town, but it's a town full of winter spirits or fairy-like creatures. These wintry fairies recognize you as their king and legitimate ruler, and will happily deliver weather where you direct them. It can take time and effort to get this cloud kingdom moving to where you wish it to be, though it's capable of moving at the speed of a storm front, and they're not all as good as Jack Frost at it, but they're still able to provide you with the winter weather you desire, or prevent it; it'll be harder work for them in the summer than in a place that ought to have winter weather, but you could bring a month of winter in the midst of summer.

Child Items

Flock of Sheep (100): This is a flock of 6 sheep. These sheep are surprisingly loyal and smart for sheep, need only minimal care and food, and grow fine wool. Any lost sheep will be replaced within a month at most if they are lost or killed.

Alternatively you can get one each of a camel, donkey, and sheep. They will still be surprisingly smart and loyal for their species, need only minimal care and food, and the sheep will still grow fine wool. As before if any member is lost it will be replaced within a month at most.

Drum (200): This is a fairly normal, and simple drum with a pair of sticks, made to be carried by being worn around the neck and allowed to hang down in front of you so that you can march while you play. The drum doesn't look like anything particularly great, but the greater your musical skill becomes the better the drum will be for anyone who plays it. In fact when you play the drum it will provide a boost to any special effects of the music you play, a boost which will scale with the drum's quality and thus with your musical skill.

The drum has its own special power as well, as when you play it it is capable of charming animals, and beasts with animal-level intelligence. It could calm an angry lion, or lead a donkey and camel to dance to your tune.

Silk Hat (400): There must be some magic in this old silk hat you've found, because when you put it on an inanimate object made in the imitation of the human form, it will animate itself and gain human-like sapience as well as the ability to speak. They'll start with child-like intelligence, but they will learn and mature quickly until they reach the equivalent of adulthood. Entities animated by this hat must keep the hat on their head to remain animated, and if it is lost they will revert to being merely inanimate objects.

Star in the Sky (600): This is a small box, which contains a glowing, miniature star. When you open it, you can release it, where it will move into the night sky. When you release it you can give it a place or event to designate, and it will move to shine over it, guiding you - and others - to that location. Alternatively you can release it without a specific target in mind in which case it will move to guide you - and others - to the location of some important upcoming event or site that is unknown to you.

Others who see the star will not know what it means precisely, but they will recognize that it is important. However only those who would naturally default to being your allies, or the very learned and wise will ever notice the star in the sky without it being directly pointed out to them by one such individual, and only those who can notice it on their own will have that instinctive awareness of its importance.

You may call the star back to the box when you desire, though once recalled it cannot be sent out again until a month before the next Christmas.

For an **additional 100 CP (no discount)** the star gains the ability to appear in a jump over your start location a few days before your arrival in a jump announcing your arrival.

Elf Items

Craft Supplies (100): This is a small supply of the raw materials needed to make traditional toys such as dolls, stuffed animals, wooden trains or horses, and even metal soldiers. Nothing highly valuable as a material itself, but it will replenish itself fast enough that, barring some truly supernatural speed or having a team, you'd never run out of the stuff to make toys from. It also can include the stuff to make shoes.

Instant Dentist's Tools (200): This is a full set of non-powered dentist's tools. These tools can always fit in your pockets without seeming to actually take up space within them, and seem to allow you to perform dentistry in a small fraction of the time it would normally take, such as removing teeth in mere moments, and with only very little pain.

Silver and Gold (400): Means so much more to me when I see silver and gold decorations on every christmas tree. But maybe it's not so for you? This is a fortune in silver, and gold, similar to a leprechaun's hoard, or wealth enough to shame Scrooge. In modern terms this is somewhere from 100 million to 1 billion dollars in treasure, and if you lose or sell some of this gold and silver it will be replaced at the start of the next jump.

Mantle of Immortality (600): This sleeveless, rectangular cloak is made of a shining, otherworldly material. When worn by a mortal it will sink into them and disappear, bestowing its energy into them. In doing so it will grant them immortality. While they can still be killed by violence or accident, it will provide them with the ability to live forever, no longer aging, and immunity to mundane diseases.

If used or lost you will get a new one at the start of the next jump and no sooner.

Santa Items

Kringle Suit (100): This is a fur lined suit and hat which when worn will keep you comfortable in any natural cold, able to walk around in the North Pole in the heart of winter without the least bit of chill, and theoretically in even colder regions if you find them. It won't protect against supernatural cold, though, so be careful about that.

By default this is a red suit with white lining, but you can have it not match the standard Santa look if you really prefer.

Magic Feed Corn (200): This is a small sack of magic corn. If an animal eats this corn it will gain the power to fly as fast as it could run. Unlike Winter's corn, this corn doesn't have a permanent effect, but only lasts for a week or so, but you get a new sack of corn every week, and it's got enough to feed a whole group of animals. And this only works on animals, not humanoids.

Christmas Village (400): This is a copy of Santa's home in the North Pole. It comes complete with a castle, a village of elves, several caves where magic flying reindeer live, a forest that grows already decorated Christmas trees, and the entire region seems to always be snowy regardless of the climate of surrounding areas. There's a workshop where the elves will even produce toys, and the elves manage to grow food somehow despite the perpetual winter.

The elves will recognize you as their leader in the same way Santa's recognize him, and will naturally default to being cheerful and happy.

At your leisure this village may be a pocket dimension accessible via your warehouse.

Magic Sleigh (600): This is a sleigh to match Santa's own. While it won't do anything on its own it comes with 9 reindeer, one of which has a glowing nose which can serve like a lighthouse beacon, and all 9 of which are able to fly. When attached to the sleigh they can fly even faster, capable of pulling it at supersonic speeds required to circumnavigate the Earth in a single night, and maybe do so multiple times; won't quite be able to visit every house on Earth in this period, but with a bit of Christmas magic it might manage it. Of course this supersonic speed isn't actually the limits. It can fly between dimensions, you'll have to go in the 'right' direction, and have a good idea where you're going, so won't work if you're flying through a storm you can't find your way through, but if you do know these things it can slide in and out of dimensional barriers. It is also able to, in times of emergency, fly at the speed of joy, able to travel any distance in under 6 chimes of a clock; this does require a true emergency and is rather tiring for the reindeers.

Talking Animal Items

Nose Cover (100): Well not necessarily a nose cover as its exact nature can change. But this is a piece of clothing that can cover any one distinguishing feature you might have; a nose cap to cover a glowing nose, or a top hat to hide your massive ears. Either way it will fit comfortably over the body part you're trying to hide, and be very difficult to have come off by accident or removed against your will.

Magic Shadow (200): This is your shadow. Except it's not. You still have one of those, presumably, that's cast by light. This is a fake shadow which is able to move about on its own. It's not particularly smart, but it can follow spoken orders and instructions as long as they're not too complex; think of it as similar to a well trained animal. Still it looks like you, can change in size, and can move about on its own, casting in the direction of the light, or when there's not enough light to form a clear shadow. It is strictly 2 dimensional, existing only as a projected image on other surfaces and while it can detach from or grow it does have limits on range and size even then. It can also stay nice and stowed away on the underside of your feet.

Island of Misfit Toys (400): This is a mysterious island where toys which no children want or love are brought to from all over the world. These toys are alive on this island where they have a society of sorts. You are recognized as the king of the toys, and the final authority over who may or may not remain on this island, and can de-animate any of these toys at your leisure.

At your leisure this island may be a pocket dimension accessible via your warehouse.

Archipelago of Last Jumps (600): Rudolph visited slices of the past, but for you it seems there is something more appropriate. Accessed through a magical fog bank, this archipelago contains islands that act like little slices of worlds you have visited in past jumps. The inhabitants of these islands can't leave this archipelago, and you won't see anything in the way of progress or change on them, but they will continue to function basically by the rules of their original world, and may provide some limited access to resources found upon it. Each time you leave a jump a new island will appear within the archipelago.

At your leisure this archipelago may be a pocket dimension accessible via your warehouse.

Villain Items

Clangstomper (100): This is a robotic horse, powered by a boiler that produces heat and steam but doesn't seem to need you to man it in any way. This heat is sufficient that it could be used to melt the surface of a lightly frozen lake, and yet doesn't seem to affect the rider in any way. As a steam powered robot this horse will never tire, and it doesn't seem to need fuel, though it cannot run as fast as a galloping horse. If damaged, destroyed, or lost it will be restored within 24 hours.

Snow Dragon (200): This is a large, about the size of an elephant, wingless, white scaled dragon with a long neck, and long tail. While its size probably makes it a dangerous creature in a fight, its real power is in its breath. It does not breathe fire, or a powerful direct weapon, but it is able to breathe out terrible storms, thick, and heavy blizzards which can sweep across the surrounding region. These storms are particularly hard to pass through, blocking out light, and even warping space somewhat within the region so that those who are lost in the storm can wander in circles for hours and hours regardless of the speed they go; anything that provides them a clear path through the storm, such as a powerful light strong enough to penetrate it, will negate this magical property.

Iron Castle (400): This fortified castle is built on a tall and steep hill which serves as a natural means of defense. Beyond being a large castle which serves as a fortified point the castle comes with more than 1000 engine powered robotic k-nights who serve as guards, simple robotic knights armed with medieval weaponry, several robotic manservants powered by clockwork, robotic mice to make it feel complete, and a robotic sycophant to talk you up. Lost robots will be replaced at a rate of 1 a day.

Ice Scepter (600): This is a magic staff which served to empower and amplify ice based magic. Even if you don't have ice magic it can fire forth blasts of magical ice cold enough to hurt creatures that live comfortably in the North Pole or potentially freeze them, or create simple solid constructs from cold which are projected from the scepter. Its real power, however, is that it can be used to summon the genie of the ice scepter. This genie forms in the shape of an icy cave mouth larger than a human which resembles a mouth. While this genie won't grant wishes, they are a great source of information and know many things about varied subjects and even what is happening in distant locations in real time, and can tell you a great deal of information about the world, magical effects, and individuals.

Companions:

In case it needs to be said companions cannot purchase options from this section.

Companion Import (Free, or 50+ CP): For free you can import up to 8 companions with an origin and 200 CP each, or create up to 3 companions with an origin and 200 CP each. Companions cannot purchase any of the 600 CP items, or any companions.

For 50 CP you can import or create 1 companion with 600 CP instead; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed. Companions still cannot purchase any of the 600 CP items, or any companions.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (Free, or 50+ CP): 1 canon companion is free, and you may pay 50 CP each for additional ones you wish to bring along.

Mrs. Jumper (200 CP; limit 1 per customer): While Rudolph's love interest is forgotten about in the sequels, Santa has Mrs. Claus, and Frosty has Crystal, so it'd not be fair to leave Jumper out of things. With this option you may create a companion as your soulmate and true love, or import an existing companion into the role. The companion gains the same origin as yours, all the same perks, and all the same items as you purchased (including 600 CP ones). They do not, however, gain the same Companions as you do. If you used an option to insert as a character, they may insert as their canon love interest.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Shorter Stay (Toggle): You can reduce the duration of this jump down to as little as 1 week as long as your stay includes Christmas. However if you shorten the jump you will only receive ½ CP from drawbacks, or if you shorten it to less than a year no CP from drawbacks.

Alone for the Holidays (+100 CP): You do not gain the free companion import/creation option or free canon recruitment option. You can still pay to import your companions, or recruit new ones, but even if you do, you will not be able to meet with any of your companions during this jump. And you won't just be missing your companions for the jump, you'll be missing your followers, pets, AIs, and anything that would normally come with you and could be described as intelligent. This also ensures that any canon companions you pay to recruit will not know you previously, or begin on automatically friendly terms with you.

Jumper's One Weakness (+100 CP): You can't swim. In fact if you get into water you'll immediately begin to sink. Hopefully you can climb or wade out, because you won't even be able to fly while in the water.

Liar's Nose (+100 CP): Like Pinocchio whenever you tell a lie your nose will stretch out, growing longer. Unlike Pinocchio this lengthening will remain until you confess to someone, either who you told the lie or an authority figure, what you lied about.

Ridiculous Feature (+100 CP): You have some physical feature of your anatomy which people just can't help but laugh at and make fun of. Oh, people might eventually get used to it enough they only occasionally make a few jokes about how your nose is like a lightbulb or comparing you to Pinocchio, but people will take your appearance as ridiculous. You can try to hide this feature, but it has a way of getting revealed sooner than later.

Turn to Tears (+100 CP/+300 CP): Each year you must be given gold by another entity before Christmas or you will turn to tears. You can't steal the gold, or trade them some good for it, but you can trick them or perform some service in exchange.

For +300 CP you instead cannot let the year end or you will turn to mundane, non-living snow. The only way to stop this is to abduct the Baby New Year and keep it from becoming the New Year at midnight on December 31st. This will stop the year from ending, locking things onto December 31st perpetually. This will be a horrible thing for the world at large, causing ecological collapse and probably famines to destroy human civilization. As such you can expect both good and bad guys to oppose this plan. This also sets your start date here to the 26th of December. Oh, and you can't just kill the baby New Year, that would end poorly for you. And unlike with Eon and Happy, they don't have to have the baby back by the 12th chime of midnight, but merely need to reclaim the child since it will be perpetually 12 midnight on New Year's Eve.

Anyone Can be Santa (+200 CP): And this time that means you. You'll be expected to spend at least 10 hours a day making toys for all the girls and boys, manage the elves to ensure enough toys get made for everyone, figure out which girls and boys are naughty and which are nice, and every Christmas Eve deliver presents to all the good girls and boys. This doesn't give you any special powers to help you with this task.

Before You Melt Away (+200 CP): Are you made out of snow? Well you seem to be since as soon as the temperature goes above 32 degrees you will start to melt. And unlike Frosty if you melt away a cool breeze won't restore you, instead it will count as a jump failure.

People Hater (+200 CP): You hate people. Their presence makes you uncomfortable, and their cheer turns your stomach. You are a truly misanthropic being. While this won't necessarily drive you to murder them, you can expect to be unhappy when you are around masses of people, and only tolerate individuals at best.

Stingiest Man in Town (+200 CP; only +100 CP with People Hater): You are a Scrooge level miser if not worse. You absolutely love money, always wanting more of it, the desire for more wealth, enough to make you cross ethical and moral lines, and yet you won't spend even one penny if you can help it, always looking for ways to save each coin even if it means cheating others. And no visit from christmas ghosts will fix it.

There Must be Some Magic in that Old Silk Hat You Found (+200 CP): You are animated by a hat worn on your head. If you lose the hat you will become inanimate. If you lose it for more than 24 hours you fail the jump. The hat resists any attempts to adhere it to your head and has a tendency to get knocked off or stolen.

Thunderstruck (+200 CP): You've been blinded. Maybe it's the shock from being nearly struck by lightning. Or maybe you got some bad news. But you will spend the entire jump blind.

A Very Scary Solstice (+300 CP): These movies were made in a sweeter, more innocent time. At least with how people treated Christmas. Now people like themselves some Christmas horror. And yours will be taking a turn that the H.P. Lovecraft Historical Society might approve of. You see now Santa Claus and leprechauns aren't all that exist; the Great Old Ones and Outer Gods of the Cthulhu Mythos are now real, and you will find that they are especially active, at least in your life, around Christmas each year, as the nights grow long and the barriers between worlds thin. Expect to encounter red-brained mi-gos, shoggoths, deep ones, and maybe ol' Cthulhu himself as this world has just been painted black with cosmic horror.

Abominable Pursuer (+300 CP): A monster has taken notice of you. Something about you will attract it to you, and worse no matter how powerful you are it will always be more powerful than you and directly confronting it would end badly for you, and unlike the bumble your companions won't be able to reform it. Even if you do manage to defeat it, it will be back, or another even worse than it will replace it, before long. You cannot hide long for it will always find you, nor can you win against it, and wherever you run it will chase you.

I'd Like to be Like Everyone I See (+300 CP): As a Jumper you're rather special. Even with just the perks and items from this jump you could be Santa, a powerful warlock, or a magical flying reindeer. Not any more. You are brought down to normal. Anything, even from this jump, that a normal human couldn't do is lost to you; if you are a Christmas Construct with the perk of the same name you'll retain it as a special exception, and if you're a Talking Animal you'll retain being an animal who can talk, but otherwise you are perfectly mundane. You might still be at the upper limits of human skill and ability, but you will be very much human with all the flaws and wants in life. This also locks away all your out of jump items and your warehouse until the end of the jump, though you'll be able to store things in your warehouse beginning 1 week before the end of your jump, and you will keep items purchased in this jump. Finally this drawback applies to your imported companions as much as you, and non-companion pets, followers, AIs, etc will be locked out just like out of jump items; newly created or recruited companions will get their perks from this jump though.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Christmas for any abilities which only work on Christmas or work better on it, begins at nightfall the night before Christmas and continues till sometime in the night that follows ending before dawn. If there's no Christmas in the setting any abilities that rely on it being Christmas, or events on Christmas, will instead default to the closest local holiday, or failing that the winter solstice, and if there is no winter solstice, then the start of winter proper, and if there's no seasons a day at random that is the same each year.

This really shouldn't have to be said, but any of the perks that allow you to self-insert as a character only allow you to do so in this jump. Also you can only insert as one character.

For the various weather control powers… Banshee can cause storms but they have to be appropriate to the climate and time of year. And it'd be an effort to keep them up for days on end, much less weeks, and it lacks the fine precision of Jumper Frost. Jumper Frost is limited to a local area, and while it'd be only a mild effort you could keep up a blizzard all winter long, it will begin to grow harder after the winter ends. Snow Miser, unlike the other options, has global range, but like Banshee is hard to aim at the edges. The Snow Dragons create magically obscuring storms, unlike the others, but are limited to their current location and don't have fine control like Jumper Frost. Kingdom of the Winter Snow is closer to Jack Frost on a nearly continental scale; it will have to move to reach where you want, and isn't quite as powerful as Snow Miser, but it is capable of more fine tuned control.

Whether paying for a companion means they'll join you regardless of if you convince them, guarantees you can convince them, gives you a leg up in convincing them, or just is the price of entrance for exporting an individual from their own jump is already so disparate and undecided I'm not going to touch it with a 10 ft pole and you can decide which you feel is most fair.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed the name from being Jump Template.