

a Jumpchain CYOA by **Melecie**
based on **Studio Élan***'s visual novel*
v1.1, 20 August 2022

Welcome to Eysenfeld, jumper. It's a town isolated from the rest of the world, with the only way to get there being a carriage ride from an isolated station. Despite this, the town is cheerful. There are no mysteries here, no paranormal activity, and certainly not a strange and magical forest. That's unless you ask Morgan, daughter of the town's mayor.

You'll arrive here in the fall, about three months before internet star and paranormal vlogger Tara and her friend and co-host Maddie arrive at the town, called by Morgan who offers to show undeniable proof of what she has been looking for. Maddie would soon also meet, befriend, and fall in love with the lingering spirit Abigail, and the four would be drawn into a plot that has spanned many generations and endangers their lives and loves. You'll be here for a year, which is more than enough time for the plot to be resolved and hopefully, for everyone to enjoy their time together.

But that's all for the future. For now, you'll get **1,000 choice points** to spend here. You can also change your age and gender for free this jump.

Perks

One 100cp, 200cp, and 400cp perk may be discounted by 50% per tier. As usual, discounted 100cp perks are free. Moonsick One *cannot be discounted.*

Technomancy (100cp)

Not literally, unfortunately. You've the knowledge to work on computers and other tech-y stuff, especially ones that are relevant for filmmaking. Shooting great videos, editing that all together, stuff like that.

Just Give It Time (200cp)

No matter how hard the circumstances are right now, you can always expect something positive in the future, a way to relax or pause life for a short while, or just an excuse to spend time with your girlfriend. Time is now guaranteed for you, as long as nothing's physically stopping you from doing so, you will always expect a bright future.

Spirit World (400cp)

The Forest is always looking out for you, even after leaving it. If you die "pure", without anger tainting your heart, you are able to live on as a ghost. You cannot interact with the living world at this state, and you become weak and powerless when far away from nature, but you are able to live indefinitely as long as you stay within a forest's boundaries. Unfortunately, you are unable to return to the living world yourself, you would need the assistance of someone powerful. In this world, it's a fairy queen, in others it may be someone who can move people between planes of existence such as a magical priest, necromancer or a reality warper. During your chain, dying a second time within a year after being restored to life ends your chain.

Capstone Boosted: With a fairy queen's power in your hands, you can take yourself between the living and spirit world at will, even interact with both at the same time. But that's not all! You also are able to restore any kind of ghost and spirit back to the living plane if they have lived before. You can't just revive anyone, although as long as their soul lingers on as a spirit you could do it.

Gentle Song (100cp)

You're very kind and gentle, especially when it comes to forest critters and other animals. You know how to keep them calm and befriend them. Your voice is beautiful enough to be able to attract animals, who would sit through and listen to a performance of yours.

Communion (200cp)

Being able to project into the living world is difficult, it took Abigail almost two hundred years before she was able to and could show herself to another person for the first time. That's not a problem for you. As a ghost or a similar creature, you're able to project yourself to the living world, allowing people to see you. As a human, you are able to see ghosts, spirits, and similar creatures. There's just one caveat: you can only *see* them. Communication may be difficult as you're unable to speak. But you can get around that, right?

Linked Together (400cp)

The forest is linked together, and everything that happens within it can be sensed by the forest spirit. By harnessing the power of nature, you are able to create a similar effect in an area roughly the size of a stadium. Within the borders of this field, you can sense everything that goes on and feel any dark intentions or harm that befalls anyone or anything in it even when you're away. Additionally, magic or other similar supernatural powers cast within this area becomes easier to use, as if the magic field is assisting it. You can only have one field at a time, however. If you want to move it, you would have to permanently close your old one first. The field is also tied to you and the nature within this field, which causes it to weaken when you are harmed or plants are destroyed.

Capstone Boosted: The fairy queen's power allows you to expand your reach further, all the way to a large forest or city's scope. The magic aura brought on by the field also becomes powerful enough that casting most spells becomes nearly effortless. However most importantly, like the Eysenfeld woods, it can save people with a pure soul from death. While they're stuck in the spirit world and within the field's boundaries with nobody able to see or hear them, they can be revived through a powerful person's magic.

Episode One (100cp)

When on camera, you're the personality that audiences love: cheerful, charming, and loud! Maybe not exactly that last part, but your Internet persona does have a way of attracting an audience through your charms alone. This doesn't happen in-person, but who knows? That charm and personality may bleed into your real self as well!

Fact or Faketion (200cp)

As someone who has been studying cryptids and paranormal activity for a living, you know what is a trick, and what is the truth. It's simple: through a quick observation of the proof they show you, you can tell whether they're lying or not. You can detect clearly false information, edited images, stuff like that.

I Told You So! (400cp)

As the second-largest influencer in the paranormal sphere (first one is *Taranormal*, of course!), you'd have to deal with waves and waves of people denying the existence of your claims. Well, saying that they're wrong is easier than ever, as proof is easier to find! You'll be drawn to scenes of paranormal activity, conspiracies, or people stuff they're keeping hidden from the public often, allowing you to get a first-class seat in all this and get better proof than those blurry and obscure photos people keep claiming are the real deal, even if they're not. This *may* also get you into trouble, so stay careful.

Capstone Boosted: Not only are you an influencer regarding the paranormal, you *are* a paranormal influencer, with the power of the Fairy Queen with you. Thus, you become probably the best person to talk to regarding this topic. First, paranormal qualities about yourself become normal to others, and while they'll remark about it as being strange, they'll react no differently about it compared to something like a new discovery in the sciences. Unless you want them to. Additionally, even if you're not specifically looking for them, you gain a sixth sense on secrets and know through gut instinct if someone is keeping something hidden from the public, allowing you to track them down instead of just hoping you'll stumble upon them randomly.

Storyteller (100cp)

You can weave stories and tales quite easily. It only takes you a few minutes to prepare a short story about a monster in the woods, or a week to outline the rough plot of a novel with all the worldbuilding that entails. In addition, it also lets the words flow easily from your mouth if you're telling a story, whether that be from your experiences or something you just made up. Pretty handy.

Telling the Truth (200cp)

Not everyone will believe in "paranormal sightings" easily, in fact most people won't. Even if they were true. But not if you tell them, as your truths can be believed by anyone, even ones that seem far-fetched. If you know in your heart it's true, then people will believe on them unless they have a compelling reason not to. Although, it has limitations: unless you believe it as a truth (you cannot fool yourself), you cannot tell lies and expect people to believe them. Doubts will also affect this.

I'm Not Alone Anymore (400cp)

Everyone's with you, right..? In the most important moments, with the support of your friends and partners, you gain power. Not physical power, but power that allows you to pull through anything that happens. And this also affects everyone with you, and with your combined trust in each other, everything will be alright. Although this comes at a cost: betrayal *will* hurt and shatter this power as soon as it happens. As long as you have the skills and know-how to succeed and everyone trusts you, you'll succeed. Together.

Capstone Boosted: Your powers as a Fairy Queen have been improved with the trust of your friends. Through your power, curses can be dispelled and illusions broken, but that's not all. In the darkest of times, your power also gives you the fabled "plot armor" that allows you to survive all but the deadliest of blows. While you may still end up battered, beaten, and bleeding, you'll still end up alive one way or another, unless fate cannot help or this protection is shattered.

Moonsick One (600cp, cannot buy with Wreath)

See the moon in the sky? That's yours now. You become a twisted Fairy Queen, and thus gives you dark powers such as gathering power from the moon whose strength depends on how full it is, creating illusions and tricks to mess with one's mind, and best of all the ability to separate souls from bodies, which during the apex of your power would allow you to transfer your soul onto another's body. Additionally, this also acts as a capstone booster, allowing you to harness the full potential of your perks.

Items

Like with perks, one 100cp, 200cp, and 400cp perk may be discounted by 50% per tier. with the discounted 100cp perks being free instead. Items lost are recovered after a week, with a few exceptions. Wreath cannot be discounted.

Song of the Woods (0cp)

Let's get this out of the way. You have the entire soundtrack for *Heart of the Woods*, including both albums Snowfall (Sarah Mancuso) and Moonlight (Kris Flacke), the credits theme by in love with a ghost, and the 8-bit remixes in *I Told You So!* also by Sarah.

Laptop and Camera (100cp)

For all your filming needs. A laptop with all the essentials, video editing software, and a *lot* of films, and a high-quality camera that allows you to work anywhere. Yours has infinite battery, so no need to worry about running out while in rural settings.

Safe Clearing (200cp)

You've found a peaceful clearing in the forest. It's a nice place to stop by if you're tired of all that is going on, to recollect your thoughts and calm down for a while. In the future you'll be able to find similar places in forests you venture off into that are isolated from the world but accessible to you, where nothing can bother you for a while. It won't stop dedicated attacks against you and you can't stay in here forever, but you need a break from time to time, right?

Little Fairy (400cp)

A bit of magic gave you your very own fairy, sculpted to look like you. They're not much, and they may be annoying at times due to their trickster nature, but they're there for you. They are effectively immortal, can create small visions of the past and future, and can link up with hiveminds of or sense the intentions of fairies or similar creatures in future worlds you visit. They count as a follower.

Forest Friend (100cp)

You've made a friend! You get to bring a forest animal of your choice, like a deer. They'll be friendly with you, and while they're not exactly tamed, they'll follow you around.

Fairy Glade (200cp)

You've discovered a beautiful glade in the forest... although it looks like the fairies aren't home at the moment. This glade is a hotspot of nature spirits who would come here to rest, play, and recharge their power, whether they be fairies, dryads, elves, Mother Nature herself, or whatever form these spirits take in whatever world you're in. Because yes, it seems like very similar glades do appear in future worlds you visit, always tucked deep within a forest. You'll just have to find it again.

Forest Spirit (400cp)

A long-living guardian of the forest, whose powers come from it and keep it safe from harm. A chance encounter has you meeting a forest spirit that allows you to take it with you. Its powers rely on the forest and its stability, and it will weaken and die without it. However, this one seems to have a little bit of its own strength with it, allowing it to come with you even outside of the forest.

Train Tickets (100cp)

All aboard! Four train tickets for you and whoever you want to bring onboard, free of charge. As long as you're travelling within the country, you can have up a free train, bus, or ship ticket for you and up to three friends! Once used, you can get another in a week's time.

Forged Documents (200cp)

Ever wanted to sneak someone without any documents at all across country borders? No need to fear! These are a set of documents that, while forged, will be seen as legitimate by any official reading it. Once per month, you can get a single document for a person, or you can get all necessary paperwork for a person to integrate themselves in a country done, although that takes a year before you can forge more documents.

Internet Famous (400cp)

...it's not *Taranormal*. But it's still a successful Internet presence focused on a social media platform of your choice, allowing yourself to present as an Internet celebrity or content creator. If you'd like to share what you're going through to thousands, maybe millions of fans, you can just upload a video. The benefits of everyone being linked together.

Antiques (100cp)

A set of old pots, clocks, and antiques. That's really just it. Maybe if you wanted to set up shop these will be useful? People do love to collect old stuff.

Talking Cat (200cp)

And here's something sweet and unique, a talking cat! Yup, you heard me right! They'll cuddle you and give you warmth and wisdom when you need it. Best part is, they're all yours!

Cabin (400cp)

Because there's no place like home. A warm, firelit cabin with all the necessities and stuff for you and two guests. Great place for gatherings, or sleeping together with your girlfriend, her best friend, and her girlfriend.

Wreath (600cp, cannot buy with Moonsick One)

Welcome back, queen. Wearing this flowery wreath gives you the powers of the Fairy Queen, unlocking all capstone boosters and comes with additional powers as well, such as teleporting between places within your wooded domain or within the vicinity, the ability to create new fairies from natural materials (although it does take lots of time, perhaps many, many years before you can master that), and playing back memories, real or fake, in one's head. In addition, whatever dress you're wearing gets transformed into a very flowery, very pretty gown, fit for your new role. The wreath itself contains the power and allows anyone to transform, however you get a copy of all the powers and the capstone booster for yourself, plus the floral gown becomes an alt-form for you to transform to whenever.

Drawbacks

You may take 400cp worth of drawbacks, or Hunted.

A Bit of Time (0cp)

So, you'd like to stay here for longer, but you don't also want to stay here for life? That's alright. I can extend your stay to two years, or the usual ten years, although you don't gain anything. Perhaps you want to help uncover more mysteries before you set off again?

Excitable (100cp)

There's cryptids in the forest! You should go check it out! That's how you're going to act for your whole stay here. You'll be easily drawn to mysteries and the paranormal, regardless of whatever else is happening. You would run across a snowstorm if it meant catching a glimpse of a monster in your camera. Just be warned, not all of them are friendly to you...

What is an “airplane”? (100cp)

For one reason or another, you have no knowledge of anything that exists past the Victorian Era, which includes just about anything invented or discovered since the Industrial Revolution. But that's not all, you'll also forget any of the perks and powers you have, and while you still have them, it will take a while to rediscover and relearn each of those powers and how to control them. Also, your wardrobe is very out of date.

Unbelievable (100cp)

There is magic and monsters in the woods, just believe me! Unfortunately nobody does, because why would there be monsters in the woods? Monsters don't exist, silly! Throughout your stay here it would be difficult for you to convince people that magic exists, even with proof. They'll need solid proof, and said proof is pretty hard to come by here.

Cursed (200cp)

Oh no. It seems like you're struck with the same curse Geladura has, turning you into a cat. While you can talk, you also don't have the powers to turn yourself back, or any of your powers really, excluding anything you got here, until you are turned back into your human self. Don't even think you'll be welcomed in the village, since even if you do convince others that you are real, they'll believe you're an evil witch.

Trip Into The Afterlife (200cp)

Wreath, Moonsick One, and the capstone boosts will be disabled with this drawback until the end of the jump. At some point or another, you will die in the woods. Good news? You'll still live on as a spirit, and your chain is not over. Bad news? You'll remain a spirit unless you find a way back to the world of the living, and if you don't then that ends your chain. All you need to do is to find the Fairy Queen and convince her to return your body to your spirit. Which would typically not be hard of a task, but given that the Fairy Queen is missing, you need to find her or make a deal with the fairies.

Hunted (600cp)

She's after you. No, actually, she's after your chain. Once you get here, Evelyn will feel the presence of an otherworldly being, one whose powers and influence are beyond hers. And she wants to take it all for herself, by transferring her soul inside your body. Fortunately, she can only do it when the time is right, when the moon is at its brightest. Unfortunately, not only is she relentless and will chase after you no matter where you go, harming and controlling innocents just to track you down, you'll also find that she can find a way to resist your powers and tricks. If you die to her, while I can send you back safely, the same cannot be said for the perks and items you have accumulated. There is still a way to beat or outlast her, although it will be much harder than before, and you'll definitely need help from everyone.

End

It's been a year. Wherever you are now, whether you decided to stay in Eysenfeld or joined Tara and Maddie back to America, you'll have to decide:

Stay Seems like you've fallen in love with this place? Feel free to stay, and maybe help Eysenfeld rebuild or guest star in *I Told You So!* as a (former) jumper in the flesh!

Return Seems like you're done with the paranormal, and want to return home. That's fine, I won't judge. You've probably gone through a lot anyway.

Continue The mystery solved, you'll be looking forward to what the future holds in store for you further down the chain.

If Maddie, Abigail, Tara, and Morgan all lived to tell the tale, and if you've assisted them in defeating Evelyn, they may want to join you as companions in future jumps. Each pair takes one slot and share perks with each other.

Maddie & Abigail (companions)

A couple bound by time. Maddie is a tech wizard, would-have-been college student, film enthusiast, and best friend of Tara, while Abigail is (or rather was) a spirit who has lived for more than 200 years although not experienced with anything from the modern world due to being trapped within the borders of the Forest.

They're both kind and gentle, with Abby being pure and gentle especially with animals, and Maddie being really supportive and smart. Post-jump, they come with all the perks in their perk trees, including Technomancer, Just Give It Time, Spirit World, Gentle Song, Communion, and Linked Together.

Tara & Morgan (companions)

A couple brought together by not only their circumstances, but also by their shared interest in the paranormal. Tara is an online superstar, very excitable and cheerful, but a disaster and awkward when in person. Her other half, Morgan, is one of her fans before meeting her in person, and is just as energetic as her, although she has had her own share of problems and emotional baggage with her.

Post-jump, they come with all the perks in their perk trees, with Episode One, Fact or Faketion, I Told You So!, Storyteller, Telling the Truth, and I'm Not Alone Anymore. Additionally, Tara will also bring being Internet Famous (and her show *I Told You So!*) wherever she goes. It's like a part of her now.

Changelog & Notes

- v1.0 (19 Aug 2022) - Initial release
- v1.1 (20 Aug 2022) - Rereleased with text actually being selectable this time

- Death within the Forest's borders does not end your chain as long as your soul remains intact, as long as you find a way back to the plane of the living, such as a Fairy Queen giving you a new body. This not happening by the end of the jump ends your chain, although you have the option to stay instead of returning home.
- Being a Fairy Queen due to a deal with the fairies by the end of the jump ends your chain as well, and counts as a choice to stay. This does not apply to when the fiat-backed Wreath item is active.
- If you're coming in here with no knowledge about the source material and decided not to play the VN before reading this jumpdoc, *Taranormal* and *I Told You So* are the same show, both hosted by Tara. The difference is that the former takes place before they go to Eysenfeld and has Maddie as a co-host, the latter takes place after they go to Eysenfeld and discover paranormal activity and has Morgan as a co-host. Think of it as a season 2.
- Also like, it's probably too late now since you're already down in the notes section of the jumpdoc, but if you fall into the above category I recommend you to check it out, especially if you're interested in VNs or yuri stories.
- **Just Give It Time** does *not* extend the jump time limit. If a 10-year jump ends and you fail to resolve the conflict in ten years, you don't get to extend it until you get your vacation. But if you *do* resolve it just one day before you leave, your final day is guaranteed to allow you to finally rest and do something good for yourself.
- The field created by **Linked Together** would be weak if created somewhere without plants and would be in full effect when created in a forest.
- **Spirit World** and a **capstone-boosted Linked Together** have a similar effect of turning people into ghosts instead of them permanently dying, however the former allows you to be kept alive as a ghost anywhere, while the latter allows anyone to be kept alive as a ghost only within the range of your field.

- **Episode One**'s charm effects only take place over the Internet or any similar technologies. The perk can be extended to also affect your "real" persona after some time, but that's not fiat-backed and can be undone with another personality shift.
- The fiat-backed **Talking Cat** is not a fairy queen unlike Geladura nor can it ever be, it's naturally just a cat. Don't try to offer it to the fairies as a fairy queen.
- There are no known fairy kings or even male fairies, but taking **Wreath** allows you to be a fairy king if you want.
- For this jump only, **Wreath** allows you to restore spirits bound to the Eysenfeld forest, thanks to the Fairy Queen being intimately linked to it.
- Getting the **Wreath** boosts your capstones regardless of you wearing it.
- The companions here may get the capstone boosted versions of their perks while wearing the Wreath.
- Companioning **Geladura** is possible, however you'll need everyone (except Evelyn, of course) to be alive by the end of the jump, find a Fairy Queen to replace her that isn't Maddie or Morgan, and convince her to join you. If you do that, she comes along with the effects of the Wreath item permanently with her.
- **Evelyn** has the perk Moonsick One. You *may* companion her, but that means going against everyone else by assisting her, and then convincing her not to take over your body and joining you instead, which given that you're likely a very powerful supernatural entity who can jump between universes and she can get more power by taking over you, it's going to be very hard.