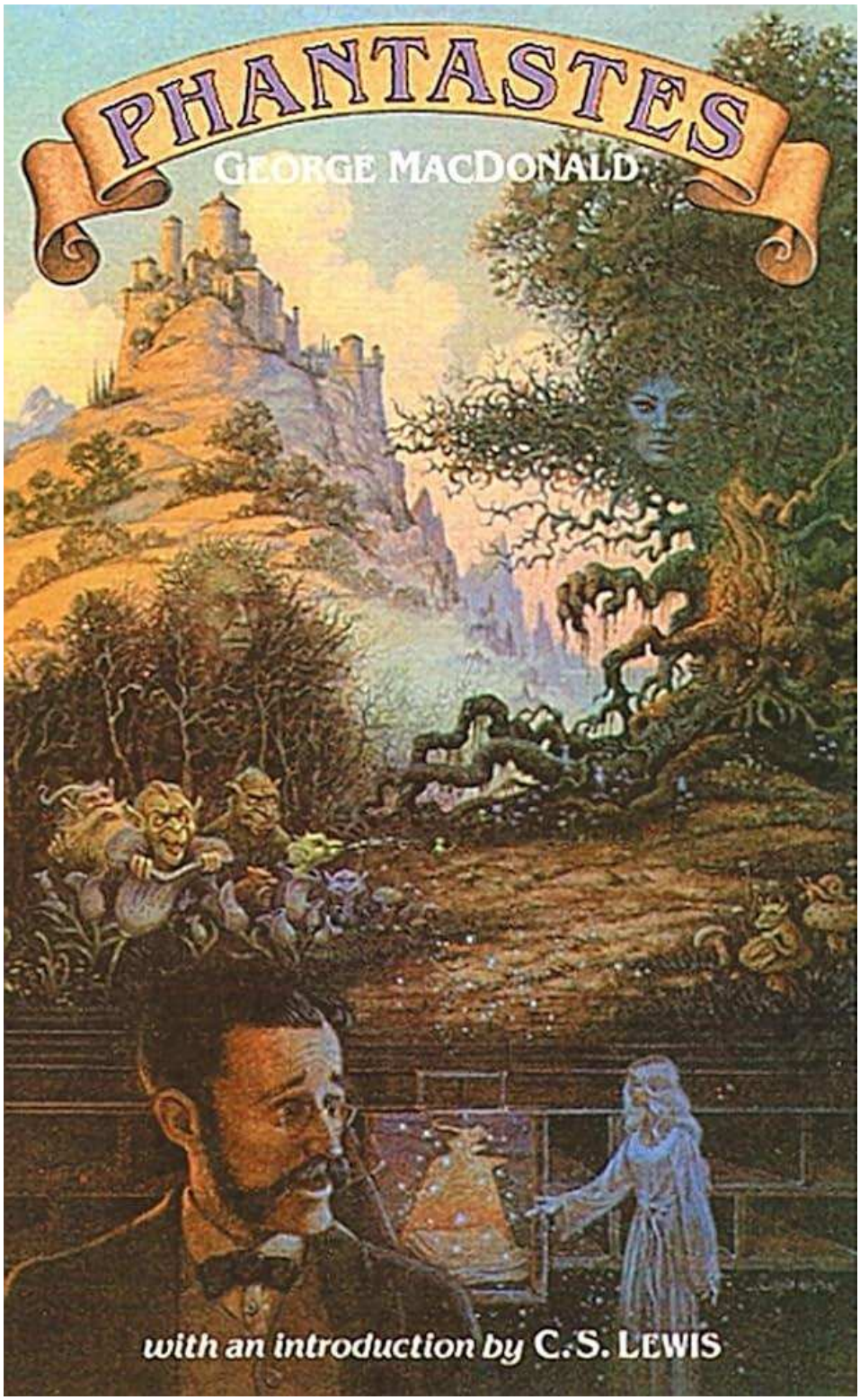
Phantastes Jump

Version 1.0.0



Welcome to Fairy Land. It really does exist out there somewhere, as Anodos discovered. This is a world of fantasy, a Faerie Romance for Men and Women. Published in the mid 1800s, it is a world that could be argued to be the first modern fantasy novel written for adults, though it is a tale of coming of age and what it takes for someone to become a man. It was an influence to J.R.R. Tolkien and C.S. Lewis, among others, and predates even the venerable Alice in Wonderland by several years.

Ranging from fantastic forests, to knightly castles, to fairy palaces, and underworld realms, it is a place where there is magic, adventures, and of course fantasy, but most of all like the real world it is a place where people grow, mature, and become better people.

You will by default most likely be entering here when Anodos himself does. You may even cross paths with the roadless wanderer. Or perhaps you will explore a region of fairy land that reflects your self in the way Fairy Land seems to hold up a mirror of self-reflection to Anodos.

Wherever you arrive and wherever you find yourself, you will be needing these:

+1000 Choice Points

Good luck and good jumping.

Origins:

There are no origins or related discounts in this jump. You may freely choose to drop-in or have memories and a background fitting your position in Fairy Land and its border realms.

Location:

You will be arriving in Fairy Land and not the normal, mundane human world. Beyond that you may freely appear somewhere that Anodos journeyed, or in another portion of Fairy Land. Anodos's journey was an intimately personal one, perhaps somewhere else in fairy land you can find one as suited to your self as his. Or perhaps you will just interact with those parts of this fantastic world that he did.

Age and Gender:

Your age and gender can be whatever most fits your role and origin in the world. 21 years old might be appropriate however.

Perks:

Select 1 50 CP perk to receive for free. There are no Discounts.

Armourer (50 CP): You are fully trained and proficient in the medieval art of creating armor. This does naturally include training in more basic forms of blacksmithing.

Believing in Fairy Land (50 CP): You have an air of wonder about you, which makes the supernatural and impossible feel more real and possible.

Brave (50 CP): You are courageous. This bravery allows you to face threats without flinching, and stand up for your beliefs in the face of danger.

Flower Fairy (50 CP): You are one of the tiny fairies of the flowers. You are extremely small, and have a certain type of flower you are able to enter into and live within. It takes time and effort to make a new flower a suitable home for you, but its death will not kill you.

Post-jump this becomes an alt-form.

Keen Eyes (50 CP): You possess abnormally good eyesight and vision. Your eyes are simply sharper than others allowing you to see further, pick up details more easily, and make out objects with less light.

Swordsman (50 CP): You are a highly skilled swordsman. You're skilled enough to make good money teaching young nobles and wealthy university students in the mid 1800s and possibly the best in a larger European country. You'd still be considered extremely skilled in a place such as fairy land, at least enough to be a worthy knight. You are also good at teaching others how to use the sword.

Fairy Blood (100 CP): You possess the blood of fairies, or maybe you are one? Either way you will find your ability to exist and function in fairy land somewhat more natural, and it is easier for you to see fairies. Disbelief, materialism, and other things may still reduce your ability to see them, but you are better adapted to fairy land than those without a touch of the blood of fairies. You seem to just be more perceptive and sensitive to the wonders of Fairy Land. And unlike some of the inhabitants of the border between human and fairy worlds you can still live fully in the human world.

In future jumps you'll find that this makes you vaguely magical. You will find that it is easier for you to exist and enter magical realms which only those with the correct

supernatural nature or heritage can enter, and you seem to have a low end sensitivity to magic.

Finding Hospitality (100 CP): You have a tendency to find welcoming individuals and those who are willing to give you a meal or a place to rest for the night. This won't ensure everyone you meet is friendly, but you do have a way of running into more friendly individuals than usual.

Grandmother's Comfort (100 CP): When you welcome others into your home, or offer them comfort you seem to produce an air and feeling of safety which increases the comfort and their ability to relax. This only functions when you actually intend to protect and care for them, but when you do your home and arms becomes a place of safety, and comfort, where stress and trauma melt away.

Love (100 CP): To love, that is to truly love, something is to wish for its good over even your own. This can be oh so very hard, after all to truly love someone means to be willing to let the nobler, better man who will make them happier have them. But you find it easier than most do. When you care for something you will find your selfishness about it melting away, allowing you to put their good and well-being over your own, and to draw your soul nearer to theirs opening yourself to understand them and what is their good. This works in reverse as well. That is to say when others care for you, they will find their selfishness about you melting away little by little, allowing them to put your good and well-being over their own. Try not to abuse this.

Quicker Than the Rest (100 CP): You are fast, agile, and nimble. You seem to be particularly good at avoiding wounds and injury in combat, weaving and dodging away. Were you a skilled swordsman you might be able to fight a giant twice your size and survive uninjured by avoiding every blow he would deal.

Form is Much but Size is Nothing (150 CP): You are capable of changing your size. You can shrink down from human size to a size of an inch or two, or grow back up to your normal height.

Giant (150 CP): You are a giant twice the height of a human. This brings you a great deal of strength, though not enough to put you beyond the reach of men to kill or fight.

Post-jump this becomes an alt-form.

Ghoul's Mien (150 CP): You're ugly with a face that might be likened to a ghoul's or a vampire's. More than merely having a figure that fails to reach aesthetic ideals, there is something directly unpleasant and unsettling about looking at you. This supernatural

ugliness causes revulsion and fear in those who look upon you, as if they can see the darkness of your soul.

You can toggle this hideousness on or off.

Wise in Lore (150 CP): Perhaps you've lived in Fairy Land for some time because you seem to have extensive knowledge of it and its border regions, knowing most of the dangers and the natures of its inhabitants. In future jumps this will give you familiarity with the local magical realms, dimensions, or worlds. You won't know everything, but you'll have a good overview of common dangers and threats and the basics of how they work.

Your Heart Will be All in the Work (150 CP): When your heart is fully committed to the task and it is necessary for deeply held goals you'd give your life for, you learn much more quickly than normal. This won't help you with things of little import, or things you have only a vague and general purpose for such as general self-improvement, but when it is something necessary for some particular purpose which burns with passion in your breast you will absorb skills and knowledge like a sponge does water.

Dare Them to do Their Worst (200 CP): Within you is some residue of life which emotional pain, no matter how great, cannot completely kill. Suffering of the soul may lie within you and gnaw on you, but it will always, eventually, fade and you will always be able to push through it and live. It may take time, and it's not likely to be pleasant, but sorrow, hardship, depression, trauma, and stress will never permanently lead to a malformation of your psyche and with time you can always renew yourself from them.

Into Fairy Land (200 CP): Fairy Land is a fantastic place full of strange encounters, and adventures. Though Anodos did spend a long time there for all of his adventures in it. Still you seem to find your way into adventures. These adventures are especially likely to involve supernatural elements or magical realms, and even in worlds that might otherwise appear mundane you might still find your way into the lands of fairies and fantasy.

You can toggle this off if you want to live a quieter life with fewer adventures.

Knight (200 CP): You are a trained knight. You know how to ride a horse – even in battle – how to wear and maintain armor, how to use a variety of medieval weapons, and possess skill in fighting groups of enemies as well as monstrous foes such as dragons. You seem particularly talented in the last, having a good intuition for what it might take to hurt them – recognizing when cutting their tree harms a fairy more than if you attacked their body – and how to overcome them in battle.

Enchanting Beauty (250 CP): You are beautiful. You are extremely beautiful, beautiful enough to attract the hearts of others on beauty alone, and make people act like fools even without the touch of something supernatural. Of course, there seems to be a touch of something supernatural or magical to it that seems to overwhelm the mind somewhat.

Fairy Invisibility (250 CP): Not everyone can see fairies even in the borders of fairy land, or even in the very palace of it. What exactly it takes to see fairies is not one hundred percent clear, but it seems to include some combination of wonder and fairy blood, an open mind that can believe in illusions and is not disenchanted with the world around it. Now you are able to apply these same rules to yourself, though it's worth noting that this is not limited to sight, but direct interaction in general. You can interact with unattended objects in this state, but you will be unable to directly interact with an individual who cannot perceive you or vice versa and the same applies to objects they carry. Also magical sensitivity can substitute for fairy blood, so don't expect to be invisible to wizards any more than children.

Guiding Impulses (250 CP): From time to time you will get impulses to do things. These impulses will lead to good results, though it may not always seem like they do such at first. The immediate result can be quite bad, but eventually you will be glad you followed the impulse. It can be hard to tell these impulses from your own non-perk generated ones, though.

Sensible (250 CP): You are sensible. You see things as they really are without any illusions or childish fancies. And this means even in the borders of fairy land you'd never meet one. By maintaining a staunch belief in how the world works, you will find that supernatural or narrative effects outside of that world-view will be less effective upon you and even weaker near to you. You might even be able to shut off some things entirely, though don't expect to disenchant the palace of a fairy queen with just this.

This does require you to believe in the rational, and mundane nature of things. If you accept magic works then you won't suppress it. If you accept that fate is real then fate will affect you. This gives no special exemption for your own powers either.

Rules of the Queen (350 CP): You possess a magical power to enforce your rules in your properties and territory. These rules must be publicly displayed where they would have to have worked to avoid being informed of these rules, and your power is not unlimited or absolute, but you could teleport people out of your territory that try to enter places marked not to enter without your permission, lock doors to those who had broken them, or even possibly curse those who break the rules. This magic will not, however, extend

past the borders of your property; you can teleport people to the edge of your domain, and these curses will lift when the area is left. Your rules are firmer, and the magic you can apply through them, the more intimate the territory and greater your control over it.

You may use these rules to work with other magic you have, applying it through these rules being broken, or to control magical features of the location in response to rulebreaking.

Tree Spirit (350 CP): You are a tree. You can choose what type of tree. Ash trees tend to be nasty, oaks and beeches are friends to humans. Whatever type of tree you choose you gain it as an alt-form. This perk does not inherently grant it mobility, though you will sink your roots into the ground when entering it so as long as you can take root in the local soil you don't have to worry about digging a hole for yourself first.

While you are a tree you may project from yourself your spirit in a humanoid form. This form may have some uniquely inhuman traits that reflect the nature of your own soul – you might be empty and hollow from behind or have eyes that show the bottomless greed of your heart if such things are true of you – but it is mostly human; though if you have other non-human alt-forms (besides this one) you can project it in that form instead. This form is a spirit, able to float and fly like a ghost, and unharmed by mundane weapons or those things that would not harm a spirit. It is, however, able to physically interact with the world, allowing you to enact your will upon the world through it. It can also interact with ghosts and other spirits that share the same general level of reality. It is limited, however, in that it cannot move too far away from your tree form, and while the spirit is immune to physical harm, your tree form is not and if it dies you die.

This perk also ensures you have some level of spiritual power, at least enough to ward off other tree spirits and send your spirit roaming miles away from yourself.

During this jump, like most trees and their fairies you will be limited to nocturnal activity in your spirit form, and only partially aware even of your tree form during the day. Post-jump this restriction is lifted.

Warnings to Heed (350 CP): Time and time again you will find that people warn you of dangers you will encounter. This perk won't guarantee you always have a warning, but you do seem far more likely than you would be otherwise to have someone tell you of, or read about, potential dangers before you encounter them. This isn't necessarily highly detailed, but it will be enough to give a basic idea of the threat. This is most effective with supernatural dangers; you can trust that you'll almost never meet a supernatural

threat without some warning first. Of course it's still up to you to figure out if someone telling you not to open a door or you'll suffer for it, is this perk, or someone lying.

Seeking Ideals but Losing Shadows (400 CP): What Anodos encounters in Fairy Land is not adventure, not really. What he encounters is personal growth. And it's now something you will encounter. Wherever you go in life, you seem to encounter things that will spur you to improve yourself as a person. Not through the accumulation of powers, but through growing as an individual and a human being, emotional growth, and the development of wisdom. No matter how perfect a being you become, you'll always find new things to help refine you further; though if you're actually thinking you're a perfect being you probably need to learn some humility.

Singer of Songs (400 CP): You have been blessed with songs that seem to spring from your heart fully formed. More divine inspiration than poetic skill, when these songs leap forth they are very appropriate to the situation. These songs seem to have a liberating effect capable of lifting curses, breaking magic that seals another, and even, perhaps most especially, in helping individuals move beyond their own personality issues which hold them back and restrain their growth and development as human beings.

Even when not tapping into this inspiration, your singing voice is quite beautiful, and particularly capable of stirring emotions and feelings in the hearts of others.

Soul's Naked Strength (400 CP): You seem to be able to face supernatural horrors with nothing more than courage and force of will. It seems that your sheer courage and will weakens their ability to harm you through supernatural means – even things such supernaturally fueled strength failing them – as if you sap them of their ability to do harm. Some beings may be too powerful for this to neutralize as a threat entirely, and it won't prevent them from harming others, but it will reduce their power against you and ability to affect you.

Power That Cannot be but for Good (500 CP): When you act out of love you will find that your powers and abilities are amplified and made greater. That you yourself seem to be greater and better in all things that you do. This is not about desire or lust, and need not be romantic love, but does need to be a personal love – a love for an individual and not for a concept or an idea of people. And it must be selfless for as the book says "in proportion as selfishness intrudes, the love ceases, and the power which springs therefrom dies."

Items:

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. There are otherwise no discounts on Items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Secretary (1 Free): That is a secretary desk. Or to be more clear a desk with several storage spaces and containers as well as a writing surface that opens and folds out.

Forge (50 CP): This is a blacksmithing forge. It seems to be somewhat easier for you to use, things going just a touch quicker and your creations being a little better made when forged upon it. This forge may exist as a warehouse add-on, or attach to a property you own.

Globe (50 CP): This is a small, bright and clear globe made from the purest crystal. When touched gently it produces a musical vibration, and can be used to create quite beautiful music. Rougher touches can create louder and more riotous music, but be careful it is very fragile. Though if you do break it, it will be replaced, and you won't have to learn to sing for yourself. Though maybe it's better to be able to make music yourself than rely on this bauble.

Grotto (50 CP): This is a cave. It's isolated and other beings will find it difficult (though not impossible) to find without being guided to it, though not impossible. This cave is large enough for you to stay in it comfortably, and relatively comfortable. This cave will insert into the setting at the start of each jump and you will know where it is.

Horse (50 CP): This is a fully trained horse. It is strong enough to drag a dead dragon behind it, and brave enough to charge a dragon, or to face a giant without throwing you off its back.

Saber (50 CP): This is a traditional saber. In addition to repairing and maintaining itself so it will never lose its edge for long, it's better at cleaving through helmets than it really should be.

Fairy Garden (100 CP): This small outdoor garden will attach to your warehouse as an add-on, or to another property you possess. Flowers that you grow in this garden will attract, or develop, fairies of their own. These fairies will come out at night and play. They are simple, spritish, child-like creatures and not really good for anything useful,

though their antics can be amusing, and sometimes they will perform small shows and they won't object to you watching.

Knightly Accoutrements (100 CP): This is a full set of knightly armor and weapons. You won't even need a squire to maintain them as they will repair and maintain themselves, and of course pieces that are destroyed or lost will be replaced, though you might still want one to help you put them on. This does come with the full gear to help you put them on.

If you also purchased a **Horse** this will include barding, a saddle, bit and bridle, and the general gear necessary for a knight's horse.

Rapier (100 CP): This is a traditional rapier. In addition to repairing and maintaining itself so it will never lose its edge for long, it is really good at stabbing in the gaps and chinks of armor, almost seeming to help your strikes seek out these weak points in your foe's armor.

Spring (100 CP): This is a simple spring from which clean, potable water bubbles forth. There seems to be something about this water that is extra refreshing and lifts the spirits of those who drink it. Water removed from this spring will slowly lose this quality.

This spring may attach to your warehouse as an add-on, to another property of your choice, or simply insert into the world.

Castle (150 CP): This is a Norman-style castle with surrounding estates. It will repair and maintain itself between jumps, and insert into an appropriate place in the setting. It belongs to you.

Fairy Boat (150 CP): This is a small, one person boat. It seems to steer and guide itself on its own. The boat has a way of appearing when you need it. Though if you want to be taken where you want to go and not where it has decided you should be taken you might want to steer it yourself.

Fairy Trail Mix (200 CP): These are nuts and berries gathered from the forests of fairy land. When you eat them it seems to put you more in tune with the world, allowing you to more easily recognize the truth of things, and feel the way of the world. It also bestows understanding of the speech of animals

You receive a small supply which will resupply over time. Don't expect to be living off of this trail mix even if you only care about pure caloric intake.

Forest Cottage (200 CP): This is a pleasant cottage. 4 oaks watch over it. During the day they sleep, merely observing things nearby and imperfectly. During the night they actively provide magic that keeps out enemies, and can even animate themselves to defend the home. This cottage will insert itself somewhere appropriate in future jumps.

Girdle of Leaves (200 CP): This is a belt made from the hair of a tree spirit. Which means it is a collection of leaves. You will find that when you wear it, evil supernatural beings have trouble harming or striking you, and it is even difficult for them to approach too close. Those powerful enough can overwhelm this, though it will still weaken their powers against you, and should you welcome them they can easily get close and even potentially remove it.

Fairy Harp (300 CP): Or lute. This is a handheld stringed instrument of some sort. It is always tuned, and sounds beautiful, but more importantly it increases the power of songs that it accompanies. This can be the spiritual power, the magical power, or even just the emotional power, and can apply to spoken word poetry as well as more traditionally instrumental songs; all of them will be amplified. This may even boost spells with sufficiently poetic or musical incantations.

Tower (300 CP): This is a simple tower. It consists of a small room with tall walls and no ceiling allowing the sun or moon to shine down the shaft. The door does not have a lock. If you successfully close a creature in this tower it will be unable to leave without outside assistance or without overcoming their own pride and learning true humility.

This prison will insert into an appropriate location in future jumps.

Fairy Library (300 CP): This is a vast library containing a great store of books. The books found here seem to bypass the medium of words and speak directly to the heart. Oh this doesn't mean you don't need to be able to read the language, but information seems to pass from them more readily, and stories from it almost seem to suck the reader into the world and viewpoint character as if experiencing events instead of merely reading them. The library contains a vast collection of books and stories, some only found in fairy land, already, but can impart these qualities to other books that are stored in it long enough.

Fairy Palace (300 CP): This is a palatial residence of large size and great complexity, the sort of building which people can get lost inside, and someone could live in for weeks, or even months, and not know all its nooks and crannies without performing an intentional search. Besides being a large and beautifully built building, invisible fairy servants serve

food and drink, mend clothes, clean the palace, and the like taking basic care of you and your guests within it.

It will insert somewhere appropriate into future jumps and inactive companions may reside within it.

Fairy Forest (350 CP): This is a forest drawn from the borders of fairy land. It is home to fairies of flowers, fairies of trees – both friendly spirits and goblins and ogres – and various other elements of fairy land holding secrets even you may not know. It is an old forest, sparsely touched by humans, and always seems to return to such at the start of a new jump. It may exist as a warehouse add-on or insert into a jump somewhere appropriate.

Subterranean World (350 CP): This is a cavern system drawn from the borders of fairy land. It has a strange sepulcher light within it which allows for those within to see a short distance without illuminating that which is far, and is home to gnomes and kobolds and strange fungal life. It is accessed by a great pit, and exists as a vast cavern. It may be a warehouse add-on or insert into a jump somewhere appropriate.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 200 CP you can import or create 3 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 250 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (First Free, 50 CP each after): You may recruit one character from the novel for free if you desire, and additional at a cost of 50 CP each.

A Favorite Tree (100 CP): This is a tree. Like many of the trees in Fairy Land it has a spirit that it is able to project outwards and which can roam the world. Maybe by joining you on its journeys it can eventually become a human, perhaps a fair bit faster than usual. It effectively has **Fairy Invisibility, Tree Spirit**, and either **Ghoul's Mien** or **Enchanting Beauty**.

You may import a tree into this option.

<u>Your</u> Lady (100 CP): Or maybe your man. This individual is your personal Galatea, and like your ideal of beauty made marble then flesh. They are someone who you could easily fall in love with at first glance, at least the lesser, false sort of love, and who seems preternaturally well suited to making you happy, and helping complete you as a person. It's almost as if they were made for you with how perfect they are, though this won't guarantee you are a worthy enough individual for their love. Still should you prove worthy of their love, they too will love you not selfishly, but selflessly.

They possess the **Power That Cannot be but for Good** perk.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. **You may only gain CP from up to 5 drawbacks, any beyond that are simply for fun and flavor.**

Twenty One Days (Toggle): Anodos was gone from his ancestral estate for only 21 days, though to him in Fairy Land it felt like 21 years, a full doubling of his life. With this toggle you can increase your time here to as long as 21 years.

Curiosity (+100 CP): You possess a great deal of curiosity. This will lead you to stick your nose places it does not belong, and to do things that might be better left not done out of your need to know. Denying your curiosity is possible, but do not expect it to ever be easy.

Fleeing Lady (+100 CP): You will fall in love. You will encounter a woman, or man, whose beauty instantly sweeps you away with romantic interest and a selfish desire for their love. And they will flee from you and rebuff your advances. It might be possible to eventually win their heart, but first you must learn to love them selflessly as opposed to selfishly and do not expect that to be quick or easy, nor should you take this as a guarantee that you can succeed at winning their heart; that will rely on you being a good person of worthy deeds and overcoming your selfish love. You will not lose your love for them before this jump ends.

Giants to Slay (+100 CP): There is a deed you must do while in this world. There is some giant, ogre, dragon, or monster you must slay. It will not be easy. You will need to put in effort to prepare yourself, and perhaps to gather allies, but it will not seek you out so you will have time, and it is something that you can do and succeed if you prepare yourself well and find trusted allies. But you must do it before the end of your jump or fail the jump.

Mirror Curse (+100 CP): You find that you fall into a hypnotic trance for a few hours each day and during it find yourself trapped in the reflected image of a mirror. This isn't necessarily dangerous, but it is annoying, and might be distressing, especially as it's possible for the possessor of the cursed mirror to call you forth to sleepwalk to them. If the mirror is broken or destroyed you'll find that your curse simply transfers to another mirror.

Night is Fairies' Day (+100 CP): You are strictly nocturnal. You will find yourself sleeping, or entering some form of stupor soon after dawn and only begin to stir again at dusk.

Pathless Wandering (+100 CP): You seem to be unable to settle down in any place for long. No matter how pleasant you find a location or a situation, you will find that you have to uproot yourself and move soon. Your time here will be one of constant travels with no place you can call home. At least none you can stay at.

Sighs and Dismay (+100 CP): No, you're not passing through doors that will bring you to them. You will experience sadness, though, and sorrow. You will mess up. You will have regrets. Despite all of your luck, power, narrative protections, and superhuman capabilities, you will experience setbacks, sorrow, sadness, and failures like a normal human. This is not something to kill you – most normal humans in the prime of their life can live 10 more years – but you're guaranteed to experience hardships and have things go less than perfectly like every normal human would.

Ashen Attention (+200 CP): There are nasty things in Fairy Land. Whether it's wolves in priest's clothing, ogresses, giants, or goblin spirits of particularly nasty trees. You're not guaranteed to encounter all of them but you will encounter many in your time here, and some will be particularly eager to pursue and hound you.

Mischievous Guides (+200 CP): Most of those who Anonos found in Fairy Land were good and honest folk who steered him well and guided him honestly. Not all, though. And you will find it's a good deal more common for those who you encounter to lead you wrong. And somehow you will keep falling for it, being easily tricked and deceived during your time here.

One Does Very Much as One Pleases (+200 CP): Is that really a rule of Fairy Land? Well you certainly seem to apply it to your life in and out of Fairy Land. You have truly terrible impulse control acting on your whims with little thought to their end results.

Selfish Pride (+200 CP): Is something you now possess. You are proud and vain, wedded to the idea of being perceived as great and virtuous by those around you. Perhaps you may find this through being a hero, as opposed to something worse, but even a hero is barely a man. You are also, when it comes down to it, selfish. While this may not cause you to steal, or lie, or cheat, you will ultimately only act out of self-interest and never come to love another selflessly or to put others as truly before yourself. Expect there to be those in this world who recognize your hollowness and twisted nature and treat you accordingly.

Story of Growth (+200 CP): You will find your time here to be one of personal learning and development into a better person. In part this is because you will be punished for selfishness, vanity, pride, putting yourself above others, ignoring rules for your own pleasure, and each and every sin you commit. Every one of your failings and faults will see you quickly making things worse for yourself when you act upon them, and having to scramble to undo the effects. Making things worse, you seem to have more trouble overcoming your faults, and to be a slow learner when it comes to them; expect to learn the same lesson several times.

Rusted Armor (+300 CP): You seem to have encountered the false maiden of the alder tree for your armor – or clothes if you have no armor or skin if you go naked – is covered in red rust which cannot be polished or clean save by being struck off in battle as a knight-errant. Now you don't actually need every part of you struck and hammered by enemies, but you must serve ceaselessly and tirelessly as a knight-errant, traveling the fairy land, righting wrongs, saving people, and fighting against ogres, dragons, and monsters till you've knocked all of the rust from yourself or you will fail the jump. Don't worry, if you're diligent it should be done with a year or two to spare. Just don't rest long.

The Prohibition, However, Only Increased my Desire to See (+300 CP): When someone tells you not to do something maybe you should not do it. It certainly shouldn't simply increase your desire to do it. But with you… You will persistently do things you have been warned not to do, disobey rules you have been plainly told, and in general do things that you really (should) know are bad ideas. You aren't suicidal, and won't do something that obviously would lead directly to your death, but you can expect to consistently ruin things for yourself by doing things that are just plainly bad ideas.

Your Shadow (+400 CP): Has found you. They call it by a different name in the human world than Fairy Land, but you'll have to figure out that name for yourself. This is your shadow. It is cast even directly towards the sun, its blackness sweeping out from you regardless of the direction light comes from towards you. It is able to move on its own as well, even detaching from you, its presence blighting and killing plants, and stripping illusions and pleasant enchantments from the world around you. It turns the noble petty, and the fantastic base and prosaic. It strips you of the ability to see fairies except of the lowest ranks if you can even see them. It strips the world of light and joy. And you must rid yourself of it or fail the jump. Unfortunately the only way to do so is to grow as a person. You must divest yourself of selfishness and pride, to truly internalize that it is better to love than be loved, and that to be a hero is to be barely a man, but to be simply the doer of work who needs no recognition even as he works to better his fellow men. You must forsake greed, wrath, vanity, sloth, pride, and sin. While you need not profess

faith in any religion, you must become one whose inner life would mark him as a saint and truly conquer your own inner darkness. Only that will prevent you from having your shadow disenchant your chain and destroy the illusion of it, sending you home with absolutely nothing. Do not open this door. It would be wiser to avoid this drawback entirely.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Warnings to Heed does not make people give you lying warnings any more than people already would. It just doesn't stop it from happening. People lying sometimes is the default state of being for most people.

Giants to Slay is a scaling opponent drawback in the sense that it scales high enough that you will have to dedicate a fair bit of time and effort to the task, but unless you go in their half-cocked it shouldn't kill you. Or I guess if this is your first jump and you don't take combat relevant perks it might. It's probably not any less dangerous than the giants Anodos had to fight.

Changelog:

Version 1.0.0: Released.