American McGee's Alice

Jumpchain V1.0

Wonderland.

You may have heard of it before, you may have even visited it in the past: a place of imagination and dreams, tea parties and bizarre poetry, adventures and awe. And it was, long ago. Before things changed.

When Alice Liddell survived the apocalyptic house fire that left her entire family dead, something broke inside of her. Unable to bear the pain and grief from her loss, she retreated into her own mind, and the girl was left as little more than a demented shadow of her former self.

Eight years have passed since the fire and Alice's admission to Rutledge Asylum, the days blurring together without any changes to her life or prognosis. Within, however, things have changed far, far more than it appears.

Though Alice's mind is all but gone, Wonderland remains, twisted and warped by the overwhelming anguish that rules the girl's psyche. Once-beautiful forests have grown gnarled and maze-like, the creatures that once lived and played in the bizarre locales of this world have turned monstrous and cruel, and the pools and rivers are filled with acid and the boiling blood of the ruthless Red Queen that rules the world. Vast tentacles wind their way through the landscape, manifestations of the tyrant's oppression that grow from the vast castle of flesh and bone known as Queensland.

Most of Wonderland now suffers in hopelessness, unable to withstand the cruelty and power of the Red Queen and her lieutenants. Only the Pale Realm still offers some resistance, the white chess pieces waging an endless, grueling battle against the Red Queen's corruption. There is some distant hope that the young girl that once shaped Wonderland will return and make things right again, but Alice Liddell has not been seen for close to a decade.

It is a world of madness, a world that waits for a saviour but isn't quite willing to admit she might never come back. You'll be safe enough if you keep your head down, but even so it might be wise to avoid the Queen's servants. Monsters like the Mad Hatter or Jabberwock don't need much of an excuse to torment or kill, and they lead by example.

You arrive here on what would, to those beyond Wonderland, be the 7th of September 1872. An ordinary day like any other, one year before Alice Liddell begins to regain her lucidity and returns to Wonderland at the call of the Cheshire Cat and the White Rabbit. For the next ten years, Wonderland's ever shifting madness will be your home. Try not to get lost.

You have **1000CP**.

BACKGROUND

Your age and gender are all but meaningless in Wonderland (if they apply at all), and may be chosen freely unless you take the 'Set Right What Once Went Wrong' drawback.

- **Drop In**

You are, strangely enough, a human. Possibly even a sane one. You have no history in Wonderland, and most Wonderlanders will likely think you one of the Insane Children – if perhaps a bit older and without any obvious devices drilled into your skull.

- **Independent**

You are one of the beings of Wonderland who have tried to simply keep their heads down and survive the Queen's rule. You're unlikely to suffer overmuch at the hands of the Card Guards or other monsters in her retinue, so long as you don't draw attention to yourself. You look like a large, anthropomorphic mouse, and you fortunately haven't (yet) suffered any 'improvements' at the hands of the Mad Hatter.

- **Rebel**

You're one of the underappreciated, outmatched enemies of the tyranny that slowly strangles the life out of Wonderland. Enemies are everywhere, and the Red Queen's agents are ruthless. You'll keep fighting though, one move at a time. You look like a chess piece the size of a man: a Knight, Rook or Bishop.

- **Minion**

The Queen rules all, and she rules through you. For years you've served her and brought law and order to Wonderland. Some call you cruel, some call you ruthless, some call you worse, and they're probably completely right. You are one of the stronger agents of the Queen: a Spade Guard, Heart Guard or Automaton.

LOCATION

Roll an eight-sided die to choose a location at random, or pick a location for 50CP.

1. Village of the Damned
2. Fortress Of Doors
3. Wonderland Wood
4. Pale Realm
5. Clockwork Realm
6. Land Of Fire And Brimstone
7. Queen of Heartsland
8. Free Choice

BACKGROUND PERKS

Bloodstained Grace (100CP, free for Drop-In)

Wonderland is a place of tainted slopes and crags, of towering walls and pits of acid. Moving around in a Victorian era dress while keeping your footing can be a tricky thing indeed... fortunately, you're quite the acrobat. Your jumps and landings are just that bit more elegant, you'll rarely lose your balance, and you just make it look easy.

Solitary Confinement (200CP, discount Drop-In)

This time period isn't very kind to those considered 'mentally unsound'. Harsh treatments at the asylum, the occasional bit violence, and staff that will quickly resort to restraints and isolation do little to help someone grow into a healthy, functional adult. They do, however, give a measure of mental fortitude rarely seen in ordinary people, and like such poor souls you've learned how to rely on your own thoughts more than on your freedom of movement. Your purely mental skills will never degrade, kept sharp as they are by constant vigilance and endless repetition. You've also become very, very good at keeping your thoughts masked, hiding any tells or tics you might otherwise show.

Heart Of Dreams (400CP, discount Drop-In)

Wonderland sustains those within, but you are not from Wonderland. Not entirely, at least. However, the power of those who dwell within it's mad landscape can still be drawn on by those who know how to channel it. In Wonderland, condensed life-force forms into glowing fragments Meta-Essence, both in the environment and in living creatures. Touching these fragments will allow you to recover a portion of your Sanity and Willpower. Meta-Essence from enemies will slowly fade away unless used, but more powerful opponents will release more Meta-Essence.

Normally, Meta-Essence only exists in Wonderland, but with this perk you'll be able to find it anywhere you go, and collect it from any enemy you kill.

Nightmare Ender (600CP, discount Drop-In)

The tainted Wonderland is a world without kindness or remorse, and she who would act as its saviour will not be the kind to cherish childish things. Like Alice Liddell herself, you have gained an unnatural affinity for killing, especially in unconventional forms of combat. Be it with knife, children's toys, or even weirder weapons, you are near unstoppable in a fight. Saving Wonderland may mean leaving a trail of blood and bodies in your wake, and you are more than up to the task.

Waiting For A Saviour (100CP, free for Independent)

It's tough, surviving in Wonderland. It's hard work to stay alive under the ruthless dominion of the Red Queen, but you manage it. You have the endurance to continue any physical work with only the barest amount of food and rest. Physical labour isn't going to make your life any better, but you'll stay alive so long as you can work, and you can work for as long as it takes.

Empty-Headed Madness (200CP, discount Independent)

Wonderland has gone mad, and the people in it suffer just as much from the warped reality as anyone else. The insane children of Wonderland might go more and more insane with every experiment performed on their brains, but you might be a special case even compared to them. They say you don't use your brain any more, and they're right. The scars on your head will fade easily enough, but what remains is the ability to retain your agency no matter what happens to your brain. Drugs, electrical stimulation, a lobotomy so severe your skull's effectively scooped empty... it doesn't matter what others try, no physical changes to you will ever alter your thoughts again.

Visions Of Smoke (400CP, discount Independent)

Much like caterpillar, you have the power of prophecy. Your predictions are usually vague, but they'll always come true. There's more than one way for things to happen though, and actively involving yourself in predictions you make might let you steer things in a direction more agreeable to your own desires. You don't need a hookah pipe to make predictions, but while using one (or any similar source of smoke) you can use the billowing clouds to show your visions to others. You're also really good at blowing smoke rings.

Nothing But A Grin (600CP, discount Independent)

The Red Queen's armies don't appreciate anyone trying to hide from her rule, but you're just so good at it they can't keep up with you. Your stealth skills are excellent, though that may be in part because of your ability to go invisible at will, leaving a faintly glowing, toothy smile behind as a parting gift. Prisons or barricades won't hold you, as nobody can predict when or where you'll reveal yourself. You might fade one moment, then re-appear a hundred feet from your previous location. You could explain it as a form of teleportation, but then again... that would be telling, and you're cautious enough you've learned to keep quiet about your tricks.

Small Piece, Big Dreams (100CP, free for Rebel)

Good things come in small packages, that's what they always say. Even the smallest pawn can eventually become a queen, and you hold that kind of optimism close to your heart. You'll never give in to despair, no matter how hopeless things may seem.

Tick-Tock (200CP, discount Rebel)

You're fast. Like, rabbit-obsessed-with-time fast. Expect to keep up with the average horse with little difficulty, and leave anyone chasing you in the dust. You're also really good with timing things, as if you've got a stopwatch right in your head. Very useful if you want to time a lap around the Fortress of Doors, or if you need to know you're late.

Ever Your Right Hand (400CP, discount Rebel)

Some people follow, some have what it takes to lead... and some stay in between. You might not be Wonderland's saviour, but you're damn well going to help her win once she gets here. You are naturally gifted at combat, tactics and logistics, and will make for the perfect second-in-command in a larger organisation. You might need someone else to inspire an army to rise up under your side's banner, but once it does you'll be right there to take over all the bits and pieces the leader is too busy to deal with.
And if the worst comes to pass, you'll make a pretty decent bodyguard, too.

Checkmate In Four (600CP, discount Rebel)

The world's not a game, the battlefield's not a chess board, and there are no rules in war. But that does not mean these ideas do not hold power on their own. This talent allows you to perceive any battlefield as though everyone were moving in rhythm, obeying some unseen set of rules. The longer you fight, the more you'll come to understand the underlying patterns of the battle. Eventually, enemies will seem to telegraph their every plan to you, allowing you to turn their strategies against them like you were playing the deadliest game of chess. This talent is most useful when commanding forces of your own, but you can still use this in direct combat to gain a weak but slowly improving sense of what attacks your enemy might use next.

Guarding The Gates (100CP, free for Minion)

Once cannot dawdle in service to the Red Queen, and there is no mercy to spare for mistakes or delays. The twisting passages and numerous mazes that form the bulk of Wonderland can be difficult to navigate at the best of times, but your sense of direction means that you never take the wrong turn on a patrol or, worse, forget where the exit is.

Mad As Mercury (200CP, discount Minion)

Madness does have its advantages. Whether you leave behind the false security of sanity or not, the mad science of the Hatter now flows through your veins... or pipes... or wiring. Mechanical contraptions, explosive tea, and the science necessary to turn ordinary people into mindless robotic monsters are all yours to command, and the enhancement of your own body with technological replacements and cybernetics is easily accomplished.

Tainted Black And Red (400CP, discount Minion)

Wonderland's a cruel master, and the decay that seeps into everything is as dangerous to the beings living here as it is to the land itself. Animals twist into feral, monstrous forms even as the air becomes toxic and the soil turns barren. Yet the Queen accepts no weakness, and you persevere. You become immune to everything that would corrupt your being, ensuring you retain your strength and wits even as the rest of Wonderland slowly dies around you.

Glory Of Guilt (600CP, discount Minion)

If the Jabberwock is the Queen's right hand, then so too will you be her left. Your might is unsurpassed in this realm, your form towering over those of lesser beings. Your rage is terrifying to behold, your rule undisputed by any who wish to live. Your exact physical form will depend on your personality, but expect to be big, strong and tough, with natural weapons that can match the Jabberwock's claws, fiery breath and deadly gaze in terms of destructive potential.

Generic perks

Blood-Red Sanity (free and mandatory, 100CP)

Sanity is a precious thing, doubly so in Wonderland. When you are struck, you may sacrifice some of your Sanity rather than suffering any physical harm. You could fight a lengthy battle without spilling a single drop of blood, but at the cost of going more and more insane each time your enemies harm you. Absorbing damage sufficient to kill you, either instantly or over time, will cause you to permanently go insane, which cannot be countered in any way and will

count like any normal death. The level of harm and loss of Sanity loss are equivalent: an axe blow that would kill an ordinary person would drive them fully insane, someone who could take a hundred such attacks without any major inconvenience will barely suffer any ill effects from a single strike.
The effect on your psyche cannot be prevented by any means, but a partial loss of sanity can be recovered by any effect that would heal your injuries or your Sanity, including the use of Wonderland's Meta-Essence.
This perk is free, mandatory, and always active, but only during your stay here. For 100CP, you may keep this perk and gain the power to turn it on and off at will after leaving Wonderland.

Ice-Cold Will (free and mandatory, 200CP)

You gain the ability to fuel your more exotic weapons with Willpower, and your will now (slowly) replenishes itself to full strength. Without Willpower, most weapons in Wonderland don't work.

You can also use your willpower to power other skills you might have, but beware: accomplishing anything through raw determination takes a lot of willpower. Draining your will has a direct effect on your mind, and the only way to replenish willpower used this way is to have it naturally recover over time or to restore it with Wonderland's Meta-Essence. Any abilities you have that prevent your will from fading will reduce the power of any abilities you fuel with it as well. You can never spend less than one percent of your total willpower, no matter how insignificant the task or how incomparably vast your will reserves.
Draining your willpower entirely will leave you in complete apathy until it recovers, but does not kill you on it's own. That said, it's likely a wise idea to remain cautious and not sacrifice too much of your drive to keep going... remember that Alice Liddell's stay in Rutledge Asylum included at least one suicide attempt.
This perk is free, mandatory, and always active, but only during your stay here. For 200CP, you may keep this perk after leaving Wonderland.

Dreams And Imagination (600CP)

To see Wonderland is to imagine... but this world is ultimately not your own. Still, seeing Alice's mind-scape has awakened something within you, and once you leave you'll find you can follow in her footsteps. From your subconsciousness will form a new Wonderland, which you can visit anytime you close your eyes and imagine. Your own Wonderland will be as bizarre and shifting as Alice's, filled with all manner of creatures and places, ever-changing along with your psyche. An ordinary human will imagine a Wonderland as large as a small country, someone with a stronger mind will imagine a greater world. Whether it's a sunlit utopia or a toxic hellhole will depend on your own subconscious. You can, if you choose, bring anyone with you if they agree, but remember: you will not physically leave the real world no matter how much you lose yourself in your stories... and anything that happens within your Wonderland will affect your own subconsciousness, be it for good or ill.

ITEMS

All items may be purchased an unlimited number of times. All ranged weapons drain willpower when used, and can do so even if you did not buy 'Ice-Cold Will'. CP-bought weapons will only

use half as much will, will never break, and re-appear in the Warehouse after one day if they are ever lost.

Memoirs Of An Asylum Doctor (free for all)

You receive the complete collection of the games in the Alice series, plus the documentation and other extras included with the games. You will also receive an original print version of all the Alice books written by Lewis Carroll.

Finery (free for all)

Wonderland's not a pleasant place, not anymore, but there's still some faded measure of color left here and there. You receive an outfit suitable for your background, such as a uniform, three-piece outfit or a long, Victorian style dress. They're not the best kept and likely have some patches sewn in here and there, but they were once high-quality clothes and some of their faded glory still remains. Hand-wash only, but good luck trying to get all the bloodstains out.

Vorpal Blade (50CP, free Drop-In)

Sharp as a cat's smile and stained in blood no matter how often you wipe it on your dress, this ornately embossed knife is ever ready for battle. Deadly in close quarters combat but comparatively simple, the Vorpal Blade is one of the few Wonderland weapons that never requires Willpower to use. It will rarely stray far from you, and can be drawn back to your hand anytime you might lose it... like after a throw that embedded it in the heart of a Card Guard.

Turtle Shell (50CP, free Independent)

This translucent blue turtle shell can be worn like a vest of sorts. It doesn't restrict movement in any way and stays completely invisible and intangible when out of the water. While underwater, you'll be able to hold your breath for incredible amounts of time, and catch your breath in any area with air bubbles. The shell's buoyancy will also let you swim a bit faster.

Globus Cruciger (50CP, free Rebel)

This orb-and-cross is similar to the royal regalia carried by the White and Red Kings from the Pale Realm. The ghostly glow that surrounds it can intensify to lethal levels, raining a barrage of deadly energy beams upon your foes.

Card Staff (50CP, free Minion)

This wicked, barbed staff is the signature weapon of the Card Guards that serve the Queen. Apart from being useful to torture or kill, it can also fire red-hot, exploding cards emblazoned with the crest of the Queen Of Hearts.

Toybox Treat (50CP)

You gain one of a handful of slightly shabby items: a deck of playing cards, a croquet mallet, three dice, a clockwork jack-in-the-box, a thin wand tipped with a clear blue shard of ice, or a set of jacks complete with bouncing ball. These toys could be fun to play with, and are a favorite with young children from the Victorian era. Of course, in the hands of someone with the imagination and the willpower to use them properly, they can also be used to decapitate,

incinerate, and otherwise slaughter enemies by the hundreds. Just be careful with those dice, you might not want to gamble on your own when you realize the stakes...

Jabberwock Eye Staff (150CP)

This staff, tipped with one of the eyes of the Jabberwork, is one of the most dangerous weapons found in Wonderland. Incinerating enemies with a blazing lance of eldritch energy is the most common use of this staff, but if charged up with additional willpower the staff can launch a devastating rain of nightmarish meteors, slaughtering everything in a wide area around the wielder. Take care however, the Jabberwock is not a kind being, and the eye will not protect a careless wielder from the destruction it causes.

Blunderbuss (200CP)

This old, crooked rifle looks like it shouldn't even remain in one piece, let alone be fired. Yet when the trigger is pulled, the world knows only ruin. This terrifying weapon is more akin to an artillery cannon than a handheld rifle, and will decimate anything in a wide radius from the impact. A mere handful of beings found in Wonderland can survive a single shot, and even they will be severely injured. There is a downside, however: using this weapon is heavily taxing on the wielder. Alice Liddell herself could only fire it by sacrificing every scrap of will she could muster.

Deadtime Watch (200CP)

Time moves ever onward... but only for you. When activated, this ornate watch stops time everywhere, leaving you the sole being capable of moving and acting as normal. The effect lasts for only a short time, and the watch takes a while to recharge before it can be used again. Excellent for solving puzzles, sneaking by opponents, or murdering them before they can blink.

Teapot (50CP)

This bizarre-looking teapot appears more like a grasshopper than a regular pot, and will even move around on its own if not stored away. A cup of tea will partially transform you into an insect, giving you antennae, insect wings and faceted eyes. In this form your speed is greatly enhanced, allowing you to run three times faster than normal and jump three times higher than before. The effect is short-lived, but the pot will brew enough tea each day to fill ten cups.

Rage Box (50CP)

This ornately carved red box hovers slightly above a small podium in your Warehouse, held within a brass meshwork that shimmers with heat. When activated, the Rage Box will spray a caustic, bloody mist at you, causing a violent and briefly painful transformation. Horns grow from your head, your hands elongate into claws that seem drenched in blood, and your mind is filled with the desire for slaughter. Your physical power is vastly increased for a short time, allowing you to carve a path through your enemies with barely any effort. The Rage Box can be used ten times each day.

Looking Glass (50CP)

This creepy-looking, silver hand mirror will not reveal its power until it's picked up and the user combs their hair while looking into the mirror. Once they do, however, the mirror will

briefly shine with unearthly light... and the user will completely vanish from all sight for a short time. The Looking Glass will function up to ten times per day.

COMPANIONS

Canon companion (100CP per purchase)

You may convince a single being from Wonderland to accompany you on your travels. You may choose to bring with you the corrupted or restored version of your chosen companion, but only if Alice succeeds in restoring Wonderland. Otherwise, only the corrupted versions can be encountered and brought along.
Using this option to bring Alice's Wonderland avatar with you if you take the 'Set Right What Once Was Wrong' drawback is possible, but she will not know of your own accomplishments and fight against the Red Queen. Rather, she will have fought her own battles to free her own Wonderland. When both tyrants lie dead, you will find her in the palace's throne room, a stranger to 'your' Wonderland much like you would have been in hers if you chose to be a Drop-In. She has the entire Drop-In line of perks, but not 'Dreams And Imagination'.

Dreamer's Entourage (100CP per companion, 300CP for 8 companions)

You may import existing companions into this world if you choose. Each companion gets 300CP to spend on perks and items, and a background of their choosing.

DRAWBACKS

You may take any number of drawbacks, but will never gain more than +600CP.

Set Right What Once Was Wrong (+0CP)

You awaken in Wonderland as you are falling down a long, narrow passage. After landing rather painfully, you are greeted by the Cheshire Cat... as Alice. In place of whatever background memories you might have otherwise had, you will remember your life as Alice Liddell, your family and cat, your adventures and daydreams... and a Wonderland untainted by the pain and suffering that followed your family's death. You are now the main protagonist of American McGee's Alice, and you have ten years to break the cruel rule of the Red Queen.

Forgot To Remember (+0CP)

Normally, the events from Alice: Madness Returns will not occur during this jump. If you take this drawback, however, the events from the second game will be canon and you will likely encounter the consequences of Dr. Bumby's manipulations at some point during your stay. Be careful with that train...

Free Advice (+100CP)

The Cheshire Cat is knowledgeable about many things, and will often offer advice if needed. Unfortunately for you, he seems to believe you are in dire need of advice... all the time. The pseudo-profound statements he makes will never seem to be useful, and they'll never seem to make sense to you either. Expect exasperation instead of insight. No, you can't kill the cat or otherwise get rid of him.

Torch Jumper (+100CP)

You don't know when you got this glowing sphere padlocked onto your back, but there it is. It doesn't seem to easily come off, either, so you'll probably need to get some help with that. You don't think anyone's going to bother helping you though... it's all so pointless. Wonderland's got no saviour, and people are only looking out for each other nowadays.
You're now suffering from mild depression during your stay here, even if you actually bother to get your Gnome Torch taken off.

Forgot Your Dancing Lessons (+200CP)

Wonderland's many crags and pits aren't too dangerous to navigate if you've got some athletic skill. Unfortunately, you've got two left feet. Apart from being really bad at dancing, you seem to stumble and trip over almost everything, from loose pebbles to tree roots. You'd better be careful when you look over that cliff edge to see if there's lava below!

A Broken Compass (+200CP)

Wonderland's got a few quirks when it comes to architecture. Sometimes, left and right seem to accidentally get switched. And up and down. And so on. Normally it wouldn't be too much of a problem, but you've found yourself with a particular weakness to migraines. Non-euclidean geometry is going to be painfully unpleasant to see, and it's pretty much everywhere.

Queen's Wrath (+300CP)

The Queen's reach extends across all of Wonderland, but the tentacles that are the manifestation of her tyranny are usually content to merely strangle the life out of the land itself. No longer. The Queen knows who you are, and will move directly against you now. Her tentacles rise up to crush you, her blood flows ever in your direction, burning and dissolving anything it touches, and her lieutenants will know to watch for you. The Queen wants your head severed from your neck, and she will not rest until she sees it is so.

Heart Of Darkness (+600CP)

This realm is for grown-ups: raw, well-ordered, ruthless, careening off the jagged edge of reality. Wonderland does not accept fools and dreamers, deluding themselves with fantasies of superpowers and past lives. There is only one rule in Wonderland, only one kind of madness, and yours will not be tolerated.

You lose access to anything you would bring with you from other jumps, and can no longer enter your Warehouse.

ENDING

You've survived or even thrived in Wonderland for the last decade, and you're still sane. Maybe. Where you go from here is up to you.
If Wonderland proved too much for you and you wish to go home, you may end your chain and return home with any talents, items or other unusual things you've acquired during your travels.
Alternatively, if you've found a home here, be it in the Red Queen's toxic wastelands or Alice's restored but eccentric utopia, you may stop your travels and remain here for the rest of your days.
Finally, if the grand vistas and winding passages of this world have only nurtured your drive to explore the unknown, you may continue your travels.

NOTES

Wonderland is, strictly speaking, imaginary. However, nothing that happens in the real world will ever impact the setting during this jump. You may assume that Alice herself is guaranteed to survive in the real world no matter how events unfold in Wonderland. Likewise, nothing you do during your stay will ever cause Wonderland to fully collapse.

It's not possible to travel to the real world, no matter what otherworldly powers you possess.

The Red Queen cannot be killed during this jump t except by Alice Liddell, but if you take care not to interfere in the game's plot or take 'Set Right What Once Was Wrong', Alice will eventually be victorious. Killing, imprisoning or otherwise stopping Alice's avatar from challenging the Red Queen will make it impossible for her mind to heal during your stay here.

A more in-depth description of the Toybox Treats:

- The 52 Pickup playing cards are razor-sharp at the edges, and can be launched at enemies either one at a time or in a volley. They're not very manoeuvrable or fast, but any launched cards will automatically home in on enemies.
- The Croquet Mallet delivers blows charged with electricity, and can launch an electrified croquet ball that ricochets from any surface it hits.
- The Jackbomb is a jack-in-a-box that acts as a timed bomb or a temporary, rotating flame thrower.
- The Ice Wand is a thin staff that can blast enemies with deadly cold, and which can be used to create icy barriers to block passages, hold down switches and protect against enemy fire.
- The Demon Dice will summon various demonic creatures to attack your enemies (or you if there are no other targets). The higher the number you roll on the dice, the stronger the demon you summon.
- The Jacks have sharpened tips, and will bounce erratically from walls, floors, and enemies. Each individual hit is fairly weak, but there are a lot of Jacks and they will not stop moving or tracking enemies until the duration is over or the target is dead.