

Jump by Aehriman

John & Phillipa Gaunt are New York children who discovered they were djinn after having their wisdom teeth extracted. Wisdom teeth, like Wisdom itself, come precociously early with djinn kids.

Their uncle Nimrod, a powerful English djinn living in London, took charge of their training in Egypt, which, being a hot country, is well-suited for the development of djinn power. Djinn are made of fire. They do not care much for the cold. Young, immature djinn find it especially hard, sometimes impossible, to focus djinn powers in colder climates.

John & Phillipa have a great deal to learn about being djinn, and their powers are still maturing. They are, however, easily underestimated since, being twins, they can be as powerful when acting together as a mature djinn.

Greetings, Traveler. Welcome to a world much like you may have known, save for the presence of a hidden society of djinni (genie is a vile slur). These spirits of smokeless fire have tremendous power over chance and luck, good djinni bless the deserving with good luck while wicked djinni hand out curses and ill fortune. Either can grant wishes, but it makes a difference how helpful they're feeling versus spitefully malicious.

John and Phillipa Gaunt are thrown headfirst into this secret world when they get their wisdom teeth early, at age twelve, and upon removing them, they start

getting dreams from their uncle Nimrod, summoning them to learn of their powers and go on a series of globe-trotting adventures to thwart the schemes of the evil Iblis. You will remain for five years. Have ***1,000 child points*** (cp) to get you started. Happy trails.



ORIGINS

Choose One.

Mundane (+200 cp) A mortal, a human, boring, a hairless ape molded from clay. The most populous and thus arguably the most successful group, but they don't get any cool powers.

Djinn (-100 cp) It is said that God granted man dominion over the Earth, Angels the heavens, and Djinni the interface between the two - what some men call fate and others luck. Lots of things are said, some are even true.

Angel - The Angels were granted dominion over the heavens. It's not entirely clear what that means, only two show up in the story and they are both powerful and mostly benevolent.

While Demons exist in the setting, crouchers, elementals, desert demons and Asmodeus, not nearly enough is there to make a proper origin.



TRIBE (DJINN ONLY)

Marid - The main “good guy” tribe, that of the Gaunt family. Known for being highly ritualistic and interventionist. Their special animal is the camel.

Jinn - A good tribe, famous for skill at gambling and their scholastic nature. The Jinn have the greatest libraries and collections of artifacts. Several are devoted Kabbalists. Their special animal is the goat.

Jann - A tribe aligned with good. The Jann are friendly and playful as a rule, though several are hermits. They are known for their strong ties to nature. Their special animal is the bat.

Ifrit - Most wicked and notorious of the evil Djinn, the Ifrit invented most gambling games and haunt casinos, cursing mortals with terrible luck. The main villains are almost all Ifrit. The scorpion is their sacred animal.

Ghul - An evil Djinn tribe, known to be haughty and supercilious. The Ghul have a special power, if struck on the forehead they will drop dead, if struck a second time they will be restored to life. Their special animal is the vulture.

Shaitan - A very mysterious evil tribe that never really interacts with the plot. Their special animal is the cat.

FRIENDS

Phillippa Gaunt (-50 cp) One of the twin protagonists, the cleverer of the two. A red-haired girl with glasses, Philippa discovers she is a Djinn at age twelve.

John Gaunt (-50 cp) The other child protagonist, taller and darker of skin and hair than his sister, and far more athletic and direct. Prone to panic attacks and really hates vegetables. By the end of the series, has burnt out his djinni powers. Perhaps you can prevent this?

Nimrod Godwin (-50 cp) The kids' uncle and mentor, leader of the Marid. Dresses in red suits non-stop, lives in London but keeps a small house in Cairo. A good fellow all around.

Mr. Groanin (-50 cp) Nimrod's long-suffering one-armed butler/chauffeur, eternally grumbling. Spent ten years serving Nimrod before the books start to stay close while he forever turned over in his mind what to do with his final wish - get rich or regrow the arm. Ultimately he used his wish to save the family and stopped worrying about it. Squat and immensely strong, has wrestled an angel.

Other (-100 cp) Feel like recruiting any characters not mentioned here? Rabbi Joshua, Iblis, Ayesha, that nice bloke you met at the park? Go right ahead, one time cost to recruit anyone.

Old Friends (-100 cp) Import your Companions and friends, each with 700 cp of their own to spend. Companions cannot get points from drawbacks but CAN get them for picking the Mortal origin and withholding any supernatural powers until the end.

Perks

Fortunate (-50 cp) You are blessed with great fortune in small matters. You can always find parking, sometimes find change on the ground. Minor problems and inconveniences seem to give you a miss.

Many Tongues (-50 cp) What languages you don't speak, an hour or two of immersion or study will enable you to get by.

Alert (-100 cp) You are very hard to surprise, having keen instincts for when you're being observed.

Adulting (-100 cp, free Human) Nimrod really would be lost without his butler. You know how to cook, clean, survive in the wilderness, drive, sew, fix things around the house, balance a checkbook, care for a child, and one other skill you could turn into a profession.

Nerve (-200 cp, discount Human) Rare is the man with the courage to charge a panther, or wrestle an angel, yet you are such a person. When danger appears, you never freeze, hesitate, or panic. You do exactly what you need to.

Better a Will (-400 cp, discount Human) 'Better a will than a wish,' Nimrod often says, a phrase he learned from a mundane in India. Better to have a goal and work towards it then to wait for prayers and wishes, or even than having them answered. You have the kind of limitless willpower that would let you carve a road through a mountain with nothing but a hand tool and time.

Fakir (-600 cp, discount Human) You are one of the few, the enlightened. Having grasped the five secrets of the cosmos, you perceive beyond all lies. But merely seeing the truth does not make one enlightened. The truth of the self is that you are without limit, your potential to grow shall never wane, your curiosity never be sated. Nor can your joy and child-like wonder be broken by the knives

of the world or the blunt instrument of time. You are wise to the ways of time, aware of and secured from its manipulation.

Djinn Power (free, exclusive to Djinn) There is an energy within each Djinn used to manipulate chance, usually in the form of wishes. There are a few harsh limits. Each spell or wish burns a little bit of a djinn's lifeforce. Wishes cannot raise the dead, change history or otherwise alter time, including time travel, or undo the spells of another djinn. A djinn might grant someone up to three wishes, a fourth will negate the first three. Any further wishes will grant the exact *opposite* effect, which some djinn and humans have exploited before, but this often ends in tragedy when somebody forgets.

Besides this, Djinn have a vast number of secondary powers. They can summon whirlwinds to carry them around the world. They can transubstantiate into smoke to fit inside a bottle or lamp, in which they can survive forever in a kind of stasis and furnish as they wish. They can astrally project and possess mortals. They can change their form into any animal, but this quickly tires them except for one specific animal form, sacred to each tribe, which can be maintained indefinitely without strain.

Djinnternal Mail (-100 cp, free Djinn) One of the more unusual powers of djinn. You may swallow a letter or small package while picturing a recipient, and they will regurgitate it. This cannot be used for very large things you couldn't easily swallow, or anything harmful to the recipient, and at least in this world it is considered polite to call first and never do this at mealtimes. Still, in an emergency, when you don't know where someone is, you can at least post a letter.

Conjurer (-200 cp, discount Djinn) Conjuring is a routine trick for Djinn. While all their powers are theoretically some form of chance manipulation, no wish is needed to nudge the odds that certain atoms in the air would spontaneously reconfigure into a picnic basket full of delicacies, or a suitcase full of cash good enough to pass any inspection. Most Djinn, particularly when starting out, have hard limits on the size and complexity of things they can conjure, but you have a rare knack for it. Like Phillipa in the final book, you can casually

conjure submarines and jet planes. It is highly unlikely you will ever be without the proper tool for a job.

Trickster (-400 cp, discount Djinn) Not for nothing do the arbiters of fate and luck have a reputation for cleverness. So strong is the compulsion to grant wishes, you might have only a fraction of a second to decide how to twist and interpret a wish before you grant it. Fortunately, that's plenty of time, because you're that good at thinking on your feet. Which is nothing compared to how clever you can be given a little time to think of ironic punishments or clever games, or the kind of loophole-filled contracts that make lawyers weep with joy or tear their hair out.

Blue Jumper of Babylon (-600 cp, discount Djinn) The most powerful and respected of all djinn, the leader of their community, arbiter of all conflicts and final judge is the Blue Djinn of Babylon. Always a woman, she spends a month of each year in seclusion, taking drugs to harden her heart against good and evil. So this is the first benefit, you can enter an entirely logical and impartial state, and this will be recognized and respected as a source of great authority. In this state, you are highly familiar with any applicable laws and precedents to a matter you must decide.

Second, the Blue Djinn is the most powerful Djinn in the world by a fair margin. More than a dozen times stronger than the runner-up, she can enforce her own decrees. So the second boon of this perk is that you become such a powerful exemplar of your kind. Whether this means physical might, magical power, intellect, or something else you must determine for yourself.

Third and lastly, alone of all creatures, the Blue Djinn knows the exact day and hour of her death. This is part of the heart-hardening process, a special candle is made. As life-force is power to a djinn, so are you hyper-aware of your power and its limits, to the last nano-joule.

Fear Not (-100 cp, free Angel) There's a reason Angels have to say this a lot. But as long as you genuinely mean no harm, people accept this about you. Likewise, if

you speak the truth, none will question that at least you sincerely believe what you're saying, however wild or outlandish.

Eremite (-200 cp, discount Angel) Vows of poverty are often made in imitation of the angels, for the truth is that they are perfect beings and in themselves entirely self-sufficient. You have no need for food, water or air. You do not require clothing to ward off the rays of the sun or shield you from the rain, for a Siberian blizzard, Saharan noon, and Indonesian monsoon are all as one to you.

Elsewhere (-400 cp, discount Angel) One of the unique powers of an Angel is to create an Elsewhere, a kind of magical clone of a person. The duplicate has the same personality, thoughts, feelings, memories and capabilities of the original, save a compulsion to obey their creator and a lack of reflection. They will not know they are a duplicate unless informed of such. However, the lifespan of an Elsewhere is measured out extremely precisely, no more than one million seconds (about eleven and a half days).

Warrior of Heaven (-600 cp, discount Angel) The creator gives the hardest battles to the strongest warriors, and there's a reason Daniel wrestling an angel was a legendary feat. Was not the great Assyrian host of Sennacherib turned back by a single angel? You are a fighter equal to Samael, and can teleport yourself and your foe to a special arena (he used the Madison Square Garden) where you can engage in single combat and be neither interrupted or interfered with.



ITEMS

You may discount one Item at each price tier. Discounted 50 and 100 cp Items are free. Similar Items may be combined, even with those from other Jumps.

Automobile (-50 cp) A modern means of getting around. Never needs fuel or repairs, never gets a ticket no matter where you park it.

Cigarettes (-50 cp) Smoking is a filthy habit, but as creatures of fire and air, it doesn't actually hurt djinn any. It's non-addictive, and can't give you cancer or smoker's lung. In fact, when winter closes in and a djinn's power wanes, inhaling hot smoke can be just the thing to pep them up or give them a little power to work with. You can always pull a pack of smokes and a lighter from your pocket, and even if you aren't a djinn all the unpleasant bits don't apply. Do try and not set a bad example for any children though, mm?

Djinnverso (-50 cp) A beloved bluffing/dice game of djinn. It is played with seven d8s (in ascending order of value: earth, fire, water, air, space, time, life & luck) with a seven of luck, Djinnverso, being the best possible roll. The crystal dice cup glows red in the presence of fate manipulation to prevent cheating, so in an emergency it can be used to detect djinn tilting the odds.

Falerian Wine (-50 cp) A treat for any djinn, this was the most expensive wine in the Roman Empire, created from black grapes collected from the length and breadth of Rome's dominion. Unlike most wines, it is highly flammable, so much so it bursts into most pleasant flames at the touch of a djinn's lips. You get twenty bottles, which refill each dawn.

Cash (-100 cp) A suitcase containing three million US dollars. Close the suitcase in any land, and any money within will convert to local currency. Refills every ten years or every Jump.

Flying Carpet (-100 cp) A most agreeable and convenient form of transport, especially if whirlwinds become unsafe, as in the fifth book. It is invisible so none give you trouble over it, and rationalize people just appearing.

Shorter Baghdad Rules (-100 cp) The Baghdad Rules are a fifty-volume set containing the sum total of Djinni law, history and everything they've figured out about their powers in the last 2700+ years. It is unorganized, at points contradictory, and a deeply difficult read. This is the shorter version, summarized, streamlined and above all *indexed* by Mr. Rakshasas. It is able to project holographic moving images of the things it describes, and once a day, if you rub the cover, a tiny image of Mr. Rakshasas will give you a relevant fact of the day.

In future Jumps you receive a similar streamlined yet informative guide to the setting and universe, complete with projection and fact of the day features.

Tuchemeter (-100 cp) a kind of barometer that measures the state of luck. If the needle moves to the left, it's bad, right is good, and the ideal is pointing straight up at the word 'homeostasis.' It is a useful measure of curses, and if something is going wrong in the world.

Gestalt Slippers (-200 cp) A pair of very ornamented velvet slippers, by clicking them together you can either teleport yourself or conjure a duplicate of any handheld item which exists.

Optabellower (-200 c) A guardian monster of the Blue Djinn of Babylon, made from spiteful or wasted wishes that never came true. Each one of these adds a tiny amount to the beasts' size and power. Loves scritchies.

Spirit Gateway (-200 cp) A passage to the Spirit World, or its equivalent in future Jumps. A most wonderful place for uncovering secrets normally sealed by death, but be extremely careful what you bring back with you.

Discrimen (-400 cp) An emergency wish has been stored for you. It doesn't rely on your own powers and can be activated by picturing a result while saying a special secret word. Anything will do, as long as you never use it by accident, because you will always be able to remember and pronounce it in a crisis. One limitation is that two discrimen used simultaneously will cancel each other out. Yours is replaced once a decade or at the start of the next Jump.

Golden Tablet (-400 cp) One of five tablets made by Yen Yu, the holder has the power to command all men and women. Wish someone a nice day, and they might take a 'me day' off work. Normally, they require the user to have a good heart as protection from abuse, but paying cp, you can void this requirement if you so wish. It doesn't work on Djinn or angels, only humans and Dong Xi.

Terracotta Army (-400 cp) An army built to conquer the afterlife, by an Emperor who didn't appreciate how *big* the Spirit World would be. 8,000 infantry, 150 cavalry, and 130 chariots. Fearless, tireless, faultlessly obedient. The Dong Xi, or clay soldiers can be animated and powered by spirits, and can absorb all manner of spirits to power themselves

Jade Pyramid (-600 cp) A pyramid built of jade, a material that cannot be altered or destroyed by djinn powers, and extremely useful in binding spirits. Think of it as a spirit prison with infinite capacity, plus a battery for the magical powers of those held within. With enough power, you could grant wishes with global, retroactive effects, such as Iblis' wish to reverse all good wishes ever done. In future Jumps, housing enough spirits here will let you brute force your way past many ironclad rules and limitations of the magic system.

Solomon's Grimoire (-600 cp) A tome penned by King Solomon after he received his magic ring, and sought by Asmodeus ever since. It contains the comprehensive secrets to summoning, binding and commanding all manner of spirits - djinni, demons and angels alike. In future worlds it works the same.



DRAWBACKS

Odd Duck (+50 cp) Your unusual dress stands out in a crowd. Perhaps like Uncle Nimrod you dress exclusively in a single bright color. Or your fashion sense is three hundred years or more out of date, from hallways around the world. In any case, you will not disguise your eccentricity and people will remember you.

Stay A While (+50 cp) Could five years really be enough time to explore such wonders? You may extend your stay, earning an extra 50 cp for each five years.

Guest of the Hanging Gardens (+100 cp) You spent some time inhaling the scent of the Third Tree of Eden, the Tree of Logic as opposed to Knowledge or Life. Every so often you will blurt out a 'logical' statement or solution, meaning hard-hearted and unclouded by sentiment. You will not understand why people are bothered or not doing the obvious thing.

Groanin (+100 cp) You are always grumbling and complaining and generally finding the dark cloud in every silver lining, while making sure everyone around you is as lightly miserable as you are.

Limited Palate (+100 cp) Anything more spicy than KFC is gonna be a real problem for you. Unbearably hot and certain to unsettle your stomach something fierce. A serious problem if you plan to spend a lot of time in Egypt, India, Brazil etc.

Sensitive (+100 cp) Turns out it's not just Phil, lots of djinni *hate* loud noises. A crash across the street almost causes a panic attack, a motorcycle roaring by will have you clapping your hands over your ears and screaming to try and drown out the din.

Lopsided (+200 cp) Were you there when a tiger-tamer set his cats loose on the British Museum? Either way, you appear to be down a limb, and for the duration of this jump nothing can restore it.

Many Snakes (+200 cp) The Cult of Nine Cobras has learned of you. The group has global reach and many minions, their goal is to grant their leader, the Cobra King, djinn powers by infusing him with the blood of many young djinni. A dubious prospect, but it will actually work fine with your Jumper powers.

Methuselah Binding (+200 cp) You have been cursed to rapidly age if you do something. It might be if you leave a city, or try to interfere in someone's plans. It will, at a minimum, be a severe inconvenience to you at least once.

Chill (+300 cp) As creatures of fire, the powers of a djinn are limited by the cold, and for no one more than a very young djinn, who will find a New York winter quite debilitating, while it might take an Arctic chill to shut down a more powerful Djinn. You may or may not be a very young djinn, but you'll find all your powers - in and out of Jump - are similarly sensitive to the cold.

Claustrophobia (+300 cp) Many Djinni are severely claustrophobic due to long years of imprisonment in a lamp or bottle. Whether or not you've ever had this

experience, this now afflicts you. Even getting inside a motorcar or a plane without lashing out is an immense trial for you.

Unluckiest Man in the World (+300 cp) Anything with the slightest chance of going wrong for you will do so. Catastrophically. Like the town that had a fake gold rush, a flood of pink dye, a computer virus, a mass poisoning, and a novel stinkbug swarm all in a couple weeks.

Vengeance & Venom (+300 cp) You have made a terrible enemy, one at least as capable and dangerous as Iblis, Akhenatan or Asmodeus.

Confined (+400 cp) You begin imprisoned in a jar or lamp of some kind, in a random location. Should it be opened or smashed, you will transubstantiate to safety, djinn or no. In the meantime, one hopes you can make peace with your cell.

Impoverished (+400 cp) None of your equipment or Warehouse from outside this Jump will function here. You can have them back when you're done.

Sealed (+400 cp) None of your powers from outside this Jump will function here. You can have them back when you're done.

END

Go Home - Sooner or later, all journeys end.

Remain Here - It's quite a pleasant world.

Travel Onwards - To new Jumps and adventures.

Notes:

1.) The Akhenaten Adventure - The twins discover their powers, are sent to live with their uncle in Cairo, who must deal with the re-emergence of Akhentan & his 70 Djinn.
2.) The Blue Djinn of Babylon - The twins go to a Djinnverso tournament where Phillipa is framed for cheating. The twins are then sent to wrangle the stolen Solomon's Grimoire, but it was all a trick and a trap so the Blue Djinn (their grandmother Ayesha) can kidnap Phillipa to be her successor. John tries to rescue her with their dogs (secretly their uncles, transformed for murder) while Nimrod seeks out an acceptable alternative candidate.
3.) The Cobra-King of Kathmandu - the Cult of Nine Cobras is controlling young djinn with their wisdom teeth, hoping to make their leader one by replacing all his blood.
4.) Day of the Djinn Warriors - A series of museum heists reveal that the Ifrit are planning to raise the terracotta army. Meanwhile, the twins' mom is in line to be the next Blue Djinn.
5.) The Eye of the Forest - global warming and the near extinction of a magical tree have made whirlwind travel unreliable and unsafe. The kids must journey to the Amazon to set things right.
6.) Five Fakirs of Farzibad - Nothing happens. Well, a fair bit happens, but time gets reversed to the start of the book at the end and all is undone.
7.) Grave Robbers of Genghis Khan - Final adventure, a spike in worldwide volcanic eruptions is linked to dragon crystals stolen from the grave of the Great Khan.