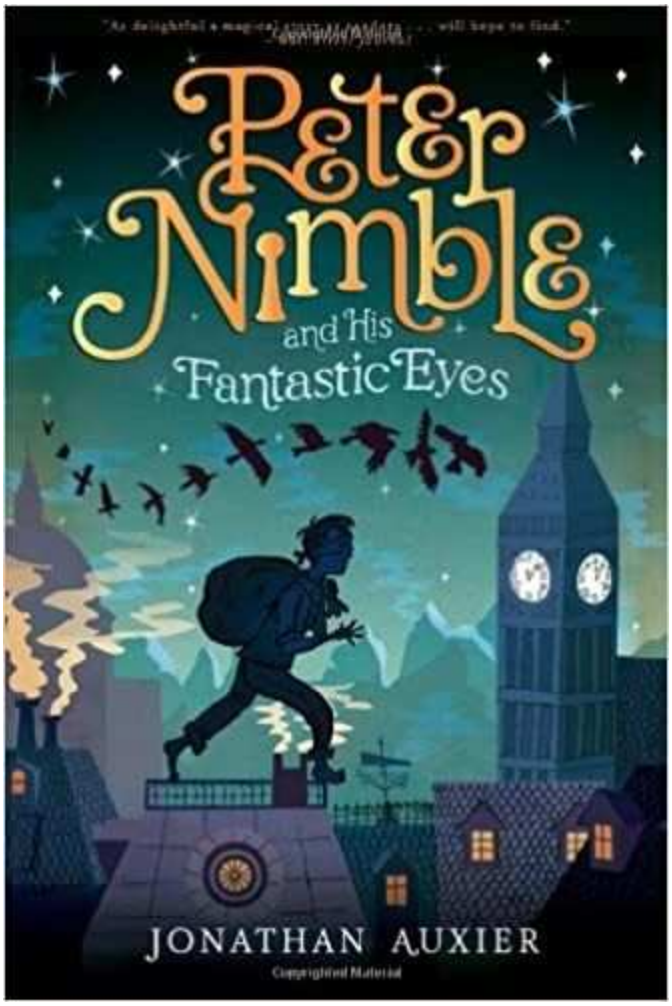
Peter Nimble and his Fantastic Eyes: Jumpchain Compliant

V.1.1



By u/Eyouchen

Now, for those of you jumpers who know anything about blind children, you are aware that they make the very best thieves. Their fingers are small enough to slip right through keyholes, their ears keen enough to hear the faint sounds of a lock's many moving parts. This is the story of the greatest thief who ever lived. His name, as you've probably guessed, is Peter Nimble. (yes, he's blind.)

And now Jumpchan has decided to throw you into the equation. For those of you with lore knowledge, you start on the day the Haberdasher enters the Port Town and meets Peter Nimble.

Before you were shunted out of the last world and into this one, you managed to steal:

+1000cp

Starting Location:

Roll a 1d8 to determine where you start or pay the standard rate of 50cp to choose.

1. Port Town
   The Port Town where ten years ago, a few drunken sailors dropped off an orphaned baby they found floating in a basket with his eyes pecked out by a raven. As of now, the town has been beset upon the greatest thief they've ever seen - except that nobody actually *sees* said thief, just the open safes and empty jewelry boxes he leaves behind. If you do a little snooping, however, you might meet this thief in the night. Other local attractions include a clock tower, uncle knick-knack's pawn shop, and the mumblety-peg gang.

2. The Troublesome Lake
   You've dropped straight into the troublesome lake. It's a lake. Full of floating bottles. The lake got its title from the bottles, which have notes inside written by the troubled and desperate - people who need rescue. Sadly, it seldom works. It's found in the centre of Professor Cake's island. About the lake - it appears to be a basin at the bottom of a hollow. It is surrounded by walls about thirty hands high and waterfalls. It is said that no matter its birthplace, all the seas in the world eventually die here.

3. Professor Cake's Island
   This is the island owned and inhabited by the wise and kind Professor Cake. His apprentice, Mr. Pound, also stays here, though he's away for the

moment. This is a pretty nice place. Professor Cake is a welcoming guy, and you may tour the island at your leisure. The island has cool stuff - such as the gazing mat, a small port, and a treehouse. At this isle meet all the waters of the world, many of them from seas beyond the reach of human ships.

4. BS' JOY, Just Deserts
   Oh, dear. Not gonna lie - this is a pretty nasty place. The Just Deserts are a massive desert, where thieves and criminals are sent to get *just* what they *deserve.* As expected of a desert, it's really hot. Under the sands, you can find many edible bugs crawling around. Oddly, the place lacks cacti and instead you can find the wrecks of many boats lying around. The other inhabitants are the aforementioned thieves and criminals, the raven army led by captain Amos, and officer Trolley. You begin at a start by the remains of a ship with the letters "BS' JOY" scrawled across the stern.

5. Kettle Rock, Just Deserts
   A rock shaped like a teakettle in the middle of the just deserts. It's roughly the size of a house and is hollowed out and full of water. The water flows up through the bottom, connected to an underground current.

6. Dining Hall, Perfect Palace
   The Perfect Palace - a real nice place. There are nice people everywhere, and it's ruled by the perfect king Incarnadine. Every day the people of the perfect palace eat their meals at the dining hall - a room with a gigantic wooden table with a built-in stream in the middle on which plates of delicious food float down and singing sparrows on pillars. Oddly, there is a slightly bitter taste to the food, nobody knows where the food comes from, the people don't understand what keys are, and when a bell rings every evening, they all go on a mad stampede back to their homes.

7. Underground, Perfect Palace
   The sewers. Gross. They're full of muck. There are caverns all over the place, and if you're not careful, you could get lost or drown down here. So be careful. If you snoop around enough, you might find a few kids and a certain raven running around down here.

8. Free Choice: Go wherever you want, jumper.

Origins

Any origin may be taken as drop-in. You keep your gender, or you can change it for free.

- Port Thief: You're one of the myriad thieves of the sleepy little port town. You've grown up an orphan, living off things you've stolen from the good, honest folk of this town. You may begin in the Port Town for free. Your age is 8 + 1d4.
- Desert Dweller: You are one of the many wretched denizens of the just deserts. This is a pretty terrible life, with scorching heat, salty birds, and sunburned maniacs running around, but you've picked up plenty of skills in the desert. If you are a raven, you may be a member of the army led by captain Amos. You may start at BS' JOY or Kettle Rock for free. If you're human, though, avoid Kettle Rock. Your age is 26 + 2d8.
- Missing One: You're one of those who mysteriously disappeared from the vanished kingdom - one nobody remembers. Recently you were one of the slaves, but you managed to escape and now you're on the run. You may start underground for free. Maybe you can find others like you in the sewers… Your age is 8 +1d4.
- Perfect Citizen: You're one of the citizens of the perfect palace. You live your perfect life in your perfect palace - but you're not as foolish as the masses. You retain your memories. Somehow. You may join Incarnadine, or you may forge your own path. You can start at the Dining Hall for free. Your age is 25 + 1d10.

Races

- **Human** (free): Homo Sapiens. You know the drill (hopefully).
- **Raven** (100cp): You are one of the proud and noble ravens. Ravens may start anywhere in the just deserts (either BS JOY or Kettle Rock) for free. You're fast, smart, probably know how to fight as a bird and in an army of

birds, and your beaks and talon can shred flesh like paper. Ravens are coal-born beasts in this world, so you're also resistant to fire.

- **Ape** (200cp): You are not a chimpanzee. You are not a gorilla. Oh, no no no no. Those are *domestic* apes. You're one of the wild apes, probably a member of the terrifying night patrol (seeing as those are the only known intelligent apes, but you don't have to be). Most wild apes have two terrible horns on their brow, which join in a huge task where the nose should be. You have deadly ivory fangs and claws, and you're strong enough to slash ravens in half with your claws and bite people's arms off. You also have a hump between your shoulder blades in which you store about a month's worth of water in your hump. Lastly, you can start anywhere in the Perfect Palace (the Dining Hall or Underground) for free.

There is one more "race" you can take if you'd like, but it's a drawback that overrides your current one until the end of this jump.

Perks

Remember, 100cp perks under your origin are free, and any other perks other your origin are half price.

Undiscounted Perks

- **Fighting Skill (free for ravens and apes, 100cp):** You have skill in fighting. You know how to use your natural weapons to your advantage, how to dodge, hit hard, and how to take hits.
- **Stronk (free for apes, 200cp):** You're strong. You're strong enough to slash foes in half with your claws, you're strong enough to bite arms off, that kind of stuff.
- **There are times when Justice demands from us more than we would give (200cp):** Your will is near-unbreakable. Your courage is near-unbreakable.
- **Hardly, it only takes a bit of practice (400cp):** You can read people's minds now. Keep in mind that this is a practiced skill, not straight up telepathy.

Port Thief

- **Heartbeat Stopper (100cp)**: You've learned a few tricks, jumper. The first is the ability to stop your heartbeat for a short while to conceal yourself. This may not work on grumpy dogs, though.
- **Drowsy Dodger (200cp):** A few passing sea-gypsies taught you this old, but useful trick. Escaping comes as easy as breathing to you now. You're a great escape artist. You can slip out of almost anything. But the real trick happens when you're unconscious - you've trained your fingers to undo knots in your sleep, and now even if somebody trusses you up when you're unconscious, you'll just twitch your arm and the whole thing comes undone.
- **Good Senses (400cp):** You have the senses of a blind thief, without being blind. Your senses of smell, hearing, touch and taste are phenomenal. You can smell what lies behind locked doors at fifty paces - be it fine cloth, gold, or peanut brittle. In addition to this, you can smell riches, smell lies (don't ask me how this works), smell water, and smell the ages of people. Your hearing is so good that you can hear every gear in a machine and pinpoint the location of every part, hear heartbeats wherever you go, and hear raindrops before it even rains. Your touch is crazy, too. For example, by holding a book, you could tell how many pages it has by holding it, or who last read it just by ruffling the pages. Your taste is good too, I guess.
- **Second Greatest Thief who ever Lived (600cp):** That's you, Jumper. Peter has some competition, I see. You get mastery of all six thieving specialties and you can even pull stuff like chaining people to a giant cuckoo clock without them noticing, stealing fillings out of a sleeping pirate's mouth, and stealing bullets out of a gun - all without anyone noticing. You also know the rascal's questions, a set of questions that you may ask yourself in your head. Once you've answered them, you will almost immediately think of a solution to the problem you're facing - whether it's rescuing a zebra or choking to death fifty feet above the ground. You make the likes of Sly Cooper and Carmen Sandiego look like amateurs.

<u>Desert Dweller:</u>

- **Desert Survival (100cp):** You have learned the ways of survival in the desert. You know how to pull bugs out of the sand to eat, how to navigate the desert, how to survive for years by swallowing your spits, and you know the phrase to secure safe passage through enemy camps and the warning when danger nears.

- **Thieving Specialty (200cp):** Twiddlesticks. Patch. Bogie. Cough. Clipper. Scabbs. These thieves were all named after the trade of thievery that they specialize in. Now you, too, are an absolute master of one of these trades. You may only choose one trade, and you can't take this perk multiple times. If this is taken with "**Second Greatest Thief who ever Lived,"** your specialty becomes godlike. The trades are:
    - Twiddlesticks - the art of lockpicking. You are good at picking locks. REALLY good. As in, you don't even need lockpicks. You can literally jam your fingers into a lock and it'll come apart with the right maneuver. You also can jam your hands into some machines (i.e a clock) and steal vital parts, halting the machine completely.
    - Patch - the art of disguises. A "patch" is someone who disguises themselves, usually in fine clothes, to get close to a target. You're great at MacGyvering together disguises out of rags. You can also act well, and your voice can mimic almost anybody's.
    - Bogie - the art of sneaking. Very self-explanatory. You can blend into your surroundings until there's virtually nothing left. You could sneak into a barracks with thousands of soldiers without waking up a single one. Even your footprints are nearly impossible to see.
    - Cough - the art of distraction. A "cough" is a burgling trick where you create a distraction by making a noise. You are an expert at doing this. You can throw things, and make the noise sound exactly like footsteps, or whatever you want. You can also throw your voice. You'd make a good ventriloquist.
    - Clipping - the art of kidnapping. You're fast, strong, and steady. Struggling bodies won't confuse you, you're resistant to being stunned. You're great at tying people up, gagging them so they won't make a sound, and stuffing them into bags.
    - Scabbing - the art of decoys and swapping goods. For example, if you wanted to steal a ruby ring off somebody's finger, you'd steal the ring and replace it with a pebble with a string tied to the person's finger so the person won't notice. You can make uncannily similar decoys of something, so when you steal the genuine article, the target won't notice unless they intensely scrutinize the decoy. And you'll be long gone by then.

- **Ain't no shelter in a den of thieves (400cp):** You gain the ability to suss out liars. You know who's trustworthy and who isn't. You know who has your best interests at heart and who wants to betray you.
- **Backstabber's Blight (600cp):** It is rumoured that when a thief is betrayed by another thief, he can call a curse on the backstabber's head. Anybody under this curse will die in the same way: like a miserable worm. You can call this curse, the Backstabber's Blight, on people now. Anyone you curse will die in the worst possible way by the end of the jump. However, you can only call this upon those who have personally betrayed you.

Missing One

- **Sewer Runner (100cp):** You've got what it takes to survive in the sewers. You're great at swimming and wading through water, you know a thing or two about headlocks, and you can expertly tie climbing knots. You're also so caked in dirt that you could stand still in a cave and nobody would notice you.
- **Born to Rule (200cp):** Regardless if you're royalty or not, you'd be a great monarch. You can lead with the best of them. You can easily gain the trust of both human and beast through hard work and carry them to great achievements. You could lead a kingdom to prosperity at the age of ten. You are also a great tactician - you could lead armies of thousands.
- **Dire Straits (400cp):** There are some times when a person is in such dire straits that they achieve the impossible - less by their own strength than by a strength that moves through them. You, too, can access this strength when you're desperate. You could topple castles with your bare hands with this power. Use it wisely.
- **Hazelgood's Dying Breath (600cp):** Once a jump, you may call upon the curse of Hazelgood on a land or country. This curse will cause a great, uncrossable chasm to open up all around the land and drain all the seas. The country you've cursed is now effectively landlocked, and somehow unreachable. A great way to prevent, say, England, from sailing out and establishing the empire upon which the sun never sets. However, with enough time, the cursed country may find a way to make the seas return, and once that happens, they may once more be reached and travel outside.

Perfect Citizen

- **Cheerful (100cp):** You're a cheerful person, wholesome and easy to befriend. Whether this is actually true or not is up to you.
- **Good Parent (200cp):** You're a great parent.
- **CHILDREN! (400cp):** By shouting, you can gain the attention of many misbehaving children in the area. You can admonish them, and they will feel guilty and briefly follow your orders. This also makes you good at teaching things.
- **The King (600cp):** You're one manipulative bastard. You can usurp a throne, and quickly manipulate the people to forget about your crimes and worship you like a god. This also makes them a little stupider than normal, but who cares? In addition to this, you can control the flow of politics in a country like an extension of yourself.

Items

All 100cp items under your origin are free, and other items under your origin are discounted by half.

<u>Undiscounted Stuff</u>

Peter Nimble and his Fantastic Eyes (free): A copy of the novel "Peter Nimble and his Fantastic Eyes" by Jonathan Auxier. Signed by the author.
Mysterious Note (free): A mysterious note in a green bottle. The note reads:

Kings aplenty, princes few.
The ravens scattered and the seas withdrew.
Only a stranger may bring relief,
But darkness will reign, unless he's a -----

The last part is smudged and unreadable, but you can probably guess at the last word.
Rumbling Wineskin (200cp): A wineskin given to you by professor cake. He has trapped a magical storm cloud that never runs out in it. Every few hours, the wineskin will rumble and when you next open, it will be full of fresh rainwater to drink. It can't shoot lightning, unfortunately.
Flying Machine (400cp): A miniature blimp. It's big enough to hold two apes. There's a furnace that feeds hot air into the balloon sail You control the altitude with a damper. Other than that it works like a bike - there are pedals for a propeller

at the back which generates wind to push the machine forward, and handles to steer with. It also has lots of room to carry things, but remember that the more weight the flying machine holds, the slower it goes. At its fastest, it could outspeed ravens.

Port Thief

- **Blindfold and Haversack (100cp):** A blindfold, to cover your eyes, and an absurdly spacious haversack you can stuff a lot of things into. You can even hide smaller companions in it, and nobody will notice.
- **Silver Fishhook (200cp):** A giant silver fishhook. Big enough to be used as a sword. Pretty sweet.
- **The Scop (400cp/500cp):** A replica of the boat made by Mr. Pound. It's a boat about the size of a bed. What's special about it is that if you tie an object to the prow, the wind will magically guide you to where the object came from. If you pay an extra 500cp, the scop will come loaded with food that refills over the course of a day if you run out.
- **Box of Fantastic Eyes (600cp):** A beautiful box of three pairs of magic eyes. It's got a lock on it and comes with a key. The eyes are all beautiful, and you now can pop out your own eyes to replace them with these. Normally, you wouldn't be able to see through them, but because you're a jumper, Jump-chan will allow it. You can make them any colour you want, but by default, they're gold, onyx, and emerald. The gold pair allows you to teleport to the place they last saw. The onyx pair allows you to transform you into the last creature you touched. (don't handle snakes.) The emerald pair are just a pair of normal eyes. You may not have much use for those, but give them to a blind person and they'll be able to see without any neurological issue whatsoever.

Desert Dweller

- **Wrecked Ship (100cp):** A wrecked boat. It provides a lot of shade and can be used as a makeshift home.
- **Trolley's Axe (200cp):** A copy of officer trolley's axe. In addition to being an axe that you can hit people with, it's supernaturally good at cutting boats in half.

- **Lemon? Orange Juice? Citrus (400cp):** Your choice of a refilling jug of orange juice, or an infinite supply of lemons. See, the prisoners of the just deserts (especially one Old Scabbs) would do anything for these because a lack of citrus fruit causes scurvy. Nobody likes having scurvy.
- **Just Deserts (600cp):** You can take the Just Deserts themselves with you. The place either becomes a warehouse attachment or follows you jump to jump. It doesn't have any inhabitants (except for a lot of edible bugs) but comes with the myriad amount of wrecked boats, the raven nest, kettle rock (which has a never-ending source of water), a ton of sand, and BS joy. You could imprison most people here, and they wouldn't be able to escape. If you put a certain Jedi here, he probably wouldn't be very happy...

Missing One

- **Chains (100cp):** Some rusty chains you can tie people up with. They used to tie you up.
- **Barrel (200cp):** A barrel that you can somehow contort yourself into. You could roll around in it, even floating on water.
- **Hideout (400cp):** A hideout in the sewers of the Perfect Palace. Very hard to find. In future jumps, you will always have a hideout in the sewers of all the major cities of the world(s).
- **Hazelport (600/700cp):** The tiny island kingdom of hazelport, with all its human inhabitants. A great place, with happy and prosperous people. A few hundred people live here. You can choose between the kingdom in the era of the rich man, the era of Hazelgood, the era of Incarnadine, and the era of Peg. For an extra undiscounted 100cp, you can make it so the seas around the kingdom are protected by six giant, battle-hardened sea turtles.

Perfect Citizen

- **Luxurious Home (100cp):** A nice place to stay in the perfect palace. It has a huge lock on it that both locks you in and locks others out.
- **Devil's Dram (200cp):** An infinite supply of the Devil's Dram. It's a special root you grind up and mix into tea. It makes the mind of the person who consumes it weak, and sleepy. It's used to make people forget things. The effects wear off fast, so you need to take it several times a day to forget a

bad experience. It's got a faint, earthy bitter taste, but it's really subtle so you probably won't notice it unless you had some kind of enhanced senses...

- **Clockwork Beast (400cp):** A giant drill. It works through giant hamster wheels, which are big enough for people to walk on. It digs fast. It also comes with twelve sea serpents and leashes for them.
- **Clockwork Armor (600cp):** What's this? Did you loot Incarnadine's treasury? Or do you just have a copy? Anyways, this would normally be a one-of-a-kind item, but since you paid cp, here you go! The clockwork armor is armor with gears inside. With this armor, you could kill ten men with one sweep of your arm. It's impervious to most swords, arrows, and can even take shots from muskets. It's got hidden blades in the gauntlets, (like in Assassin's creed, but from the top of the forearm instead of the bottom) and you can shoot spring-loaded blades out of your wrists by flexing your fingers. You can take off the breastplate, exposing your chest and the numerous gears and cogs of the armor, but in exchange for this you can make a ton of knives, spurs, barbs, and saws spring out from the clockwork, drastically increasing your offensive capabilities. In this "attack mode," you can literally walk into a table and the gears will chew it into a million splinters. However, there are two weaknesses to this armor. The first is that there's this one tiny pin deep in the gears. If you pull it out, the armor will stop working and freeze. The wearer will lose the ability to move if this happens unless they're really strong. Fortunately, your foes will only be able to get to this pin if you're in "attack mode," and even if they do it, they'll be guaranteed to mutilate their hand as they'll be forced to jam it into your knives/spurs/barbs/gears. Secondly, due to the stupidity of the maker, Incarnadine, there is no helmet.

Companions

Import: Import as many companions as you want for free. They get 600cp, can take drawbacks, and you can give them cp at a 1:2 ratio. For example, if you gave 100cp, each companion would get 200cp.

Canon Companion (free, but you have to convince them): Want to bring someone along? Sure. You can do it if you can convince them, which is no easy

feat. Peter probably won't come along without Sir Tode, Simon and Peg would probably want to stay in Hazelport, Professor Cake has a life goal he won't abandon, and Incarnadine… Why would you want to take Incarnadine along? Honestly, the only person I could see you convincing is Officer Trolley or one of the thieves of the just deserts, and that's only because they want to get out of there.

Raven Guard (400cp, discounted for Ravens): An army of a few thousand ravens, all loyal to you. They all have the "fighting skill" and "there are times when justice demands from us more than we would give" perks. They're good fighters but depend on a leader.

Ape Horde (400cp, discounted for Apes): A horde of apes. It's your very own night patrol! They have the "fighting skill" and "stronk" perks but watch them closely. They aren't the smartest.

Good Ol' Frederick (400cp): Early in this jump, you're going to befriend a fish. A very big, talking, sentient dogfish. This guy, he's good ol' Frederick. He's not the smartest, but he's undyingly loyal to you. Normally, Frederick will hang around in the ocean. He'll even be around somehow if the jump doesn't have an ocean. He doesn't take up a companion slot. But if you ask around for good ol' Frederick, he'll show up. You can literally ask anyone (though he'll show up really fast if you ask sea creatures) for Good Ol' Frederick, and Frederick will magically appear and help you out.

Drawbacks

- **The era of Hazelgood (+0):** You start ten years ago, in the era of Hazelgood. You show up on the eve of the Cursed Birthday.
- **Into the Grimmwald (+0cp):** Instead of the standard ten years, this jump lasts two years. You immediately go to the Sophie Quire and the Last Storyguard when the two years end.
- **Named for what you are (+100):** You have a stupid name. Everyone will call you by it. Even your companions. Canon stupid names include Scrape, Marbles, and Giggle.

- **Voice of the Serpent (+100cp):** You cannot talk without yelling. Every sound you make to communicate will be a blood-curdling shriek. You're somehow unable not to yell.
- **"Magic" (+100cp):** You have difficulty understanding technology. You think all of it is some kind of magic. You'd think of a map of some sewers as a "magic piece of parchment that lets mages see where the tunnels go." You'd think of a machine as a "great magic beast."
- **Hey! Who's there! (+100cp):** Every so often, you will get a knock on the back of your head. When this inevitably happens, you will be forced to yell "Hey! Who's there!", turn around, and stupidly pat the back of your head to check for blood.
- ***UnderAuthorityOfHisTrueMajestyLordIncarnadineThisHumbleServantHere-byPronouncesYouTraitorsToTheTrueCrownanishingYouToTheJustDesertsForTheFullDurationShortOrLongOfYourWorthlessLivesBarringAnyHopeOFReliefOrParoleAmen.*** **(+100cp)**: You have the customary brand of the criminals of the just deserts, regardless if you've been there or not. If the citizens of the Perfect Palace see it, they will fear and distrust you.
- **Bigelow Brank (+100cp):** Every lock you encounter will be the Bigelow Brank. Even the one on the box of fantastic eyes. Bigelow Branks can be opened safely with a key, but are very dangerous for would-be-thieves. It contains a mechanism that, if, disturbed, will dump a thousand spikes from the ceiling down on the perpetrator. The only way to crack it is to pick it delicately, then at the exact moment the latch releases, smash it to pieces. Even if there's no ceiling, the spikes will come. You can't use them as weapons, for they'll instantly disappear.
- **Poor Old Jumper (+100cp):** You can only talk from a third-person perspective, and you can't seem to get people's names right, instead calling them what you see them as. For example, if you met a ten-year-old, you'd probably call him "littleboy" instead of his real name.
- **Devil's Dram (+200cp):** You lose all your memories except for the origin ones. You'll have vague dreams of them, but you'll only get everything back at the end of the jump.
- **Trolley Legs (+200cp):** Your legs have been replaced with peg legs. Good luck running now.
- **Desert Teeth (+200cp):** All your teeth have fallen out.

- **Goddamn Sea Dragons: (+200/+400cp):** Sea serpents. Sea serpents everywhere. For 200cp, anytime you go near the sea, up to twelve sea serpents will try to eat you. For 400cp, it's anytime you go near a large enough body of water, and the serpents will respawn if gotten rid of. Enjoy finding one of them the next time you take a bath in a bathtub. The serpents that come with the clockwork beast will leave you alone.
- **Hag's Curse: (+200cp)**: You have been trapped in the body of a human, a cat… and a horse. Even if you're an ape or raven. Once, you were a knight, on your noble steed, quarrelling with a stray kitten. Then your argument angered a hag, and she turned the three of you into one ridiculous creature. You have the body of a cat, with the ears, tails, and hooves of a horse. Your face is catlike too, save for some bushy eyebrows and a mustache (it is not optional. Even if you're a girl). You also have a huge appetite now - after all, you have to juggle the combined appetites of a human, cat and horse. You can't pick things up and people will occasionally laugh at you because of how silly you look. On the plus side, this becomes an alt-form at the end of the jump.
- **Blind (+200cp)**: A raven pecked out your eyes. You are blind. You can't heal from this until the jump ends. Even the fantastic eyes won't help with this.
- **The Dread Justice Trousers (+400cp):** King Incarnadine knows who you are. He knows about your nature as a Jumper. He will try to kill you, so he can usurp your role and go out and conquer the omniverse. (If he succeeds, by some miracle, he'll fail miserably if it's any consolation. He'll show up in a jump with really strong people and bite the dust.) Beware, for he has the Night Patrol, Clockwork Armor, and the entire vanished kingdom under his control.
- **Mr. Seamus (+400cp):** Throughout the jump, you will be forced to work for a nasty guy named Mr. Seamus and his nasty dog, Killer. It's going to suck. You may not harm Mr. Seamus. If you do, you automatically fail the jump.
- **Power Loss Drawback (+400cp):** The obligatory drawback. You lose access to your warehouse, to all your out-of-jump powers, etc. First-time jumpers may not take this drawback.

Future

As always, your drawbacks disappear at the end of the jump.
Back to the Port Town: You retire, and go home. Of course, you keep all your powers, the warehouse, your loot, and your companions. Go wild.
Staying at the Palace: Don't wanna leave your friends behind? Ok, stay here.
Tally-Ho! : You will sail forth to another world, fresh and full of adventure. But remember - the further out you sail, the deeper and more enchanted the waters become…
NOTES:
This is my first-ever jump. Contact me on Reddit if you have any questions.

I have no idea how good the taste is for "good senses," because there aren't any feats in the book showcasing it.

This Jump is based on the book "Peter Nimble and His Fantastic Eyes" by Jonathan Auxier. It has a sequel that I've made a jump about. More info here about the series.

https://www.thescop.com/

Here's a link to the Sophie Quire jump. It happens canonically after two years from this jump.

https://docs.google.com/document/d/1swg1WTcRGimpteIAzIUkS_nO3QaWCOFsOo81yDbaQIc/edit?usp=sharing

About the Haversack: you can easily stick someone with the "Hag's Curse" drawback in it. Think about it like how Tanjiro carries around Nezuko on his back.

About the "Hag's Curse" drawback: No, you cannot cheese this drawback with altforms. It's a drawback for a reason. You will remain in this form until the end of the jump. And for you horny jumpers - no horse pp. This is a kid's book. Keep it PG-13.

About the Backstabber’s Blight: In canon, somebody dies from the backstabber's blight by being shoved off a building, and upon landing on the ground their throat is pierced. As they died, they couldn’t even move, forced to lie still. Also, the curse has to be for major betrayals. Something like Caesar getting betrayed by Brutus works. You can’t abuse this and curse somebody because they ate your cake when you asked them not to, or stuff on that level.

The last two words on the note, in case you didn’t guess, are “a thief.”

I loved this book as a kid.

Mada Mada Plus Ultra.

Changelog
V.0.5: Made WIP doc
V.1.0: Finished Jump
V.1.1: Sophie Quire update
Added “Hardly, it only takes a bit of practice” perk
Added “Peter Nimble and his Fantastic Eyes” item
Added “Into the Grimmwald” drawback
Added “Desert Teeth” drawback
Buffed up “Second Greatest Thief who ever Lived” perk
Grammar checks