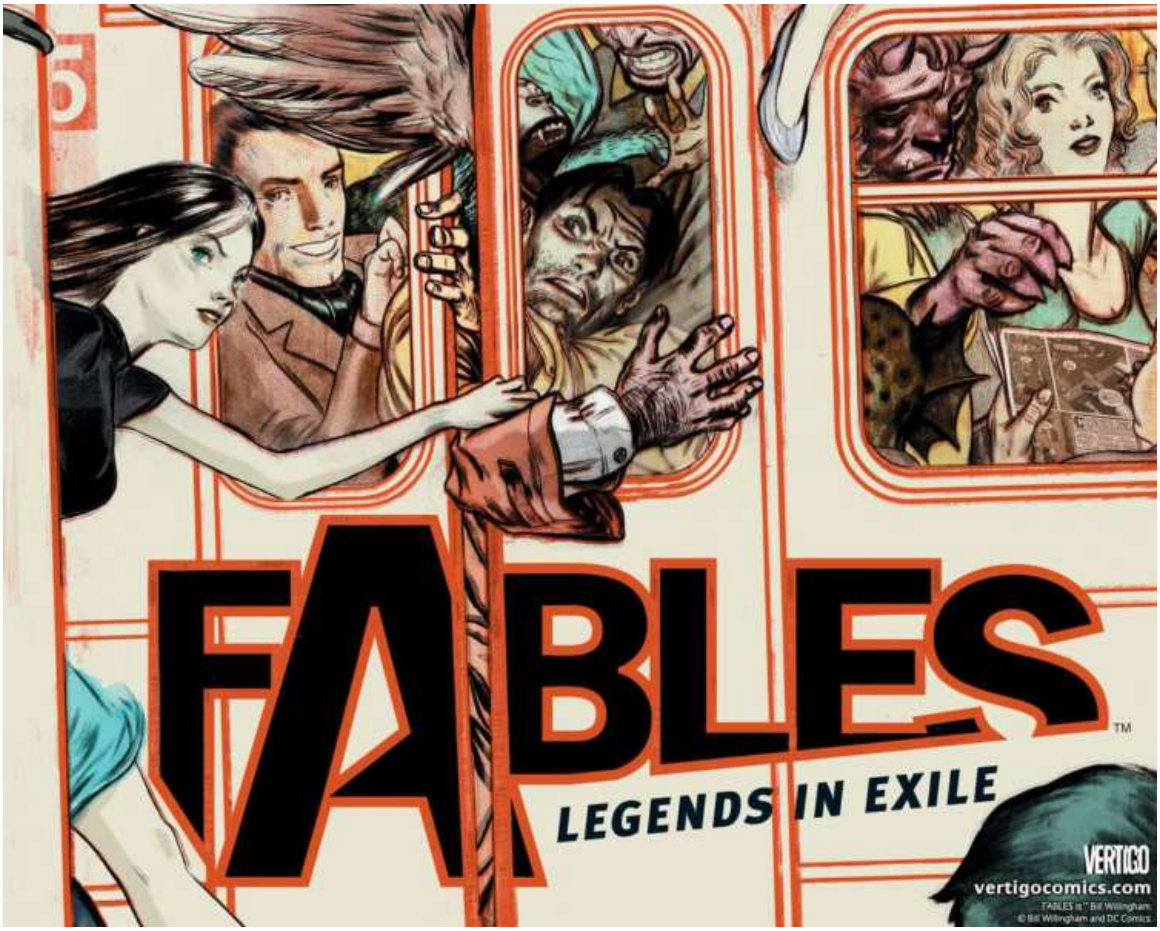


Fables, Part One of Two

In the time before the Empire rose there were many unconnected worlds; each one unique in its own way, and each one with its own stories to tell. Stories that you are doubtlessly familiar with.

Stories of clever rogues, brave knights, wise sorcerers, and benevolent kings. Stories of girls wearing red cloaks or glass slippers, or living in tall towers. Stories of men who have been transformed into frogs, or woke their true love with a kiss, or who rode flying carpets.

These stories also may have featured terrible monsters, craven villains, strange gods and worse still. Stories of a wolf with breath like a storm, dragons that would burn down entire kingdoms, and shadows that danced in the darkness of night.

The stories of mythology and legend, hailing from all the corners of the world. Immortal tales passed down through written word, songs and poems, and even history.

The stories of the Fables.

You will take your place in the storybooks. Will your tale have a happy end? Will it end in calamity and death? Will you tell your own story, or find yourself in a tale you might have heard as a child? Such things are not always within one's control, it's true. But you have a little more control over your destiny than most.

Here- take these +1000 CP to help you on your quest, whatever it may be. You will start in one of the many Homelands, some of which are listed in the following section.

Further Explanation

Welcome to the world of Fables! This is Part One of the Fables Jump, covering the "historical" part of the Fables comics before the Bloody-Handed Emperor conquered everything. Part Two covers the events of the comics, as well as Telltale's The Wolf Among Us. You can probably skip the later parts of this section if you're familiar with Fables lore, but before you do that there are a few ways you can handle the two Jumps. You can:

1. Take Part One and Two in succession. The space between can be dealt with in two ways- you can live through it, yourself, or you can decide to "skip ahead", which will make you show up in the post-exile era after your ten years in Part One are up. Your absence or lack of action in the intervening time won't be remarked upon (unless you want it to be for some reason) but you will lose out on the additional time you could have spent in the Homelands. An Adversary will also rise, regardless of your actions to prevent that from happening, leading into the more modern events of Part Two and the creation of Fabletown- after all, it wouldn't be appropriate to completely derail the main premise of the setting so easily. However, if you choose to live through the intervening period of time you may prevent the rise of any Empire if it is within your power to do so. This option will greatly increase the amount of time you spend here, though.

2. Take Part One and come back to Part Two at a later time, if at all. You will leave after ten years in the Homelands (or wherever you end up for however long you decide to stay) and come back after an Adversary in some shape or form has taken power and formed an Empire, necessitating the creation of Fabletown by refugee Fables. You will also lose out on the intervening amount of time. You can also choose to take only Part Two, but be warned; Part One deals with many of the more supernatural elements of the series and Part Two many of the more mundane ones, so taking only Part Two may leave severely unprepared.

3. Take Part One and Two in succession, starting off in the modern era covered in Part Two. You still make a build for Part One, but you don't have to live through it- essentially treating your History here as just that: history. If you take a scenario that takes place during Part One, you cannot choose this option, and any drawbacks you take during your Part One build will instead apply during your stay in more modern times.

What Myths and Fables are true?

Many- perhaps even all- myths and legends are true in this world, including more contemporary ones such as Paul Bunyan and the Jersey Devil. However, the events of these legends didn't happen in "our" world- or rather, the "Mundane" world in the comics. Instead, they took place in worlds that are, for the most part, separate from each other- though oftentimes Fables whose stories 'originated' in the same culture or country will share a Homeland. It's important to note that this doesn't mean they all happened at the same time, or that they happened when we believe it did; events such as the rise and fall of Camelot are noted as happening in the past even among a few of the older Fables, for example, though at the same time Morgan le Fay is still alive and well; presumably due to a mix of her popularity as a character in Arthurian myth, her nature as a Fable, and her skill as a sorceress.

What are the Homelands?

Many of the Homelands are based off of real world locations, although it might actually be the other way around. The worlds seem to be divided by culture; the Arabian Fables have their own Homeland, as do the Japanese Fables in their Hidden Kingdom. Albion is home to the English Fables, The Rus to the Russian Fables, and Erin to the Irish Fables. Many more worlds exist, however, in addition to these; hundreds, including such worlds as Oz, Wonderland, and "The Kingdom of the Great Lion", otherwise known as "Narnia", including worlds like Landfall which are steeped in science fiction rather than fantasy and Americana which is a somewhat stereotypical view of the United States, home to such regions as "Lone Star" (Texas), Gangland (1920s Chicago), Antebellum (The South), and The Colonies (The New England States). Dorothy Gale came from Americana originally before she ended up on Oz, rather than the Mundane world like some might expect. Travel between these worlds varies. Some worlds have portals connecting them. Americana can be reached by hopping on a train while dressed as a vagrant. Some can be reached by merely travelling in a certain way or direction, like Lilliput or the Cloud Kingdoms. One world is carried on the back of a turtle. The Emperor certainly has his work cut out for him, eh?

How does Magic work?

Magic is complicated. While there is essentially one type of magical energy, there are as many ways to wield that energy as there are stars in the sky- varying not just between worlds, but also between practitioners as well! Of course, nearly all Fables have some small amount of magic within them- though few have the talent to use it. However, the stronger the effect one wishes to accomplish with magic, the more magical energy one needs. Djinn- who are capable of destroying entire worlds with ease, if they have the freedom to do so- are comprised of 97% magical energy. For comparison, beings that are considered "Elder Gods" are usually about 50/50 in terms of magical energy and non-magical matter, and Greater Powers such as Mr. Dark and the North Wind are "close" to Djinn in terms of magical power, with the North Wind claiming that he could slay one in a fight- at the cost of the Earth being destroyed in the struggle.

The percentage of magical energy that common practitioners are comprised of is unknown, though for the most part they require outside sources of magical power to fuel their spells and only minor effects are possible without preparation. Rarely more naturally gifted magic users such as Frau Totenkinder are born who are capable of things like precognitive visions even without training. With the proper preparations, it is possible for mortal magic users to match or even surpass those who possess natural magical power; however, the time and preparations required for such things also increase. Frau Totenkinder was able to match a Greater Power for awhile, but was ultimately defeated by him- expending a millennium of accumulated magical power in the process. The North Wind claimed that if she hadn't done so, she would've eventually become a Great Power such as himself- an "archetype of witches".

Gathering magical energy can be done by creating places of power or through magical rituals, as well as taking it from magical creatures, locations, and other sources that naturally generate it. It will also replenish slowly over time within living creatures, though naturally more "magical" creatures will do so quicker.

What are Fables?

Fables are a unique bunch, compared to the Mundys. While some may appear human, they are much longer lived, with most living hundreds or even thousands of years. Everyone ages differently though; while some may stay in the prime of their life, others will grow old and gray even if they live for centuries longer.

Second- while they possess a base level of power depending on their birth- with human Fables being much the same as Mundane ones- they also gain power due to their popularity in the Mundane world. The more popular their story, the harder they are to kill, the stronger they become physically, the quicker they heal, with some even finding their magical abilities growing in strength. The most popular Fables are capable of surviving a great deal, and can even come back from the dead. Snow White was shot in the head and managed to recover, while Goldilocks took an axe to the head, fell off a cliff, was hit by a truck, where she was then thrown face down into a river and also survived. In some cases, a Fable will be born or otherwise take the place of an old one, such as in the case of Baby Bear (Mama Bear found herself pregnant with a child soon after he died, even though births in Fabletown had mysteriously stopped for sometime now) and the Three Pigs, who were killed and later replaced by three giants (who were transformed into pigs).

The last thing you should know about the more popular Fables is that while their stories are a part of them, as anyone's story is, none of them are entirely beholden to their words. A noble king can fall to corruption and evil as easily as any tyrant, who may find themselves fighting for the common good later in life. Remember their stories, for weakness is not easily cast away- but also remember that not every story is as complete as it appears. Strength and power can sprout in even the humblest of cottages, appearances can be deceiving, and not every hero or villain is what they once were.

What does the Timeline look like?

Because this Jump attempts to cover not only the events shown in the comic and its various spin-offs, including events that are not seen directly, an exact timeline is hard to pin down. Part One covers the "historic" part of the Fables timeline; things like the birth of Bigby and his gradual rise to infamy as the Big Bad Wolf, Prince Charming's many marriages, Snow White's and Rose Red's adventures and eventual falling out, and other backstories that happened before the events of the comic proper. Part Two starts in 2002, "our time", and ends just after a potentially earth-shattering sibling rivalry concludes.

History

What are you known for? When the Mundane tell your story, what type of person are you? 100 CP Perks and Items are free for their History, while other Perks and Items associated with the History are discounted by half. Any origin can be a 'Drop In' for this Jump.

Trickster- Your story is a little more uncertain than most- perhaps it's simply long and convoluted, filled with mystery and uncertainty, or maybe over the ages you've lost the ability to keep your own story straight? In any case, trickery seems to lie at your very core- and while there are certainly heroic rogues, most people will probably assume you're up to no good. Perhaps rightly so?

Hero- Here, you are a hero; someone people look up to, a slayer of monsters, a rescuer of maidens fair. Whether you will stay that way is another question. Either way, you're at least capable of heroics- fearless, bold, likely strong or clever or even all of the above. While putting your talents to use may be hard in the modern, mundane world, chances are other Fables will be more willing to work with you, and look up to you, because of your good reputation.

Villain- Of course, for every hero there must also be a villain. Maybe you liked the glitter of gold too much, or felt like you should've been the leader instead of whoever the "rightful" ruler was. Maybe you literally ate people. In the future, thanks to the General Amnesty or the Emperor's pardon, your crimes may become a thing of the past- but until then expect the opportunistic, brave, and foolish alike to challenge you. Not to say that there won't be grudges or suspicion against you for your previous actions, but that's to be expected.

Royalty- You are a King or a Queen or a Prince or a Princess or a Duke or a Duchess or… you get the idea. As a true blue (blooded) noble you're probably used to a higher standard of living than the rest of the people in your kingdom, though some kingdoms may not be as rich in wealth as others. There are good kings and bad, just as there are good people and bad; though as a ruler you have more than just your own fate in your hands. Hopefully you'll be revered as a good lord rather than a despotic tyrant.

Magic User- Wizards and witches wield power far greater than that of any noble. The skill and power between two magic users can vary wildly; some are capable of only the basic spells, such as simple glamours, where others can turn into great eldritch beasts or go ten rounds with a Great Power. Determining how strong a mage is or can become is challenging, but experience, as well as popularity with the Mundys are two of the bigger factors of that. Magic Users will start out with a few centuries of stored magical energy in addition to whatever they get from perks, though be warned that this store of power won't return on its own- once it's gone, it's gone until you find a way to replenish it (or already have one).

Monster- You're less of a person, and more of a force of nature given flesh; or perhaps you're simply too odd to fit in with most of the other races? You might be a troll, ogre, or werewolf- or maybe something more unique, a monster that is the one and only of its kind. You could even be a great wyrm, or a giant, or a wolf the size of a building- with the proper investments of course. You might even wield magical powers of your own, although they wouldn't be as versatile as that of your standard wizard. Other Fables might fear you for your past actions, which may or may not include eating people.

Race

Choose one Race, except for Monster, for free. If you've chosen Monster as your History, you must also choose Monster to be your free Race because of its expanded perkline. All Histories may purchase additional Races, aside from the Monster Race, for 100 CP- these will act as magical transformations during this Jump and as alt-forms afterwards. However only your first, free Race grants its 100 CP Perk for free and discounts on the 200/400/600 CP perks that belong to it. Those who aren't Monsters can gain a monstrous alt-form by purchasing one of the perks detailed below, rather than by spending 100 CP here.

Human- You, like many Fables, actually look "human" and not like some other creature. Actual humanity may vary, of course, since this also encompasses "human-passing" beings like some types of dwarf or fae, and individuals like Pinocchio who have a complicated relationship with the idea of being a "real boy".

Humanoid- You look somewhat like a human, and might even be able to pass as one, but have features that are obviously inhuman in some way- pointed ears, an unusual skin color, extra limbs, even the lower body of some sort of animal. You're also far more likely to possess natural magical abilities, though this can also cause problems. Elves, dwarves, devils, goblins, kitsune, etc. are all examples of this.

Talking Animal- You're an animal gifted with human intelligence and the ability of speech. Although Fabletown, if you eventually come to it, will have laws forbidding the hunting and consumption of your kind not every Homeland will have the same- not to mention that there are plenty of carnivorous beasts and hunters about. You can be any creature of the field, sea, or sky, so long as it could be found on our Earth at one point- even extinct critters are a possibility, in case you wanted to be a talking dinosaur.

Talking Object- Mirror, mirror, of many walls; who Jumps, but never falls? You're some sort of object that can talk and use senses like a living being, though you may lack the ability to move on your own if you're a mirror or sword. You may import an item to serve as your form, so long as it's no bigger than a car.

Lilliputian- You're one of the small folk from Lilliput- human in appearance, though only a few inches tall. You can also be a glowing sprite or fairy or some other small being such as a gingerbread man, if you'd like.

Monster (Must Take At Least One of the Listed Monster Perks Below)- There's no doubt once others see you that you're a monster, or at least something far beyond the standard humans and talking squirrels you usually find in the Homelands. Your appearance and power will depend on what perks you've purchased, and is mostly up to you to design, within reason- many fairy tale creatures are unique, after all.

If you have **Monstrous Fortitude**, your size can be anywhere from that of a small spider to a hulking ten feet in height, weighing up to a ton. Examples include werewolves, trolls, Grendel, and the Jersey Devil.

A **Lord of Wolves** can be much bigger, standing at around half-again as tall as Bigby's full-wolf form at the largest- which is nearly twice as tall as a man- with enough bulk to weigh up to ten tons. Examples include Bigby and his brothers in their monstrous forms.

Innate Power will see a great leap in potential size, which can now equal that of a small building. Clara the dragon, as well as the dragons used by the Empire, are an example of creatures of around this size.

Giants will be truly massive; one of the above dragons would be the equivalent to a large dog to you at your biggest. Examples include the giants of the Cloud Kingdoms and the Kaiju of the Hidden Kingdom.

Stacking these perks will allow you to add their size/height together, though naturally this effect diminishes when it comes to the lower priced perks. If you have Giant and purchase Innate Power, you will be unusually tall even among the unusually tall- like a Mundie basketball player standing next to an average human. But Giant+Lord of Wolves will only make you the equivalent of a few inches taller, and Monstrous Fortitude even less than that. If you'd prefer, each of these perks can instead give you a separate Monstrous Glamours/alt-form, though this means that the height they provide will no longer stack onto a single form.

General Perks

Fables Physiology (Free)- You are a Fable; a 'fictional' character from one of the Homelands, where the people spoken of in stories, myths, and legends reside. As a Fable you enjoy a number of benefits when compared to 'Mundane' examples of your kind, even if you appear to be just a simple human or animal. The biggest is longevity; while Fables do age this tends to be an extremely slow process, and it also tends to be rather uneven. A Fable that is hundreds of years old might look elderly, or they might look like they're in their late twenties/early thirties; in some rare instances- usually connected to their particular story- a Fable might appear to be a child, when they're actually much older. This also seems to be connected to another important aspect of Fables, and their relationship with 'popularity'. Although some scoff at the idea the more well-known, famous, and 'popular' a Fable is the longer they seem to live- as if they were being kept alive by their stories.

This 'popularity power' can make Fables more durable, enabling some of them to survive absurd levels of damage like being shot in the head. They might also be able to lift more, or can become more magically powerful if they're magic users (or magical beings themselves). However, it's something of a two-way street: a Fables' story can influence certain aspects of their appearance and even their lives. For example, Tiny Tim- the little boy on crutches from 'A Christmas Carol'- still needs his crutches even though he's one of the better known Fables, and even magical assistance doesn't seem to be capable of helping him. The phenomenon isn't that well understood, and many argue over whether the whole thing even exists- though there's plenty of circumstantial evidence that points to popularity having an influence on Fables.

Once Upon A Time, In A Fictional Land Called New York City… (Free)- Curious; while the Homelands aren't LITERAL story-book worlds, it seems like your story is being narrated like one now. When you wish it to be so a voice can be heard speaking, narrating your adventures as if they were a story. The voice is incapable of revealing information you don't already know yourself, but in some scenarios it might give you the tiniest of warnings that something is about to happen. If you'd like, you can allow this voice to speak aloud rather than solely in your head. It might catch people off-guard at first, but it's far from being loud enough to be disorienting.

Trickster Perks

Luck of the Draw (100 CP)- Some say that you've got the devil's own luck, but the truth is your luck and skill at games would make Nick Slick himself jealous- not to mention your ability to cheat with the best of them. When you sit down at the card table your opponents had better know when to fold 'em, since otherwise they're bound to lose everything they've anted up. You don't even needs sleeves to have cards up them, and stacking the deck in your favor is child's play. Essentially it's pretty much impossible for you to lose your traditional gambling games- and while you won't exactly win the lottery every time you play it, your chances of winning are much higher than they otherwise would be. If those doesn't seem like much, just keep in mind how many of those evil types in stories like to make bets and wagers-

Prince of Thieves (100 CP)- Like Ali-Baba himself you're an accomplished sneak-thief; and while you don't have forty accomplices to watch your back that just means there's fewer shares of the loot to divvy up come payday. You could walk across a tight-rope with ease and sneak through an encampment of goblins without alerting them to your presence, and you have an eye for valuables that always lets you pick out the best things for yourself. And your other classical thievery skills- lockpicking, pocket-picking, trap-detecting, etcetering are also top notch, making you truly worthy of the title of this perk.

Cry Wolf (100 CP)- Your pants may not be on fire, but if they were there's a good chance that you could convince some of the more gullible rubes around here that they weren't. Your tongue- while perhaps slightly less silver than Prince Charming's- has a fork in it. Which, metaphors aside, means that you can be damn convincing when you want to be. Although you'll probably make people wise up to your duplicitous ways quickly enough, suckering in people who haven't met you before is easy as pie. This has all sorts of uses; panhandling, begging, and other shadowy endeavors among them, although perhaps you could find a way to lie to people that benefits all, somehow. Maybe. Probably not, to be honest.

Spirit Guide (200 CP)- Okay, you know how the Injuns have their spirit-animals and what-not, or how some cultures have ancestor-ghosts that tell them their families what to do? Well, now you've got something similar- meaning that you have some sort of invisible, wise and intelligent familiar looking out for you. Unlike the Great Bird Spirit, the one watching over you seems to have your best interests at heart- meaning that they won't lead you into an ambush and get you killed because they think it's funny. Rather, their "spirit quests" always lead to something of benefit, even if they're rarely as straightforward as leading you to a pile of lucre. The exact nature and personality of your guide is up to you, but aside from those with the ability to detect the dead they're only visible to you.

Jumper of the Fables (200 CP)- It seems that for Fables popularity literally equals power- a Fable with sufficient popularity is the next best thing to immortal. They can even come back from the dead, if they are loved greatly by the Mundys, and will find their power greatly magnified giving them greater ability to prevent their death in the first place. So, it's only natural that you should want to get even more popular, right? Doing so for you is easy; tales of your exploits spread like wildfire should you wish them to, and adaptations of your tale spread just as easily, becoming quickly popular. This works even if a few details are omitted or embellished to make you look better- hell, that's probably all for the better anyways, right?

Bastard's Children (200 CP)- See, you're the type of guy that likes to mess around and go from place to place. So much so that you might have inspired some love-sick songs about your dirty deeds. Naturally, this means you probably have a lot of kids you might not know about. Or maybe weird stuff just happens to you, like people trying to clone you or your alternate reality children just popping up out of nowhere. Point is, if you want there are a lot of tykes, teens, or even adults who not only have a familial resemblance to you, but they might even have gained some of your own heritable traits as well- though they do tend to take more after their other "parent", whoever that may be, assuming that there IS another parent. While this might seem like a bad idea due to child-support and other newfangled ideas like that, they'll hardly ever wish you harm even if you are the archetypal deadbeat dad- mostly they'll just be curious about who their missing father or mother is. If nothing else, this will let you easily distribute your weird, messed-up genes without having to put in the work- as fun as that is. Just… try to put more work into figuring out who you're sleeping with than Jack does?

Topsy-Turvy Twisted Cuckoo-Land Logic (400 CP)- Never let it be said that you're not smart. Your logic is impeccable- and if people don't believe you, the universe will. Basically, so long as your leaps of logic make sense from your point of view, they'll almost certainly come true. To give an example, when Jack got the sword Excalibur thrust through his chest by Bedivere- it's a long story that involves him somehow becoming the equivalent of the stone it came from due to being the "center" of Excalibur's story at the time- he was able to pull it out after reasoning that since he was a copy of Wicked John, that must mean that the sword was meant to be stabbed into him instead. After which, he promptly pulled the sword out- with no apparent wound left behind- and shoved the sword into his counterpart's chest; never mind the fact that he and his friends had just spent the better part of a day trying to pull it out already. Note that people aren't forced to accept your screwy logic, legally or otherwise; rather, it's more like you magically enforce your sense of logic, which actually-sorta-kinda makes sense since magic trumps logic pretty damn often already.

Crafty and Clever (400 CP)- You and Jack are like two peas in a pod; a treacherous, conniving pod, but I digress. You could give ol' Coyote and Anansi himself a run for his money when it comes to scheming, and even the most crafty of lawyers should give pause before handing you a contract with how well you bargain and find loopholes. You could dupe, swindle, cheat, and outwit just about anyone, up to and including the Devil himself- and all of his various counterparts across the worlds, too, like Lucifer and Chernabog and whatnot. What's more, even if your punishment does finally come it's never as harsh as it ought to be. It might look like it at first, but you're clever enough to find a way out of even the worst fates, including being stranded at the end of the universe with only a typewriter and enough paper to detail all your myriad sins.

World-Jumper (400 CP)- Like Jack's son, Jack Frost, you've somehow become imbued with the strange power to traverse worlds all on your own- essentially becoming a living gateway to any realm you've visited. Not only that, but your powers of instantaneous travel even allow you to teleport to specific locations, so long as you've seen them before. (Teleporting without a specific destination in mind will put you down somewhere safe.) You can take a few passengers with you- a small group at most, assuming that they're all close enough to touch you. Should you wish to throw caution to the wind, you can even give yourself an entirely random destination- something that might come in handy if you want to explore worlds you haven't visited yet, or merely wish to vamoose without inadvertently giving any pursuers an idea of where you're going. Overusing this power may cause it to shut down for a few days, until your reserves of whatever power it runs off of replenish, and most afterlives seem to be "out of bounds" like it is for most magic here.

Fortune's Friend (600 CP)- Casino owners break out into a sweat whenever you cross their path, for like the proverbial black cat your presence heralds a swift decrease in their fortunes. You've got all the Luck of the Lady herself, without any of the weird, gross brain-eating that the Fable herself gets up to in order to keep herself in power. (Fun fact: some cultures believed that luck was stored in the brain, hence her grisly appetite.) Essentially what this means is that not only are you incredibly lucky- like, win the lottery every time you play even when you only buy a single ticket and clear out a casino if they don't kick you out first levels of luck- but you can also bestow good or bad luck onto other people. For instance, making a casino owner unlucky enough that everyone on the gambling floor simultaneously gets a jackpot, or cursing someone so that every bit of good they do get is taken away from them shortly thereafter. When someone is governed by your luck in this way, you could even make it so that every shot they take at you misses its mark at point-blank range- handy, if they find out who's responsible for their losing streak. Just keep in mind that luck isn't everything; Lady Luck granted numerous protections to one of her loves as he went to fight a dragon, but in the end a face-full of fiery breath will kill you no matter how good your luck is.

Half-Literal (600 CP)- The Literals are the embodiment of genres and other storytelling devices, all penned into creation by the embodiment of Storytelling- along with every Fable and Homeworld in existence, including the Mundane world. With their mastery over their particular tropes come some unusual abilities; for example, Gary, the Pathetic Fallacy (the literary term for ascribing human emotion and action to nature), has the ability to animate any Mundane object, including buildings- but he also has the ability to create new universes so long as every detail about the universe is written down to the very last atom. Another Literal, Deus Ex Machina- can solve any problem, but only when the problem is impossible to solve by any other means and when the "story" is near its end. Noir is great at solving mysteries, Horror is scary enough to scare Storytelling himself, Fantasy can cast magic spells, and so on.

As a half-Literal you enjoy some of the powers of your parent. Although you won't find yourself blessed with universe writing might as a child of the Pathetic Fallacy, you could still easily animate any number of smaller objects or create a massive golem to rival Paul Bunyan himself out of a building and the earth it sits on, if you really pushed yourself. Having Storytelling as a dad might let you write minor things into existence or even fudge the "narrative" of the stories belonging to you and others, though you won't have more than a fraction of his true power. Fantasy might grant powerful- but generic- magical powers like the ability to throw disintegrating bolts of magical energy, flight, and invisibility, or you might be able to conjure fantasy creatures like unicorns and trolls out of the ether to aid you, and so on. Superhero might give you the strength to stop an eighteen wheeler in its tracks and the speed to catch bullets, or some other set of classical powers. Nothing that a sufficiently powerful enough sorcerer couldn't accomplish with magic, and certainly less versatile, but your powers don't cost anything of real substance to use.

You may also instead find that your life embodies the genre or one of the sub-genres of their parent; for instance, a child of Romance might find themselves with many potential suitors of note, or a child of Noir might find that not even the most obscure mystery stays unsolved for long when they're on the case. No matter who your parent is you'll also find that your half-Literal nature gives you the peculiar ability to discern the fourth wall. Essentially this means that you'll have awareness of anyone observing you- be they in the past, present, or future- as well as a general idea of who they are if you don't already know them. And last but certainly not least, you can unleash your full potential as a half-Literal once a Jump to affect a truly powerful change beyond even that of a Djinn; something like bringing a god back to life with all of their powers even when that should be impossible on both counts. The scale of this "wish" is actually quite small- you won't be deleting worlds or even towns- but within that limited space you can quite Literally (see what I did there?) make almost anything happen.

Popularity is Power (600 CP)- It's an often believed theory that the power of a Fable is connected to that Fable's popularity among the inhabitants of the Mundane world. And although this has never been tested under controlled conditions there's plenty of circumstantial evidence to back this up. One need only look at the inhuman feats pulled off by Fables such as Prince Charming, Goldilocks and Jack of the Tales to see this. Now, like Jack you seem to derive exceptional amounts of power from the tales of your exploits, greatly accelerating the rate at which you heal and strengthening your body- as well as that of your magic and any other abilities you might possess.

Even before he made his trio of block-buster films old Jack was able heal grievous wounds- exposed muscles and bones and the like, courtesy of a kitsune- in a matter of minutes. After his films came out he was even more powerful; capable of surviving being impaled multiple times on a wrought iron fence while still being able to talk and healing shattered bones merely by squeezing them together for a second. In terms of strength he could easily kick open locked car door from the inside, casually hold a fully grown man over a balcony by his finger, and even straight-up punch a man's head off without any difficulty whatsoever after being reduced to skin and bones through months of starvation (although that last feat of strength is actually attributed to John, who can be assumed to share Jack's popularity to a point.) While here, this will be your default level of popularity- meaning that you, or at least your story, will be a pop-culture icon in the world of the Mundys on the level of something like Mickey Mouse or Superman. Known to nearly everyone, young and old alike, with your own films, books, TV shows, comic books, action figures, and so on- once some of those things actually get invented, of course. In future worlds you will still enjoy the benefits of this level of notoriety in regards to your ability to heal and your physical strength, even if you're flying under the radar, but choosing to become well-known will once again grant you ever increasing power for your other abilities as your popularity and notoriety grows.

Hero Perks

Courage of Cuchulain (100 CP)- Being afraid does not make mean that someone is not a hero. Rather, a hero is someone who is able to act in spite of their fears. As a true hero, you have mastered your fears through unrelenting willpower. No matter how terrifying the situation, or how horrific the foe, you can set aside such base emotions to take action. This won't make you any more foolish than you already were- as common as that trait may be among heroes- but instead enables you to be brave when you need to be. Even if you are facing truly overwhelming odds, should you choose to stand and fight you will be able to do so without faltering. Furthermore, even supernatural fear will fail in the face of your will, which can see you through even the most hopeless of situations- if not alive, than with a sureness of heart, mind, and soul.

Sharpness of Sulayman (100 CP)- A hero is fleet of foot, but also quick of mind; always the first to spring to another's aid, and agile enough to evade the stones and arrows of their foe men. While you may not have the fortitude or strength of the truly legendary Fables you will have the acuity to survive in the thicket of battle and the presence of mind to avoid getting caught off guard unless faced with the truly unpredictable. Although your cleverness may not match that of a true trickster, you're also pretty clever; capable of tricking a Djinn back into its bottle and solving riddles much like the sorcerer king Sulayman himself.

Brawn of Beowulf (100 CP)- Courage and wisdom are admirable traits for a hero, but what good is a hero who lacks the power to back up their brave words and wise decisions? While not as strong as a true demigod of battle, even seemingly ordinary Fables can have strength far beyond what their size would suggest. Whether you're musclebound or twig-thin, your appearance belies your true strength which can match that of thirty men all on your own. You could wrestle trolls and monsters like Grendel, and like the Fable who tore Grendel's arm off your grip is the next best thing to unbreakable- even if your own hand was severed, it would still clutch your sword in a death grip that would persist until the worms ate it down to the bone.

Pure of Heart (200 CP)- Among the most noble of heroes- the kind rarely seen, save for a few bright souls- there is a certain purity in their bearing. Even if they make the wrong choices at times, or doubt themselves, or are even tempted by evil, they always seem to come around and make the right decision- if not now then at the very last moment before they teeter over the edge. This surety is now yours. No matter what comes your way, you can be sure that you'll always be true to yourself. Even if you were being totally dominated by another being, they would not be able to force you to do anything that wouldn't be in character for you already- and trying would almost certainly snap whatever magics they were using to control you in the first place. This also comes with a finely tuned sense of right and wrong- at least as far as your own moral compass goes- to help make complex moral problems easier to understand. Lastly, you will now count as being "Pure of Heart" for anything that checks for that sort of thing, regardless of your actual "purity".

Questing Knight (200 CP)- Glory awaits those who would seek it, and heroes on the quest for adventure are drawn to trouble. In your case, you seem to have a certain talent for working your way through these trials and tribulations- as well as having a knack for navigating the actual land, as well. When it comes to the scattered network of worlds that comprise the Homelands, you'll find this very useful as the paths to all your destinations become clear to you with little work needed. But even in more mundane lands you'll find the quickest and easiest paths to wherever you need to go. Furthermore, while these paths may not be devoid of danger they do tend to be surprisingly straightforward even if you don't know where you're going, taking only a bit of searching around before you're back on the trail once more. In some cases, you may even encounter paths long left abandoned, or gateways to other worlds previously uncharted!

Own Reward (200 CP)- They say that a good deed is it's own reward. And while that may be true, isn't it unfortunate that selflessness often results in pain and suffering on the part of the giver? By purchasing this, you will find that such things tend to be healed or cured shortly after you've finished your quest- much like how the toys of Discardia were able to restore themselves through good deeds, only much faster. Not only does this apply to physical or mental injuries, but you will also find lost items and even property returned to you- either in its original form or in a roughly equivalent value. Although this won't give you piles of gold if you decide to make donations, it will at least ensure you're not worse for wear for your boundless heroism.

Hero's Journey (400 CP)- The heroes of legend are often seen as islands, accomplishing all that they set out to do with their own power alone. But the truth is that some are destined for greatness, and so greatness will find them. This can be a great burden for some, and even those who think they are prepared can be caught off guard by unexpected difficulties. However, destiny cannot be denied. Whatever path you might follow, you will find numerous things appearing alongside it to help you along. Allies, teachers, even items of power- but also challenges and enemies, to help you grow into your chosen role. The greater your ambitions, the greater the aid you will receive- but the trials ahead of you will also grow in danger and complexity, offering greater lessons and experience in exchange. Beware that your desires do not outstrip the help that can be afforded to you, for such hubris may well spell the downfall of your hopes and dreams.

Paladin of Hope (400 CP)- Hope- one of the Great Powers that governs the worlds. Hope is a powerful thing- and yet, powerless at the same time. For all that Hope can inspire people, it's also empty and meaningless without someone willing to take action to realize their hopes. Some people believe hope to be the last of the evils released from Pandora's Box, rather than something good that was tucked away to provide relief to the world those evils were inflicted on. Whatever hope is to you, you now embody it. Are you a Hope for Justice, or Reward, like Santa Claus? Maybe you're a Hope for Love, instead? A Hope for Revenge, or a Hope Deferred- that those who came after you will live a better life than you did? It matters little; your powers are small, trivial in the grand scheme of things, though sometimes that's all it takes.

As a Paladin of Hope, you are capable of inspiring a type of Hope that's the same as the one you embody, finding it natural to do so on even a grand scale. Millions of boys and girls across the various worlds go to sleep at night on Christmas Eve, hoping for their just reward. And in time, Camelot will rise again thanks to the Hope for Redemption, who will entreat many who have strayed from the path of righteousness across the various worlds- including Morgan le Fay herself- to help raise it up. Speaking of Christmas you also have a peculiar power possessed by a certain trio of ghosts- the ability to show people the past, the present, and even what may come to be in the future- though, of course, like them you'll have to do so as intangible spirits, incapable of changing what is happening, has happened, or might happen.

Master Swordsman (400 CP)- Knights have long been a symbol of strength in the world; clad in steel armor and wielding the finest weapons, their tenants of chivalry are well known even if not all who bear a knightly visage are as wholly devoted to those ideals as they may first appear to. Now, you share the skill at arms and battle that only the most accomplished of knights can claim to have- equivalent to that of Sir Lancelot, though lacking his blessing to be truly unbeatable so long as he conducted himself nobly. Nonetheless, you could fight for three days straight before you began to tire and slow enough for a lesser fighter to land a fatal blow, killing scores of experienced soldiers and duelists before that happens no matter how they may try to gang up on you. It's not an exaggeration to say that with the right weapon or armor you could destroy or at least turn back an entire army on your own, all without taking a scratch in turn.

Happily Ever After (600 CP)- There can be no happy ending if the hero does not succeed. The dragon must be slain, the cruel stepmother thwarted, the war stopped, and the empire dismantled and scattered to the wind. This is not always true, in fact- some endings are bittersweet, or just plain tragic- but nonetheless the desire for a story to end with "And They All Lived Happily Ever After; The End" is true, even if one is too cynical or jaded to say it out loud. But for someone like you, whose great deeds may echo throughout the worlds, this naive fantasy is something that can actually be realized. As you near "the end" of a particular adventure- be it a minor one, or a grand quest spanning an entire decade- you will find that things line up just so to provide what you consider to be the best outcome, with the degree of this increasing to the extent that the adventure was difficult. Love may bloom quickly, lands and people may prosper, severed limbs or near-fatal injuries may be miraculously healed with the tears of a loved one, and even the dead may return to life; these and many other miracles and happy coincidences will begin to line up one after the other at "the end", without needing much input on your part- if any. Furthermore, just before "the end" you will often find circumstances changing heavily in your favor; allies riding to your aid without being beckoned from even the unlikeliest places, or moments of weakness, incompetence, or sudden betrayals weakening your enemies without you ever having to lift a finger. This won't guarantee your success even so, but it does make it easier to write an ending to things.

Grand Destiny (600 CP)- Destiny is a real, tangible force in this world; one that can be bottled, traded, sold, or even stolen, if you're unlucky. And a happily ever after is the least a hero like you deserves; your destiny is one that could shake worlds, on par with the one given to the Big Bad Wolf by the Lady of the Lake. His bestowed fate was to never grow old, but to instead grow in power as he aged, and for him to father seven children who would be gods and monsters who could destroy worlds in their own right, and that he would die seven times and outlive all of them. Yours is similar, though note that a fate cannot protect entirely from death, for it is the nature of mortal-beings with fates to one day die. An example of a fate you could get with this perk might be that you are destined to be a king, blessed with a kingdom that is prosperous and wealthy, and that your rule will be long, your bloodline strong, and your troubles few in number. A fate such as this will play out even in future worlds, allowing for more fortunate circumstances wherever you go, and in fact may even change or adapt itself to better fit in with the world in question and your role within it.

Legend Maker (600 CP)- In many legends the items used by the hero can become just as famous, or even synonymous, with the hero themselves. When people hear the name "King Arthur", his sword Excalibur is often soon to follow in their mind. Just as a Fable grows in power with the weight of their legend, so to do these relics from myth and legend- some even literally growing, as was the case with the aforementioned kingly blade. However, if a Fable is well-known enough than it is possible for everything and anything in their possession to become items of legend and power in their own right- not just weapons and armor, but the smallest accessories, mounts, and even locations. In one case, an ordinary briefcase was carried around by a Fable long enough that it became fathomless; capable of carrying around almost the entire contents of the treasury of a legendary city of gold. Now, you will find that this is the case for you, as well, even if you lack the sheer fame of King Arthur or Jack of the Tales. So long as you use something long enough, it will grow in power to better suit your own legend and power- even reshaping itself if your form changes- with even the mundane becoming legendary to befit their owner. This can continue unto perpetuity as long as you continue to grow in power and use the item, but if left abandoned this effect will gradually wear off- unless whatever is affected by this perk has become integral to your legend, like that of Excalibur, in which case it will truly become an artifact of power and retain the qualities it has grown.

Villain Perks

Rabble-Rouser (100 CP)- The bourgeoisie have kept the common man, goblin, and animal down for too long, you say! No longer will the rich, the popular, and the pretty lord themselves over the rest of us! …what some people forget is that while some bandits and monsters are what they are because they're evil, there are others who have taken to their lifestyles out of necessity- after all, the villain of one story is the hero of their own. You have a particular way of rousing the hearts of these people, worn-down and abused as they often are, inciting them to action- under you, naturally. While you'll typically draw, well, rabble to your cause there's still something to be said about strength in numbers- then again, quality over quantity. Perhaps if you gather enough rabble, there might be a few diamonds in the rough to go along with them?

Cracks in the Foundation (100 CP)- Any weakness upon your person or in your plans and underlings is a blight to be excised, but in your enemies it is a most welcome and powerful tool to be used against them. You have a way of sighting weaknesses, of sussing them out even when they are well-hidden- as well as in exploiting them. Whether it's something as simple as a werewolf's vulnerability to silver, or the societal weaknesses of friends and family, you know the best and most inventive ways to exploit a discovered weak spot. However, unlike some who may overlook their own faults you have a practical, pragmatic view of yourself that allows you to account for your own weaknesses- if not eliminating them, then at least giving you a few ideas for ways you might go about covering them up to prevent them from being exploited as you do to others. An Achilles Heel is meant to be a hero's downfall, not yours, after all.

Cold-hearted Murder (100 CP)- At times it is necessary to harden one's heart for the sake of the bigger picture. Murder is, of course, an ugly word- but at times it's a necessity, for the sake of the greater good. Or maybe you're more honest about your intentions; in either case, you have the fortitude of resolve to kill others in cold-blood in the most brutal, torturous, bloody ways imaginable- and then sleep soundly after the fact like an innocent babe. Whether it's necessary, or for pleasure, the inhumanities and pain you cause others are like water off a duck's back to you. And your aforementioned brutality wasn't just an example; although this is less "skill at fighting", you're an accomplished murderer. Although you rely more heavily on trickery and the element of surprise- and perhaps some sort of connection to your targets- than brute strength and skill like most real soldiers and fighters, dead is dead. It doesn't matter how it happens, whether it be an honorable duel or a dagger to the back- or a rock to the head, if you want to get Biblical.

Amnesty (200 CP)- Forgiveness is a frankly unrealistic proposition for someone such as you- and yet you seem to find it all the same. Although the General Amnesty of Fabletown is a long way off, it doesn't matter if you plan on throwing your lot in with them, because you seem to find that people are oddly forgiving of your more villainous actions regardless of where you are. At least, the first time you "repent"; returning to your evil ways after the fact will only reinforce the idea that you're beyond redemption. But while you might not find forgiveness among those you've directly wronged, everyone else will be willing to give you a second chance no matter how bad your reputation is or what you've done- even if they don't necessarily like it, they'll be willing to deal with you for the sake of peace and repentance. And if you don't make Genghis Khan look like a fluffy panda bear, you'll be able to make even greater use of this- continually acting in a criminal or antagonistic manner, so long as you don't cause real harm, will lead to others grudgingly accepting you back into their fold once again so long as you look sorry enough and offer a little recompense.

Inquisitor (200 CP)- Villainy depends on one's point of view; to a goblin, a hero that cuts through his friends like a scythe through wheat is quite the villain. The same can be said of a dragon, when faced with numerous adventurers, knights, and other glory-seekers come to end their life. Thus, you specialize in the eradication or at the very least neutralization of a certain type of being- it could be dragons, or goblins, or even gods, which is what members of the Empire's Boxing League deal with- or perhaps you've chosen the path of a true Inquisitor, dealing with all unauthorized magic users, and particularly those of a witchy-type. You know everything there is to know about their anatomy, including their strengths and weaknesses where applicable, and have an easier time devising strategies to be used against them- though the costs might be high if you've chosen something particularly deadly, in equipment or lives if you choose to fight alongside others. Speaking of- you're also capable of training others to a similar level of skill and knowledge against your chosen foe with relative ease, meaning that your one-man-crusade need not stay that way indefinitely.

Deal With The Devil (200 CP)- There are many evil powers and gods still running free in the dark, in this day and age. If there's one good thing that the Empire will do, it's imprisoning these many demons, eldritch gods, and dark spirits- albeit, for the sake of fueling their combat warlocks. But until that happens… perhaps you'd be interested in making a deal? Not only do the desperate flock to you for what you can provide them- or what you SAY you can provide them- willingly or at least grudgingly entering your service in exchange, but you also tend to attract the attention of powerful, evil beings who want to offer the same thing to you. Surprisingly considering your mutual natures in terms of moral alignment, these beings are candid and honest about what they're offering you- often, great power, wealth, beauty, land, or all of the above depending on how much you have to offer them in return. On that note, any downsides or prices for their generosity will be neatly underlined- whether you're the one who ends up paying them or if their price falls upon others depends on their own nature, or the nature of their current deal at least.

The Adversary (400 CP)- The Emperor is a cruel war-monger, a ruthless conqueror and military strategist- but he is only the figure-head. But the true Adversary is cunning, ruthless, and secretive, with only a few trusted individuals in his vast empire knowing his true identity and status. You embody both these aspects of the respective "heads" of the empire; having both the tactical acumen to conquer entire worlds with the right army at your back, while also having the deceptive nature to do so from behind a dozen different proxy rulers. Like a model fascist you excel at rooting out traitors to your regime, stamping out resistances, and enacting and enforcing laws that safeguard your empire- be it an actual empire or a criminal one- from collapsing, either under it's own weight or from the actions of outsiders or those you have conquered. Lastly, while your empire won't be quite like an extension of your own body, no matter how large it grows it won't become too bloated for you to manage it well enough- no territory overlooked, no rebellion gone unnoticed.

Twisted Evil (400 CP)- What makes a monster? Many are monsters by nature, having been born that way. But the most tragic of monsters are those who did not start that way; those who were twisted by a magical curse or their own desire for vengeance, for they know what they have given up. Having experienced such a fall from grace yourself, you've found yourself with some rather unusual magical abilities, on par with those possessed by the wrathful Bloody Mary. Her ability to traverse the world of the looking glass has allowed her to not only travel through mirrors, but also to observe others through them, hear her name when others beckon her in front of a mirror, and even create duplicates of herself through the shattered remains of mirrors. Another example is La Llorona, a powerful ghost who can interact with the world and others while remaining intangible herself and whose paralyzing scream can be heard only by those on death's door; and a third would be the Slit-Mouthed Woman, who has the ability to traverse any reflective surface and who has the strength and agility to act as a deadly assassin among the Japanese Yokai.

Other examples of what this perk can turn you into include vampires, poltergeists- even a cyborg or an amalgam of flesh, like Frankenstein. What abilities you possess are up to you to determine, as no two Fables are alike- though if you want a wider array of powers, you must also add in a few additional weaknesses to balance things out. After all, the loss of one's humanity can't be an entirely good thing, or everyone would do it! An example might be a vampire gaining a great affinity for shape-shifting, such that it can transform into mist or even a swarm of bats, in exchange for a vulnerability to silver; an uncommon strength and an uncommon weakness for its kind.

Mad Science (400 CP)- Science is, of course, not just limited to the Mundane world. Although the technology of most Homelands was behind the Mundane world even before the Empire took over and deliberately stymied the progress of knowledge, there are worlds where science progressed in a different direction- resulting in technologies just as advanced, or even more advanced, than the ones that have since developed on Earth. Perhaps this is due to the inherently magical nature of Fables, or the influence of Literals changing the course of worlds. Whatever the cause, the effect is staggering- the reanimation of dead flesh, the transformation of the living into different species, and all manner of laser, beam, and ray. Your pursuit of knowledge has given you the ability to create these things alongside other wonders, such as clockwork cybernetics and metal automatons- with time to experiment and advance your knowledge, you may even create wonders such as ships that fly through the stars, or machines that can take in matter and turn it into any material known to man with the press of a button.

Red Keep Procedure (600 CP)- Those who wish to rule forever will naturally seek to extend their lives beyond what should be possible for mortal men, for even a Fable can die of old age with a great passing of time. Taking inspiration from the dark sorcerers who placed their own souls in containers, the Red Keep Procedure was developed- a mixture of sorcery and surgery that, when performed correctly, allowed the removal of a person's heart, making them nigh-immortal in the process. So long as their heart continued to beat in the container that had been created to hold it, they would be unable to die by any means. Even if they were decapitated, they could simply put their head back on- and even being pureed would allow them to eventually pull themselves together, as their natural healing abilities as a Fable work to gather their shredded flesh together over time.

Although the success rate is low, such a procedure has been successfully performed on you and as a result you now hold your still-beating heart in your hands- safe inside of a specially prepared jar. The beat of your heart can reach you even when you are separated from it by worlds, so long as it isn't completely sealed off (such as in your Warehouse)- but even then, so long as it's actually intact you'll still live; you'll just be killable until your heartbeat is able to reach you once again.

Boogieman (600 CP)- There is only one Mr. Dark; a Great Power representing all that is evil and malign in the universe. But he must represent something, and perhaps what he represents is whatever you are, because your existence is scarily similar to his own. You are a "Boogieman"; a dark, shapeless creature capable of taking on nearly any physical appearance, even ones that aren't strictly organic. The more horrifying, the better; giving yourself a demonic appearance is child's play, and you can even do things like become a headless dullahan draped in black armor. Your touch rapidly decays flesh and even being near you can be painful to others as they slowly start to rot from the outside in. By eating the teeth of your victims, you can summon them as "witherlings"- a type of revenant that is enslaved to your will, possessing the knowledge and abilities that they had in their life, as well as the self-awareness to lament their undead state and the denial of their just reward. Perhaps your greatest ability is the fact that these other powers are empowered by the fear that others have towards you- when someone is afraid of you, you become capable of taking on even more fearsome and larger shapes, or decaying their flesh quickly even at a distance. You also find it easy to tear through even the most powerful of magical defenses like they were tissue paper when your opponent is fearful of you- though keep in mind that you're a far cry from the Great Power that inspired you, and that the most powerful beings of these worlds are rarely cowed by trickery and boggies like yourself.

Seasonal Powers (600 CP)- In a certain world there are four powerful goddesses, each governing one of the seasons of that world. The Snow Queen Lumi is one, governing Winter- alongside her three counterparts who rule over Fall, Spring, and Summer. Somehow- perhaps by taking the powers of a similar entity- you have gained powers reminiscent of these, though without the sheer might that godhood grants them. For a baseline, you're somewhere between Lumi herself and her son, Jack Frost, in power. Still, you can "enforce" your season of choice over an extremely large area roughly the size of an entire country, letting you create blizzards and ice storms with Winter or endless heatwaves in Summer at the most extreme extent of your abilities- and so on with the other seasons- as well as creating gentler weather if you so choose. This is less imposing weather conditions onto the area, and more "changing the season"- the difference will probably be minor to most people, but this means that the behavior of animals will naturally modify themselves in accordance to the sudden seasonal shift, among other things.

Not only can you control the weather, but you can wield elemental powers appropriate to your season; although you still have to remain withing the boundaries of your "theme", so long as you do that you will be capable of a wide variety of things. You could call down rain and lightning with Fall, make plants bloom near instantly with Spring, create giants made of packed ice and snow with Winter, or make raging wildfires with Summer to give just a few examples. Just as Winter brings the chill of the cold and happiness of the holidays, so to does each season have its own powers of destruction and creation- and with all the myriad powers of your season at your fingertips, you'll find yourself capable of a great many things, if you have the creativity to wield your powers correctly.

Royalty Perks

Fairest (100 CP)- You've got that royal look. You know what I mean. You're not just fine; you're fair- the fairest of your world, even. A certain mirror would have a hard time choosing between you and Snow White. Even if you're covered in dirt and blood from fighting a battle, you'll find such things only give you a rugged charm, because even filth looks good when it's worn by you. And when you don't look like you've just crawled up a mountain covered in blood and excrement, ho-boy- you won't just stand out from the crowd, you'll probably draw them to you with how beautiful or handsome your appearance is. This alone would probably net you a good husband or wife- or several, of each type if you'd like- but unfortunately your charms end at the physical with this alone. Better hope you have a good personality under that new hot bod of yours, or else you might just find yourself getting dumped regardless of your good looks.

A Romance With The Whole Community (100 CP)- Not like that! (Although…) Instead you have a great skill for examining the pulse of a community; getting a feel for what the people dislike, their grievances for others and how things are, as well as their needs and, most importantly of all, their wants. And especially what they want from you, as their lord and sovereign ruler. Although this only works on a general level for the people under your aegis- or potential aegis, if you're trying to get elected- it nonetheless gives you an honest poll of your subject's feelings in regards to the bigger issues facing your kingdom or community. You're also pretty good at baiting out similar answers from others on a more personal level, which can of course can allow for all sorts of manipulations and intrigues on a more personal scale- with potentially wide-reaching consequences if you manage to get your hooks into a rival monarch or a foreign ambassador for an hour or two. An interrogation has never been so pleasant before you came around.

Courtly Intrigue (100 CP)- A day at court can be a battle unto itself, even if you're one of those rulers who's disinclined to lead from the front. Treacherous viziers, bickering noblemen, incompetent generals- not to mention the machinations of your own family members, let alone the threats from outside your kingdom!- can all present their own problems requiring both a delicate hand and a clever sense for etiquette and ballroom settings. Luckily you have both the social grace of someone who regularly attends galas and the underhandedness of someone who knows that sometimes a good backstabbing is the best way to sort out whatever political troubles you're having. You can deftly maneuver around the plots and taunts of your rivals and have a habit of pulling off your own with spectacular aplomb, whether that means throwing the party of the century or poisoning the wine of your current liege.

General Knowledge (200 CP)- The Art of War might not be as interesting as the Kama Sutra, but it is, arguably, more important. And in any case, a true blue-blood should be skilled at both love and war. You've got a great knack for organizing others before and in battle; setting up defenses, devising strategies, teaching the untrained masses how to shoot a gun or swing a weapon, as well as when to use the time honored stratagem of the tactical retreat. In fact, such is your competence that you can train your soldiers in a fraction of the time it would take usually- turning lazy peasants into a decently skilled fighting force in a matter of hours, and into veteran manslayers within just a few months. Needless to say, but this also extends to the logistical side of warfare- not only do you know how to best counteract yon enemy's armies, you can also dash their supply lines and make sure your are well-stocked for the coming war.

Duelist (200 CP)- Swords, jousting, or pistols at dawn? Not only are you extremely skilled in the art of dueling, you also possess skill with a variety of gentlemanly weapons, such as the lance, rapier, or rifle. You're also confident enough in your skills to keep your head in an actual fight, at least metaphorically- coolly deflecting the verbal blows and actual blows that your opponents send your way while leaping about like a cricket yourself, displaying the reach and flexibility necessary to bleed wild beasts on the hunt with nothing more than your sword and wit. Such is your skill that you could be considered one of the best duelists alive- among the nobility, at least. True warriors such as Lancelot of the Lake would be a challenge, as would a monstrous beast not blinded by feral rage or instinct; but against common scoundrels like Edmond Dantes or Bluebeard, you'd be a force to be reckoned with.

The Good King (200 CP)- What makes a ruler "good"? Is it their views on moral issues such as slavery and imprisonment? The way they treat their subjects? The prosperity of their lands? The strength of their armies? In truth there's no one metric that can be used to gauge a "good" ruler from a bad one. A king may be honorable and just, but also a poor leader of men and women; a cruel tyrant may brutalize his subjects for minor offenses while at the same time rooting out bandits and securing their borders from hostile nations. Both may be in a position to be deposed by those who think they can do better, though you yourself are unlikely to fall to such a thing as people tend to see you and your actions in the best light possible. A catastrophic failure on your part might be seen as an accident, or the blame might be pinned on another party, and even genuine malice can be construed as "for the greater good" so long as you don't make their lives too miserable. Either way, you tend to enjoy a fair bit of popularity- even if undeserved- because of this.

Charming (400 CP)- Being as rich and beautiful as you doubtlessly are, it's likely that you're no stranger to more carnal pursuits. Some may think you have supernatural powers of seduction- or at least pheromones that would make any alchemist rich if they figured out how to brew them into a potion- but the truth is you're damnably irresistible aura is all natural. You could seduce someone quite easily over the course of a single dinner, and your gentle touch is nothing short of ecstatic. Naturally, you are highly skilled in the art of making love- at the very least the equivalent of Prince Charming, who was notable for having over 1,412 romantic conquests by the ripe age of fifteen. Oh, and aside from ravishing your lovers your silver tongue is also quite adept at the art of speechcraft and acting. You'll be able to convince all but the most stubborn of people to your side pretty easily given enough time to sit them down for a chat, and while you might not be able to back your words up with deeds you'll certainly be convincing when pretending that you can.

Word is Law (400 CP)- The law is a fickle thing, and takes many forms. There are the laws of the land, and of God; some people swear oaths, which are a law unto themselves- with real consequences if they are forsworn. Your laws and rules are like this now, with the penalty for breaking them being unavoidable in one way or another- if the crime is not discovered and punished, then the fates will have their due instead. Someone who commits a crime on your lands will almost always be discovered in short order by a more honest citizen or constable, and even if they manage to escape lawful capture and/or execution you can be sure that something karmic in nature will happen to them eventually, with worse crimes incurring severer penalties. And while one cannot simply declare laws and rules as they please to bend others to their will, you can hold people to their promises instead, with the result of breaking that promise being even more severe than if they had broken the law. After all, a crook may be common- but an oath-breaker who defies their lord and brings ruin is rarer, and a much worse crime due to the personal trust you placed on their shoulders.

Fairy Blessings (400 CP)- On the day of your birth you received several great blessing from the Fair Folk, ensuring that you would lead a (literally) charmed life- and, thankfully enough, there weren't any malicious fairies to be left uninvited to your christening, nor were any of the fairies particularly careless in assigning your gifts, meaning that unlike Briar Rose these Fae gifts don't really have any downsides to them. Examples of the gifts you might have been given include growing up to be the most beautiful person in the kingdom, graceful movements in everything you do from the ballroom to the boudoir, the ability to craft wonderful songs and play any sort of musical instrument to utmost protection, and the fortune to always have money to your name- meaning that even if you gave away all your worldly possessions, you'd soon find yourself winning the lottery or stumbling onto a bag of coins soon enough. You may choose to have these four gifts exactly, or you may choose to have four similar ones; for instance, rather than always being wealthy you might find that arrows and other projectiles never end up striking you, and rather than being proficient with all musical instruments you might find that you're an unparalleled chef instead. Those would be odd blessings, to be sure, but such are the whims of the Fae. Note that, while these gifts are powerful, they aren't absolute- gifts of immortality and invincibility and such are beyond the ken of good fairies.

Fisher King (600 CP)- Arthurian legends tells of the Fisher King, a pious man who had a moment of weakness and was struck a terrible blow as a result, nearly bringing his kingdom to ruination as his castle keep fell down around him and his lands became a desolate wasteland. At the same time, there are just as many legends about kings who have led their people to peace and prosperity through the unwavering justness of their actions. Like the Fisher King of yore, your lands and people are tied to you- and you, them. Existing in a state of equilibrium, when your kingdom is prospering you will find yourself prospering as well, becoming healthier and even stronger in terms of both physical and magical might; and when you find yourself increasing in health or strength through some other method, so to will your kingdom reflect those changes in the form of new bounties across the land- precious minerals sprouting in the earth like vegetables, crops growing more quickly, and your populace reflecting your own health and heartiness. Thankfully, unlike the Fisher King you won't find you or your kingdom falling to pieces just because you took a wound or lost a battle- though avoiding a Dolorous Strike still seems like a good idea!

King of the Dead (600 CP)- A king's subjects remain his even when they die and are laid to rest in the earth. But while the service of knights and peasants would normally end there, you rule not only over the living, but the dead as well. Like King Ambrose you are capable of returning the spirits of the dead to life, granting them flesh once more with all that comes with it. This gift can be given at will- as well as taken away, making your subject a spirit once more. Although you can have any number of unliving subjects, only those that die in your presence will become spirits if they weren't already a spirit to begin with- the rest shuffling off to the afterlife to receive their just reward, unless they are resurrected some other way. But on your soil or in your presence the dead can die again and again, being endlessly revived as you will it. It is only in foreign lands where those that have already died can be forced to move on, and even then only when you aren't accompanying them in person. It should be noted that as ghosts your subjects will be capable of tormenting the living by showing them all of their past misdeeds, real or imagined, from the perspective of their victims- it won't cause physical harm, but even a bloodthirsty Gob would pause when shown something like that.

King's Authority (600 CP)- A king's command is absolute, as is their rule, derived from God Himself. Monarchs are often hosts to special powers; artifacts beyond compare, servants whose personal power may well outstrip their own and yet are loyal all the same, and of course the vast lands and the people who are beholden to them. But like some sorcerer-kings your command extends to magic itself- and you are one of the rare few capable of claiming absolute control over any and all magic within your domain, shutting down the spell-casting of other magic users unless they far outstrip you in terms of magical power and laying claim to all natural magic sources available in your kingdom, and even preventing the natural magical abilities of creatures like dragons from working- stripping them of flight and their fiery breath. For instance, assuming you had no other magical training, then it would take nothing less than a Great Power to avoid having their magic siphoned away. And if you were actually skilled in the arts of sorcery? You could give the Empire a run for its money, world after world toppling under the shear magical might of a foe that grows ever more powerful with each wellspring and sorcerer that falls under their borders. Although you can't do much without more training and experience, you do have a few magical abilities you can command on top of this- one being the ability to erect a great magical barrier around your land that is all but impenetrable to lesser sorcerers, let alone rank-and-file armies, as well as the ability to teleport anywhere within your own borders at-will. Although these abilities still cost magical power only frivolous use is likely to tax the magic of an entire kingdom, even a relatively small one.

Magic User Perks

Prepared Magic (100 CP)- One of the most basic skills that separates the real users of magic from the hedge-mages and wild-magicians of the worlds is the capability to prepare spells in advance, to be unleashed at their discretion. With this, you are capable of just that- weaving complex spells ahead of time and binding them into items, or else simply allowing them to hang about your person so that you can unleash them at a moment's notice; or even to activate automatically, so long as some sort of condition is met. Although those practiced in the mystic arts may very well be able to interfere with your spells, especially if you don't maintain them, proper spell-work- and vigilance- can go a long way towards making your spells more secure. You may also choose a specific form of magic item to specialize in, or choose to be a generalist:

Alchemy for example uses the intrinsic properties of magical substances without needing as much magical power from their creator; however, the effects of potions are limited by the ingredients one uses, requiring experimentation to discover what ingredients produce the right effects and a greater reliance on recipes because of that. Charms are simple magical items offering small, passive benefits such as warding off bad dreams and are, again, mostly reliant on the materials used to make them. However, it is also possible to create stronger, finite charms that are essentially stored spells that others can use- typically, these take the form of things likes scrolls or wands that are easily activated by someone with no magical talent. This is a form of enchanting, though it requires less skill and craftsmanship than creating permanent enchantments.

Occult Eye (100 CP)- The next skill of note? Detecting magic. It's not enough to merely use the magic that you have available to you; a true magician must seek out magical power, or else discover ways to create it through significant acts like blood sacrifices. As a skilled magic-user, you have the ability to naturally detect sources of magic as easily as one breathes- and not only can you sort out the magic from the mundane, but you also have the ability to appraise magic on sight alone. Even invisible spells can be detected, and therefore studied, although complex spell-work may be beyond your skill-level to read and interfere with. As you mature in power, your ability to sense magic will only grow- at first, you may need to be in the presence of a magical artifact to figure out what it does, but in time you may find yourself sensing any sort of magic that happens in the same city as you, or even further than that.

This perk also grants knowledge of a variety of spells that deal with the senses. Spells that allow you to observe others regardless of distance, or even to see what they see; as well as similar spells for hearing and so on. With enough skill and power you may find yourself capable of devising spells that allow you to see across worlds, let alone what can be seen in one world. Other possibilities include "alarm" spells that alert you to intruders or magical workings happening in a certain area, spells that allow you to observe people or objects using only a name, spells that enhance senses in various ways, and so on.

Arcane Flow (100 CP)- The last skill that any witch or wizard should know. Once a source of magic has been discovered- a magical grove of trees, a blessed lake, a battlefield or any other place where bloodshed is common, and so on- one must then tap the natural magic therein to increase your own powers. You can do just that, establishing "flows" of magical power from natural sources that you can use to increase your own reserves of magical power. Outright draining the magic from a location is another possibility, albeit an inefficient one; locations that are steeped in magic gather it overtime, so once you've sucked it dry that's it. However, you do tend to have to stay near the places you're getting your magic from; try to take from an environment that's too far away, and you may end up losing most of the power you'd have gained from it.

This also gives you the ability to manipulate the flow of magic in a variety of other ways. You may find it possible to unravel the workings of lesser mages (and the lesser workings of more powerful, but sloppy ones) simply by tugging at the strings of magic they've woven. You may even be skilled enough to turn their magic against them, making use of the magical energy fueling their spell to cast one of your own. You can also apply the same principals that you do with locations to other mages and magical beings- draining their magical power even as they replenish it to add to your own stocks, keeping them from using magic to escape and giving you more to work with all in one go. Naturally, knowing all this is sure to give you a pretty good idea of how to prevent others from doing the same to you- though again great skill or power can still overcome your protections, especially without vigilance on your part.

Gift of Prophecy (200 CP)- Magic wants to be used; to be formed, shaped, and given purpose. It is the raw stuff of chaos desiring the order of a guided hand to give it meaning. And, as magic concentrates itself in those who would use it- or even in particularly magical beings, like some dragons- it gives glimpses of the future, to better guide and aid those who would wield it. Or perhaps concentrating magic within one's body naturally leads to such visions, since magic doesn't actually think for itself. In any case you've reached the point where visions of the future will come to you, on occasion; showing you events that will or may come to pass in time. They can be vague, merely foreshadowing some instance of import, or they may be crystal clear in telling you exactly what is to come- be it the birth of a child, the end of an age, or even your own death. These visions are rarely set in stone, but at the same time acting upon them can inadvertently have consequences all their own.

This perk also grants spells that touch upon time and fate itself, though only in small ways. Activating prophetic visions on command, speaking true prophecies, discerning the ultimate fate of those around you, seeing the past play out in vivid detail, telling fortunes, etc. Such things might be more costly in terms of magical expenditure than waiting for glimpses of insight, but being able to perform them on command is a noteworthy skill in itself.

Combat Warlock (200 CP)- Magic can do many things, but while it's often best employed with subtlety sometimes it's better to just start throwing around fireballs, calling thunder and lightning from the skies, and summoning up a horde of demons to really remind people what it means to command magic. While it might not be the most efficient use of magic power, engulfing an entire squad of soldiers in fire is a pretty effective way of getting them to leave you alone. And should you have a disagreement with a fellow practitioner, a magical duel is one of the oldest ways of settling such conflicts. Thus, not only do you possess the aforementioned spells of attack, but also a variety of spells meant to defend- including ones that protect against magical attack. Magic shields, force-fields, and even magical protections that can be layered over the body to provide protection against a variety of things, from arrows to suffocation, so long as the magic protecting you is stronger than what is trying to kill you.

The potential of magic is nearly limitless, and so to is the variety of spells that one can craft. Because this perk already grants a wide selection of combat spells, you will find it far easier to innovate when creating new ones to add to your repertoire. Whether they're gruesome, like making someone explode into gore with a flick of your wrist, or silly, like drowning summon in an avalanche of sugar, the unpredictability you can develop will be as much a boon in magical fighting as it is in regular combat.

Glamourous (200 CP)- Transformative magics are one of the most versatile, and for all that they're expensive to produce en masse they're also surprisingly common in the old tales. So much so that the "handsome prince or princess transformed into an animal" gag is a frequent scam among the less scrupulous, possibly humanophiliac Fables found in the Homelands. They range from mere illusions- hiding what's really there over a chosen image, possibly fooling the other senses or even going as far as to directly affect the minds of those who behold the illusion- to Glamours, which are temporary transformations, ranging all the way to more permanent, full transformations- the type that can turn a dragon into a relatively harmless raven. Relatively harmless assuming that you take away their fiery breath, of course. In any case, you are a seasoned user of such things, and have the meticulous attention to detail to ensure that your magical workings are night inscrutable to all but those who are well-versed in the magical arts themselves.

Not only can these spells be used on others, but they can also be used on you, as well. Although it would cost an extraordinary amount to change someone into a dragon- or a dragon into something else for that matter- it is a possibility with this perk, and other extreme changes like shrinking someone into a lilliputian or growing them into a giant can also be done. Less extreme alterations like weight loss, changing hair colors, or adding a few inches of height are other possibilities. And if you want to be nasty there are a variety of curses involving involuntary transformations that might be of use. Make someone turn into a frog whenever they get scared or have unfaithful thoughts, or make their hair grow uncontrollably to the point where someone could scale a tower with it as a rope. Your only limitation is the amount of magic that you can afford to expend, and your own creativity.

Bestow Power (400 CP)- The imbuement of magic into items, locations, and even living flesh (or living wood, metal, and so-on as is the case for certain Fables) is essential for a large portion of magic work. That's essentially what casting a spell on someone IS. However, the more complex or long-lasting a spell is, the more magical energy it takes for the spell to work- and attempting a spell without the ability to actually cast it seldom works out well for the caster, seeing as magic is inherently a give-and-take system. Only the most powerful and skilled of enchanters can create relics and artifacts truly worthy of being called legendary- or even just impressive. From the Wyrm-Castles of the fae, which are both living creature and stronghold all in one, to powerful blessings of martial skill or great beauty upon new born babes, and even the creation of blades of legend like the Swords of Mercy, Justice, Regret, Rage, Judgement, Love, and Wisdom; you are a skilled weaver of magic, capable of overlapping many different enchantments and effects upon your workings without the threads of magic entangling each other. Not only that, but the skill and competence with which you work is such that your spells last much longer than they should- perhaps even forever, unless they are interfered with- for a variety of reasons. Perhaps your workings draw in ambient magic to fuel themselves, or maybe your spell-work is so well-done that the magic you use stays in its altered state, as satisfied with a job well-done as you might be. Whatever the case, once you've done something with magic it's rather hard for other people- even skilled magicians- to undo it.

As this perk suggests, this comes with a huge amount of knowledge when it comes to "enchantments"- magic that has been layered over something that already exists. Weapons that simply cut better, or that seek out and slay whatever target is set for them, or that are nigh-indestructible or have some elemental imbuement of fire, lightning, or plague are the least of what you can accomplish. Making buildings that are bigger on the inside, warded against scrying, and can pick themselves up and walk away is another; and your workings can even be done on others, granting them skin as tough as plate, protections against hostile spells, an affinity for a certain skill, and certain other traits that might be of interest to them.

Magical Contractor (400 CP)- A oath and a promise are both powerfully magical things, at least as far as Fables are concerned- nearly every Fable culture agrees that those who lie and break their world are damned to the blackest fates imaginable in the afterlife. Even the idle promises of children are something taken with deadly seriousness by those in power, for fear that their solemn oath of marriage or revenge may drag them down as well. Naturally, those in tune with the magical arts have their own rules and bindings, taken willingly- or not- if they have entered the service of a stronger power in exchange for knowledge or magical might. A binding geas; a magically-enforced contract; even a verbal agreement combined with a little spell-work- all three of these can serve to bind others to your service, or facilitate the transfer of power, possessions- even people, if they're the type to sell their children or other constituents up the river. You are highly skilled at the drafting of all of these things, and while these binds and bonds must be taken willingly for the most part it is possible to coerce, blackmail, or do anything other than directly forcing someone to sign in. This also makes you gifted at wordplay and "legalese", for lack of a more magical term- making these spells much more likely to work as you intend them to, and perhaps making it easier to trick the gullible. However, be aware that these things often go both ways- if you break the terms of your own agreement, then any magic binding the other parties involved will come undone as well.

Spell Specialist (400 CP)- There are more types of magic then there are worlds in existence. And while you have been offered the opportunity to partake in some of the more common varieties, it would be remiss to deny you the chance to establish yourself as a master of some fields over the others. Thus, with this perk you may choose any one broad category of magic- necromancy, astrology, or elementalism to give some examples- to become a master of, in the same way that Medea is considered a master of "deception" related magic. The height of her ability allowed her to slip beneath the notice of a Great Power, who himself was known for lurking in the dark parts of the world. Alternatively, you can instead choose a more well-defined magical practice like Voodoo, some type of Native American Shamanism, Kabbalah, or even just "witchcraft" for a more diverse set of knowledge, though without the same level of mastery in each field it touches. A master of Voodoo might take over a town with his loyal zombies, but someone who devoted themselves wholly to necromancy might raise an army to destroy entire cities! In any case, the spells you gain from this perk will be both magically efficient and powerful, owing to your affinity- even more so if you choose a field already covered by another perk, such as combat magic, granting even more powerful spells like "Quintessential Combustion" which burns outwards from the very soul of its intended target.

Borrow Enchantment (600 CP)- Magic is in many ways a science, and when it comes to science you often have to build on what others who came before you have learned. There are a few "magic schools" in the vastness of the worlds- or at least there will be, once enough time has passed- but considering how secretive and reclusive most magic users are you can imagine that such institutions aren't frequented by the really powerful wizards and witches. So how do you learn the spells and rituals that these venerable scholars have created and perfected over their long existence? Easy- you "borrow" them. With but a glance you can instantaneously learn the theories and nuances behind any particular spell or other magical working that you see- learning in a moment what may have taken centuries of magical labor to create so that you can incorporate the spell-work into your own repertoire- and, assuming you can pay the cost, cast the spell as you see fit. This not only works on traditionally cast spells, but indeed any magic- including the ones behind enchantments and the natural abilities of magical creatures, which interact with you in a peculiar way. Assuming that you have enough magical power, once you've learned the theories behind an enchantment or magical ability you can imbue yourself with that property- either temporarily, drawing on your store of magic with each use, or permanently at a much greater cost in terms of magical expenditure.

While this may not be as impressive when done with the mere trinkets that any hedge-wizard could produce, who knows what power you might gain if you try it on something like the Witching Cloak, or legendary swords like Excalibur or the blade of Vorpal that slew the Jabberwocky- or even the natural magics of a god or Great Power? The cost may be tremendous, but paying it would be well worth it for that kind of power.

Fabled Witch (600 CP)- Any enchanter worth his spellbook can create a flaming sword. There are few who can make a sword that cuts through anything, magic or non-magic alike, or that guarantees its bearer will be victorious in battle so long as it is held in hand. Just as there are witches who create potions of love that turn sour with age, there are those capable of manufacturing true, everlasting love- or any other emotion, really. Or what about the Chariot of Glass, which transports those who ride it "to their greatest challenge"- whatever that might be? Or the Blade of Regret, which could resurrect those it killed? Yes, while magic can do many things there are few who have learned to apply it in the realms of the esoteric- the concepts that normally only the Great Powers themselves would govern- even in small parts. Yet, you are a scholar and spell-weaver that could call himself peer to Cendree, Daedalus, and Frau Totenkinder herself, having attained such knowledge and skill that such abstract concepts can be distilled and incorporated into your own magical workings. It will require a good bit of research or experience with what element you are working with- a sorcerer cannot capture victory without first tasting it- and quite a lot more magical power than regular spellwork, but it's a small price to pay in order to create artifacts and spells of true legend.

Everafter Advent (600 CP)- In all the histories of the various worlds, is it really a surprise that there are other worlds that can be considered "mundane"? Worlds without magic, monsters, or heroes save for the ones found on every world? But at the same time all worlds are connected; gateways can be found on every world in the furthest flung corners of the map. And when something supernatural enters a mundane world- well, it stops being mundane, doesn't it? Over time magical forces build up, invisible to the mundanes who cannot sense it or have even the slightest idea of what is to come. And then, inevitably, the house of cards comes crashing down- the magic is discovered, the mysteries are solved, and this once mundane world is changed for ever afterwards. This is an Everafter Event- the irrevocable introduction of magic on a world-wide scale, altering the very nature of reality. It is one of the few ways that new Fables can be born, and in fact the nature of an Everafter Event encourages such things. New species will be born, some animals will suddenly find themselves gifted with sapience and the ability to speak, wild-magics will empower people seemingly at random, and items which were once merely symbolic may be imbued with actual power, in accordance to the beliefs of those who created them. While normally such a thing would be a gradual process, you can now cause an Everafter Event all on your own- all you have to do is reveal the existence of magic to the world, and the rest will follow. Be warned; such a thing is not easily reversed, and once the cat is out of its cradle all manner of terrible things beyond your control may occur in the following years.

This perk grants a rather unorthodox spell, for those times when one may wish to keep the conspiracies intact. The cost is great, but perhaps the effects are worth it- as this spell does nothing less than create Fables. While they may not have stories of their own- yet- by investing vast amounts of power into a person, animal, or even previously inanimate object you can grant them new life as a Fable, with all that entails.

Monster Perks

Monstrous Fortitude (100 CP)- Monsters, typically speaking, have forgone the protection of civilization for their own strength; living alone or in small packs in the dark caves, forests, and lakes of the world. Lacking the stone walls and metal hides of their prey, their own bodies naturally became stronger to compensate. Claws or teeth that rake through iron, a hide as strong as steel, maybe even a venomous bite or other natural weapon; as a monster you have the strength to withstand most man-made weapons and can tear through men with nothing more than your own brute strength. You are also very resistant to any pain or injury you do happen to take, seeming to heal from most injuries by licking your wounds and resting.

I'm Big and I'm Bad (100 CP)- More than any criminal or villain, you're good at doing one thing- scaring the shit out of people. A monstrous reputation is more than enough to dissuade most people from your path, even if it results in a greater uptick of knights and other heroic sorts coming for your head. But strangely enough you'll find that this fear-inducing presence you have can be leveraged into other social benefits easily enough. Sure, nobody will forget that you're a monster big enough to bite their head off, but they'll be able to answer your questions and even have a conversation with you so long as you've not got your teeth around their throat. Not to mention that some people are "in" to that kind of thing.

Primal Instinct (100 CP)- Some monsters are closer to animals than others, if not in body than in mind; you might just be one of them. You possess a powerful set of instincts that greatly improve your reflexes and reaction time and you are also more in tune with your senses than others, which are also greatly increased in terms of what they can pick up. In a crowded city you could track and recognize individual scents, tell how someone is feeling by how they smell, pick up a conversation from a good distance away, and much more. This of course assumes that you're in a city; in the wilderness, unhindered by the artificial smells of civilization, your senses could carry on for a great deal further than that. Catch someone's scent and chase them across the country, or hear someone creeping up behind you from a few miles away.

Beauty and the Beast (100 CP)- The Japanese Fables have a phrase, "koi no yokan", which roughly translates to "the sense upon meeting someone that the two of you will fall in love". Love at first sight is the stuff of fairy tales… which naturally means that it works pretty well for Fables. For the most part; Prince Charming is proof enough that even true love can be fleeting. In any case, upon seeing someone for the first time you'll instantly know whether or not they're someone that you love or could love; and upon meeting them, they'll get the same feeling, forming an instant connection between the two of you that may blossom into something more if it is pursued. This bypasses any differences in race or even species for the most part, relying solely on personality- after all, true love knows no boundaries.

Lord of Wolves (200 CP)- Even among monsters, you are a sight to behold; your monstrous form is much larger in size, to the point where you could stand above elephants and crush other Fables beneath your bulk. If you choose to base your form off of an animal, then Mundane examples of your species will see you as a god among their kind, while Fable versions will merely hold much more respect for you- this may mean they also see you as a god, albeit one that comes from home. If you couldn't before then you will also be able to communicate with your Mundane brethren through the "language" of your species. If your form isn't based off of an animal, monstrous beings in general will show you some more respect as a fellow predator, though not to any great extent; after all, they're monsters too, even if they might not be as big as you.

Virility (200 CP)- If you leave monsters alone long enough, they tend to make a bunch of littler monsters to make the problem worse. And with how odd Fables can be, with all the weird, wild magic that might happen over the course of love… or sexual intercourse… pretty much anything could happen. Like the Gods of olde, you seem capable of breeding with just about anything with a pulse- and that might part might be optional, if your parts still match up. You also tend to have a lot of cubs, hatchlings, or whatever the hell your young are called so long as you're "doing it" with the idea of having kids in mind. Lastly, your spawn tend to take after you and your spouse- inheriting racial traits, magical bloodlines, and other things of that sort no matter how weird or messed up your Fable DNA might be. And so too unto their children, and the children of their children, unto perpetuity- given a few hundred or thousand years to spread, you very well could be the progenitor of the greatest gods and the most monstrous monsters the Homelands have ever seen…

Premonitions (200 CP)- When magic concentrates in a powerful magical creature, it tends to give them small hints at the danger they are about to face- perhaps as a way of preserving a worthy vessel. It seems that enough magic has congregated in you, for you will occasionally receive magical warnings of danger before it arrives. This tends to be a gut feeling in the pit of your stomach, and a vague idea of what's to come- however, this doesn't just trigger when danger is nearby. This sense can come to you days or even weeks in advance, and can extend to the things that you value so long as they're close enough to you- friends, family members, even prized objects or your home. Appropriate, considering that this ability is often found in dragons who have amassed vast hordes of treasure and gold, so that not a single coin is stolen from them.

Teach An Old Dog New Tricks (200 CP)- A sink-or-swim approach to learning is something that many sapient monsters have to deal with; after all, it's not like they ever got the opportunity to go to the school-house! But since you know that adaptation is the best method of ensuring your survival you've learned how to absorb information like a sponge- if not understanding it, then at least retaining what you've learned and replicating it when needed- as well as recognizing when you've made a mistake. If a beast like Bigby can learn proper etiquette, and beast like Beast can learn enough to passably act as Fabletown's sheriff in just a few weeks, there's nothing stopping you from reinventing yourself, too. This works best when applied through trial and error rather than standard learning, though you'll still retain the information.

Innate Power (400 CP)- Many species of Fables have innate magical powers that elevate them above the rest. A hydra's ability to regenerate, a thunderbird's storm-creating wings, a dragon's fiery breath… of course this in addition to their great size, which can dwarf even the Big Bad Wolf. You have some sort of powerful innate ability or a set of weaker abilities as befitting your nature- for instance, you may choose to have a lesser breath weapon as a dragon in exchange for sturdier scales and faster flight. In addition, like the previously mentioned Lord of Wolves your form can be increased greatly in size- to the point that you might crush buildings beneath your bulk and devour a family of elephants for your supper, or swallow men whole.

The Wolf Among Us (400 CP)- Bigby Wolf has a peculiar ability that is, for the most part, unique among the Fables; he can transform between his natural, gigantic wolf form and that of a human at will, as well as in between- anything from a wolf that ranges anywhere from his normal size and that of a mundane wolf, to a terrifying lycanthropic form, to a version of his human form with pronounced teeth, menacing eyes, claws, and a great deal more body hair. He gained this capability after Snow White scratched him with a dagger stained with the blood of a werewolf, but you've somehow replicated this ability. You can create hybrids of your various forms, mixing around their various attributes such as size, strength, durability, as well as any other innate abilities they might possess. Essentially, think of this as the ability to shapeshift, with the limitations of your shapeshifting drawn from your many different bodies. However, your hybrid form will retain all of the weaknesses of its component parts, such as a werewolf's vulnerability to silver, as well.

Untamed (400 CP)- You can make a man into a monster, but you can't take a monster and make him wholly a man- deep down there will always be that temptation to return to the old ways, devouring and killing as they like. And a "tamed" monster is still dangerous inside of its cage, being introduced to civilization only making it that much more cunning. No matter what chains or prisons you get shoved into, you always end up escaping one way or the other- if not through your own strengths or cunning, than through the timely arrival of an ally or the incompetence of an enemy. Not only that, but attempts to suppress or steal your powers inevitably fail or get reversed in the same way. It may even be as simple as affirming your identity to yourself. The Big Bad Wolf is not a little girl and neither are you, damn it!

Spite of the Black Forest (400 CP)- The Black Forest has been home to many monsters over the centuries, and many who could be considered monstrous in kind if not in appearance. Frau Totenkinder, Bigby Wolf, Max Piper, and any number of creatures and spirits known and unknown to the world. The evil things in the forest fill their bellies with all that is weaker than them, and those who are stronger and more fortunate than them give them a different appetite; a desire to grow larger and stronger so that they too can be devoured in time. Your days of prowling about the black forest like the beasts who live there has imbued you with a strange form of willpower, or perhaps a grudge. You have the tenacity to cling to life like a beast possessed by the devil himself, recovering so long as you aren't fully dead even if it takes weeks, months, even years; and you will remember every slight done to you, which will aid in the next part of this perk's dark boon.

Your body is now home to a type of true and pure magic, however small, brought into existence through the sheer hatefulness in your black heart. This wild, evil magic suffuses your possessions- making them just a bit magical and more suitable for the grim works ahead. Swords sharpen, cloaks become more concealing, etc. Finally, no matter how far they run, you will always find your quarry- even if they flee across worlds and disguise themselves with all manner of magic, you'll get them one day.

Giant (600 CP)- Giants, wyrms, and sea serpents… in the words of the Fables from the Emerald Kingdom, "oh my." You are one such example of these gigantic Fables, although you're not limited to those three examples alone- indeed, you can even be a wholly new creature of your own design. Regardless of what form you possess, it will be incredibly resilient if not outright immune to mundane weaponry such as firearms or unenchanted blades thanks both to its immense size- comparable to the strange beasts found in the Homelands of the Japanese Fables- and your nature as a Fable, for even tanks and fighter jets would find it difficult to bring you down. This doesn't grant any additional abilities; the strength to crush armies on your lonesome and strangle dragons like chickens is a boon enough as it is.

Child of Great Power (600 CP)- Even among the Fables, there are those that stand far above the rest; the Great Powers, those who embody concepts and elemental forces. Among them are the Cardinal Winds of the North, South, East, and West, and the Virtue known as Hope, as well as the embodiment of Death itself- although there are surely many more in their rank. You are directly related to one of these beings, giving yourself a host of powers related to their domain, although in a greatly diminished form compared to their sheer, world-shattering might. For example, a child of one of the Winds would possess the ability to hold their breath for hours on end, could breathe in and out with enough force to decimate armies or stone structures, communicate with lesser winds to aid them, and- with practice- would possess the ability to shapeshift into forms that rival houses in size, if properly trained. Although some like Death are unlikely to have children- due to being overworked, lacking the proper equipment, and so on- you can still be imbued with some of their power somehow, though they might not hold you in the same familiar regard that a parent would their child. Though, depending on who you pick that might be a good thing, since even the relatively benign ones don't make for the best of parental figures, as Bigby can attest to.

Wild Mythology (600 CP)- It wouldn't be an exaggeration to say that Fables have shaped the course of the Mundane world even before they came there- and even if it's the other way around, it wouldn't be an exaggeration to say that some Fables are capable of some truly biblical shit. And you might just be one of them, as you're capable of massively surpassing the limits of your own body when pushed to the brink- the consequences of that being truly mythological in proportion to your own efforts after that point. Facing down seven powerful monsters, each as strong as you are in theory- if not stronger- could see you pulling through in the end through the sheer rush of might you'll get, though you might end the fight black, blue, and bloodied. Now, as for the consequences? Your struggles will breed terrible legends and raw, wild mythologies throughout the world. Stars of ill omen will fall from the sky, an old crone may sing a thousand unclean spirits into existence, people will experience visions and dreams of their own demise, and vast fissures may split the earth. As one last consequence, you tend to have encounters with the most esoteric elements of the worlds you visit- not just magic and other Fables, but actual gods, demons, afterlives and other dimensions- as will your companions and other associates. This can certainly be a double-edged sword, but will also certainly result in a large amount of fame or infamy for yourself as a Fable.

God of Monsters (600 CP)- Were Bigby not to have encountered the Lady of the Lake, this might have possibly been his eventual fate- to become the lord of all monsters, and possibly a Great Power in his own right thanks to how this world works. You yourself aren't quite at that point; but what you do have is a tremendous ability to command the respect of your fellow monsters. Be they dire animals, fantastical creatures like dragons or manticores, fell spirits or the undead, or even dark gods- by asserting your dominance you can make them all fall into step behind you, turning them subservient and submissive through right of blood. The vaster the gulf in power between you and them, the easier this will be- those much weaker than you will instinctively recognize their place at your feet, while those who are stronger or simply too prideful for their own good may require a show of force. But even those who are stronger than you will recognize your nature as monstrous royalty, and should you somehow manage to triumph against them in a battle of tooth and claw they will also follow you- though perhaps more out of respect than fear..

Human Perks

Story-Book Appearance (100 CP)- Fables can look human, or they can look non-human. A talking cat is obviously a fantastical creature, but how do you tell a human Fable from a regular old Mundy? You can't, in truth- even the most beautiful or handsome of Fables will still look human, no matter how good their appearance may be. But if you look closely, you'll see that bit of story-book charm that makes even "regular" Fables look like a character from the storybooks. A fat Fable isn't just fat; they're rotund in a way that seems to make them more jolly and likeable, or else wear their pounds like a black cloak- each chin wobbling as they sneer down on those around them, fat fingers pointing accusingly at the world. Your appearance, for better or for worse, is similarly exaggerated in the eyes of others. If you were pretty before, well, they'd describe you as drop-dead gorgeous! If you're ugly, you'll make babies cry as you pass them in their strollers, or make grown adults gasp at your wretched appearance. This is less of a direct improvement to your actual appearance, and more a sense of vibrancy that you give off towards other people that makes you stand out from the crowd. Furthermore, other people of note tend to stand out to you in the same way.

From All Worlds (200 CP)- Human Fables are the most numerous of their kind, more so than even the rats and mice who enjoy the same distinctions as story-book characters. Perhaps, in some far off world, there exists a kingdom of talking pigs and moo-cows, and every other beast that lives in the barn- but for the most part the average Fable probably looks human. Why is the image of humanity so common throughout the worlds? Is it because the Mundys prefer to tell stories about beings that look like them? Is it an act of God, or whoever it was that created all these worlds? Such questions can be pondered by scholars, philosophers, and mages for millennia without a real answer. But while non-humans may be suspicious of humanity- as humans often are of themselves, let alone the non-human races- they certainly do seem to fit in wherever they go. While you may need to put more work into fitting in at some places, for the most part your appearance won't be a detriment to your social endeavors even if you live entirely among those not of your species. Furthermore the color of your skin, your sex, and other physical features won't be held against you among your own species, and even cultural or ideological differences can be swept under the rug so long as they aren't completely incompatible with the prevailing beliefs and laws of wherever you happen to be.

Blessing of Tam-Lin (400 CP)- The story of Tam-Lin may not be widely known, but the ability for certain humans to attract the attention of the fae- or other non-human beings- for whatever reason is certainly a common element in stories. From elves helping hapless shoemakers fill their quota, to friendly fairies granting life to puppets carved by old woodcarvers or granting blessings to newborn princesses, and even packs of wolves adopting abandoned human children and raising them as if they were a part of the pack. While this won't necessarily help you avoid aggression, you'll certainly stumble across the friendlier individuals and groups found in non-human species with a lot more regularity. In other words; while you'll still encounter murderous goblins, you'll also be much more likely to find the few decent ones. Furthermore, like Tam-Lin, who was beloved by the fae, there is one "category"- fairies, dragons, demons, undead, etc.- of non-human that holds you in particularly high esteem, to the point where it seems like their kind is somehow drawn towards you. Again; this may not necessarily help you stave off aggression, but for the most part these beings will be heavily predisposed towards you. You'll attract patrons, followers, and fans from your chosen category, and will receive both material aid as well as other help in great abundance.

Pearls Before Swineheart (600 CP)- Some people think that humans lack any special powers or talents, and while they may live longer the same train of thought often applies to Fables. Why seek the aid of a sorcerer when a fairy lives and breathes magic? Why go to a human shoemaker when an elf can do the same work faster and with better quality? But while humanity as a whole may not excel at any one area this simply gives individuals the chance to stand out from the crowd. Like Weyland the Smith and Peter Piper, your skill in a chosen field has reached the heights of the supernatural- your genius and skill allowing you to imbue true magic into your work without casting a single spell. A clothier could create a cloak light enough to fly with, a musician could craft music that inspires emotions that seem impossible to describe and entirely outside the province of what man could ever hope to create, and a doctor could perform open heart surgery- on themself- replacing their heart with that of a pig. Although such mastery is doubtlessly the product of a lifetime, or even centuries of practice and experience, you'll find it possible to increase your skill in other areas to similar heights given a similar investment of time even if you're only a master of one field so far.

Humanoid Perks

Magical Senses (100 CP)- Sight, sound, smell, taste, and touch. Most creatures have five senses, and most Fables do, too, but some have a rather unusual bent to theirs. Seeing like a hawk, or even in infrared, is an impressive trick- but it's the least of what you might be able to do with this perk. Maybe you can see the sins of those you meet, allowing them to play out in front of you as if they were doing the deed in front of you, right now. Maybe you can scent magic in the air, following it to its source and discerning between different spell-casters by the aroma of their work. Maybe you have a sixth sense, like the Tooth Fairy's talent for finding children's teeth- or maybe you have the ability to sense gold, like some dwarves? The choice is yours; either way, your sense will be very potent, whatever it is.

Presence (200 CP)- Some Fables just have a presence about them; a palpable aura that makes you want to fall to your knees in supplication when you see them. In fact, some of the more magical Fables literally glow with their power- after all, if someone is glowing they have to be powerful, right? Well, visible or not you're capable of inspiring a similar, powerful feeling in others merely by being in their presence. Those with stronger wills will likely be able to shrug this off, but you could root lesser men to place with a single, withering glance, imbued with the weight of your life and experiences. Or maybe you shine with holy light, invoking a feeling of deep religiosity in those who behold your splendour. Your presence could inspire love, lust, or friendship, inspire your men to battle, or bring the darker thoughts and emotions of man and Fable to the front of their mind. In time, you may be able to project the power of your presence over a wider area- up to a large city like New York in size.

Sturdy As A Magical Oak (400 CP)- There are many different types of beings that can be found in the Homelands, and while many of them follow the same laws of nature that Mundy people or animals do not all of them are so inclined to do so, even if the option to eat or sleep and expel waste from every orifice is still open to them. For whatever reason- be it a magic boon or curse, the result of a strange physiology, being some sort of zombie or revenant, or even the fact that you're made of wood and not meat- you are no longer subject to the same foibles of mortality that other Fables are. You don't need to eat, you don't need to drink, you need neither sleep nor rest, you feel no pain (though you are aware of the harm done to you as if you did), you cannot bleed out if you still have blood at all, and even if you were literally taken to pieces so long as your head isn't mulched there's a chance you could pull or stitch yourself together eventually.

Sorcerous Wellspring (600 CP)- So many spells, so little time. Literally, in the case of most wielders of the mystic arts; not only are they limited by their mortal lifespans, they are limited even more so by the paltry amounts of magic they can scrape together before time erodes their bones to dust. Even those who learn to halt their aging magically are often old and feeble by the time they have the power and knowledge to enact such a change, and reversing the course of time to restore their youth is another matter entirely. A single battle with a strong enough rival can expend a millennium of stored magic, woven spells, trinkets and other advantages, leaving even the mightiest sorcerers a pale imitation of their former self. They simply aren't magical enough. A Djinn is more magic than it is physical matter- more than 97% of it is raw magic. To give perspective, most "Elder Gods" are barely 50% magic. And at the bottom is pretty much everyone else; witches and wizards who are comprised entirely of physical matter, with a slight magical infection.

This is why it's a pretty big deal for you to have something that only the most powerful fairies can brag of: a natural source of magic within yourself. Not 97, 50 or even 10%- instead, roughly 1-5% of your body is comprised of magic. More akin to an Efreet than a true Djinn, it still wouldn't be inaccurate to say that you have more magic in your pinkie than the average sorcerer has in their entire body. And since your magic is a part of you, you simply recover it over time- like shed blood from lesser mortals. Not instantaneously, but with enough speed that when driven completely dry you could be back to tip-top shape in a matter of months- and if that's not impressive, keep in mind that being completely dry on magic would likely involve the creation of a few blades on par with Excalibur for you, or an entire forest's worth of wooden soldiers.

Talking Animal Perks

Way of the Wild (100 CP)- You have the instincts and qualities that all true beasts of the wild possess, from Bigby Wolf, to the talking animals of the Hindu, and all the way back to the subjects of King Noble the lion in his woods. They are the silent footsteps in the underbrush; the eyes that see in the dark; the ears that can hear the winds in their lairs; and sharp, white teeth, the only weapons that those who live in nature ever need, no matter what weapons or hides of iron man might produce to compensate for his fleshy and weak body. You aren't one with nature, but you are a part of it, and so long as you live and breathe you will remember these learned lessons and retain your body's natural instincts and vitality. Even if you one day walk among the humans like one of their own the wisdom of nature will never leave you.

Magical Creature (200 CP)- While it's true that many animal Fables are indistinguishable from their mundane counterparts- until you try to have a conversation with them, that is- the myriad worlds have given rise to many races or species that resemble mundane animals, were it not for their ability to walk about on two legs or deftly manipulate things with their hooves like a human might, or the fact that they now possess wings or horns or other such appendages. Now, the same options are open to you. No matter what form you might take you will always be able to speak in it, and have more-or-less the same amount of dexterity as a human might in their limbs- meaning that you can walk about on two feet even if your kind normally does so on four, and you'll be able to use things like swords even if you have paws or hooves. If you lack the appropriate limbs entirely, then you'll even be able to compensate with fins, tails, or even your mouth in a pinch. Next, you can choose to have certain features atypical to your species- a humanoid body-plan, wings that can somehow lift your body no matter how bulky it is, extra body parts such as horns, antlers, or additional limbs- or all of those at once, if you'd like. Lastly, you can choose to have whatever coloration you desire- green fur, golden feathers; you can even be entirely clear, as if you were made of glass. You can choose to selectively apply these physical traits to any form you possess post-Jump, willing them on or off.

The Golden Goose (400 CP)- Animal products have always been valuable, for sustenance if nothing else. But once the basic needs of life are met, one's thoughts naturally turn towards luxury. Some animals have wool or fur that would count as luxury goods… though the means of acquiring it isn't always pleasant for the animal. That goes double for meat. Stallions on the other hand- well, no matter. As an obviously magical creature you can bypass all that unpleasantness by simply creating wealth directly, as a natural consequence of being a living creature. You could lay golden eggs regularly, which would fetch a rather tidy sum for their purity- or maybe you're like the donkey from the little-known fairy tale Allerleirauh, who was known for… laying gold in a different way. Disgusting source of wealth aside, gold is gold- and if you can avoid being trapped by some king as a literal cash-cow, you might be able to live as a king yourself. The exact nature of what wealth you "produce" is up to you to determine- as well as how you "produce" it- but it can range from common silver and gold up to fabulous rubies, diamonds, and other gemstones.

The Cow That Jumped Over The Moon (600 CP)- Also known as "Bovalunaris", The Cow That Jumped Over the Moon is but one example of the animal Fables who, through some unknown means, have gained extremely enhanced mobility beyond what should be possible for even their kind. Although it should be noted that the moon was economy-sized, sapient, and quite a bit closer to the ground than the celestial body found in the mundane world, it was nonetheless an impressive feat for an otherwise common cow to jump the tens of thousands of feet necessary to leap entirely over it, perched over the land as it was at the time. And that's not all; think of the mighty steeds whose hooves trample over the waves of the ocean or across the clouds at speeds that would put the fastest Mundy rocket to shame- or even the ones that can slip between the fabric of the worlds in an instant, as if they were merely turning the pages of a story-book! One such method of egress is now yours- super-speed, flight, the ability to travel the worlds without a gateway, the sheer ludicrous power in your legs to leap over a low-flying moon, and so on- notable for the immense speed with which you can use it to travel as much as the unusual nature of the ability itself. You can even take passengers, somehow affording them the same protections that allow you to survive the rigors of enhanced speed or the void between world like you can.

Talking Object Perks

Made to be Used (100 CP)- The life of a talking object can be a boring one, especially if your owner doesn't seem to care about the fact that you're a self-aware sapient being trapped inside of a mirror or sword or whatnot. For the most part your life consists of sitting wherever it is they deigned to leave you, with nothing more than whatever sights you can see and your own imagination for entertainment. Well, lucky you, as this perk ensures that not only will you be able to wait-out these long gaps between being used, but you'll also have someone coming along to use you with surprising regularity- be it your "owner", one of their servants sneaking in to make use of you, a thief seeking to make off with you in the night, or any lucky individual who happens across you if you've been abandoned. This essentially gives you a great amount of patience, as well as a knack for composing interesting ideas in your head that can keep you engaged for a long time, and ensures that if you are left alone long enough someone or something will come across you to help liven up your existence- even if it's just as their servant or slave instead. Hey, it's a living, right?

Made to Last (200 CP)- You're made of strong magic and material. Where a mundane object would be ravaged by the ages, you could exist for centuries or millennia and be entirely unmarred by time. Your body won't get worn down from age, nicks and tears will correct themselves in moments- and should someone go as far as to shatter you into a million pieces you'll still be alive even then, so long as they don't completely destroy your body or think to use magic to finish your mind or soul off for good. Granted, serious damage like that will take much longer to repair and will put you out of operation for quite a while. Your existence will be fragmented between your numerous shards, unable to take conscious action, so it may take months or even years to recover from that coma-like state without help… but it's still probably better than dying. Note that the "survive being shattered into a million pieces" bit only applies if you're an inanimate object. A broken mirror isn't necessarily dead; the same can't be said of a human that's been cut to pieces.

Made of the Gods (400 CP)- Among the many tricks used to deal with beings of great power is to seal them away inside of objects. A djinn, mighty and capricious as it may be, is a gullible creature- easily tricked into a lamp or ring so that it can perform a service for its master. So to are gods and other Great Powers tricked into the traps of mortal sorcerers, becoming bound up in boxes or swords until they are one day released from their prison of metal and wood. Of course, there are some who have been so expertly contained they have no hope of true escape… like you. Perhaps you were even killed, and your soul forever bound to the item that you now reside in. An inglorious fate for one who once charted the course of the heavens, but take heart: while you will not be able to regain your former might, there is still much you can do within this vessel. As a formerly divine- or at least extremely powerful- being you'll still retain a great deal of knowledge and skill in regards to your former domains that you can choose to share; and as a few short-folk could tell you, not all magical items are used by their owners- sometimes, it's the other way around…

By taking this perk you will be able to influence the actions of all those who make use of you, either overtly or more subtly. If you're a sword or a piece of worn apparel- say, a ring- then taking direct possession of your host is possible, though you can also merely influence their actions to better wield your body while still leaving them in control of everything else. If you're not something worn about a person's body, like a mirror, then this part of the perk will still work- how is something you'll have to determine for yourself, though.

Made of Magic (600 CP)- Powerful magic has gone into your creation, Jumper, and while it's primarily meant to be used by another there's nothing stopping you from using it for yourself. Were it not for that one thing you might be considered a top-of-the-line magical item- but even if you've picked up some annoying quirks over your centuries of existence, there would surely still be those willing to treat with you for the strength of the enchantments laid upon you. The exact nature of your magical abilities is up to you to determine, within reason. For the most part, you can expect to be an item of highest quality, and additionally possess at least one enchantment of great power- something like cutting through any material as a weapon, or guarding against all but the most powerful of magical attacks as a suit of armor, or being able to peer into all the worlds of the living as a scrying mirror- supported by a few additional enchantments that might be of use, such as the ability to set yourself alight or the ability to float about as you'd like. The Magic Mirror claims to be nearly omniscient, and while that's probably an exaggeration he's still the next best thing to being all-seeing- and so you have an equivalent capability in whatever field you were created for.

Lilliputian Perks

Living Little (100 CP)- Even the little folk have their share of heroes and explorers, and although they may be small in size they more than make up for it in terms of sheer bravery. You'd have to be incredibly brave and foolhardy to venture out into a world meant for people hundreds of times your size, after all, especially since even the spiders and mice that most would consider mere vermin would be terrifying foes for someone of your stature! Of course, bravery is no replacement for actually having a plan to survive. Fortunately, you seem to be quite good at that- always seeming to meet your basic needs, no matter how strange or unfamiliar the land you find yourself in. Granted, when you consider that you only need a few crumbs or drops of water from a normal person's plate to sate yourself this may not seem that impressive, but being able to find a safe place to shelter from the elements and sleep will be useful when a light summer rain can drown you.

Beneath Notice (200 CP)- One of the advantages of being small? Nobody notices you all that much, not unless they've got magic or enhanced senses on par with the Big Bad Wolf's to help them spot you. Of course, being a few inches tall is a mixed blessing at best, but one must make due with what their creator has seen fit to give them in life. For you, the advantages of small size go beyond the obviously reduced profile that you possess compared to a "normal" sized person- to the point where you could slip past all manner of guardian beast or watchful soldier by relying on the fact that they're unlikely to expect intruders who could fit in the palm of their hand. Furthermore, you have the uncanny ability to slip beneath the notice of the more naive or unintelligent by simply standing still. Perhaps they'll think you're a child's toy, or one of those little hula girls if you're in a modern world- either way, chances are they won't spare you a second thought unless you're somewhere truly out of place.

Watch Their Step (400 CP)- It's important to watch where you walk, and when you're only a few inches tall it's even more important to watch where everybody else is walking. Since, you know, it'd be easy to end up as a smear beneath their boot if you're unlucky enough to cross paths with a Gulliver who doesn't even think to watch out for people of your size, let alone the myriad other ways you could get crushed, drowned, suffocated, eaten alive, splattered against the ground, trapped without any hope of escape... well, you get the idea. Popular Fable or not, going out into the outside world is practically a death sentence for someone as small and weak as you- and yet, you're not the type to cower beneath your bed for fear of the Gullivers. And perhaps your daring escapades have taught you how to evade danger, since you have the preternatural ability to evade danger so long as it's within your ability to do so. Although bad luck may make your injuries pile on and make it easier for you to get tagged with a blade, with this you could duck, dodge, and weave between the attacks of your foes. Armed with a simple rapier and dagger, you could kill a whole nest of Mundy rats with this! And if that isn't impressive, you can dare any Gulliver to pull off the same feat with a herd of carnivorous elephants to get the same effect. Furthermore, you'll never be the victim of a lethal accident caused by somebody else. If someone tries to kill you, that's one thing, but even if you found yourself on the streets of a crowded city you would never be crushed underfoot unless someone saw you, realized you were a little person, and decided they wanted you dead anyways.

Giant-Slayer (600 CP)- The Gullivers talk about their giant slayers of myth and yore, who topple the living mountains of the Cloud Kingdoms in search for their precious treasures. Pah! To a knight of the Lilliputians or the fae, every beast or bandit that encroaches upon their villages and cities is a monster whose death would be worthy of a hundred songs and feasts! Being as small as you are, you can't fight these things man to man- not when they could crush you with just one fist! But that doesn't mean you're helpless either; it just means that you have to be a bit smarter when selecting your points of attack. You have a knack for discovering the weaknesses of your foes, no matter how obscure their anatomy is- be they weakened joints that one well-aimed thrust from your weapon could topple, arteries that would leave them gushing their life's blood with one good nick, or even just the soft, fleshy bits that you could hack into with a good sword arm. Your small size will aid you in this by making it harder to detect where you are, leaving their hands fumbling against their body as they try to catch you while you're on the way to your next target- at that rate, you'd be in greater danger of getting crushed by their corpse than their living hands! Furthermore, these effects seem to be heightened the larger your opponent is. Against a fellow small-folk, you'd still be a more lethal fighter- against a Gulliver, you'd be a match for one of their so-called "Giant Slayers"! Of course, you should be careful when going against true Giants- small size isn't everything, after all.

General Items

Fables (100 CP)- Well, this is a bit meta but it's somewhat on-theme so I'll allow it. This bookshelf contains the complete works of the Fables comic book from beginning to end, including all the various spin-offs, prose books, and even a special console that plays The Wolf Among Us. In a sense this is actually a wealth of information about what this world is really like, since the stories the Mundies tell are so woefully inaccurate when you compare them to what REALLY happened back in the Homelands. You could cause no small amount of chaos by putting these books out into the world for people to find.

Library (300 CP)- This is another collection of books, only this one is no paltry bookshelf. No; this is an entire library akin to that of Alexandria, containing books that range from the true stories of the Fables- unblemished by the censor of Mr. Revise- to books of esoteric knowledge and tomes that detail the histories of the Homelands in-depth. There are cookbooks, manuals, and textbooks, grimoires… and the largest collection of Edwardian-era foot-fetish novels ever collected. Perhaps you should just let Bookburner have those and be done with it. Nonetheless- this is still a treasure trove of knowledge and fantasy where only the illiterate would be unable to find something that interested them. Even then, there are probably plenty of picture-books for them to look at.

Trickster Items

Lunchbox Tree (100 CP)- This tree is an Oz favorite, as its branches are laden not with fruit but with boxed lunches- always fresh, filling, and delicious. Just as the same fruit may grow differently, no two boxes are exactly alike- featuring different designs on the box as well as differing contents. One lunchbox may hold a classic PB&J, a thermos of cold milk, apple slices, and a cookie, while another box may hold a ham and cheese sandwich with apple juice, carrots, and a fresh homemade brownie. Your tree is especially large, easily holding a hundred boxes at once; the tree bearing new "fruit" each day to ensure that you always have something to eat. If you don't want to collect them you can use the empty lunchboxes to grow new trees.

Naughty and Nice Lists (100 CP)- These aren't the actual lists, of course; but this magically updating copy may very well be the next thing. Although you can't alter it to ensure you always get a present from Santa, you're more than capable of perusing the list for the names of every person on your current world- as well as whether or not they're naughty or nice. If that doesn't seem like a big deal then keep in mind that Santa delivers presents or coal to everyone, boy and girl, adult or child; making the list not only a complete census of your current world, but also their respective moralities. Just think of the blackmail potential!

Seven-League Boots (200 CP)- This pair of boots has been imbued with a powerful magical spell, enabling the user to cross a distance of up to seven leagues with a single stride- up to 24 miles per step, a nautical league equaling a little less than three and a half miles. Although this is more akin to teleportation than super-speed the boots still require an idea of where you are going to work- requiring either line of sight or a good idea of the surrounding area to get the most out of them- essentially making them a lesser version of the Silver Slippers of Oz worn by Dorothy. One day Jack of the Fables might use a similar pair of boots to try and win a marathon out in the mundane world, only to be stopped at the starting line by Bigby Wolf.

Magic Beans (200 CP)- The story of Jack and the Beanstalk is well known, especially since it's one of the few stories that Jack refuses to shut up about to the point of attempting to scam people well into the modern day with the supposed location of his remaining magical beans. What isn't well known is the nature of the beans themselves, or of the massive, sky-scraping beanstalks that they produce in only a single night- nor the nature of the Cloud Kingdoms above. See, the beans aren't just magical- they're trans-dimensional, and partially imaginary in nature. This is what allows the beanstalks grown from them to access the Cloud Kingdoms, which exist above each and every world- a land of giant people and animals, their castles, and the endless plains of fluffy white clouds that they all stand on. Leaving the Cloud Kingdoms is simpler than entering it, assuming you can survive the thousands of feet drop to the ground- you simply dig a hole in the clouds and jump- however, the only known way to access the Cloud Kingdoms is with these magical beans. Thankfully, you have a whole bag of 'em- enough to seed beanstalks across a hundred worlds, and your supply will replenish every ten years. Although your version of the Cloud Kingdoms will only cover the local multiverse of whichever world you end up on, post-Chain it will grow to encompass all the worlds you have visited previously- giving you easy access to all the worlds you've visited. Consider an elevator, then.

Nick Slick's Sack (400 CP)- There are many different beings who claim the title of "the Devil", including Lucifer, Chernabog, and old Nick Slick. Accustomed to scamming people out of all their earthly possessions before making a final bet for their souls, the Devil keeps his ill-gotten gains in this fathomless sack, which never gets fuller no matter how much gets put into it. Once something is placed inside of it you can easily reach inside and pull it back out without having to rummage around- or simply upend the sack and empty it all out at once. But this is no mere bag of holding; as a creation of the Devil, this sack has a curious power. By saying "Clickity clack, get into my sack!" the bag will begin to suck in anything you point it at, not stopping until it has pulled in whatever that thing is. The inside of the sack, having no end, is impossible to escape for someone to escape from without outside help- even a Greater Power like Death was unable to do it, though to be fair he didn't seem to be trying that hard.

Ruby Ray (400 CP)- This relic isn't made from magic, but instead the incredibly advanced technology of Landfall- a Homeland that once possessed the ability to travel to the distant stars and planets of their world before an unnamed cataclysm ruined their civilization. Now resembling the type of science-fiction world one might read about in a pulp fiction magazine, Landfall's overall level of technology is much lower- with some relics like this remaining. This golden raygun has a powerful ruby core, and has been additionally modified by the Literal Science-Fiction to have a few additional settings that his own weapon possesses- minus the "Crack A Planet In Two" one, of course. Its power can be dialed down to merely stun, or increased to full-blown vaporization of human-sized target- and the beam can be widened, increasing spread at the cost of power and accuracy, or focused for more powerful, precise shots that can punch holes through robots or even sever a powerful dragon's tail with one shot!

Fulminate Blade (600 CP)- A second relic of Landfall, only this one is truly legendary. This weapon, also called the Sword of Lightning, is undoubtedly the culmination of the most advanced sciences available to their civilization before its collapse. Although the true Fulminate Blade awaits the hand of a hero, this copy is destined for your hand alone. Appearing as a bolt of electricity attached to the handle of a sword with a sheathe shaped like a lightning bolt, the Fulminate Blade cuts easily through flesh and metal alike. Its blade is capable of lengthening tremendously in size- perhaps even becoming as long as a true lightning bolt- without increasing in weight, and then shrinking back down again. This alone would make it a powerful weapon, but it can also call down lightning bolts from the heavens simply by charging the atmosphere with electricity- and, with one stroke, it can create massive shockwaves that can obliterate giant robots and alter the land itself for a distance of hundreds of feet around. The blade's special crafting makes it harmless to the wielder, allowing them to weather these tremendous, army-routing attacks unscathed. Although seemingly not a drop of magic has gone into the blade, it could easily be considered a peer to enchanted blades like Excalibur, the Vorpal Sword, or the Blade of Regret thanks to its sheer power.

Welkin (600 CP)- The third and final relic of Landfall, this time a copy of the massive space-base owned by the being known as the Emperyal, decried by the nobility of Landfall as the cruelest sort of tyrants due to demanding frequent tributes in the form of maiden sacrifices. In truth, despite his monstrous appearance the Emperyal isn't a tyrant as the king calls him; but his imposing space-ship certainly makes him an easy boogeyman figure. Connected to the surface of Landfall by a space elevator, the Welkin is a large space-ship built for the 30-foot tall alien Emperyal; to him, it is a luxurious and well-guarded manse. To a smaller being, it may very well be equivalent to an entire castle! As a remnant of their old civilization's most advanced technology, the Welkin is capable of flying through space at high speeds, and is equipped with powerful shields and weapon systems- enough to turn any modern city into so much rubble, at least. It's also equipped with matter replicators that can create any non-magical food or drink, making it the perfect place to hole up for years, decades, centuries at a time- or even longer, seeing as the Welkin never seems to run out of power. Robotic drones provide additional security in addition to maintaining the ship, and in general it can be assumed that the Welkin has any number of high-tech amenities tucked away somewhere inside of it.

Hero Items

Woodsman's Axe (100 CP)- This magical axe is a copy of the very weapon/woodcutting tool used by the Woodsman when he confronted the Big Bad Wolf to rescue Little Red Riding Hood, as the story goes. In truth while it IS a magical weapon and therefore valuable by that merit alone, it's hardly a weapon of legend fit for destroying armies, or even a monster like the Big Bad Wolf- who was only a pup at the time of his fateful encounter with Little Red. Were the Woodsman to face the fully-grown Wolf the encounter might not end in his favor. Nevertheless, this axe is all but indestructible, and its cutting edge is more than capable of splitting through skulls as easily as it does logs.

Frost (100 CP)- A copy of the fabled flute of the Piper family, imbued with the ability to make music of such transcendental beauty as to make your audience glad to be alive merely by hearing it. Not only is it a flute of unmatched craftsmanship, used by a warrior-bard of old, but it also has the magical power to make danger pass you by. So long as you play the flute any immediate harm will pass you by- enemies forced to flee your tune, foul magics bouncing off like pebbles hitting plate armor, and wounds healing before your very eyes. The catch is that this great power can only be used three times, before the flute must be passed off to a new player- though you don't necessarily have to pass the flute on, as this ability will recharge every ten years for you. One more thing that should be noted; the mouthpiece of Frost is exceptionally sharp, and prone to cutting the lips of even the most skilled of players. Although easy enough to play safely this allows the flute to pierce flesh and bone when used as weapon.

Ring of Dispel (200 CP)- The Ring of Lancelot, said to be imbued with the ability to destroy or remove magical enchantments. In the modern age the ring has exhausted all of its old power, but in the here-and-now it still works as intended- and thus the ring is capable of canceling nearly any magical effect imaginable, save for the ones enacted by truly powerful or skilled practitioners. Curses and hexes fail to work on you, illusions are seen through with ease, and even a magically conjured fireball would only scorch your surroundings when launched in your direction. Furthermore, the Ring of Dispel's magic can be projected outwards- removing the beneficial magic surrounding an enemy, or destroying the harmful ones affecting an ally, for example. Thankfully it would take many years of battle and questing to deplete the ring's magic, assuming that you didn't find someone to recharge it in the meantime- but even if the ring is completely emptied of power it will slowly recharge over time

Chariot of Glass (200 CP)- A creation of the great enchanter Cendrée, who also created the seven legendary Sword of Mercy, Justice, Regret, Rage, Judgement, Love, and Wisdom, the Chariot of Glass is an exquisitely carved chariot made entirely of glass- including the feathered dragon that pull its through the air at speeds that would put flying carpets and modern airplanes to shame. Much sturdier than it looks, the Chariot of Glass is also capable of "transporting a hero to their greatest challenge"- what this challenge is presumably depends on the hero, but in any case it can probably be assumed to be a "fast forward" button for bringing you to whoever or whatever is troubling you at the time. Unlike other vehicles the Chariot of Glass lacks the capability to traverse worlds on its own, though it can lead you to Gateways or other dimensional traveling points should they exist.

Big Damn Golden Armor (400 CP)- This probably shouldn't exist for multiple reasons, seeing as it not only incorporates the spell-work of several magic-users who haven't even met yet- and not only, but is also based off of the modern Mundie idea of "power armor"- but nonetheless this big damn suit of golden armor has fallen into your possession. Massive in size, easily eight feet or more feet tall, this encompassing suit of armor has been heavily enchanted to not only provide superior protective abilities- being equivalent in strength to adamant- but also enhances the wearer's strength quite a bit as well. It has to, if a regular man or Fable is ever to hope to move in it. Capable of cracking concrete with a single leap, while this armor may not be a match for the strongest examples of Fable-kind- like the Big Bad Wolf, Frau Totenkinder, or one of the Greater Powers- it's still capable of beating the snot out of pretty much anything less than that.

Vorpal Blade (400 CP)- "One, two! One, two! And through and through the Vorpal Blade went snicker-snack! He left it dead, and with its head, he went galumphing back." Or so the old story goes. A plain looking sword by anyone's reckoning, this plainness makes the Vorpal Blade as deceiving as the tale it comes from is confusing- appropriate for a weapon that hails from Wonderland. A copy of the weapon once used by an unnamed youth to slay the fearsome Jabberwocky, this sword's magical sharpness allows it to cut through damn near anything with only a single stroke- an act which always produces the distinctive "Snicker-snack!" sound the story tells of. Even magic can be cut with this weapon, though the sword's power isn't absolute- a strong enough magical protection, or maybe even a hard enough substance, can turn even it aside. The blade has another property which allows it to guide its bearer's strikes- usually towards the most lethal areas on their opponent's body. Or simply cutting in such a manner as to produce a quick death, seeing as the sword can easily cut a person's body in two.

Witching Cloak (600 CP)- One of the most powerful magical artifacts that will come to rest in Fabletown's treasury/armory, this copy of the Witching Cloak is actually an anachronism for this period of time, as it has yet to be created. The magic of the cloak comes from its cloth, which was torn from the Bag of Endless Nightmares and Infinite Screams carried by the Greater Power known as Mr. Dark, who will be boxed away by the Emperor's Boxing League sometime in the future- one of the few good things to ever come of the Empire. Needless to say, the Witching Cloak is steeped in dark magic, drawing on its connection to Mr. Dark to do a variety of things ranging from teleportation to and from locations you have visited or seen in the past- even across worlds- to holding a near limitless amount of items and even people in its fathomless depths, a property it probably inherited from being Mr. Dark's sack. The Witching Cloak allows its user to take on nearly any form, so long as it is roughly the same size as them, and it even allows them to become invisible. Lastly, the Witching Cloak is also nigh-indestructible, though strong enough magic might be able to pierce it- even so, the Cloak is stronger than plate armor and can easily turn aside most arrows or blades.

Once-and-Future Castle (600 CP)- A magnificent castle keep whose walls are so splendidly well kept they seem to shine in the sunlight. This castle, grand in stature as to befit King Arthur himself, is not only a perfect fortress- capable of holding off hordes of enemies with a fraction of that number defending it thanks to its magically reinforced walls and an array of trebuchets, balistae, catapults, and other defensive structures- including a well-stocked armory and larder that could arm and feed a thousand men for a year. It also serves as a symbol and meeting ground for a new order of knights- led and named by you, of course. The exact criteria for who can join is up to you to determine, but once you've made that choice you'll find knights and other skilled warriors who fit your desired traits flocking to your banner. These brave fighters won't just hail from whatever Homeland you've found yourself in, oh no; when the call to arms is shouted out, you'll find people traveling from all the Fable Homelands in existence for the chance to join, assuming that you're not too picky in regards to who you'll allow in. Although you might attract a few bad apples the vast majority of your applicants will be completely genuine, and will either embody the traits you want for them already- or will have the desire and potential to do so with time and training. All who join your knightly order, whether of these worlds or not, will be capable of journeying with you as followers- however, they will be unable to become Companions through any means unless they already are considered one.

Villain Items

Trunk of Hidden Poisons (100 CP)- This travelling trunk, despite appearing inconspicuous on the surface, is actually filled with all manner of assassination tools- including but not limited to the eponymous "hidden poisons" mentioned in its title. Included are daggers, dart-blowers with less thickness than a pencil that fire needle-thin darts, rings with retractable spikes hidden in the band, disolvable capsules, and many other methods for delivering poisonous substances to an unsuspecting target- as well as other tools that a would-be assassin might find useful, like garrotes, lockpicks, simple disguises, and so on. Then there are the poisons themselves, which range from "causes horrible death in less than a minute once introduced to the blood stream" and "makes the envenomed person suddenly drop dead a month after you tapped them on the shoulder while passing them in the crowd", and everything in between. These poisons come in both powdered and liquid form, and furthermore you have a matching set of antidotes for each one should an accident occur. Some of these poisons are even magically lethal, though for the most part the contents of the trunk are notable for being NON-magical, and therefore hard for magic users to detect casually. That said the trunk is constructed in such a way- holding numerous hidden compartments, sewn-in pockets, and such- that not only could it fool a thorough search by a guardsman looking for contraband, but it could also pass through a Mundy metal-detector without setting off any alarms.

Arrow of Dire Fate (100 CP)- A magical arrow that took a team of warlocks over fifty years to complete, what the Arrow of Dire Fate may lack in terms of history it more than makes up for with pure killing potential. Magically enchanted to the point that it can pierce even the Witching Cloak, the Arrow of Dire Fate is capable of seeking its intended target- and once it hits, the Arrow's killing magic will activate. Even a glancing blow would be more than enough to kill most Fables, and even the greatest examples of Fable-kind would be at serious risk of death unless the Arrow's magic was counteracted quickly. If the Arrow of Dire Fate has one weakness, it's that it expends all of its magic for the purpose of that one strike- once the Arrow has been used, it ceases to be magical and can only be re-used as a normal arrow. You get a new Arrow of Dire Fate each year, even if you haven't used the last one.

Magic Ribbon (200 CP)- Once upon a time there was a girl who wore a purple ribbon around her neck. Eventually she married and her husband, curious about why she always wore the strange yet beautiful ribbon, asked her about it one day. Yet no matter what he said, she refused to answer, simply pleading for him to leave it alone. One night while she was sleeping the woman's husband attempted to remove the ribbon, but as he pulled on the string the woman woke up in a panic. Furious, she tried to make the man understand the severity of his actions, but when she realized he still didn't understand she fled- deciding that a life of solitude was preferable to constantly worrying about whether or not her head would come off in the middle of the night. For the ribbon around the girl's neck was cursed; once it was placed around her throat, she could not speak of the ribbon and was bound to protect the secrets of the one who had cursed her so, and while she or anyone else could take the ribbon off at any time to do so would result in her immediate decapitation. This ribbon is a copy of that ribbon, with an additional property- when a piece of the ribbon is cut off it will grow into a new ribbon in its own right with the same magical properties (minus the ability to create new ribbons). While this doesn't give you the ability to totally control a person's actions it'll certainly provide leverage against those who can't survive without a head- which includes most Fables.

Memory Hole (200 CP)- A creation of Mr. Revise which uses his natural powers as a Literal to modify not only the personalities and abilities of the Fables he has captured, but their very stories as well. In appearance it resembles a literal hole in the ground, with a steel door as a "lid" to keep anyone you shove in there trapped inside. If that doesn't seem impressive, just wait and see what happens when you leave them in there for a while. Under Mr. Revise's power they will begin to weaken, their personalities becoming parodies of what they once were; unwholesome elements will be scrubbed from their being, and with a great passing of time they may fade from the history and memory of the world itself. The only catch is that you have to not only shove someone into the hole; you also have to keep them there while this lengthy process is underway. While the walls and floors of the pit are all but impenetrable the top is much more easily breached- though there's nothing stopping you from upgrading that on your own. It should also be noted that a prisoner who somehow finds a version of their story unaltered by the Memory Hole- such as books from an alternate world- will be restored to their original state, and that powerful beings may also remember what used to be.

Trishula, Trident of Sickness and Death (400 CP)- A divine trident of the Hindu pantheon, which is sometimes granted to mortals by the goddess Nandini (or Parvati) for the enacting of vengeance against those who have harmed family and home. Trishula is a superb magical weapon for dealing with Fables, for while the wounds it makes may close with medical or magical aid they will bypass a Fable's natural healing ability, even preventing the regeneration of limbs and organs. But the Trident's true strength is not in one-on-one combat, for its true purpose is the slaying of armies with a wasting sickness. Trishula is capable of firing beams of magical light that cause those struck with it to literally waste away from a disease that causes painful blisters and boils as their body slowly calcifies and breaks apart. The rate at which they crumble to pieces is seemingly random, though more famous Fables seem to resist it better than others; nonetheless, the sickness has no known cure save one: those infected must feel genuine true love for another, after which the sickness will disappear and regenerate any damage it has done in the meantime.

Coat of Padarn Beisrudd (400 CP)- The coat of a Roman military leader, said to have been taken by King Arthur. In the future it may well end up in the hand of Fabletown as part of their initiative to pair magical weapons and armors together to create effective combinations of both, but for now it seems to be in your care. The magic of the coat is said to increase with power of its wearer, unlocking new powers to better suit them, but the least of which is the ability to resize to fit any wearer. Its lesser abilities include the ability to take on the appearance of any person of roughly the same size and shape as the wearer, as well as the ability to "turn off people's perception" of you- meaning that while they'll move around you as if they knew you were there, they won't actually be able to see you as their brain is actively scrubbed of that information. The coat is also a decently powerful magical armor, although nowhere near the Witching Cloak in protection.

Eastermark Blade (600 CP)- Among magical swords, the Eastermark Blade is notable for being particularly bloodthirsty, as it is not only said to hunger for its next kill- subtly guiding the blows of its wielder- but it also devours other magical swords, adding their properties to its own. The Eastermark Blade has done this to hundreds of magical blades, many of which have unusual properties of transmutation- a killing blow often turns an enemy into a statue of some sort, with stone, glass, and even gold being some of the noted results. Its various properties can be called on at will or simply left to fate, though conflicting enchantments cannot be activated at the same time (such as two different transformations). Furthermore, the Eastermark Blade is capable of taking on the appearance of any sword that it has "eaten", allowing it to change size and shape at a moment's notice to better suit its wielder. Such a superlative blade is even capable of killing the children of Greater Powers, who might be considered lesser gods in their own right.

Horde of Darkness (600 CP)- In time the Empire will assembly an army like this one; a horde of hundreds of thousands of goblins, dragons, manticores, trolls and other evil creatures, hailing from the darkest corners of the various worlds that he will assail. This force calls you their master, and their sheer numbers alone will allow you to topple world after world should you choose to preempt the Emperor's rise to power. Each gob is clad in black armor, and wield a mixture of crude, makeshift, or rusted weapons as well as scavenged pieces of greater quality. The beasts of war have all been tamed (or trained, if they're of a more intelligent and reasonable sort) in the art of war, and are capable of fighting alongside your regular troops or carrying them into battle. You also have several different specialist divisions, which can be deployed or distributed as you see fit. Hundreds of combat warlocks, empowered by pacts with subservient demons and devils; an intelligence gathering corp, comprised of spies and saboteurs and other skulduggerers; and finally an officer's corp, comprised of human Fables with the ability to whip their subordinates into shape and lead them as an effective fighting force, no matter how rag-tag they may be. Also included is the logistical support necessary to keep your army afloat for a few years; after that, you'll probably have to use it for its intended purpose so you can feed and pay your men and monsters.

Royalty Items

Donkeyskin Coat (100 CP)- This coat was made from a donkey that shit gold, and much like that surprising ass this donkeyskin garb conceals the nature of the one wearing it. So long as you wear the coat others will only be able to see you as an ugly, non-noteworthy person, no matter how beautiful your appearance actually is. You could put the coat on over the most splendid dress, having spent hours applying makeup, and the result would be entirely the same as if you had done nothing at all. Like the princess known as Faith, this will even conceal your identity to those that know you- though even if you appear hideous on the outside, this will not prevent others from loving you for who you are on the inside.

Magical Cauldron (100 CP)- This is a large stew-pot large enough to use as a particularly large hot-tub, not that you'd want to considering how the contents are always bubbly hot and ready to eat. Those who eat from it report that the broth produced by the cauldron always tastes delicious, like one of their most favorite foods. It is nutritious, and filling, with a bowl for each meal being more than enough to keep you full and energized throughout the day. And, most importantly of all, the cauldron never runs out of this broth, never seeming to get any fuller or emptier no matter how much is put into it or taken out of it. While the logistics of feeding an entire kingdom with alone would make things difficult, the magic cauldron could certainly feed an entire castle or city with ease.

Magic Mirror (200 CP)- Not THE magic mirror, but a good attempt at replicating it's magic (without the sass or rhyming-requirement, though feel free to rhyme or limerick or compose a haiku if you'd like). Ask to see something- anything, a person, place, or even a current event, even across worlds- and the Magic Mirror will show it to you, assuming that it's not been warded against scrying or is on a plane of existence that the real Magic Mirror couldn't see into. This includes most hells and other afterlives, as well as the domains of any spell-casters with powerful enough magic to block it out- unless they're the stupid types that don't think to ward against scrying. This is an invaluable tool for gathering information, but see to it that the lure of an all-seeing eye doesn't glue you to the glass like a Mundy with their idiot boxes.

Alchemical Suspension Jars (200 CP)- A set of glass jars, specially treated by mages and alchemists to serve as transportation devices. The jar compresses anything put inside of it, and preserves it- anything living will not die for lack of air, water, food, or even through the passage of time. What are these jars typically used for? Capturing monsters. In fact, in addition to a wide number of empty jars, you have a small number of filled jars. Inside are basilisks, cockatrices, wyrms, hydras, black dogs, and any number of other beastly monsters waiting to be unleashed. You might try to train these creatures, if this containment method seems somehow familiar, though a common tactic is to simply unleash the wild beasts in the midst of enemy forces- dropping them from on high, or using a catapult to launch them into their ranks. For all that the jars are made with strong magic they'll shatter easily enough with enough force, though whatever was inside won't be harmed- the jar's protections working right up until the monster is unleashed.

Airship Fleet (400 CP)- This fleet of airships would be the envy of any kingdom in the Homelands; for few are the sorcerers who can take to the skies, and yet this navy of flying ships could blot out the skies when flying in formation. Although somewhat lacking in modern arms and amenities compared to the fleet of airships that will later be used by Sinbad- each ship "only" bearing enough cannons to shell a castle keep into so much rubble- it shares the great secret of their construction. Namely, that the "balloons" holding each ship aloft are actually hundreds of magic carpets, stitched together, their magic woven into the ship itself to bear it aloft and control its voyage through the skies. Each ship also comes with numerous magical carpets like these, to serve as "life boats" in the even that the ship sustains too much damage so that its crew need not go down with the ship. Finally, although any one of these ships would be a tremendously valuable asset, there is one ship in your fleet that goes beyond even that- a warship akin to the Pride of Baghdad, who has replaced the technological components of the ship it is based on with magical ones. Gunners can fire metal musket balls at hundreds of miles per hour with magical gatling guns, a copy of Tuda Khidr Khan's magical bowl of sand will form topographical maps of your surroundings for strategic planning- and in the hold are dozens of what you might consider to be magical "bunker busters", ready to be dropped down from on high, each powerful enough to destroy a fortress on their own. If there is one great enemy to this fleet, it is fire- which burns both wooden ships and magic carpets- though any dragon would be wise to fear you in the sky.

Lancelot's Armor (400 CP)- This set of plate mail, once worn by one of the most famed of King Arthur's knights, is the perfect suit of armor for any knight or champion. This is because the armor actually changes itself to suit its wearer; conforming to their body, and even creating heraldry to suit them if they lack it. The armor itself cannot be penetrated or broken, at least not by any blade known to Fables, and such is the suit's protective qualities that even the joints can be armored with the same level of protection. Not even a giant could crack the armor open- though that does not mean a blade cannot slip through your visor. Magical attacks will also be repelled, so long as they do not manage to slip through the gaps in your defense.

Excalibur (600 CP)- This is the legendary sword gifted to Arthur by the Lady of the Lake. It is also the fabled Sword in the Stone, which was proof enough of Arthur's right to rule Britain once he drew it from its stone scabbard. Whether the two swords were always one and the same or if they simply ended up that way as the myths and legends surrounding King Arthur became muddled is unclear- but in any case Excalibur certainly is the Sword in the Stone now. Among the blessings bestowed upon the invincible blade three stand out in particular. The first: whoever holds it shall be invincible in battle. This blessing is as powerful as it is specific; while it's true that you won't be able to be beaten while wielding the sword, this is only the case while you are fighting- and even then, you have to be fighting seriously; not sparring, or attempting to subdue your opponent, but wielding the sword as the righteous weapon it is. And of course, you have to have it in your hand for this blessing to work- it won't do you any good if it's sheathed or slips out of your grip. But if you use this sword as it's meant to be used Excalibur will be capable of cutting all but the strongest of materials, and fate itself will work to bring you your promised victory. Second: as the bearer of the sword, you are destined to become king. If you are not already a king, then your circumstances will shift so that you could become one if you desired. Lastly, only one who is pure and good of heart can wield this sword- though of course you'll be able to do so regardless of your personal purity or goodness. Hopefully, this will prevent anyone who would call themselves your enemy from getting their hands on it.

Haven Kingdom (600 CP)- You may not have had the chance to conquer entire worlds yet, but you can certainly have your very own kingdom. Encompassing an area equivalent to that of a large Mundy city, your kingdom might be small as most people reckon such things to be. But it is populated by roughly a hundred thousand souls, each one a Fable with their own stories to tell. Though only a handful of them enjoy the notoriety and popularity of figures like Snow White or Bigby Wolf, each and every one sees you as their beloved and just king (or queen), having sworn their loyalty to you forevermore. The land itself is steeped in the oldest kind of magic and permeates both root and stone, cloud and brook, thus making it a suitable and hospitable dwelling place for nearly any type of Fable. Those who are skilled with magic or who are magical beings themselves will be the ones who benefit the most, of course, but such is the magic to be found here that even a mundane beast might suddenly gain speech if they live here long enough. Should you wish the population of your kingdom can be just as cosmopolitan as Fabletown will be- those who live on the Farm included. Witches, giants, dragons, man and beast alike- all your subjects bow to your glory. Furthermore, not only will your kingdom follow you on your journey, but so to will the stories of those that live there- their legends and lore becoming integrated into the storybooks of the worlds you visit. This ensures that your most notable subjects will continue to enjoy their popularity, even in future worlds; naturally, this also includes yourself and any Companions. Fables are as close to immortality as most mortal species can become, after all.

Magic User Items

Barleycorn Jar (100 CP)- Once upon a time a woman sought the help of a witch. The woman was unable to have a child, though she wished to have one, and hoped that the witch would be able to help her. In response the witch handed her a barleycorn seed from a jar. The woman planted the seed, watered it, and eventually a flower bloomed- and from that flower emerged a young woman that was the size of a normal person's thumb. She was called 'Thumbelina' because of this. Now, you have a jar filled to the brim with your own barleycorn seeds; each one enchanted to grow a 'barleycorn beauty' like Thumbelina herself. They seem to come into the world with all the knowledge required to be functional adults. Though they're naturally limited by their diminutive stature they seem to pick up new skills surprisingly quick, which might make them good assistants or even apprentices.

Hunger and Judgement (100 CP)- These magical daggers are powerful tools for a magical user, being symbolic of your magical power. Not limited to their current form, they can take on the shape of any non-powered tool you could require. Sewing needles, a hammer, a saw… a magic user can work their craft in many different ways, and in many different ways can Hunger and Judgement take form. The power and quality of these daggers will increase with your magical power, being directly connected to your reserves of magic. Guard them well; because of their direct connection to your magical power the daggers being tampered with can be extremely hazardous to your supply of magic. A dagger being tampered with may drain your supplies; having one get destroyed may well cut your power in half.

Refuge (200 CP)- This necklace is based off of a powerful magical item possessed by Frau Totenkinder herself. In a sense, 'Refuge' offers exactly what its name would suggest; a place where one can always go to rest and consolidate their magical power. Thus, Refuge can take the form of any small structure, or even individual pieces of furniture- anything from a simple chair to a stone sacrificial altar, still stained with the blood of those you've sacrificed on your path to magical greatness. It can take unusual forms, such as a small cottage made of gingerbread, and can be as large as a stone tower. However, although Refuge will always be with you it cannot alter its form easily, nor change its location if it is taking the form of a structure- altering its form or summoning it to your side will expend magical power, the cost being determined by the distance it must travel and/or the radical nature of the change… though the cost is far less than what you would normally expect from trying to turn a gingerbread house into a rocking chair.

Spell-Making Laboratory (200 CP)- While 'magic users' each have their own methodology for casting spells and using the forces of magic, there are a few mainstays that nearly any one of them can make use of. Magical reagents are always useful for the working of magic. Spell-books for detailing some of the lesser rituals, blessings, and curses, or that go into greater detail on certain magical creatures or phenomena. And of course you can't go wrong with a good cauldron and the other necessary tools for an alchemy lab. Naturally, you can expect to have a few magical items of your own that will suit your own, unique brand of spell-craft. An example might be a magical tree which you can harvest for the materials needed to make Glamours, a tome that details your personal collection of spells or an existing- but not unique- book of spells like the Necronomicon, or perhaps a crystal orb that you can use to see the future.

Santa's Sleigh (400 CP)- On one night of the year, little boys and girls from all over the world wait in their beds for the tell-tale pitter-patter of hooves on the roof of their chimney. But the savvier, older children who might no longer believe in jolly old Santa Clause might ask the question: how does he visit every house in the world in one night? And that's where the magic of Christmas comes in, for when Santa visits one home, him and his sleigh are also at every other home in the world, delivering presents or distributing coal in accordance to whether a child is naughty or nice. As the owner of your very own sleigh, very much similar to Santa's own, you should be aware of this and one other fact: the power of the sleigh is such that it can only work at its full capacity for one night each year. No more; though you could theoretically delay in using it, it wouldn't give you any additional juice to work with. And neither would attempting to 'recharge' the magic of the sleigh work; such a grand working of time and space can only be done once a year, period.

Also included are a group of flying magical animals; they need not be reindeer, nor does the leader need to have a red shiny nose. Goats, horses, pigs, or even a team of pegasi or tiny dragons are all possibilities.

Pathfinder (400 CP)- Another favorite of Frau Totenkinder, her version of 'Pathfinder' manifested as a bag which contained all of her 'tricks'- that is, her prepared spells and specialized magical tools. Capable of storing much more than it would suggest, 'Pathfinder' is the perfect receptacle for storing magic, charms, spells, and other such things for easy use, allowing you to pull out whatever you need at a moment's notice. This is actually the least of its properties, as it also has the ability to 'always guide you and enlarge you in knowledge'. Once, Frau Totenkinder was a woman born to a nameless tribe with a minor gift for magic; countless millennium later, and she was considered one of the most powerful users of magic in all the worlds barring the Greater Powers and precious few other magical beings. While it would be foolish to attribute all of her success to a magic sack, it would be just as foolish to disregard it entirely.

Maerorgladi, Sword of Regret (600 CP)- Once, a great enchanter by the name of Cendree created a blade of incredible magical power; the Maerorgladi. The sword was a gift for a warrior prone to outbursts of rage, whose rampages left him filled with regret at the dead they left behind. So, the sword was imbued with the power to bring back those it killed, so long as it was done within a week of them being slain. However, as the warrior used this power frivolously, the sword's powerful life-giving magic became corrupted and blood-thirsty. He found that, whenever he swung his blade, he would be compelled to swing it again- and if he tried to revive those he killed, only one of the two could be brought back from death. Eventually the warrior was slain, and his sword lost to time… until now.

Maerorgladi is capable of killing incredibly powerful magic beings, with even powerful Fae like the Lady of the Lake and the Blue Fairy herself being helpless to stop its killing stroke. It never fails to kill its intended target, and when it comes to finding a second one the blade can hurl itself a mile in the air to strike down someone in flight (in this particular instance, the identity of the person killed was the moon that the cow jumped over). Beware of killing a lone victim, as the sword may come for you with no one else left to kill- otherwise, the second target is usually randomly selected from those nearby.

Enchanted Grove (600 CP)- This is something special… somehow, somewhere, you have the location of a well-hidden grove of highly magical trees. These trees are the very same trees that a certain woodworker used to carve a little wooden boy by the name of Pinocchio, and in addition to being lumber of the highest quality these trees are practically filled with magic from root to leaf. Merely harnessing the power of the grove would give you enough magical power to work powerful magics, and if you so desired you could help the forest expand- or selectively cut down trees to create an outlandish army of wooden soldiers. Of course, the magic of the trees alone is not what gave Pinocchio life… so in addition to the enchanted grove you have a crate of magical elixir- blue in color, as is traditional for such things. This replenishing supply of patented Blue Fairy magic has enough juice to create a hundred wooden soldiers over the course of a year and can further augment your sorcery if you're desperate for even more magical power.

Monster Items

Containment Box (100 CP)- With great eons even the Great Powers can tire of their existence. This is rare, given their awesome powers and unique mindsets, but the fact remains that it has happened in the past. All the evidence one needs to know this can be found within their unique boxes; when a Great Power tires of life, they open their box and are sucked within- ending their life, no matter how powerful they were. The North Wind has his Casket of Ancient Winters; Mr. Dark has the Vault of Primal Darkness; Hope has her Pandoran Jar. And now, you have an artifact like this of your own, something that only you can use. All you have to do is open it, allow it to draw you inside, and wait for the end- no matter what protections you have your box will do its work. It's also possible to bring others with you into the box- and if you do this, they'll end up just as dead as you. Of course, this still only works if you go with them in the first place. You can choose what appearance your box takes; it doesn't necessarily need to be something you can carry around.

Pack (100 CP)- Even a monster can have family, or children, or even just allies in the hunt. Now, you do too. Whatever manner of creature you are, you now have a dozen lesser members of your kind to keep you company. If you're a werewolf, you might have command over a pack of monstrous wolves; a dragon might have a brood of younger dragons to watch over, and if you're a human you might have a retinue of soldiers to serve as bodyguards, and so on. You can choose whether your Pack is actually related to you or not; either way, they'll respawn like Companions do even if you don't import them later on. Your pack-mates are also still Fables, but lesser ones- for now, at least. They generally follow your commands, but they're still people- unless you aren't, in which case their behavior is up in the air.

Lycanthropic Knife (200 CP)- Before their arrival in the Mundane world, Snow White would use a knife tinged with lycanthropic blood to turn the Big Bad Wolf into a werewolf- thus giving him the ability to transform into a man, a werewolf, and into his true wolf form at-will. This knife is capable of replicating the phenomenon. Scratch an animal, they'll be able to turn into a human; scratch anything else, and they'll become a werewolf. Animals who are in tune with their natures would only need to worry about learning how to use their new bodies; those who are unused to having animal instincts may find them overwhelming when they transform into a were-creature, though losing control and going into a frenzy seems uncommon.

Looking Glass (200 CP)- Look in the mirror, and the person staring back at you is you- but also not you. They are an inhabitant of the Looking Glass world, the place where our reflections exist whether we can see them or not. And then there's the Silvering; the Looking Glass world's Looking Glass world. A darker reflection of both the world within the mirror and the world without, the Silvering is where reflections go when they are untethered- when the person who they are a reflection of dies, making their reflection redundant. You have a very special mirror, capable of accessing both these worlds- and of course, it has a twin in either world that you can return through. What can one do in the Looking Glass world and the Silvering? Many things. Travel through other mirrors; plunder reflected treasures; speak with the 'dead'. Though it may be a good idea to have magic or an especial connection to mirrors so you can make a quicker escape. After all, you never know what might be waiting for you on the other side of the Looking Glass… or what your reflection might have to say about what you've been doing recently.

Dragon's Horde (400 CP)- Gold. An empire's ransom of gold. Enough gold, gems, precious metals and valuables that you'd never have to work a day in your life, assuming that you were in a position to spend it. This wealth is not akin to royalty or that of a billionaire; this is the level of wealth that only a Fable could obtain over hundreds or thousands of years of existence. The amount of lucre here would, in all honestly, completely destroy the economy of any world that uncovered it- so it's a good thing you're keeping an eye on it, eh? It's also surprisingly comfortable to lie on top of, considering it's all mostly hard metal.

Witching Well (400 CP)- The Witching Well is a curious artifact, one with a Dark secret. To the people of Fabletown it's a way of destroying dangerous magical artifacts, disposing of dead bodies, or being a particularly poetic way of executing someone. The truth of the Witching Well is that it was created with a fragment of power from Mr. Dark himself, and in its bottomless depths lie the souls of all who have ever been consigned to the well- whether they were dead at the time or not, as the ability to deny a soul their just reward is within the power of a creature like Mr. Dark.

Knowing this, you may still choose to use the Witching Well as the people of Fabletown have; throwing people- be they alive or dead- down into an abyss do deep that not even their soul could escape it. Perhaps, if they wandered in the infinite darkness long enough, they could manage to find a way to escape… but without a guide such a thing would be nearly impossible, and unless all the souls banded together chances are only one or two would manage to escape at most. In short: this is a particularly cruel prison, a particularly cruel afterlife for those who are thrown inside. Perhaps there are some who deserve a fate like this even so.

Fire (600 CP)- Fire is the twin of Frost; a flute of incredible magical granted to the Pied Piper of Hamlin by a certain witch. It is capable of a great many things depending on the talent of its user, though it may take centuries of practice and experimentation to tease out all of the flute's powers. Among other things it is capable of minor magical cantrips; of summoning food and other sundry items at-will; of compelling people and animals to follow your instructions; of flinging people away with great force, or making them burn or rot away. It can create powerful magical barriers that protect from harm and create magical compulsions that leave someone aware of what they are doing, but powerless to resist your commands. At its most powerful, it is said that Fire could make an opposing army throw down their arms and surrender en masse… or simply commit suicide. Essentially, any magic you could eventually learn to cast normally can probably be 'cast' with the right tune from Fire instead.

Black Forest (600 CP)- The Black Forest of the Homelands was the favored hunting ground of Bigby Wolf. In the depths of the forest the canopy completely chokes out the light, making it appear as night even in the day; here, one can find dark gods, boogiemen, and monsters that could threaten entire kingdoms. For the most part these creatures are content to stay within the woods, preying on the animals within (and each other). However, all of them seem to recognize you as someone worth respecting; when you step into the woods, none of the monsters within will trouble you or those you take with you. And should you ask you would find that many of them are willing to bargain with you. The ones that are weaker than you will show throat and do as you ask; the ones that see themselves as your peer will be willing to meet with you as an equal; even the ones that are rightfully stronger than you will be respectful and willing to hear you out, though don't be surprised if they don't roll over just because you asked. The Black Forest will follow you to future Jumps, changing itself subtly to better suit the environment you find yourself in. The trees changing to suit the environment, the inhabitants taking on new shapes, and so on.

Companions

Companion Import/Creation (100+ CP)- For 100 CP you can import or create two companions, giving them 700 CP to spend on perks and items. For 300 CP you can import up to eight companions, granting them these benefits; afterwards each pair of companions after that will cost 100 CP once again.

Canon Companion (100 CP)- For 100 CP you may attempt to recruit one canonical character from this world to be your companion. Maybe you want to try and tame the Big, Bad Wolf, or maybe you've set your eyes on Snow White. Maybe you want to bring the Emperor with you and conquer the entire multiverse instead of just this one, small corner of it. All you need to do is convince them to come with you, and if they accept they'll become your companion. This can be purchased multiple times and allows you to take one character with you each time.

Drawbacks

Take as many as you'd like. It's your funeral. Effects of drawbacks disappear post-Jump.

Strange Mythology (+0 CP)- The stories the Mundies tell are not always accurate to the true history of the people involved in them. Perhaps something was lost in translation, or adapted to be more "family friendly", or maybe those events were even forcibly altered after the fact by the machinations of some unknown being. Whatever the case, this will allow you to have some more control over your own circumstances. For instance you can choose to start even earlier in the timeline, or you can choose to start in alternative universe, like the version of Fables seen in another Vertigo comic, The Unwritten. You can move the timeline back as far as you'd like, uncertain as it may be; you might go back to the days of King Arthur, or further back to the age of Sullymon, or even further back to the days when a certain Black Forest witch was cast out by her people- on the other hand, you can only move the timeline up to around ten years before the founding of Fabletown in the Mundane version of America, as the next few hundred years (including the events of The Wolf Among Us) is covered under Part 2 as part of "modern" Fable history.

Grimm Fairy Tales (+100 CP)- If you've grown up on a steady diet of animated movies it might come as a surprise when you read the original versions of certain fairy-tales and see how gruesome they are. Well, buckle up because it's about to get a whole lot worse, even compared to some of the decidedly-unhappy lives of the characters in the comic. Everything about the world seems darker, and grimmer; the beasts and monsters are more ferocious and bloodthirsty, the villains more lecherous and murderous. At best you can expect most common folk to go with the flow; at worst they'll be opportunistic and exploitative themselves. Even the truly good people will be a bit more sour, though who can blame them when you look around?

The Ugly Duckling (+100 CP)- You live in a world of literal fairy-tale princes and princesses, the type who can be described with such titles like "The Fairest in the Land" without being seen as hyperbolic or exaggerating… and yet you look like something the cat dragged in. You might be fat, ugly, or just downright repulsive, but whatever it is it's here to stay. No matter how good you are at shapeshifting, no matter what glamours you put yourself under, or anything else you do- your true appearance will shine through, and trying to hide that fact will only make it all the more apparent at the worst possible moment.

The Big Bad Jumper (+100 CP)- Monsters come in many shapes and forms. Some look just like any other human; others… less so. Well, it doesn't matter what you look like since you've been branded with that same moniker: a monster. Most people will just be plain scared shitless of you, running away or gathering the mob whenever you rear your head- or at the very least being extremely cautious around you if either of those things isn't an option- while you'll get all sorts of heroes, royals, and other fools trying to take your head for the sake of defending the land… or just for the bragging rights or whatever bounties you may have racked up. This isn't all encompassing, as it won't prevent your own people from seeing you as a good person- or even a few other individuals with enough effort on your part- but other than that… well, Bigby's not widely known as the "Big Friendly Wolf" for good reason.

Riches to Rags (+100 CP)- All that glitters is not gold, but while the friends you make along the way may be treasures in their own right there's something to be said about not being broke all the time. Unfortunately, just as some Fables are blessed with endless fortune you are cursed with the opposite: a preternatural ability to lose every last cent you make, including more abstract forms of wealth such as land or even titles. Raid a dragon's lair? Someone will make off with the gold while you're asleep. Find a magical sword? It'll disappear too, soon enough. Build a mansion? Up in flames soon after. Build a kingdom? Invaded and conquered by a goblin army. Anything purchased with CP will be returned to you after your ten years is up; anything else? I wouldn't take it out of the Warehouse if it's value is anything more than sentimental.

Unlucky In Love (+200 CP)- True love is the stuff of fairy-tales, and while fairy-tales might be true love is something you'll have continuous difficulties with. Any lovers you take here will likely prove unfaithful, murderous, monstrous, and/or all of the above- or they might just die on you, instead. Being engaged to suitors you find repulsive or morally reprehensible is surprisingly common, and often enforced with powerful magic- and even "true" loves tend to end in messy break-ups or divorces, even if they last longer.

Trusty Jumper (+200 CP)- You swore an oath to your liege; not an uncommon practice… but an unwise one, for the ruler you have sworn yourself to is someone you would normally have opposed, if their ways were known to you beforehand. Now you must serve them in body, mind, and soul- perhaps unwillingly, but you WILL serve them. If there is one thing to take heart in, know that they are not so foolish as to make you commit suicide outright- oh, they may send you into the deepest hells to fight the most terrifying of opponents, but they will not simply compel you to commit suicide no matter the circumstance. Their orders need to be precise to bind you to their intent, not that they are foolish enough to leave those sorts of loop-holes open anyways. You'll be their right-hand, their most trusted tool- an assassin, guillotine, and spy depending on their circumstances and desires.

Fourth Little Pig (+200 CP)- Delectable, scrumptious, irresistible. You, my fair little Jumper, may be the most delicious morsel in all the land. You'll learn this soon enough, as all manner or predator, monster, man-eater and more will find your scent- and taste- beyond compare should you cross paths. Some you might be able to reason with; some are dogged, relentless, and will not stop their hunt until they've split you open and sucked every last drop of marrow from your bones. Worst yet, a certain Big Bad Wolf will encounter you during your time here, and while he's certainly intelligent he's also not the Bigby Wolf that protects Fabletown in the future; but the wild, township-destroying monster of the present. Getting one over on him is more likely to whet his appetite than deter him, and killing him likely won't be a permanent solution either- or at least, that will cause more problems for this world than it solves.

Critical Literals (+200 CP)- Elder Gods, Djiin, Great Powers; all of these creatures are beyond the comprehension of mere mortals, even Fables. But there's one group that stands out among the rest… the Literals. The Literals are the embodiment of literary concepts- everything from genres to the idea of Storytelling itself- and somehow, you've attracted the attention of these strange beings. They may not look impressive, sure- and truthfully most of them can't muster that much power directly. But what they CAN do is shape the course of "stories"- and you're their main character of interest now. One day you might find yourself encountering a long series of misunderstandings, open manholes in the streets, and creme-pies to the face courtesy of Comedy; the next, you might find yourself sucked into a sweeping, epic fantasy tale that will take you from the Glimmering Shores of Neumenex to the High Mountains of Glarthon at the behest of King Bendeleer, who has ruled the Great Kingdom of Rodrick's Rest for decades… and so on because Fantasy, that flighty bitch, got bored. Hunted by serial killers courtesy of Horror, finding yourself wrapped up in a murder investigation thanks to Mystery, or even having to contend with Mr. Revise or Bookburner trying to sanitize your adventures- or just erase them from existence. Needless to say your time here will be interesting… if not always that coherent or well structured thanks to having so many different people telling your story. At least you can always count on good ol' Dex, right? …right?

Gods and Monsters (+300 CP)- The Literals are but one example of the higher beings one can encounter in this world, the greatest of which- save for almighty God himself- are appropriately named the Great Powers. Whereas the Literals embody the concepts of story-telling, the Greater Powers are the embodiment of higher concepts, all throughout creation. The North Wind is not merely the North Wind of the world he inhabits; he is the North Wind of all the myriad worlds that make up the world of Fables, including the Mundane world. Death, the Fates, and Hope are some of these powers- but there may be Greater Powers for Trees, Rivers, or even Nations depending on what sources you may subscribe to. Nonetheless, you will encounter great beings such as these commonly during your stay here. Tread carefully; these beings are seated above the gods of the Hindus, the Greeks, the Norse, and every other pagan religion you could care to name, and while they are not so inhuman as some eldritch deities this only means that they can be as petty and flighty as the mere mortals they look down on- and now they will all see you as a person of interest. The good news is that even the most evil, and Dark of Great Powers won't simply kill you- the bad news is that they won't SIMPLY kill you, they'll try and do it in a roundabout way to amuse themselves, probably by throwing you into some horrible forest full of monsters and demons and lesser evil gods. One day you may be called in to settle some contest between the Cardinal Winds, while the next you may find yourself caught in a war between the embodiment of Britannica and Americana. The things you do will go down in history and mythology- should you survive, that is. If nothing else… well, it'll certainly make for a good Fable, right?

Devil's Dues (+300 CP)- You sold your soul. Then you sold it again, and again, and… well, you get the picture. Now you've got several different devils and demons out for your soul and since they've discovered your treachery, they've decided that they aren't going to wait for you to croak. These aren't the small time imps and succubi type of demons either; they're big names ala Satan, Lucifer, and Old Nick Slick himself (which, thanks to Fables being Fables, are all separate entities). Instead, they're going to use their control over your soul to make you pay their tolls and they'll put you in a hole if you don't help them achieve their goals. In other words: you're going to be doing the dirty work of several big name devils until they're satisfied or you somehow manage to weasel your way out of your contract, and if you don't they'll send you to hell and kill you over and over until they get bored of that or it finally takes and sends you home (the latter is far more likely since they seem to enjoy their line of work, of course). And don't think pulling that old "I don't have a soul to sell" or "I have MANY souls to sell" trick will work on them either; they've gotten wise to stuff like that since meeting Jack and having you as a minion is a much better deal for them.

The Last Battle (+300 CP)- In one of the Fable Homelands there lived a family with a powerful and wild magical bloodline, which only expressed itself in the daughters of the family. Each one would be blessed with beauty and magical power to make even the Great Powers shudder- but it came at a cost. Only one could inherit the full might of their bloodline, and without an heir this magical power would wane or be forgotten- and, as if by instinct or fate, even sisters who were the best of friends would become murderous and destroy each other for the sake of inheriting that power. Now, something similar has happened with your nature and power as a Jumper, which has been divided between you and up to six other siblings. Memories of the happy childhood you spent together are tempered by the inevitable falling out that happened or will happen between you and your sibling(s), and the inevitable battle for dominance that will ensue. Whether this is a bloodbath with your family killing each other to more easily crush the rest or a long, drawn out cold war as you each gather power and allies for a final confrontation, know this: there is another way. If you're able to convince your siblings to go their separate ways or willingly give their claims to power up then you'll be able to avert that most final of battles without having to commit familicide. And as a bonus, you'll be able to take your siblings with you on your journey- albeit sans the fragments of your power that they once possessed- if you wish, fulfilling some small part of their desire to see other worlds and gain power.

Mostly Mundy (+300 CP)- There are Fables who are great heroes or great villains, Fables who are gods or demons, Fables who have gazed into the heart of magic and Fables who have become the very essence of stories themselves. And then there are the Fables who live in the background; who exist to be the face in the crowd, the soldier on the battlefield, the witness to the great deeds of others. That is now you, as you find that your circumstances are now utterly mundane- aside from what you've purchased here you have no special powers, no otherworldly artifacts, or anything else that was obtained outside of this document. And while some Fables might spend millennia gathering magical power and treasures or doing great deeds and obtaining fame and power as result, you find the opportunity to do so yourself constantly slipping by. That isn't to say that you won't be thrust into danger; it's just that you won't get anything too appreciable out of it for whatever reason.

Notes

-YJ_Anon