The Jumpchain Holiday Special!

By r/Jumpchain

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Featuring content from:

GreyGaiaOfTheEarth

Ignorus

Nerx

Burkess

SoulShfter

And Arcane Flame

Compiled by Arcane Flame

It's the most wonderful time of the year jumper, and you've earned a little "vacation" for the winter holidays. So pack those bag and get ready to have some winter holiday fun!

You have 1000 CP to Spend



Origins

You are free to choose a new gender and age for free within reason if you wish. All origins can be taken as Drop Ins. Choose one Body Origin and one Holiday Type.

Body Origin
Choose One and pay the CP or Roll 1d10

1	***Free – Your Body*** You come come into this jump as you were in the last jump or any previous form that you were comfortable in.
2	***Free – Human*** You are a bog standard human. You do human things, whatever it is that humans do.
3	***50 CP – Christmas Elf*** You are a Christmas Elf, a diminutive little fellow who typically dresses in green and has pointy ears. You have a small amount of innate magic power that is at your command.
4	***50 CP – Magical Reindeer*** You are a magical reindeer, you somehow have the power to fly along with the ability to speak. You also very much like carrots now. For another 50 CP you can gain a glowing nose or another special/unusual attribute.
5	***50 CP – Animate Snowperson*** You are a living magical snowperson like Frosty the Snowman! You have some innate holiday magic animating you but beware high temperatures as you can melt. For an additional 50 CP you are not really a snowman but a sentient Magical Hat able to possess and animate any inanimate object you are placed upon.
6	***50 CP – Christmas Monster*** You are one of the monsters who hunt and punish naughty children or tradition breakers during the holidays like Krampus, The Yule Lads, Jólakötturinn, and Namahage. You have some innate magical ability to assist you in this task.

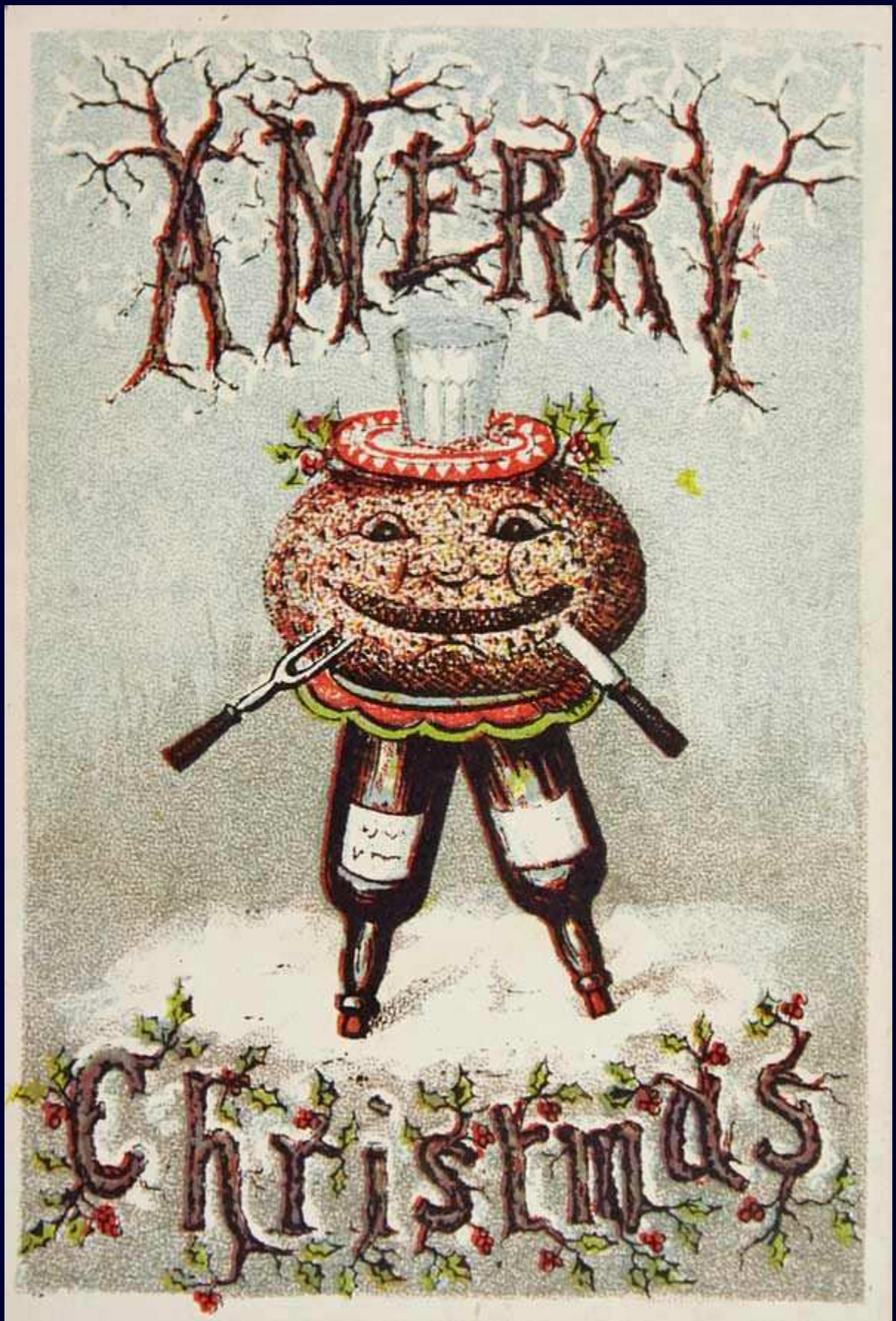
7	***50 CP – Animated Toy*** You are a toy or a nutcracker animated by magic. You have some innate magical ability due to your nature.
8	***50 CP – Grinch*** You are a green furry person with a very grumpy personality. You generally don't like the winter holidays.
9	***50 CP – Winter Spirit*** You are an incorporeal spirit with powers related a specific part of winter such as Ice and Cold in the case of Jack Frost. This also includes such spirits as the spirits of Christmas Past, Present, and Future. You can also temporarily take corporeal form when you wish for an additional 50 CP.
10	***50 CP – Mythical Creature*** you are a mythical creature joining in the festivities. You may be a yeti, faun, nymph, sasquatch, dragon, kelpie, or another random creature.



Holiday Types

Choose one or roll 1d8

1	***Celebrant*** You are a just here celebrating the most common winter holiday of your culture or your location. What is important for you to relax and have some fun.
2	***North Pole Native*** For you the winter holidays are a season of magic and wonder, in fact you may even be a little magical yourself. Wherever you go you seek to spread joy and wonder to the children of the world.
3	***British Traditionalist*** For you the best version of the holidays is that celebrated by the folks in the British Isles. Your holiday celebrations include a number of folk customs that other might see as quite quaint.
4	***Japanese Lover*** In Japan the winter holidays are a bit different. Christmas is more of a holiday for lovers and the New Year takes center stage. Hope you have a very romantic Christmas.
5	***Roman Holiday*** For your holidays only the classics will do! You like to have a blast from the past and celebrate Saturn's Golden Age like the Romans did.
6	***Northern Traditions*** Yule is your holiday! You enjoy the traditions of the Norse and their modern descendants.
7	***Maccabean*** Chag Urim Sameach! Your holiday of choice are the eight crazy nights of Hanukkah and the celebration of the Maccabean revolt.
8	***Sci-Fi Holiday Special*** Have a Timey Whimy Life Day in space! Several major sci-fi franchises have turned themselves into holiday traditions and you prefer spaceships to sleighs.


A MERRY
Christmas

Locations

A proper holiday needs a proper setting.
Choose one or roll 1d10

1	***Home for the Holidays*** The holidays are best spent with family and friends in a familiar setting. As a special holiday gift you may return to a world you have jumped to before or your original home universe to celebrate the holidays in this jump. Or you can even use this jump doc as a supplement in a new setting you want to celebrate the holidays in. Go relax with your friends and/or family jumper, you have earned it.
2	***Winter Wonderland*** This is a wondrous world filled with holiday magic! There are elves, reindeer, animated snowmen, and other magical creatures roaming around and living in fantasy holiday villages. There is also an extensive magical workshop at the North Pole in this world where Santa Claus or your choice of Holiday Figure resides. It is always "winter" but the environment always feels comfortable somehow despite all the snow and ice. All needs are provided for by magic and food, drink, and cheer are plentiful in this wondrous setting.
3	***Picturesque British Village*** You find yourself at a picturesque rural village somewhere in the British Isles. The era and exact place are up to you!
4	***Japan*** You find yourself in a city or village of your choice in modern Japan.
5	***Rome - Saturn's Golden Age*** The Roman Festival of Saturnalia was aimed at temporarily recreating the god Saturn's golden age as described in Roman mythology. You find yourself in a mythical fantasy Rome/Latium during Saturn's Golden Age. Saturn rules as a

	king and is unbound and everyone is happy. There is no slavery during this age and no real private property with everything major considered to be held in common trust (personal property of everyday items still exists though). Thanks to the bounty of Saturn there is no scarcity of anything and people spend their days enjoying life and luxury as they engage in merry making.
6	***Scandinavia*** You find yourself in Scandinavia for the holidays. You have a choice of ether modern or ancient/medieval Scandinavia.
7	***Maccabean Revolt*** It is 167 BCE in Ancient Judea and Antiochus IV Epiphanes has begun an effort to assimilate the region into the Seleucid Empire. His decrees stepping on traditional Jewish practices has ignited a revolt that now grips the region. It is from this revolt that the traditions of Hanukkah are born.
8	***Trenzalore*** The planet Trenzalore is tundra world covered in snow with a ring system and two moons, Soror and Frater. Its main settlement is the little town of Christmas where the special snow is farmed. Trenzalore is also home to a crack in space-time allowing travel to other universe. Choose your preferred sci-fi universe and Trenzalore will start in that universe and stay there for the duration of your jump unless you mess with the space/time crack. Beware though, thanks to the crack occasionally things may stumble in from other universes to wander the planet.
9	***Comfy Cabin*** A comfy private cabin in the woods at a generic ski resort.
10	***The Holiday Jump-Train*** You find yourself on a mysterious steam powered locomotive and in a private car. In other cars are people from various other universes and as the mysterious train travels it jumps universes always entering universes during the the winter holidays. The train jumps monthly and allows you to get off and celebrate the holidays in that universe or time. If you have any drawback or scenario effects that happen yearly or during a winter holiday they now occur on the holiday every month.


May this Christmas
blessings bring.

Perks

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Celebrant

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100 CP – Aura of Comfy

You have an ability to project a self-sustaining zone of comfiness around an area. Within the zone everything feels and looks more comfortable and peaceful.

200 CP – Present Sense

You have an uncanny sense that lets you know what exactly a target would want most of all as a gift from you. Furthermore, events will conspire to allow you to easily acquire the item cheaply so that you can give it to the target as a gift. This sense can be toggled on and off at will.

300 CP – Perfect Holiday Weather

The weather conditions for holidays and vacations will always what you consider to be ideal. Christmas can be snowy but feel comfortable outside. Summer holidays can be bright with perfect weather. This effect can be toggled on and off at will.

600 CP – Friends and Family Plan

The holidays are about spending time with your friends and family. After you have imported eight companions (or the specific jump's limit) you can import more companions for free with all the benefits that a traditionally imported companion acquires.

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North Pole Native

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100 CP – Holiday Cheer
You have the power to inspire joy and celebrations around you. Additionally, you can inspire whimsy and good will in those who are normally holiday grinches.

200 CP – Ho-Ho-Hold up for a second
You can stop time. To be more exact, you can extend a single day each year enough to deliver presents to every child on the planet.

300 CP – Chimney Travel
Much like Santa Claus, you have the ability to magically travel up and down chimneys, smokestacks, and chutes no matter how small they are.

400 CP – Winter Powers
You have innate magical powers related to ice, snow, coldness and all things winter. You can summon snow or use the power of ice to freeze your foes.

600 CP – Spirit of Christmas
You are related to the ghosts of Christmas Past, Present, and Future. Choose one to gain powers from. With relation to the Spirit of the Past you can gain the ability to manifest the shadows of someone's past as represented in their memory and the ability to suppress their memories. Being related to the Spirit of the Present allows you to manifest shadows of the present and very near future along with the ability to can calm fights and bring about merriment. With a relation to the Spirit of the Future, you can manifest the shadows of the most probable future and chart how event will most likely unfold.

600 CP – Clause Contract
Once per year in a jump, by offering Santa cookies and milk and then leaving the name of your target on the provided notepad, you can

enlist the help of Santa Claus to assassinate your target.

He will ride on his enchanted sleigh and wield weapons created by his elves. Santa, his reindeer, and an elf riding shotgun will try their absolute best to kill your target using every means available to them for 24 hours. While Santa is exceptionally skilled at tracking and finding his opponents, there are some enemies too powerful for him to defeat and it's possible for him to fail.

If Santa is defeated or the target somehow escapes, Santa won't answer your call for the rest of the jump.

600 CP – Together for the Holidays
You now can summon up to five people or beings you have previously met in a previous jump or from your home universe who will appear in a flash of light. The beings summoned this way will be able to stick around in the current jump for two weeks until they are are automatically sent back to their home reality in a flash of light. You can only do this once per year (or the the jump equivalent).

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British Traditionalist

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100 CP – Hospitality for Unexpected Guests
Whether it's a bunch of rambunctious carolers, wassailers, wrenboys, rapping skeleton horses, or just unexpected guests you tend to have a lot of people and creatures knocking on your door demanding food and drink. With this perk you will always magically have excellent quality food and drink for any unexpected guests that turn up at your door.

200 CP – Boy Bishop
The Boy Bishop was a particular medieval tradition. Historically in England a Boy Bishop would be elected on St. Nicholas' Day and his

power would last until the feast of the Holy Innocents. During that time he was dressed as a bishop and invested with authority along with other children who acted as priests. The boy and his compatriots took control of a cathedral and performed almost all ceremonies and offices for the bulk of December. With this perk once during a jump you may take full control of a religious building, shrine, or property and be invested with recognized religious authority equal to a mid-level official in the related religious system. You can also extend religious authority to your companions as your underlings.

400 CP – A Glorious Holiday Feast

During holidays and major celebrations you have the power to conjure a magnificent feast which is more than enough for everyone you have invited. If more food and drink is needed it will magically appear to ensure a good time is had by all.

600 CP – There'll Be Scary Ghost Stories

"Whenever five or six English-speaking people meet round a fire on Christmas Eve, they start telling each other ghost stories, Nothing satisfies us on Christmas Eve but to hear each other tell authentic anecdotes about spectres. It is a genial, festive season, and we love to muse upon graves, and dead bodies, and murders, and blood."

~Jerome K. Jerome, Told After Supper

Christmas in Britain often takes on a spooky twist with tales of ghosts roaming the earth. You now have the power to summon spirits of the dead for a twenty four hour period (or local jump time equivalent) in order to converse with them or to have them haunt and terrorize a target of your choice.

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Japanese Lover

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100 CP – Romantic Atmosphere

Christmas in Japan is often a romantic holiday with couples going on

lavish dates and spending time together. In the spirit of this you have the power to conjure a romantic atmosphere around you which is perfectly suited to the tastes of a target's ideal of what a romantic atmosphere is. The weather will be perfect for them and they will see things in a new light. Events will somehow happen to enhance the time you spend with the target. This can be togged on and off.

200 CP – Syncretized Traditions
Christmas is an adopted holiday in Japan that has been altered and syncretized to fit into the local culture. For instance most of the religious elements have been stripped way as only a small minority in Japan are Christian and Hotei, one of the Seven Lucky Gods, is often depicted as a Christmas gift giver. You now have the power to introduce new holidays or traditions into the settings of your jumps. These holidays or traditions will be altered to fit in with the setting and the religious/philosophical views that people in the setting hold.

400 CP – No Expiration Christmas Cake
One thing people do not want after Christmas is Christmas Cake. The tradition of eating Christmas Cake before or on Christmas has taken on a dark side in Japan becoming slang for a misogynistic idea in Japanese culture, namely that women over twenty-five are too old and are at best considered “used goods” for marriage, love, and other purposes to men's eyes. With this perk your body will never physically age in appearance or health over twenty-five years (or the equivalent of a young adult in the species). This can be toggled on/or off per jump.

600 CP – A Date For Christmas
No one wants to be alone for Christmas and some people hunt for a companion specifically for Christmas. With this perk you can at anytime summon an ideal lover or companion for your current exploits for a maximum of forty-eight hours. This temporary lover/companion is just a construct of holiday magic and has no real will/soul of its own as it exists solely to please you (don't expect anything deep from it). After this time or when you will it they will

fade away into nothing.

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Roman Holiday

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100 CP – Saturn Unbound

During the majority of the year the statue of the god Saturn was bound up, however during the Saturnalia he was unbound to let everyone free from their bonds. Once per year if you are bound or imprisoned in any manner you may escape those bonds, Any bindings will fall off you and/or "random" circumstances will conspire to free you of your captivity or duties.

200 CP – The Blessing of Fortuna

One major activity of the Saturnalia was gambling and playing games of chance. The stakes of these games were often simple coins and nuts. In the spirit of this jolly gambling you will find yourself supernaturally lucky when playing any game of chance with any stakes on the table. This blessing can be toggled on an off.

400 CP – King/Queen of Saturnalia (aka Lord/Lady of Misrule)

In the Roman Celebration of Saturnalia people would often elect a King of Saturnalia. The person in charge of this position was in charge of merrymaking and gave foolish orders to be obeyed by his electors. You are now the King or Queen of Saturnalia and with this perk the position is permanent. From now sentient beings will be highly inclined to follow any foolish orders you give that have the intent of spreading joy, humor, merriment, or creating fun chaos. The beings you order about still have free will and will usually not engage in anything that would be extremely detrimental to them (anything above extreme embarrassment like commanding people into life threatening situations or anything with serious lasting effects).

600 CP – Role Reversal
One of the hallmarks of the Roman Festival of Saturnalia was the reversal of roles where slaves would be waited on by their owners, children would become leaders of families, and relations were inverted. Once per jump you invert a relationship or social standing. You can turn a noble into a peasant or just switch places with your leader/boss.

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Northern Traditions

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100 CP – Northern Lights
You can at will summon a beautiful aura to illuminate the dark night sky.

200 CP – New Clothes
Iceland has some particular traditions. One example is the Jólakötturinn or Yule Cat. This huge demonic cat would hunt and devour anyone who hadn't received, bought, or created new clothes to wear by Christmas. With this perk you will be protected from the Yule Cat by receiving a new fresh set of clothes everyday.

400 CP – St. Lucia's Blessing
The Feast of St. Lucia on the 13th of December is extremely popular in the Nordic Countries. According to legend she brought food and aid to Christians hiding in the catacombs while wearing a candlelit wreath on her head to light her way and leave her hands free to carry as much food as possible. You now have the blessing of Saint Lucia, you can at will summon a spectral candle wreath that appears upon your head. The light from this spectral wreath will light up even the darkest areas. It will disappear when you want it to. Additionally, you now cannot be harmed by fire or flames like Saint Lucia when the flames did not harm her when she was set to be executed by burning.

600 CP – Commander of the Wild Hunt
In the northern counties it was believed that the Wild Hunt or as it is sometime known, the Asgårdsreia, the ride of Asgard, travels about during this season. A number of spectral riders in pursuit of something or sometimes armed and riding as an army in the case that they are an omen of war. They are often lead by Odin or other mythical figures. You are now the commander of the Wild Hunt and can summon the hunt at will. At your command they can be outfit to help you hunt/track something/someone or they can be dressed for war in which case you have a mighty supernatural cavalry at your command.

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Maccabean

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100 CP – God Supplies
When the Maccabean revolt was victorious and the Temple reclaimed the rebels lit the sacred Menorah. They however only had enough pure sanctified olive oil to burn for one day and it would take eight days to get more. By a miracle the olive oil lasted eight days until they got a new supply of olive oil. With this perk if you are running out of something that you need you will find that your supply of that thing supernaturally extends until you can find a new supply or eight days (or an equivalent amount of time) has gone past.

200 CP – Judith's Disarming Charm
A version of story of Judith is often inserted into the Hanukkah narrative turning her into a Maccabean rebel who seduced and then killed a Greek general. Judith did this walking into the enemy camp, seducing the general, getting him drunk, and killing him with his own sword before sneaking out with the head for the rebels to display. You now have the charm of Judith and you can charm enemies to the point that they will not consider you a threat and let you roam around even the most restricted areas unless they see you openly act against them.

400 CP – Let There Be Light!
You can summon a purifying light. The light illuminates a small area and purifies it of any curses or negative/unholy energies. This purifying light also burns any unholy or demonic supernatural entities.

600 CP – Rebel Leader
The heart of the Hanukkah story is the story of Maccabean Revolt lead by Judah Maccabee. If you choose to incite or join a revolt you will find large amounts of people flocking to your banner. The majority of the common people will be very sympathetic to you, you will find luck to be on your side very often, and your men will quickly develop into a devastating and highly effective force.

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Sci-Fi Holiday Special

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100 CP – Goodnight, But Not Goodbye
By performing a themed song & dance number like "Goodnight, But Not Goodbye" from the Star Wars Holiday Special you can clear a building or area of bystanders or other civilians without protest.

200 CP – Special Guest Stars
You can import up to five comedians, actors, celebrities, performers, or entire musical bands into a jump. They are now natives of that reality and are adapted into that world. You are also guaranteed to run across them during your jump.

400 CP – Non-Canon Canon
The Star Wars Holiday Special is mostly considered non-canon but elements of it entered into both Legends and Canon Star Wars

continuities. In this spirit you can freely incorporate bits from fan-fictions, weird toy/merchandise only things, tie-in advertisements, and other things generally considered to be wildly non-canon into any jump.

600 CP – Holiday Aid

Once per jump, during your darkest moment when all seems lost you are guaranteed to receive the aid of someone famous/important in the jump (or a version of the Doctor from Doctor Who if there is no one else possible). This person will come to your rescue just in the nick of time and help you turn things around.



Items

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Celebrant

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50 CP – Endless Jug of Eggnog
An always full jug of eggnog, now you will never run out of nog in the middle of your holiday party.

50 CP – Endless Milk and Cookies
Om nom nom. COOKIES! You now possess a glass that is always magically full of milk and a plate filled with your preference of cookies that is always magically covered with cookies.

100 CP – Ugly Christmas Jumper
An extremely ugly and garish Christmas jumper – exactly how it looks is up to you but it always is garish. When worn this jumper keeps you always warm and comfy regardless of the external temperature. It could be near absolute zero and you would still be warm and comfy while wearing this jumper.

200 CP – TurboMan Doll
Put that cookies down, now! You now have acquired the hottest toy of the holiday season: a TurboMan doll! As a free bonus you also get a full perfectly fitting TurboMan or TurboWoman super suit with an attached rocket pack, collapsible turbo boomerangs, helmet with voice modulator, and a wrist mounter Turbo-Disc launcher! You also get vastly enhanced strength and durability while wearing the suit. It's Turbo Time!

400 CP – December Calendar
A prize calendar that each day of December will open revealing a toy

that will symbolize a gift or event that will happen to you on that day each will be beneficial even if not at first.

600 CP – Multiversal Shopping Catalog
A magical holiday shopping catalog that updates as you travel. With this item you can freely purchase items and perks from jumps that you have already completed (free items cannot be purchased and items must be undiscounted). But that's not all! You also get 50% off on item or perk of your choice (the discount can be used only once and can not be used again – use it wisely).

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North Pole Native

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100 CP – List
A list of every individual in your current universe. The List will show all the info you need about a chosen individual. Yes, including their level of naughtiness and crimes.

200 CP – Enchanted Holiday Storybook
A storybook containing many traditional holiday tales and plots of holiday films. This particular book is enchanted and when a story is selected events will conspire to make the events of the story manifest in the world in someway so that you experience an adapted version of that holiday tale that fits your current world.

400 CP – Magic Snowglobe
When you wind the snowglobe up you are transported to the winter wonderland town depicted within the snowglobe. The people of the town are always kind, caring, and giving. In order to leave the wonderland you simply need to head into the surrounding forest. Only gifts given to you by the villagers can be taken out of the world. Additionally if you shake the snowglobe you can see things that are

normally cloaked by magic.

400 CP – Gift Giver's Sack
Traditionally a gift giving holiday figure like Santa Claus or Father Christmas will have a magical sack holding all the presents. You now have one of these sacks. Although it looks like a normal large sack, it has infinite space inside and anything you can get into the sack will fit. The weight of the sack will always be the same (slightly heavy by human standards). Additionally, anything you wish to retrieve from the sack will be summoned when you reach into the sack.

400 CP – Scout Elf
A small elf assistant who can impersonate a toy elf doll to the point that is impossible to tell the difference between them and a toy doll. This scout elf also has the power to teleport to your current location and their last location before teleporting to you. The scout elf is also a master of stealth and they are also an excellent & detailed observer with a photographic memory.

400 CP – Magical Hat
A special magical hat. When the hat is placed upon an object (such as a snowman, statue, toy, table, or vehicle) that object becomes animated by holiday magic and is sentient as long as it is wearing the magical hat.

600 CP – Holiday Workshop
You are now in possession of a magical holiday workshop staffed with holiday elves. As long as you have the raw materials and plans these magical craftsmen will quickly be able to create anything you wish.

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British Traditionalist

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50 CP – Super Christmas Cracker
A powered up version of a normal Christmas cracker. When it is opened this cracker produces a blast as loud as a cannon and a great quantity of smoke. When the smoke clears you are left with a paper containing a terrible groan worthy joke, a nice random hat, and a random gift (such as a chess set, a bicycle, toys, etc.).

100 CP – Wassail Bowl
This is an ever full bowl of Wassail, a hot mulled spiced cider, to share with friends and visitors. In addition to this it has special properties: When the Wassail is pored on plants it "wakes them up" causing an immediate growth spurt. If the plant produces fruit it will cause the plant to produce a massive bounty of excellent quality fruit within minutes.

200 CP – Rowan Twig
A special twig of rowan wood. When burned this eliminates any bad feelings of jealousy, mistrust, or hated between you any anyone within 10 meters.

300 CP – Ashen Faggot
A bound bundle of ash sticks and branches. When this bundle is burned it creates a sudden festive and jolly party atmosphere in the surrounding area for as long as it burns. Additionally, as long as it burns it wards away hostile spirits and everyone near it has their happiness and luck boosted for the next month.

400 CP – Blessed Chalk
One tradition of the Twelfth Night is 'Chalking the Door' with the following pattern XX † C † M † B † YY written upon the front door to a house with XX being the first two digits of the year and YY the last two digits. CMB stands for the Three Wise men and/or the blessing Christus mansionem benedica (May Christ Bless this house). This mark is said to bless the house and prevent evil spirits from entering

the home for the year. You now have your own blessed chalk and by marking on the door of any structure with a mark by the chalk the structure is protected by an invisible magical barrier for one year. This magical barrier prevents entry into the structure by any hostile supernatural entities and can withstand powerful supernatural attacks.

600 CP – Quack Medicine
In the traditional Christmas English Folk Plays featuring Saint George there is often the character of a Quack Doctor who has a wondrous medicine that is able to raise the dead and heal them of all injuries. You get a vial of this wondrous medicine and with it you can raise someone from the dead and heal them of all injuries. If you are killed it will automatically be applied to you. You however only have enough of this medicine for one dose per jump so be wise with it!

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Japanese Lover

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100CP – Endless Christmas Party Barrel of Kentucky Fried Chicken
In 1970, Takeshi Okawara, the manager of the first Kentucky Fried Chicken restaurant in Japan had a dream which inspired him to create a Party Barrel of KFC Chicken and tie it to the rising popularity of Christmas. It quickly became a massive Christmas tradition with orders having to be put in six weeks in advance and people often waiting hours to get KFC chicken for the now traditional Christmas meal. You get an endless party barrel meal of Kentucky Fried Chicken that is always fresh and hot. This also includes endless mashed potatoes and an endless bottle of white wine. You also have the option of changing out the normal KFC chicken for KFC's vegetarian “Beyond Fried Chicken” substitute option.

200CP – Endless Sack of Yuzu
In Japan the citrus fruit known as the yuzu is ubiquitous during the

holiday season. May foods and treats are flavored with the taste of yuzu. On the winter solstice one traditionally takes an yuzu bath with the cut up fruit steeped in hot bathwater. This is believed to prevent sickness and purify the body and mind. You get a sack of infinite yuzu fruit. Additionally, when the yuzu from this sack are used to create a hot yuzu bath it will cure any normal disease the bather has and protect them from any illness for one year (or the setting's equivalent).

400CP – Pair of Kadomatsu

From about the day after Christmas until January 7th in Japan people traditionally place a pair of Kodomatsu in front of their homes. These structures made of pine, bamboo, and occasional sprigs of ume are often understood as becoming temporary housing for the Toshigami (the kami of the year) and/or other protective kami in order to welcome and gain their blessings. You get a pair of Kadomatsu when placed in front of any structure it will bring supernaturally good fortune and prosperity to the structure's inhabitants. Furthermore the kami in the kodomatsu will protect the structure against attacks by hostile supernatural entities.

600CP – Special Christmas Cake

An important part of Japanese Christmas is the Christmas Cake. This is typically a sponge cake frosted with whipped cream and topped with strawberries. It has become a symbol of a return to prosperity and rejuvenation following the war years. You get a special Christmas Cake that when eaten rejuvenates the eater, returning their body to the youthful healthy form of a young adult. It also bestows extreme supernatural luck and prosperity on the eater for a year (or the setting equivalent).

800 CP – Okami Shrine

You now own a Shinto Shrine dedicated to an Okami. Okami loosely means "rain dragon" and can often refer to Kuraokami. Kuraokami is a legendary dragon in Japanese mythology and a deity who has powers over rain and snow. Under the umbrella of Okami are often

worshiped various similar minor Kami related to water and rainfall.

This shrine can be imported into future jumps or attached to a warehouse extension or pocket reality (e.g. if you have a city/small realm as in extension in your warehouse or anywhere in a personal pocket reality). This shrine is dedicated to and comes with a benevolent supernatural white dragon who resides in a lair under the shrine (your choice of dragon type among common Eastern or Western styles). This white dragon can be summoned to your aid and has powers related to snow and ice along with the general ability to generate snow, coldness, rains, or storms.

While residing in the shrine the white dragon has powers equivalent to a local deity and will be able to supernaturally influence events in the local area where the shrine resides. Note the influence is only over the local area – if this is on an Earth/Planetary setting it would extend up to an entire city or small region. The local nature scales with the setting – E.g. If the setting involves frequent planet hopping local may mean an entire planet. If it is part of a warehouse extension or pocket reality it has power over that entire area. The white dragon may leave this area but it will be less powerful outside of it.

In future jumps if the shrine is imported it will appear in the local style of shrines or religious buildings. If people venerate the dragon at this shrine they will for the next several days be lucky and prosperous in business & love. These effects are greatly enhanced during the first three days of the year for the Hatsumōde, the traditional first shrine visit of the new year. The veneration also generates a reserve of supernatural energy that the dragon can draw upon to influence things and use his powers.

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Roman Holiday

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50CP – Cenatoria

In Ancient Rome cenatoria were colorful clothing usually worn for

dinner gathering or special occasions. The Saturnalia was one of the few times extremely colorful and gaudy outfits could be worn while out in public without social stigma for the poor taste. You get a set of cenatoria (usually robes or tunic/mantle) these are customized to be as colorful, lavish, and/or tacky as you wish.

100CP – Saturnalia Candles
One offering to Saturn during the Saturnalia was the light of candles or lamps usually in the form of wax taper candles known as cerei. This represents the light of life and was used as a substitute offering instead of a human life to Saturn's consort Lua whom in war the captured weapons of defeated enemies and occasionally the lives of the slain enemies themselves were offered. You receive a set of special candles which when lit will illuminate the deepest darkness and inspire you and anyone whom the light touches with enough courage to face any obstacle or foe.

200CP – Sigillaria
A major tradition of the Saturnalia was exchanging gifts with friends, family, and acquaintances on the last day of the Saturnalia festival. These gifts ranged from friendly gag gifts to extravagant presents but one traditional gift was the sigillaria - a small wax or pottery figure. You now have a supply of sigillaria figures, anyone you gift a sigillaria to will become much more favorably disposed to you.

400CP – Pilleus Cap
A traditional pilleus cap was usually worn during the Saturnalia Celebration. This brimless felt cap was a symbol of Liberty and symbolized the freedom of the Saturnalia period. While wearing this special cap you are protected from any form of mental control, brainwashing, or hypnosis. Comes in your choice of color.

600CP – Saturn's Arena
During the Imperial period (specifically from the 2nd century CE and later) great gladiatorial games began to be associated with the

Saturnalia and the treasury of the Temple of Saturn usually sponsored the games. With this you get a special Roman gladiatorial arena empowered by the unbound god Saturn. Roman Gladiators will be randomly generated for matches but the roster be altered at will by you - want ninjas? you got it! A dragon to fight? yep! That super strong guy you fought once? He can appear for matches too. These generated gladiators are limited to the arena and have no existence outside of the fights. You and other people can take part in matches for entertainment or training purposes and anyone killed will be magically resurrected after the match. Additionally, any injuries taken during the match will be magically healed as well. Outside of this jump the arena will become a connected add-on to your warehouse and can be imported into future jumps. When imported you can turn it into an attraction and charge fees. Additionally when being run as an attraction it will be considered a legal business or the authorities will at least turn a blind eye to it.

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Northern Traditions

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100CP – Julebord

In the middle ages for people in Scandinavia it was customary to put out a table of food for the poor & travelers and/or to appease supernatural spirits. Nowadays the tradition usually takes the form of a company or organization setting up a traditional buffet for their employees or members. You now have a large collapsible table and when it is set-up a feast of any type of food you desire will magically appear upon it.

200 CP – Yule Log

A Yule Log. When this log is burned it creates a protective aura against supernatural creatures for as long as it burns in the area that the light of the burning log hits. Additionally, the remnants of the burned log can be placed in a structure to protect it and anyone inside it from misfortune and supernatural meddling.

400 CP – Straw Yule Goat

A small straw decorative Yule Goat. At your wish it can summon a large powerful goat that you can ether ride as a mount or that you can use as a pack animal to pull or carry a load of any weight.

600 CP – Dísarsalr

The dísarsalr was a shrine to the dísir, a mysterious and varied group of goddess who functioned as local/tribal deities, fertility goddess, personal guardians, and warrior-goddesses. Associated with them was the ritual of Dísablót whose timing varied but one time and in some regions was at the beginning of the start of winter with the Anglo-Saxon version Modranicht, Mother's Night, being celebrated around the solstice. You now have your own dísarsalr shrine that can attach to your warehouse or imported into a jump. If imported it will appear in the local style of shrines and when someone worships at the shrine they will gain the blessings of the dísir. They will for the next several days be extremely lucky, prosperous in business & love, and their fighting ability will massively increase. The shrine also generates a large well of magical energy that you can draw upon.

600 CP – Sacred Sprig of Mistletoe

A sacred sprig of mistletoe. When holding it you instantly know the weak point of any target. You can also compel anyone to kiss you by placing it above your head (or another area on your body). If you sacrifice the sprig of mistletoe you can use it to descend freely and safely into the land of the dead and allow your safe return or immediately resurrect someone from the dead. If sacrificed the mistletoe will not be replaced for ten years or until your next jump.

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Maccabean

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100CP – Infinite Chocolate Gelt
You now have an infinite supply of chocolate coins. These coins are covered in a thin foil made out of real gold.

200 CP – Lucky Dradel
A dradel that brings you supernaturally good luck as long as you carry it on you. The luck reaches ludicrous levels when it is spinning.

400 CP – Sacred Menorah
A sacred menorah that when lit creates an area of sacred purifying light. Any unholy or demonic supernatural entities touched by the light are destroyed or at the least badly burned.

600 CP – An Independent State of Our Own
You gain your own small independent nation-state where you are the new king or queen. This state is about the size of historical Judea that can be imported into future jumps or attached to your warehouse. Its exact make-up in terms of the layout of the land and people is up to you however it starts out with an iron-age level of technology and devastated by a recent war of independence. Improvements, changes, and damage carry over from every jump. When moved to a new world it can appear as ether a new island or overwrite an existing piece of land.

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Sci-Fi Holiday Special

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100 CP – Infinite Wookiee-ookiees
You now have an Infinite supply of Wookiee-ookiees. These are a tasty type of cookie from Kashyyyk.

200 CP - XP-21 Groomer

A personal groomer and trimmer that has a number of other functions. Besides shaving and hair trimming it can remove any stain or substance from clothing or body. It can wash eyes, pierce ears, clean teeth, fix broken bones, and do nails. It can also act as a life support system for critically injured people. Additionally, it can search and recite/display any bit of the current law code in the local area. Also this special Jumper version never needs recharging.

300 CP – Sonic Screwdriver
Your own personal version of a Sonic Screwdriver with all the same functionality as the Doctor's Sonic Screwdriver from Doctor Who.

400 CP – Proton Chair
Also known in slang as a 'Mind Evaporator', this is a chair with an attached helmet that interfaces directly with your mind and allows you to enter into a virtual world. These were commonly used for both entertainment and education (such as pilot training). Included are some popular virtual reality programs and a book to give you the knowledge necessary to create new programs. It is powered by an everlasting proton pack.

600CP – Planet Christmas Cracker
Fear. Fear will keep the naughty children in line. Fear of this battle station.
A long time ago, in a galaxy far, far away a certain Christmas figure went a little overboard. You now have a huge mobile battle station that travels the stars powered by Christmas Magic in the shape of a huge Christmas cracker. It is staffed with a variety of appropriate figures including Christmas elves and animate snowmen who are all loyal to you. The crew on board are always jolly and happy regardless of what is going on outside or what they are doing. On board are fabrication facilities, magical defense energy cannons, magic stables with magical Christmas reindeer (or another magical Christmas creature of your choice) , massive docking facilities able to take in capital ships, a winter themed fun area, holly jolly prison/torture facilities, and a massive Christmas themed throne room.

This heavily armed and armored battle station can also destroy planets. If you judge a planet to be naughty, at a push of a giant red naughty button the outer hull of the ship splits revealing a giant dish in the middle. The beam powers up and while it is doing so, a groan worthy bad joke is broadcast to the entirety of the targeted planet. The beam then fires a red beam with a white beam spiraling around it looking like a candy cane, upon impact the planet is reduced to rubble. If you or your targets are currently celebrating a winter holiday the beam become powerful enough to destroy entire systems from across many light years ala Starkiller Base form Star Wars: The Force Awakens.



Companions

Free – Free Import
The holidays are usually about spending time with friends and family. You can freely import as many companions as you wish however they will not receive any CP.

50-200CP – Traditional Import
You can import companions at the rate of 50 CP per companion or a bulk-rate of 200 CP for eight. This also includes the creation of new OC companions. All companions imported or created this way receive 800 CP to spend and they can be given more CP to spend at a rate of 1:1.

Special Companions

All special companions receive 800 CP to spend and they can be given more CP to spend at a rate of 1:1

100 CP – Untitled (Christmas) Goose
Honk! It's a mischievous goose with a festive red bow tied around its neck. This goose is a master of stealth and is a daring thief. Honk!

200 CP – Childhood Best Friend
It's sad to spend the holidays alone, luckily you have your childhood friend who just happens to be of your preferred gender. Also your friend definitely "isn't" secretly a royal from some abstract country that's hard to pronounce and sounds fake (Wink Wink).

300 CP – Santa Claus or Mrs./Miss Claus
You now have ether Santa or Mrs./Miss Claus as a companion. If you wish they may be single and/or interested in you romantically.

300 CP – Mari Lywd
With all your traveling another great traveler has decided to join up with you - the Grey Mare, Mari Lywd. Mari Lywd is a highly intelligent talking skeletal horse wearing a white shroud and who is also a phenomenal bard. Through song Mari Lywd will be able to persuade anyone to grant you free food and lodgings for as long as you need it. She can also persuade anyone again through song to let you pass through or enter into any normally restricted place.

400 CP – Krampus and Other Christmas Monsters
You now have Krampus or a related holiday monster figure that punishes the naughty or tradition breakers as a companion. This also includes such figures as Jólakötturinn the Yule Cat.



Scenarios

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A Holiday Vacation
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Perhaps you're in a holiday mood but don't want to spend 10 years focusing on the winter holidays. That's ok, you're here now just for one holiday vacation. You will only spend three months in this jump (or the local time equivalent) and as a result you start with only 300 CP instead of 1000 CP. You can still take as may drawbacks as you want and you still get the traditional origin discounts.

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A Mad Timelord Holiday
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Get ready for an adventure out of time and space Jumper! Sometime during the holiday season you will be swept up into a madcap adventure with a mysterious Timelord known as the Doctor.

Reward Item:

Superphone with the Doctor's Number.
As a reward for helping him in his adventures the Doctor has ether upgraded a smartphone you already have or given you one with "Universal Roaming". Your phone is now capable of making calls to any other communications device across time, space, and into other dimensions and is usable anywhere (note any calls which would result in a paradox will return a busy signal).

As an addition you also have the number of the Doctor's TARDIS

Telephone that you can use to call the Doctor for advice or help. It should be noted though that the Doctor is busy on their own adventures and has many other concerns so don't count on the Doctor showing up unless it is an extremely serious situation that necessitates a team up to save reality or something. More often the Doctor will offer you advice and trust that you have the power to accomplish your own tasks.

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A Romantic Holiday

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For some the holidays are about romance. In this scenario you must be actively seeking a romantic relationship or be involved in a romantic relationship during the holiday season.

If you are seeking a relationship it must blossom into a relationship before the holiday season ends. If you already are in a relationship you will face challenges to the relationship during the holidays that you and your partner must overcome. If you break up you must reconnect or find a new partner before the end of the season.

Reward Item:

Ring of True Love

This ring may be presented to a companion that you are in an active romantic relationship with. This companion will now be imported free of charge to future jumps and does not count towards the companion limit. They will also receive the standard amount of CP given to imported companions by the Jump Doc (600 CP if nothing specific about companions is specified by the document). The companion can be given more CP to spend at a rate of 1:1

The companion will also usually be imported as your lover or significant other in the setting other if non-drop in origins are taken. If the relationship ends however the companion will return the Ring

of True Love to you as it can only be used with a companion you are in an active romantic relationship with.

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The Perfect Gift Quest

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During this jump it is your quest to find the perfect gift for one of your companions or a loved one. The companion/loved one must be in the jump and the companion/loved one in question cannot assist you in looking for a gift for them. The gift will be something that is exceedingly rare and very hard to acquire. It will take you a lot of time and effort to acquire this gift but your companion/loved one will be astonished and your relationship with them will rise to new heights as result of the quest.

Reward Perk:

Black Friday
One major part of the holidays is shopping and the amazing deals stores use to entice holiday shoppers. In this and all other jumps you get an additional 50% off CP discount on one perk and one item that isn't already discounted. This perk is limited to one purchase per jumper due to limited stock.

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The Grinch

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Well this isn't very nice! Someone or something will constantly try to ruin the holidays every year for everyone with some madcap scheme and it is up to you to stop them and save the holidays.

Reward Item:

Mirror of Compassion
A mirror of any size and design you desire. When someone looks into it for more that ten seconds it will begin to inspire compassionate thoughts in someone. If they have been greedy and selfish they will begin to question their choices in life and be thrown into existential doubt about their choices in life. It might even be the push they need to reform their ways.

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You are the Gift Giver
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The main holiday gift giving figure in this universe has taken a vacation and has decided that you will serve as their temporary replacement for this jump. You will be required to determine who is naughty and nice, create gifts, and distribute the gifts in a single night to the entire world. You do however have access to the gift giver's workshop/headquarters and all their traditional magical tools/vehicles.

Reward Item:

North Pole Facilities
You now are the proud own of a complex of facilities that includes a magical workshop/factory, magical creature stables, a holiday themed village, and a massive holiday themed mansion. These facilities are staffed by various holiday themed creatures such as holiday elves or similar appropriate creatures of your choice. These facilities are also protected by a bubble of magic which hides the facilities from normal view and keeps the temperature inside comfortable but still wintery.

These facilities follow you from jump to jump appearing in a polar or

cold area of your choice in future jumps. Otherwise it can become an extension to your warehouse.

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The Jumper Saves the Holiday
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The entire world is glum and depressed. The holidays are met with shrugs and indifference. Jumper, it is up to you to bring some holiday joy into this world and restore the holiday to its former glory and esteem.

Reward Item:

Beacon of Hope
While this looks to be an ordinary fire beacon the size of a small shack it has the possibility to alter the outlook of an entire setting. The Beacon starts out in the form of a candle but when placed lit upon the ground it magically grows into a shack-sized fire beacon structure in your choice of style in an hour.

As long as it is kept lit, the beacon will spread out feelings of hope, joy, and general optimism that will inspire sentient beings to act better, find joy in life, and to cooperate in peaceful coexistence with others. Note: The beacon doesn't force anyone to act better just gently influences their minds with thoughts of hope, joy, and optimism.

After one year it will effect only the local area but as time goes on it spreads and by ten years the entire setting of the jump will feel the effects of the beacon. If the Beacon is destroyed its effects slowly fade over the course of a year but a small seed of hope and optimism will stay in those it influenced. Also if the Beacon is destroyed it does not return until your next jump.

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Saint George's Quest

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St. George: Show me the man who dares against me stand?! I'll cut him down with my courageous hand!

During the Christmas season in England Mummers/Guisers often perform folk plays for the entertainment of the public. One of the more popular series of plays features St. George fighting various opponents such as an opposing knight known as the Bold Slasher and various other random opponents such as a comical versions of historical figures such as Napoleon Bonaparte and sometimes other pop culture opponents (such as in one case a comical version of Lord Voldemort).

With this scenario you will take on the role of Saint George and once every year during the holiday season will be challenged by an opponent whom you must defeat.

These opponents will range from traditional enemies such as the Bold Slasher & comical versions of past foes you have faced or historical figures to winter holiday themed foes such as elf ninjas with candy & toy weaponry and animated snowmen. For the final battle you will face the dread Holiday Dragon colored green and red with powers scaled to make it a worthy foe for the Jumper. This dragon will have an assortment of winter and holiday powers at its disposal such as conjuring winter storms, chestnut roasting fire breath, freezing frost breath, an ability to raise themed holiday minions, and other themed powers.

Reward Item:

The Sword of Saint George
You now are the proud owner of a magical sword blessed by Saint George himself. Just having this sword in your possession greatly improves your martial prowess and abilities. Holding the sword fills you with a strong sense of courage.

The sword itself is beautifully balanced and comes in any sword style

you wish. The blade and/or piercing point can cut through any substance no matter how physically hard it is or how strong it is magically protected. It also has the capability to damage powerful supernatural creatures and spirits. It can also inspire fear in any dragons you face in combat. The sword itself is virtually indestructible and can even survive the destruction of entire worlds.

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Evil Santa's Naughty List

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Something is wrong. Instead of giving gifts the holiday's gift giving figure Santa Claus/Father Christmas/Grandfather Frost/Perchta/Etc. has started killing people who he judges to be naughty in a reign of terror! Jumper, you and your your companions have been judged to be irredeemably naughty. At the traditional time the holiday figure makes their rounds they will come for you. This holiday figure may be the original gone nuts, a malfunctioning robotic version, or some maniac dressed as the holiday figure, in any case the figure can only be temporarily stopped as they somehow come back every year no matter what. Also with each defeat the holiday figure learns and grows ever stronger. Happy Holidays Jumper, bolt your doors, say goodbye to your pets, and lock your companions in the closet because a freshly baked gingerbread massacre is coming!

Reward Perk:

Sacred Truce

Once per year (or jump equivalent amount of time) you can declare a sacred truce between you (and/or a faction you are a part of) and a chosen foe that can extend for up to one month. This truce is backed by the gods or the universal forces of that universe and anyone who attempts to break this truce will find great disaster and punishment befalling them. Those you have the truce with with be informed of the truce and grave consequences of breaking it by magical or sacred means that they can respect.


CHRISTMAS WAR
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KEEP OUT
CAUTION KEEP OUT
CAUTION KEEP OUT

Art by Wox

Drawbacks

+50/100 CP – British comedian Djinni/ Christmas spirit
Yeah, he'll help you but it comes with jokes. Double points if it's a British comedian.

+100 CP – ***Overly Festive Elements***
The world is very festive, perhaps a little too much so. You will encounter a large amount of towns/settlements/planets with names like 'Cookie Jar', 'Garland', and 'Hollyvale'. Even normal everyday objects will have a weird holiday-twist to them and the colors red and green will be everywhere.

+100 CP – That Sweater.
Have you ever wanted to have to always wear the ugliest sweater ever and experience fiat backed holiday related chaos every year against all probability? Well... congratulations.

+100 CP – Holiday Drama
Some drama will always happen to you around the holidays. Ether someone will dump you, a business you run will get into trouble, someone important will die, you need to organize a big holiday event in a short amount of time, a massive misunderstanding between you and your friends/significant other, or something else happens causing unnecessary drama in your life during the holidays.

+100 CP – The Holiday Armadillo
For some reason the holidays have taken a nonsensical and weird turn. Instead of normal holiday characters and traditions in their place will be odd ones like the Holiday Armadillo and people painting their teeth black for some reason. There is no rhyme or reason to it and you are just going to have to roll with it.

+100 CP – ***Holiday Weight Gain***
Jumper you have bad habit of over indulging on food and drink during the holidays! Every holiday season regardless of any perks or item effects you will find that you have put on a fair amount of weight. The only way to get rid of this excess weight is the old fashioned way: Exercising, dieting, and being more physically active.

+100 CP – ***The Nightmare Before Christmas***
For some reason everything related to the season has taken on a horror and frightening vibe. Maybe there is a reason behind this or maybe this is how it always been been in this world.

+100 CP – ***It's All Real!***
Santa Claus, Krampus, elves, the Yule Cat, and everything magical related to the holidays is real and known to be operating in this universe. This also means that each culture might have their own gift giving figure who are all running around at the same time. If you are naughty be prepared to deal with any number of random holiday monsters chasing after you as well.

+200 CP – The Grinch has it out for you!
Someone or something will constantly try to ruin your winter holidays every year often with elaborate and utterly complex mad schemes designed to make your holiday experience miserable.

+200 CP – You Are The Grinch
You really hate the holidays and you make it your mission to ruin the holidays for as many people as possible every year. Yes, this even includes your companions – if you're not happy why should they be?

+200/300 CP – Tim Allen was Hilarious! why does he suck in this? And why the forced father and son plot?

Every year you will have some ridiculous task to complete during the holidays with fiat backed legal action upon failure. You will somehow have have less skills (at least a 25% debuff) and things will often turn slapstick. For an additional +100 CP family antics such as re-marriage, long lost children, or Immoral in-laws will complicate matters.

+300 CP – *Eternal December*
Every month of every year is December. The holidays will come every month and just after "New Years Eve" it will be December 1st again. No one ever questions this. If you have any drawback or scenario effects that happen yearly or during a winter holiday they now occur on the holiday every month. Note: This drawback can not be taken if you are riding ***The Holiday Jump-Train*** around the multiverse**.**

+300 CP – Christmas in London
The Doctor: Hello there. Obvious question. But, where's everybody gone?
Newspaper Seller: Oooh! Scared.
The Doctor: Right. Yes. Scared of what?
Newspaper Seller: Where've you been living? London. At Christmas. Not safe, is it.
The Doctor: Why?
Newspaper Seller: Well it's them up above. Look, Christmas before last we had that big bloody spaceship, everyone standing on the roof. And then last year that Christmas star, electrocutin' all over the place, drainin' the Thames.
Astrid: This place is amazing.
Newspaper Seller: This year, Lord knows what. So everybody scarpered. Gone to the country. All except me. And Her Majesty.
TV: Her Majesty the Queen has confirmed that she'll be staying in Buckingham Palace throughout the festive season to show the people of London, and the world, that there's nothing to fear.
Newspaper Seller: God bless her. We stand vigil.
Something awful and massively disastrous always happens at Christmas and everyone knows it. In addition to holiday cheer people will be hunkering down in bomb shelters, making escape plans, or just being on edge waiting for whatever it is that is going to happen this year.

+300/400 CP – Pursued by a Holiday Monster
For whatever reason a holiday monster is after you to punish you for being naughty or breaking a tradition. The figure after you can be any traditional holiday monster such as Krampus, Jólakötturinn the Yule Cat, Gryla, the Yule Lads, Straggle, or any other traditional holiday monster. This holiday monster comes after you during the holiday season every year and cannot be swayed from its mission to punish you in the traditional manner of the chosen holiday monster. For an additional 100 CP the Holiday Monster scales to your power level.

+400CP – Last Christmas
This world or even this universe is doomed and everyone there knows it. Days after the last winter holiday you spend in this the world or universe it will be destroyed by something that the jumper is powerless to prevent (you will leave the jump right before the end). Your quest will to spread a little holiday cheer in a world where all hope is gone. Expect some chaos to reign that you will need to navigate around.

+600CP – The Great Christmas War
For some reason this setting is in a perpetual state of war beyond all reason. Around the winter holidays the fighting greatly heats up especially in the area around the Jumper. Be prepared to evade hostile forces and spend your holidays in a secured bunker or castle. Half way through your Jump the entire setting will be utterly devastated by ether general fighting or uncontrolled forces being unleashed (e.g. ether a magical or nuclear apocalypse). Fighting will still continue after the apocalypse however, it will now be between ragged bands of survivors than conventional forces. The fighting will still heat up around you every year during the winter holidays as well.


A Happy Christmas!
A hearty Welcome

Changelog

0.7	Added a changelog. First released jumpable version.
0.8	Spelling and typo fixes. Various changes in wording for clarity. Added Okami Shrine Item 'Multiversal Shopping Catalog' changed to not be as pontentally OP. Added Scenarios and made the 'Black Friday' perk a reward. A number of Drawbacks became Scenerios. Drawbacks revamped and a few new ones added. “Eternal December” now gives 300 CP and causes yearly holiday drawbacks/scenario effects to occur monthly.
1	Spelling and typo fixes. Various changes in wording for clarity.

