I Hate Fairyland Jump

v. 1.0 by Nockthorn

In an adventure that ain't for the little kiddies, (unless you have super cool parents, then whatever), you'll meet Gertruda six year old girl who has been stuck in the magical world of Fairyland for thirty years and will hack and slash her way through anything to find her way back home.

Join Gert and her giant battle-axe on a delightfully blood soaked journey to see who will survive the girl who HATES FAIRYLAND.

Jumper arrived on the same date as Gert.

For starters Jumper gets 1000 CP for your stay here.

Origin:

There are no fancy-shmancy origins for Jumper to choose from. Don’t like it? Suck to be you. Good news that only the sharpest tools will notice that something about your behavior is not kosher. So you can choose anything that can be.

Location:

Pick something, in the Fairyland it probably can be found. Even if you choose the bellybutton of Giant as a starting location, we don't juge.

Perks:

Here choose two 100 cp perks for free and get four discounts on other perks with different prices.

Free - **Fairytale aesthetics:** So many colors, so cute. These are words Jumper will use to describe visited worlds, because they would look like rainbow barf on them. Can be toggled on and off.

100 cp - **Happy go around:** Your spirits (Not Those spirits you nasty alcoholic!), will not be dampen. Even the force of nature, like time, cannot affect your spirits.

100 cp - **Prince(ss) Grace:** Jumper gain muscle memory, allowing them to move with grace. In short it boosts Jumper agility, allowing them to perform any action with poise of Prince(ss).

100 cp - **Fairyland censorship:** Violence will be changed so it will be more comedic and language will be changed to be more PG. Effectively that perk lessens the threat level of visited worlds but also limits Jumper the similar way. Can be toggled on and off.

100 cp - **Upgraded Graphics:** In simple terms, upgrade looks of the setting that Jumper currently is. Also come with a slight form of detection. If in a previous setting, one small error in hiding would pass unnoticed, with this perk it would stand out like a pimple on Prince(ss) face.

100 cp - **Pareidolia:** It grants the ability to give life to anything, as long as Jumper draws a smiley face on it. It comes with caveats: objects will become sentient, they will gain necessary organs to live, but they will NOT be compelled to listen to Jumper and can ignore his/her orders if they do not like them. One more thing, Jumper must draw a face scaled to the object they intend to bring life, so no small scribble on the side of Lonely Mountain to bring it to life to fight against Smaug. Outside of that, living rock will still be as hard as rock, living lightning will still shock the Jumper, and so on. Also depending on the type of object, they will express typical behavior, like weapons will have more aggressive personalities and mountains can start to act like sages and old men.

200 cp - **Combat prowess:** You are good at combat, like good good. A short amount of actual training with a weapon will make you proficient enough to use it easily. Jumpers can lay waste to casino security, leaving only chunky salsa. There is no telling what would happen with a truly long training montage.

200 cp - **Odd's constitution:** Gert could survive full blast of Rainbow Beam from Happy and subsequent collisions with trees, against Larrigon Wentsworth III wishes. Now you can survive something similar. You will be in pain and most likely look like a zombie movie reject, but you will survive. It will not protect from subsequent effects of similarly exposed body to elements or soul/mind targeting technique. Hope you have a healing potion on hand or in whatever is left of it.

200 cp - **Cuddly as Cacti:** Now there is a thing, there are people that like cacti. Yes, they can hurt if not properly handled, but they can be rewarding with the right care. This perk does not boost your charisma, but makes sure that at least one person will be friendly to you. Or at least neutral depending on what horrid things you did on setting. Warning!!! It may or may not make Jumper more attractive to Yan and other -dere types.

200 cp - **Magic potential:** What we have here, is a spark. Well not The Spark, but a spark of Magic. Depending on Jumper alignment, date of birth, with feet is more prone to attract lego piece and other strange attributes, they can get better success with one or more types of magic. Jumpers could be better at weather magic or even food thaumaturgy, it all depends on their style. If Jumper already has some magic, that type of magic will be refined. Spells from it will come easier and faster, in some cases even twice as fast. For those Jumpers that start here with magic stuff, perk will make it easier for Jumper to unlock complementing magic, like archers will find wind magic easier to use.

200 cp - **Fix Smoke Breath:** Sometimes there is a need for a quick fix up of yourself and/or companion/follower/minion body. With that you can, by using your own magic/power/whatever, to create smoke that will fix everything wrong. It will use up to half of your power, but Jumpers could use steam/smoke breath to reduce cost one million times.

400 cp - **Disaster trail:** Demolition crew would be jealous of your knack for destruction. You gain talent in causing unmeasurable destruction, having a touch in figuring out what to aim at in order to create Ruby Goldberg chains of destruction. With training and nurturing, Jumper could use simple mundane objects in order to destroy large areas similar to the area of Jacksonville, Florida USA. To reach that level he would have to pass at least six hundred sixty six years of intense training, without breaks, sleep and eating.

400 cp - **Packrat:** With it, Jumper can choose one theme and start collecting anything around it. With it comes a swift eye, that can pick up even one needle in Smaug hoard if it is themed around Jumper choice. It also comes with a specific sort of charisma, allowing the Jumper to convince simple creatures to help with collecting themed items.

400 cp - **Unexpected Timing:** A probability manipulating perk that grants the user the power to work outside any probability models. Any probability powers that would affect you, like manipulating it or reviewing it, will not work as intended. Seers and the like will find your actions different to determine with their visions, this will become worse as they employ more points of view. Long term effects of Jumper actions will be impossible to view by them. Those trying to manipulate probability, will find themselves unknowingly aiding you with their actions.

400 cp - **Eee…? Close enough:** As long as the Jumper is wearing a creature costume, they will with time unlock all traits of the creature. With that, even your wizz in your dragon costume could work as fuel for a car. Even if it was a silly looking costume, it will work. After a long time, the Jumper's form will mutate in order to create an Elder/Destroyer form. The costume must be worn for at least one day for perk to work.

400 cp - **Perky Purty Pretty Peep:** Like a pretty someone in that fighting tournament, you too can also easily conceal your absurd might under great looks. But this effect is small potatoes to the true power that this perk grants. Now, not only will the bottleneck be a thing of the past, but the other aspects of the Jumpers power will gain a third of the improvement of the main aspects trained gains. So if Jumper trains endurance, then their other aspects will rise by a third of it. Also beauty will now positively affect their combat skills of the perk holder. What it means is the better the Jumper looks, the more fluid his/her/its movement and coordination. Effect is enhanced with **Prince(ss) Grace**.

600 cp - **The Dream:** Twice in a year, you gain full control of your dream and gain vision of the future, based on Jumper knowledge and choice. The more information the user of this Perk has, the more detailed and more realistic their predictions will be.

600 cp - **Guest Protection Spell:** Such a simple thing, but it will protect the Jumper from harm. This spell affects the head honcho of the local setting. There are limits to its power though: this only protects the Jumper when they are not considered as a Citizen of the affected beings domain, and even then they are free game for anyone else.

600 cp - **Power of One of Seven Evil DOOM's:** Can't be taken with **Rainbow Magic** and **Dark Magic**. This power is based on one of Seven Deadly Sins. The wielder is similarly enhanced like Gert, and will be able to create constructs from the sheer power wielded now by its user and the manipulation of the environment. This power also comes with the ability to consume blast beams, no matter what type they are. The additional effect depends on which DOOM it comes from as it will grant a corresponding boon/power. Gert gained Sure Kill Blast Pillars, others would grant other abilities depending on their specialisations.

600 cp - **Rainbow Magic:** Can't be taken with **Power of One of Seven Evil DOOM's** and **Dark Magic**. Like how Happy is presented in the comics, this perk grants the ability to shoot rainbow beams whose strength is based on positive vibes. This version of the power also allows for the removal of negative energy, taint and emotions from the targeted area. The effects of buffing, cleaning and healing magics will be boosted with time and its power and affected area will grow with experience. May or may not cause small, cute stuff to show and go around Jumper, like some weird aura.

600 cp - **Dark Magic:** Can't be taken with **Power of One of Seven Evil DOOM's** and **Rainbow Magic**. Who said that dark magic doesn't look good? Probably those who were on the wrong side of Evil lightning. But seriously, that perk grants user serious dark mojo. This increases the offensive power of any magic, making curses more potent and lasting longer. Also makes magic more potent, the more negative emotions the user feels. Come with Dark style look for Jumper.

Items:

In this section one 100 cp item is free and Jumper gets four discounts on other items. All Items return to the warehouse after one week, after total destruction.

100 cp - **M. K. L. - Map to all the Known Lands:** Simple as it is. It grants a map of Fairyland and after Jump, it updates itself to the local setting. It includes paths to other dimensions and stuff if they are available.

100 cp - **Canon cannon:** Similar cannon used by Gert to blow up a Mr Moon. For undiscounted 100 cp can be upgraded into a gatling option. Both options come with unlimited ammo - non sentient variant.

100 cp - **"New Toy":** Copy of axe that Gert uses. When it is cleaned and sharpened, it deals more damage to the target.

100 cp - **Flying boat:** Nothing fancy, only flying boat with sail. Same speed like a normal boat on a lake on a windy day. Can hold up to four people.

200 cp - **Not so great looking Costume Collection:** That's a wardrobe with collection of caricature costumes. At beginning it only has classic fantasy creatures, post-jump it will update with silly creature costumes from local setting, if it doesn't have it.

200 cp - **Blank Communication Orbs Case:** Case with eight communication orbs. They can be attuned to anyone in order to reach them.

200 cp - **Pimp-up Broom:** One of the fastest single person methods of movement. Faster than any standard flying broom, come with rocket nitro.

200 cp - **Head "Gear":** Quite gruesome accessory, that use head of your past enemy. It does not do much, but it makes for a great listener. You can tell anything to it and afterward feel great, like great weight was lifted from your back.

400 cp - **Spoiled Cursed Brain:** Some use curses, some viruses, but Jumper uses that item to start a zombie apocalypse. Zombies created that way and others infected by them, will not attack Jumper. Come with an apple disguise.

400 cp - **Vanity Gate:** That hand-mirror is a small portal to pocket dimension that connects to other mirrors in a local setting.

400 cp - **Witchhut:** Hut spoil hut, the place where You can stretch out wart covered legs. It contains a library covering many magical arts, mostly evil kind of course, but sometimes Jumper could find some grimoire on good magic. Come also with an alchemy lab. Rituals performed there cost only a quarter of resources needed to perform them. Can be deployed in Jump setting or become Warehouse attachment. Scary surrounding optional.

400 cp - **Box Loader:**Exosuit perfect for transporting heavy duty goods. Armor plating that can withstand heavy duty machine gun rounds. For an additional 200 cp comes with **Plasma Cannon**. That weapon can vaporise thick layers of metal easily.

600 cp - **MAG-van:** Beautifully decorated van, that with the right fuel can pierce barriers between dimensions.

600 cp - **Hat of Holding:** In simple terms it is a Warehouse for those that don't want to use traditional warehouses. Come with optional rope, ladder or lift.

600 cp - **Balls of Redemption:** Pair of large magical marbles, capable of turning even the most evil creatures to the side of good, as long as they want to change.

600 cp - **FDS:** Fairyland Delivery Service, firm that comes under control of Jumper. It uses very secure methods in order to protect packages, mostly dragons. It can be used to aid in indirected murder of some people. Nice thing to have in order to generate income. Anything that could raise questions, like usage of dragons, will be ignored. Outside of it, it will work like a normal firm.

1200 cp - **"Small" World:** That item starts as a marble sized copy of Fairyland, the very similar stuff used by Bob. Post Jump, every world Jumper visits will create a marble sized copy of it, with people, animals, plants and other stuff in there.

Companions:

100 cp - **Import:** You can import a companion for 100 CP each, with an origin of your choosing and 800 CP to spend on perks and items. For 600 CP, you can import all eight companions. They get 800 CP to spend anywhere in this jump.

100 cp - **Canon:** For 100 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

100 cp - **Guide:** Person that will guide You in present adventure. It will come with wisdom and knowledge of each place, even outside this Jump. Come with **Magic potential**, **Combat prowess**, **Fix Smoke Breath**, **M. K. L. - Map to all the Known Lands**, **Hat of Holding**. Jumper can decide if there Hat will work as a new Warehouse.

300 cp - **Catastrophon:** Cuddly blue furred cat like creature, capable of murdering a room full of other murders. Loyal to Jumper, outside of that behave like a normal cat.

Scenarios:

Gauntlet Adventure - in short, Jumper goes to the Quest for the Key. Each time they reach the end of the Quest, they start all over again. Each time the new set of challenges will be created, so it will not repeat itself. All changes made by Jumper on setting will be reset to state before He/She/It appears. Quest can be completed in One Day(24 Hours) or faster if Jumper is a Speedrunner. Using that scenario Jumper will be reduced to Body Mod and 1000 CP will be taken away. Only perks that are not affect by it, are those that extend stay in Jump.

Reward: For reaching the end of that Gauntlet, Jumper gets Queens Cloudias as companions. That's right, a multiple number of Cloudias will join you. Depending how many times Jumper completes the Quest that number will represent the number of Queens that will join in your journey. Using only that Jump that number can reach up to thirteen thousand six hundred eighty-eight(13 688) Queens*, if Jumper is partially quick in ending Quest. They can use magical powers of elemental weather control and projection. She can decide on the number of "self's" to keep around. Rest is stored in "Somewhere". Cloudia can use other Cloudias as a 1-up's or merge with them to increase own physical strength and size up to six thousand eight hundred forty-four times (6 844)**.
Jumpers can choose Dark Cloudia as an alternative form for her. In that case, there can be only eight of them around Jumper and they use only 1-up's option. In exchange their power is increased by Dark Magic and can use their own weather projection to suck life force from enemies.
Both versions take only one Companions slot.

Tower of Battle - Jumper is trapped in the titular Tower. He/She/It must fight in that Years long tournament in order to set themself free. Jumper will start with only Body Mod, after winning each fight, one perk affecting physical and combat prowess will be unlocked. No esoteric stuff like magic to help You. Stuff that can enhance your physical stats are allowed, but not emissions that they could make. The first perks that will be unlocked will come from this Jump, then one by one from one hundred points perks from other sources and so on. It will progress until Jumper unlock all perks, where in finals they fight Purty Pretty Princess. She will witness all jumper fights.

Reward: Jumper gains Purty Pretty Princess as Companion. She is one of the fanciest combatants, has incredible strength and technique that match Her beauty. She is capable of dish out two billion hits in short order. The Code that also comes with it, allows one to exit closed dimensions or accidentally fall into Black Hole, or something similar.
Also Jumper gets the ability to deploy Tower of Battle. Tower can be used for training purposes for Jumper and his Companions/Followers, by using a copy of past Jumper enemies. Those enemies will be only slightly stronger than Challenger. The weaker the enemy becomes, the smarter they fight. Inside of the Tower cannot be destroyed by Jumper powers and His/Her associates. Or Tower can be used to organise Tournaments, that purpose is to generate cash flow for Jumper.

Drawbacks:

0 cp - **"One day adventure...":** Extend duration of Jump by twenty Years.

0 cp - **Splatter-fest:** Censorship is not active.

0 cp - **Dark Queen Gert-verse:** Jumper land in the version of Fairyland dreamed by Gert. Some perks and Scenario rewards may or may not change.

100 cp - **Weak Stomach:** Heights, speed, ship movement and many more, will cause locomotion sickness and subsequent barfs.

100 cp - **Fairyland "Citizen":** Jumper becomes citizen of Fairyland, so there is no protection from **Guest Protection Spell**. Also outside Jump 1-up's do not work here. Only local versions can be used.

100 cp - **The Pee Sound:** Any sound mimicking the sound of peeing will cause Jumpers to seek toilet and relieve themself.

100 cp - **Running Mouth:** Talking is second nature to Jumper. You talk so much, that can annoy even mountains.

200 cp - **Resignation:** Heavy clouds hang above Your head. For the duration of the Jump, You will behave like stereotypical emo.

200 cp - **Bad landing:** Nothing much to say, You suck at this. Everytime Jumper tries to land, it will end up with broken bones that are hard to heal.

200 cp - **Wrong kind of Attention:** Criminal element of Fairyland wants a piece of Jumper. Like magnets, they will be attracted to your position.

200 cp - **Paranoia:** You gain quite an unhealthy level of it. You will not feel safe until surroundings nearby are secure up to wazo.

200 cp - **Fan:** Your Adventure attracts a fan. At first it will be helpful, but after some time he/she will attract the fame and goodwill of Fairyland people.

200 cp - **“Winter is coming…”:** There will come time, that at one point that lady will come. She and her clipboard have power to reverse Jumper actions if they are not in line with rules.

400 cp - **The Lynts:** Imagine fusion between the Alien and the Critters and probably you will get the right image. Those creatures are spawned from clothes, so there is a really good chance they will spawn in folds of Jumper clothes. From time to time the Queen Lynt will be spawned and she is quite a hard nut to crack even with powers outside of this Jump. Ther body parts made for great magical reagents, even if they are hard to kill.

400 cp - **"Faun of the Dead":** Horribella dropped her apples left and right in Fairyland. Now the newly made Zombieland is filled with undead, especially the undead fauns. World now becomes something out of zombie b-movies, even with a right filter on eyes.

600 cp - **Diabetes Type 19:** There is type one and two. Now Jumper got type nineteen! You become massive, horribly fat and unspeakably ugly. And have all health issues with that type of body.

600 cp - **Enemy of the State:** Jumper becomes enemy of Fairyland, at least by all rulers there. For the duration of this Jump, only peoples living solitary lives outside of civilization will be able to host you in their house. For the rest, expect angry mobs and the military.

600 cp - **Gert!:** Somehow that girl got a clue about your nature as a Jumper and now she will try to harvest your skin, blood, internal organs and stuff to perform rituals in order to return home. By the way, it will work for her. Good luck.

1000 cp - **Duncan the Dragon, the Destroyer:** The ultimate enemy, created by negligence, abuse and any other horrible stuff, Duncan reaches levels of power reserved for Primordial Elder Demon Gods. And even if somehow Jumper exceeds that power level, triple D will match him in strength. It will know all Jumper moves, so good luck.

Notes:

* Number calculated by use of that formula:
N={[365+(4/365)]xt}/C
Where:
"t" is the time in Jump in years. In this case using only 30 years.
"C" have only two values, for normal paced Jump is 1, for speed run 0,8. Here I use speedrun value.

** Number calculated by division of " * " by 2

Patch Notes:

v. 1.0: Polish in some places, buff of **Eee…? Close enough**, small tweak in **Guide** and dusting of some drawbacks. Adding **Notes** and **Patch Notes**. Send to Beta.

v. 0.9: Jump creation.