Princess Bride CYOA

Jumpchain Compatible

In a time before Europe but after America, when Australia was populated entirely by criminals- including the children (especially the children)- and our hero walked around wearing blue jeans…

There was a farm boy, and a beautiful girl, and together they shared True Love.

Welcome to the Kingdoms of Florin and Guilder. They are European, picturesque, lively, and in a glorious renaissance. Filled with all the mundane wonder of a fairy tale. What magic exists is subtle, and restrained to the wild places of the world- or perhaps they continue to be wild because they had their magic to resist taming. There rodents grow as large as men, natural hazards interact just so to multiple their danger three times over, and mysterious reagents are gathered by those few who know how to bend them to their own ends and for miracles.

You enter into this world at the precise moment that Buttercup realizes that Westley loves her. He will soon be reported dead, and **five years from now** Prince Humperdinck of Florin will conspire to use Buttercup's great beauty to motivate his nation to war with Guilder.

As you join this story, you are gifted with

+1000CP

Spend them wisely.

Author's Note:
Princess Bride is a piece of fiction that I hold near and dear to my heart, and I set about adapting it as a Jump to try and share it with anyone who hadn't experienced it, and to remind those who had of any fond memories they might have of it. Even this note is written to appeal to those who read the original novel by William Goldman and the 'editor's annotations' device used to inject a great deal more humor than the novel itself might otherwise have.

This Jump is written to appeal first and foremost to fans of the movie, as most will have encountered it. Princess Bride is, in either form, a story about adaptation and sharing, if only in peripheral. Both are framed by a young boy being read a story by an older man, who has taken care to edit an unappealing story into something that will suit his audience. The movie uses this explicitly, and the love between grandson and grandparent is plain to see. The book, by comparison, consists of Goldman's efforts to edit a story read to him as a youth back into the form he had heard it upon his discovery as an older man that he'd been given a heavily abridged version.

While largely a device for satire and humour, Princess Bride is about love. Fairy tale love as shared by Westley and Buttercup, familial love from the author or reader, and even the love of a shared experience.

I say this unironically and with great passion: I love Princess Bride. It is a fixture of my childhood, and I've carried it with me all my life- if at times remembering Westley's sardonic humour more than anything else. I hope to share it with you, and I implore you to read the book and watch the film. It is time well spent.

Cliche !/////0.xY

LOCATION

Roll 1d8 for Location, or pay 50CP to choose.

1: Florin Countryside	**2: Florin Capital**
Picturesque countryside farmed by peasants- like Westley, the farm boy; and Buttercup, the most beautiful woman in the world.	Prince Humperdinck's playground, city life has slowly been disturbed by the liberties he's taken as his father's health fails...
3: Guilder Countryside	**4: Guilder Capital**
Honestly just a very pleasant place with normal people trying to make a life. The matters of the capital do not concern them.	Sworn enemy of Florin, they recently tried to establish peace by way of marriage- but their princess is bald. Florin took it... poorly.
5: The *Revenge*	**6: Fire Swamp**
Flagship of the Dread Pirate Roberts, this fearsome ship has terrorized the coast for more than twenty years. Descriptions of the man himself vary though...	There are three chief dangers here: the flame spurts, the lightning sands, and the rodents of unusual size. But surely those are just a myth? (They aren't.)
7: The Cliffs of Insanity	**8: Jumper's Choice**
A sheer cliff face that would be insane for a man to attempt to climb. Makes you wonder why you're halfway up, in a harness attached to a line at the top.	Oops, looks like you arrived in Miracle Max's hovel. (Don't call it a hovel!) You've already overstayed your welcome, but he's willing to send you where you will.

ORIGINS+COMPANIONS

Choose one, no cost. Age is 20+1d8. 50CP to choose within range.
50CP to import two companions, gifting them with an Origin and the Free Perk. Stacks. Max eight companions.

BARD/DROP-IN	+ No memories of a life not yours... - ...but you've no history and don't know the stories of the land.
You come to yourself in your location, in this charming fairy tale land. It's up to you to make something of it, but in particular you have a flair for storytelling- almost as if you've spent many life times over living in stories themselves!	
MERCENARY	+ A swordmaster with few mortal peers... - ...but at the detriment of any other skills or connections.
You have dedicated two decades of your life to the complete and utter mastery of personal combat. You've reached a peak of mundane skill such that you have few peers, and routinely sell your martial prowess to the highest bidder. War is brewing between Florin and Guilder (at least, if Humperdinck has his way) and that means business might soon be good...	
NOBLE	+ A life of comfort and skill in government and social affairs... - ...but obligations to family and country tie you down.
A minor noble of the court- either Florin or Guilder- you're more suited to courtly intrigue or inspiring the masses than the battlefield. That savvy might make you an asset or a threat. You're moderately skilled at arms, and your father still controls your family's holdings. Still, that could soon change.	
MAN IN BLACK	+ Worldly and experienced with broad skill base... - ...but a painful, trying past that got you those skills.
You're a walking, talking epic. You're well read, have dabbled in piracy, and have an air of mystery. Your history is one of survival despite the odds. You boast serviceable skills in anything adventuring. Scale cliffs, navigate swamps, fence capably, etc. Jack of all trades, master of none. Epic love story optional.	

PERKS

-	Bard	Mercenary	Noble	Man In Black
100 CP (Free to Origin!)	Storyteller	Hello	Statesman	As You Wish
	You are a storyteller without compare. You've a lovely voice and the oratory flair and skill to inspire the imagination, keep your audience on the edge of their seat, or quickly and easily lull them to sleep. Editing on the fly is trivial.	You let your skill at arms speak for you, and they speak eloquently and well. You're fluent in every significant style of fencing to ever grace the small sword, a poet of steel and violence.	Born and raised in the courts of the kingdom, you're a skilled and capable administrator, and could run a nation- or corporation- as easily in war as in peace.	You have a catchphrase. So total is your ownership of this sentence that you may substitute it for any other sentence and convey the replaced phrase to allies. Ex. "I have a plan" = "It's me, Jumper" or "Attack the red one on my signal."
200 CP (50% to Origin!)	Speed Reading	My Name Is Inigo Montoya	Popular Opinion	I'll Most Likely Kill You In The Morning.
	On touch and at will, gain the effects of having read a novel, document, webpage, movie, etc with deliberation and thought. Doesn't work if user input involved. At will you may mute the memories of a story to enjoy it without spoilers.	You know precisely who you are. You have the willpower to dedicate your entire life to a single purpose without even a hint of meaningful progress, and the integrity to be unswayed by offers of wealth, social influence, and other mundane temptations.	You're a master at swaying the public. From how to motivate them to go to war, to what bread and circuses will make them content- this is a beloved tyrant or political guru's mundane but no less powerful mastery of PR and advertising.	Nobody can quite find it in them to kill you in cold blood. They continue to find excuses, reasoning that there is personal gain to keeping you alive that one extra day. They need not make you comfortable, mind you. An interrogator will take care to keep you alive but still torture you.
400 CP (50% to Origin!)	Based On A True Story	You Killed My Father	World's Most Beautiful	Dread Pirate Roberts
	Stories give us idols to live up to and emulate. By conveying true stories, you may gift your audience with a little voice in their head of the 'character' with the trait you wish to teach, offering good, constant instruction so long as the listener can recall the details of the story. Can be ignored.	Appearance, name, specific deed. With just two of these, you gain an innate knowledge of the distance and direction to the person in question- though you may simply be led to their grave if they have already passed.	You gain an innate grace, beauty, and manner that combined make you the most beautiful person in the world. You inspire devotion in others, such that they immensely value your desires and find your approval deeply fulfilling- a kind word or smile means the world if it's from you.	You've the uncanny ability to approach just about anyone, even a fearsome violent soul, and convince them to be your mentor. You'll rapidly master any skills they can teach you, until they'll retire and you flawlessly take on their identity.
600 CP (50% to Origin!)	The Death of the Author	Prepare To Die	When Death Is On The Line	Death Cannot Stop True Love
	...is the birth of the reader, and you've read this story before. You can foresee and recognise 'plot points' in the story of fate, defining moments in someone's personal story, the world's story, and everything between. You understand what adds flavor and what decides the conclusion through an innate intuition for the consequences of these breakpoints.	You are death on two legs, and while engaged in combat you are capable of ignoring even the most debilitating of wounds and injuries to fight at peak capacity even with severed muscles or broken bones. In fact, as you approach death, your wounds add to a palpable aura of doom for your foe. Once combat ends, you're on your own...	No matter the stakes, you just don't lose your cool. In addition, you're a master of brinksmanship, able to push people, nations, and even items to their very limit- and recognize well in advance the precise points where they will break, avoiding their retaliation, shattering, or even simply their resentment. You'll never cross that line unless you want to.	You have something greater than might or skill at arms: a cause. By expending a significant portion of your passion or dedication for a related subject or ideal, you are empowered by an order of magnitude until you switch tasks. It could be 'a swordfight' or 'planning an assault on a castle' but doing anything else will end this. Passion regrows.

GEAR

No matter your origin, you begin with appropriate dress, enough currency to get you by a month if you only make modest purchases. Nobles also have modest land holdings, but all others receive a bag with a capacity ten times it's size would suggest, and which weighs a tenth of what it should.

-	Bard	Mercenary	Noble	Man In Black
50 CP (Free to Origin!)	Library	Small Sword	Soreless Saddle	Mysterious Mask
	An updating collection filled with the locale's local literary classics, fables, and children's fiction. Includes the original Princess Bride novel and screenplay, signed by author and crew.	Your choice of a mastercraft foil, saber, or epee. It repairs and maintains itself.	This is the perfect saddle. While made for a horse, you could easily fit it on another riding beast, and it prevents any and all discomfort from the ride itself. Can't do anything about the environment.	A terribly comfortable mask that has an occluding effect; your own lover wouldn't be able to recognize you with this on without further clues.
100 CP (50% to Origin!)	Bookcase	Holocaust Cloak	Informal Polling	Iocane Powder
	As tall as a man, and three arms breadths wide, this bookcase can hold an infinite number of books. It automatically sorts any books in its possession, and may be given single word search terms to present a selection to you.	A cloak that can fit any stature, with an inky black texture and a hood that casts deep shadows. It can light itself on fire, and neither the wearer or cloak will be harmed by the flames.	This is a fillable form. It has a section for demographic, a question, and six answers. Upon filling these in, a percent breakdown of how that demographic would answer if questioned appears. Mind you, as they'd *answer*, not necessarily truthful. Resets after use.	A small vial of an odorless, tasteless poison that dissolves instantly in liquid. You have perfect immunity- it is fatal within a minute to all others. Refills upon being stoppered.
200 CP (50% to Origin!)	Adaptanator	Miracle Max's Medicines	The Machine	C.O.U.S.
	This is a richly decorated box with dimensions roughly twice that of a shoebox. By placing a recorded piece of media- a novel, a VHS movie, a DVD box set of a TV series, etc- and announcing the form of media you desire it adapt it to, the Adaptanator will scry the multiverse and produce the best version it found.	A regenerating supply of Miracle Max's Medicines, capable of bringing a man back from Mostly Dead to Totally Alive. These are more or less physical hunks of life force, inducing regeneration and purification in the subject. Can even treat, and with time cure, degenerative conditions.	Well aren't you charming? This overly complicated device can turn the motion of a turning wheel into suction powerful enough to suck the life out of a man, one year at a time. Maybe you think you could get it to work in reverse and heal, maybe you just get a kick out of torture. Either way, it's yours.	A Collar of Unusual Size is a magically resizing collar to be worn around the neck. The wearer or jumper may resize the wearer at will, ignoring the square-cube law and other fiddly bits. Worn by a mouse it could outsize a man, or make a man the size of a mouse- use that as your guideline.

COMPLICATIONS

Maximum +600CP before Origin bonuses				
+	Bard	Mercenary	Noble	Man In Black
100 CP (150% to Origin!)	Anybody Want A Peanut?	No Money In Revenge	If You Haven't Got Your Health..	Castaway
	You're trying to talk, but your audience frequently has to get a word in edgewise, some pun or rhyme based on your last line.	It might not be revenge precisely, but you will always be in dire financial straits for the duration of the Jump.	...you haven't got anything. Which is why you now get to deal with all the symptoms of the common cold for the next decade. People intuitively know it isn't contagious.	Travel never goes as it should. Any trip longer than a day sees you diverted horribly off course by malice or misfortune.
200 CP (150% to Origin!)	...Is This A Kissing Story?	So Drunk You Can't Buy Brandy	You Mock My Pain!	Why Won't My Arms Move?
	If it isn't, you'll make it one. Every problem you see has one solution stand out above all other- Mawwage. Or at least a suitably grand and romantic courtship. You must make at least a moderate effort to solve every conflict you run into with some form of love.	You have no tolerance for alcohol. You're also an alcoholic of the highest order- and if you're not drunk, you've got a nigh paralyzing hangover.	You and empathy don't get along. Your own empathy is horribly muted, making it difficult to relate to others, and nobody has any empathy for you, immediately labeling you a sociopath.	At midnight each day, one of your arms, legs, or neck will go limp and remain so for the next 24 hours. Then it repeats. For the entire Jump.
300 CP (150% to Origin!)	Yes, You're Very Smart. Shut up.	Inconceivable!	Six Fingers On Your Right Hand	They'll Demand We Go To War
	Morgenstern is trying to seize back control from the popular abridged version. His weapons are minutiae and historically accuracy-infection, succession, etc. You must keep magic and True Love alive in the hearts and minds of the people. Children are the last bastion, but that will soon be gone without help. A genuine example might sustain the land...	You make plans- grand plans, but there's a problem. You're incredibly small minded. You always leave gaping holes in your plots and plans that invite others to meddle or allow them to stop you- you'll need ten times as long as usual to adjust a plan once one of your blind spots is revealed.	Powered by revenge, he knows all swordsmanship you've ever encountered, and has a collection of the finest swords as well, high tech or magical. (Yes, he's a Sith if you've been to Star Wars, and more.)	The people have spoken. Florin and Guilder will go to war. Tragically, it turns out that Westley is the lost prince of the Guilder kingdom, and Buttercup has married the prince of Florin to raise morale. But true love cannot be stopped. It is up to you to see them married and the kingdoms united within ten years, or the 'chain ends.

EPILOGUE

The Story Ends	True Love	Another Story, Grandpa?
As all stories must, this one has ended, as has the Jumpchain. You return home, with all your gains.	You've fallen in love with this fairy tale land. Why, you don't think you'll ever leave. Your affairs are settled back home.	Oh, alright. Let's see what other Jumps we have for you...

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