Santa Jump

Ho ho ho! Have you been having fun? You haven't been getting into any trouble, have you? Don't lie to me now, I know when you've been bad or good. Don't think I don't know about that plan to eat the souls of 4 billion magical girls you were cooking up. Honestly? I think you've been getting a little too self-centered lately, and I'm worried you might fall into mustache twirling, cartoonish, puppy soul-eating villainy if this keeps up. I *was* going to send you to Ravenloft to give you a reality check, but as luck would have it another opportunity showed up. A certain someone mentioned that he could use a vacation, and I said I knew a jumper who would be perfect for the job.

Congrats kid, you're going to be Santa for the next 10 years.

You might think this is pretty easy, but there's more to it than making deliveries once a year. Santa has a pretty sizable operation, and you're going to have to manage it. You don't have to stay at the workshop all year, but the elves have the maturity and impulse control of children, so I wouldn't recommend leaving them unattended for prolonged periods of time.

One more important catch: you've got to stick with the whole "not being seen" thing. Sure, the occasional 2 year old seeing you won't be the end of the world, but the existence of Santa being revealed to the world with irrefutable evidence will count as a loss and get you sent home.

Take these **1000 Christmas Points** to help you out.

You start in a world very much like your home, on January 1st. This will give you plenty of time to get ready for your first run.

No rolling for location this time, you start at the North Pole. Merry Christmas.

Origins

Roll 1d8+18 for age, keep your gender. 50 CP to choose whatever you want for both.

Drop-in (0)
You're dropped in as you are, no memories besides your own. Oddly enough, being a displaced, magic interdimensional traveler isn't much a drawback in a job like this. Being so out of the ordinary makes it easier to connect with the magic of the season, but not knowing anything of the business might be a problem.

Promoted (100)
You're an elf. Not one of those stupid elves that live in the forest and act all superior to humans, though. No, you're one of those cool elves that makes toys, and you've been promoted while Santa's away. You're intimately familiar with toy making and operations at the worker level, but

don't know much about upper management. Also, you went from a foot tall to person sized after your promotion, and you're still a little disoriented from that.

Scrooge (100)
Bah, you were some type of corporate CEO or business tycoon who didn't believe in magic and had a greedy heart before old Saint Nick informed you that you would be his temporary replacement. Your experience in the corporate world has transferred over surprisingly well to this world of toys and elves, and you could use your personal coffers to help support the business, though magic still confuses you sometimes.

Perks

All discounted prices are half off.

Holly Jolly Criminal (0)
It's not breaking and entering if you're leaving gifts, right? You are now extremely skilled at getting into places and sneaking around once you're inside. Most of the time this involves going down the chimney, but you are very clever and can find a way in even if a home doesn't have one.

A single night (0)
You have the power to visit every house in the world in a single night. In addition, though you're certain you visited an extremely large number of homes, it didn't feel like you were working for more than an hour. However, this ability only works while you're in this world, and only on Christmas night.

That's what Christmas is all About (100) Free Drop-in
You know the true meaning of Christmas. You can tell people what it is, but they normally need to see a huge demonstration before they really understand.

Toy-Making (100) Free Promoted
You're really good at making toys. You can whip up simple toys of impeccable quality in only a minute or two, even when you don't have any material. This only works on toys though, no creating death rays out of thin air.

Business sense (100) Free Scrooge
You're good at management. You know how best to organize your operation, keep the elves happy, and put an end to nog strikes, though that last one will probably never happen with you in charge.

Naughty or Nice (100)
Just by looking at someone, you can tell whether they're naughty or nice.

Friends and Family (100)
With this, you can overcome the 8 companion limit and let all your inactive companions join you at the North Pole. However, any supernatural abilities they might have are sealed for this jump.

It'll still be fun to hang out with them though, and I guess they could help you make toys. They all get clothes to keep them comfortable in North Pole weather conditions.

Summon Cocoa (200)
You can, at will, summon a mug of perfect cocoa out of thin air. It is always the perfect temperature and tastes amazing. Sharing these mugs is allowed, and encouraged. Empty mugs disappear the moment they are no longer being observed.

Summon Nog (200)
With but the slightest mental command, you are capable of materializing a mug from the aether, already filled with delicious Eggnog. You can share these mugs if you want, though the empty mugs will vanish as soon as nobody's watching.

Christmas Ghosts (300) Discount Drop-in
You can summon the ghosts of Christmases Past, Present, and Future. When sent to a sleeping person, the target will have vivid Christmas related dreams, either teaching them the true meaning of Christmas or helping them resolve any issues with the holiday season they might have.

Checking it Twice (300) Discount Promoted
Double checking your work is enough to find any errors you've made in anything you do. However, it only works if you know it's a mistake, it doesn't work if you believe what you've done is correct.

Electronic Gizmos (300) Discount Scrooge
Magic is for suckers. With this, you've greatly improved the elve's and your own ability to produce the newest electronic gadget. Won't Billy be surprised when he finds the latest F-Phone 600 in his stocking?

Santa's Helpers (300)
Santa needs helpers, you can import up 8 companions and give them 300 points each to spend on perks for themselves. They also get clothing to keep them comfortable in chilly conditions for free.

Spreading the Cheer (600) Discount Drop-in
You might notice you've been visiting way more houses then you'd expect. Oddly, some of these don't look like normal homes, though they do look familiar. Then it hits you, you saw these houses in other worlds.

With this, all the jumps you've been to previously get added to your route, so you'll be visiting them and leaving presents there too. "Wait," you say, "weren't those worlds frozen in time?" They still are, the answer you're looking for is "magic."

In addition, any worlds you visit in the future will also be added to Santa's route, so they'll get present too. "How is Santa doing that if this world is frozen in time?" I just told you, *magic.*

Magic Toys (600) Discount promoted
You can now put a little bit of magic into the toys you make. Dolls that walk and talk, choo-choo trains that make smoke, balls that never stop bouncing, that kind of thing. Any child would be love to have something like this, and you're capable of teaching others how to do this with enough time, though Santa's elves seem to pick up on it especially quickly.

Also, for some reason, these toys never seem to risk revealing the existence of Santa. Young children realize the toys are magic, but all adults, except for those with particularly young hearts, write them off as being one of those new-fangled gizmos.

Public Relations (600) Discount Scrooge
Remember what I said earlier about how you'd lose if everyone knew about you? Well, not anymore. That rule has been removed, and you've gained godly PR skills to boot. Everyone in the world will know Santa is real, and you will be a celebrity.

In addition, this teaches you how to reveal magic, your true identity, and similar things to people in other worlds without them freaking out. Go from fear and fainting to "that's so cool!"

Peace on Earth (600)
Once a year on Christmas day, you can declare a temporary cease-fire in any conflict. This can work on anything from a spat between siblings up to intergalactic war. During the truce, no one will even consider doing anything like launching a sneak attack or taking the opportunity to stockpile weapons, though things like burying the dead and evacuating civilians are fair game. Be careful though, this only lasts a day, and you're affected by the cease-fire too while it's active.

Items and Companions

Santa Suit (0)
A special red and white suit that can magically keep you comfortable in any freezing temperature. Comes with a hat.

Magic Sack (0)
It appears to be an ordinary sack, but it is extremely large on the inside, so much so that you can easily store presents for all the world's children inside it. You can also easily lift if regardless of how full it is. It can only hold gifts, however.

The List (0)
This is *THE* list. You know, the naughty or nice one? Good for keeping track of who gets presents and who gets coal.

Workshop (0)
This is where the magic happens, a workshop slash cottage located at the North Pole. It is always warm and protected against even the harshest of Blizzards, and is enchanted so satellites can't find it. Expect the occasional visit from friendly magic snowmen and lost polar explorers.

Elves (0)
These are the ones who actually make the toys, and you've got a large group working for you. They're tiny, only about a foot tall, and can't do much besides make toys, but they do it very well. Don't worry about wages, they love making toys so much that it took Santa quite some time to convince them not to pay *him.* However, poor treatment or conditions might make them strike, so be kind to the little ones, would ya? Unfortunately, they have a job to do here, so they can't join you in your travels.

Book of Carols (50) Free Drop-in
This is a book of Christmas carols. All of them. It even holds songs for similar holidays celebrated by other religions, as well as songs for Christmas-like holidays from other worlds you've been to, and even a couple turkey carols. It also automatically updates with similar songs from worlds you visit in the future, and is enchanted so it will never be more than an inch thick.

Snowmobile (50) Free Promoted
This is a snowmobile, a very good one that can get through any flurry or blizzard. It's not quite fancy enough to serve as a replacement for the sleigh, but it'll have snow problem getting you to the nearest airport in the off season.

Money (50) First purchase free for Scrooge
Money, cash, moohlah, whatever you call it you've been given a sizable sum in small bills in a large varieties of currencies. You could give this as a gift if you can't think of anything else to give, but that's kind of impersonal, or maybe this money could be used to improve the operation, if you can think of a way. Don't spend it on yourself though, that's not really in the spirit of the season.

Hot Cocoa (50)
A ten year supply of hot cocoa. It is always at the perfect temperature and tastes heavenly. Good for those cold Northern nights. Comes with a recipe for more. It's the same as what you would get from Summon Cocoa, but it's not an infinite amount.

Nog (50)
A 10 year supply of eggcellent eggnog, for all your noggy needs. Comes with a recipe for more. It's the same as what you would get from Summon Nog, but it's not an infinite amount.

Magic Reindeer (100)
You can probably guess what this option gives you. That's right, psychic ostriches with telekinetic powers.
Alright, that was a joke. Really though, besides flight these reindeer are like normal reindeer in every way. Each purchase gives you 8, and choosing the Magic Sleigh under Transportation gives one purchase free, but you can't take the reindeer out of this jump unless you spend 100 CP. If you wish, purchasing this may instead allow you to grant the power of flight to up to 8 non-human companions.

Magic Hat (100)
An improved version of an ordinary Santa hat. This version can keep you comfortably warm in any freezing condition, regardless of what else you're wearing. In addition, the warming effect also extends to any nearby allies.

Dream Dust (200) Discount Drop-in
Worried you might get caught? Then this is the magic item for you! This is a small pouch of magically refilling magic powder, the same kind the tooth fairy uses. When you blow it in someone's face, all but the strongest of wills will find themselves yawning and going back to bed. While it doesn't affect memories, unless they have some kind of proof they'll probably just write you off as a dream.

Elf Swarm (200) Discount Promoted
This is a small group of about 15 elves who will serve as your personal assistants. Unlike the other elves, these ones can come with you on your travels, and all of them together count as one companion. Unfortunately, they're not very impressive physically, only being a foot tall each, and they're terrified of conflict. However, they are very good at making toys, and with a little training they could probably help you by applying those skills to other pursuits, such as carpentry or auto repair.

Lackey (200) Discount Scrooge
A middle manager. He's a companion, but only about as physically capable as you would expect an out-of-shape middle-ager to be. However, he is very good at management and business related pursuits, and would be invaluable at helping you run the workshop, though he has a life and insists on telecommuting. It'll be fine to reveal all this Santa stuff to him, provided you swear him to secrecy.

Mall Santas (200)
You've enlisted the help of a small army of mall Santas to tell you what kids want for Christmas. They can inform you of what everyone's asking for, which can really cut down on guesswork for the elves. If you also took Family and Friends, your depowered inactive companions can help fill this role. I wonder why no one seems to question them being dressed like you instead of Santa...

Krampus (400)
For some kids, the threat of coal isn't enough. That's where this guy comes in. A demonic looking creature, he's the stick to your carrot, and he punishes bad kids. Kids who disobey their parents are kidnapped by the Krampus to face horrible torture, and are often never heard from again. That's the legend at least, in practice the Krampus is mostly an empty threat to get kids to behave, you can't have him actually hurting the children. With this guy helping you, you'll notice the nice to naughty ratio has increased significantly. The Krampus gets 600 CP to spend on perks and joins you as a companion. If you prefer, you may instead import a companion into this role. They gain a monstrous, demonic alternate form, and the same 600 CP to spend on perks.

Gift Sack (600)
Normally, your bag of toys just holds stuff. This one can create presents. You can't use this for your general deliveries to cut the elves out of the picture, but you can use it for personal gifts. When you intend to give a present to a close, personal friend you may reach inside and pull out the perfect gift for them. You can only use this once per person per year.

Transportation

How exactly were you planning on getting to get to all those houses? Walking? Okay, if you've done enough jumps before this you might be able to walk fast enough for that to be a reasonable solution, but that's lame. So here's where you'll be picking out your ride.

You may only pick one.

Magic Sleigh (0)
The classic. You hitch it up to some magic reindeer and they do the rest. Just make sure you know all their names, or you might not be able to convince them to take off. Gives one free purchase of Magic Reindeer.

Rocket Sleigh (0)
Like the magic sled, but cooler. Instead of reindeer, you've got a giant jet turbine strapped to this bad boy.

Try not to blow yourself up.

Warehouse upgrade (0)
You know how you've got that interdimensional warehouse that you can travel to? Well, for the duration of this jump, its power has been beefed up a bit. You can now open portals in the warehouse to houses all over the world. This way you can get inside without going down the chimney, though there's an awful lot of walking involved with this option.

Santa's Harley (100)
From Santa's wilder days. It's a magic motorcycle, and a really cool magic motorcycle at that. Like seriously, it's got one of the best paint job you've ever seen, and flames shoot out of the tailpipe when you rev it. In addition to being really cool, it also has infinite fuel and can fly even when it's not Christmas, though it lacks its "visit every house in the world" speed in the off season. Somehow, no one ever seems to notice the roaring engine unless you want them to. Comes with a free helmet, make sure you set a good example by wearing it, alright?

Kringle Overhaul (200)
Do you like something you've already got? With this, you can choose any vehicle you already own and infuse it with Christmas magic to get it up to speed. Vehicles modified in this way will receive the latest in Christmas upgrades, increasing speed, navigation, stealth, and making it flight capable if it wasn't before. While it will only work at its full potential on Christmas and in this world, this procedure still makes your vehicle noticeably faster and stealthier than it was

before. This is obviously the best option, who wouldn't want their gifts delivered via giant stealth robot?

Hoof it (+300)
Really? Okay, you know how I said earlier walking is lame? If you take this, apparently you disagree with me. You now lack any kind of suitable Christmas transportation, even ones you try to bring in yourself, and have to travel completely under your own power. On the plus side, you can repurpose the budget we had allotted for this.

Don't have enough points for everything you want? Well, if you really want some more, there is something you could do, but it's not going to be easy...

Drawbacks

You can take as many as you want, but you can only gain up to an additional 600 CP

No one likes a skinny Santa +100
You're really, really fat, with all the health problems that entails. Maybe you should cut back on the cookies?

Job Hazard +100
You run into a lot more dogs and insomniacs then you otherwise would. Hope you're good at sneaking.

Bad Weather +100
You've got rotten luck, the weather tends to get really bad during your trips. If you're clever and skilled you can make the deliveries anyway, but time will be a lot tighter than it otherwise would.

Jumper Conquers the Martians +200
At some point during your stay, you won't know when, you will be abducted by Martians desperate to bring Christmas to Mars. They're going to want to keep you there, so try to make it back in time for your run, and to not die.

The Nightmare before Christmas +200
The King of Halloween has decided that Christmas is a pretty sweet gig, and will try to take over at some point during your stay. How terrifying!

Scary Red Planet +200, Requires Jumper Conquers the Martians and The Nightmare before Christmas
Oh dear, it seems the Martians and the King of Halloween have decided to team up. This could get really bad.

Grinch +300
There's a Grinch who lives somewhere around your workshop who will try to ruin Christmas. He's just as bad as the Martians or the King of Halloween, but unlike them he tries every year. The Grinch is extraordinarily crafty and will try numerous inventive schemes, he is also highly

resistant to Christmas spirit. However, with enough work you may be able to redeem him towards the end of your stay.

Christmas Spirit +300
Just not being caught isn't enough anymore, now you need to actively keep Christmas spirit alive, without being caught, or you lose. If you took the Public Relations perk, it won't be active during your 10 years.

Santa doesn't visit poor people +600
You can't visit poor people. Taking this will also give you a lump of coal every Christmas for quite a few jumps. Don't take this.

The War on Christmas +600
Taking this disables the "everyone finding out you exist" lose condition. For some reason, all the militaries of the world have decided they don't like you. Your workshop is too well protected by the elements and magic for them to attack it, but you'll have to dodge fighter jets and cruise missiles while you're making your deliveries. If you're using the upgraded warehouse, they'll instead be armed and lying in wait in random houses. Don't worry about the kids though, they'll let them keep the toys if you get them there. If you took Public Relations, it is disabled for ten years.

All drawbacks are revoked after ten years.

Ending and future

It's December 31st, 11:59, just a hair under ten years since you arrived. You've managed to sneak away from the elves to have a moment by yourself, it still surprises you how fast they switch from celebrating to preparing for next Christmas. As you enter your office, you notice a short Christmas tree that wasn't there before, and a small white package with a red bow underneath it. It has a tag that reads:

"Thanks for helping out. You did a really good job, so I decided to get you something special. Hopefully, you'll carry what you learned here with you in your travels."

There's no name, but you've got a feeling you know who it's from.

As always, it's time for you to make a choice:

I'll be Home for the Holidays:
All this Christmas spirit has made you homesick. Your jumping comes to an end and you head home, as if you never left. However, all the powers, items, and companions you collected along the way serve as proof it wasn't just a dream.

Keep those Sleigh Bells Ringing:

You've decided you enjoy this gig, and would like to make this a permanent thing. Santa is totally fine with that, he'll just spend his retirement on a beach with Mrs. Claus. You disappear in the real world, though all your affairs are put in order.

Boxing Day:
You think you've had your fill of Christmas, you could really go for a nice Arbor Day, or maybe a nice Groundhog Day.

You head out to the next jump and another adventure.