
A FILM DIRECTED BY FRANÇOIS UZAN
NIGHT FALLS,
THE TOWN IS ASLEEP.
FAMILY PACK
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Family Pack

V1.0

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On one fine day, Jerome and his family returned to their ancestral home to visit his ailing father, Gilbert, and spend time together. Before they could even start to play the game of Werewolves, the session was called off for various reasons. As Jerome starts to put away the gaming set, an earthquake strikes the house and the family finds themselves transported to mediaeval France in 1497.

You begin with **1000 CP**

Origin

Roll 5d6+8 for your starting age. Your gender is the same as the last jump. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

Jerome's Family - You are a member of Jerome's family. How you are related to the family, and how the relationship between you and the family members are, are up for you to decide. The family member just finished putting away the Werewolf board game when an earthquake just struck the house. I hope you are prepared for a game of Werewolves in 1497 France.

Villager - You are a citizen living in a rural village of 1497 France. Someone had just cursed some of your fellow villagers into a monstrous beast that prowls the night, and the knight protecting the village is calling for an execution each day to flush out such monsters. Pray that you are not the next one on the chopping board.

Location

This Jump takes place in a rural village of France in 1947.

Perks

Perks cost half for their origin, 100 CP perks are free instead.

Jerome's Family

Paint-Worthy Appearance [100 CP]

You possess an otherworldly beauty that captivates anyone who lays eyes on you. Your appearance is so stunning that even in a mediaeval setting, people would be left breathless, charmed, and eager to catch your attention with flirtatious admiration. In fact, should you bump into a famous painter, a surprise may await you in the art museum.

There's Always Time To Play [200 CP]

Finding time to come together with friends and family to play games can be nothing short of a miracle with all the scheduling conflict. You however, do not have this issue. On the date that you designate for a play together, everyone will somehow find their schedule clearing up for that day. Additionally, time passes differently while the game session is ongoing. No matter how long the session takes, you will find that only a couple of hours have passed in reality.

A Healthy Mind In A Healthy Body [200 CP]

Dementia, a cruel affliction that often shadows old age, can be heartbreaking as it takes loved ones away in mind before body. But you are spared from witnessing that tragedy. With this perk, you possess the power to heal those suffering from dementia, restoring their mental clarity and memories. Not only that, but you can also grant others lasting immunity, protecting them from ever experiencing the devastating effects of the disease. In your presence, minds remain sharp, regardless of age.

Minstrel's Charm [200 CP]

You are a master of both song and any musical instrument available in 1497, captivating the hearts of villagers with your performances. Your music is so adored that people craft banners and apparel bearing your likeness in admiration, and your presence is warmly welcomed wherever you go. Additionally, any odd or eccentric behavior you display is easily excused as the quirks of an artist, allowing you to navigate society with a carefree grace that only a minstrel could enjoy.

Chasseur [400 CP]

As a Hunter who has to protect his precious children from the terrors that would otherwise rip them apart, you are the bane of the Werewolves that prowl in the night. You possess superhuman strength that allows you to confront the supernatural creatures and beat them down.

Voyante [400 CP]
As a Seer seeking a deeper connection with your loved ones, you've gained the ability to truly understand their minds. With this perk, you can delve into the thoughts of others, reading their innermost ideas and feelings as clearly as if they were spoken aloud. However, be mindful—the thoughts you uncover may be in their native language, which could differ from the one you know. This gift allows you to connect on a deeper level, but it also requires careful interpretation of the mental language they use.

Petite Fille [400 CP]
Once craving attention like the Little Girl who sought validation, you've come to understand the strength in remaining unseen. With this perk, you can become completely invisible and silent at will, allowing you to move through the world unnoticed. Whether slipping past enemies or observing from the shadows, your presence can be erased from sight and sound whenever you choose.

Voleur [400 CP]
As a Thief exploring the boundaries of self, you've discovered that taking on someone else's identity offers a unique form of adventure. By wearing an item that belongs to another human—be it an accessory or article of clothing—you can shapeshift into their form. While transformed, you gain their physical abilities, such as their strength, speed, or durability, but none of their special powers or skills.

Sorcière [600 CP]
As a Witch devoted to empowering and protecting those in need while delivering justice to the wicked, you wield the ultimate power over life and death. Once every 10 years, or per Jump—whichever comes first—you may choose to either resurrect the dead or/and strike down the living with a single, potent blast of energy. This power allows you to bring someone back from the brink of death or end the life of a chosen target within your sight in an instant. With this, you hold the balance of salvation and retribution in your hands.

Villager

Mediaeval French Knowledge [100 CP]
You possess the everyday knowledge of an ordinary citizen from mediaeval France. This includes fluency in the French language spoken during that era, along with a solid understanding of the customs, culture, and daily life typical of the time. Whether it's navigating mediaeval society or engaging in conversation, you blend seamlessly into the period.

French Knight [200 CP]
You embody the strength and skill of a knight, trained to protect the villagers under your care. Wearing full plate armor feels natural to you, as if its weight is no burden, and your movements are unhindered. In battle, you are a formidable force, with combat skills sharp enough to take down a werewolf even amidst chaos. Your mastery of weaponry, endurance, and tactical prowess makes you a guardian to be reckoned with, capable of defending your people against any threat.

I'm an Artist. An inventor, un po' [200 CP]
Like Piero, who crafted brilliant inventions far ahead of his time, you possess his exceptional artistry and inventive spark. With this perk, you have the creative genius to design and build extraordinary works of art and invention, blending vision and skill to produce masterpieces that could inspire or revolutionize any era. Your imagination knows no bounds, allowing you to bring to life creations that others can only dream of.

Resilient Body [200 CP]
In an era where diseases like leprosy and cholera are rampant, death lurks around every corner. With this perk, you are not only immune to all illnesses, but your body also exhibits remarkable resilience to injuries. You can endure severe trauma, such as having an arrow repeatedly pulled from your body and then stabbed back in, without lasting harm. Your physical endurance makes you a formidable survivor in a world filled with peril.

Mediaeval Norms [400 CP]
In mediaeval times, practices like domestic abuse or the inability to divorce were accepted as part of everyday life, with no one questioning their morality. With this perk, you gain the ability to normalize any concept or behavior, no matter how unusual or controversial it may be. Once you've established it, those around you will accept it as entirely ordinary, and no one will find it out of place.

Witch Hunt [400 CP]
In a time where the slightest deviation from tradition could mark someone as a witch, you now hold the power to declare anyone a public enemy for any reason of your choosing. Once designated, the masses will rally against the target, uniting to publicly condemn and execute them. Whether for personal vendettas or strategic gain, your word alone can ignite a fervor that leads to swift, collective action.

Loup Garou [400 CP]
When night falls, cursed villagers transform into werewolves, prowling the streets and spreading terror by attacking anyone who dares to venture out, fueling paranoia and fear. You, too, are one of these werewolves—but unlike the others, who lose control of themselves under the curse, you retain complete mastery over your mind and actions. As a Loup Garou, you possess all the power and ferocity of a werewolf, but with the clarity and control to use it however you see fit.

Cupidon [600 CP]
With the power of love—and fate—you may bind the lives of two beings together. Once tied by your will, if one dies, the other shares the same fate. This bond is unbreakable, even by death itself, ensuring that their fates are forever intertwined. You can only bind two beings this way once every 10 years, or per Jump—whichever comes first.

Items

You get 3 floating discounts. Discounted 100 CP items are free instead.

Sciurus Folliculus [100 CP]
A glass jug labeled "Sciurus Folliculus," containing pale yellow… chickpeas? Yes, indeed—*chickpeas*. The glass jug refills itself at the start of each day.

Mediaeval Clothing [100 CP]
This collection features authentic attire worn by people in mediaeval France. When donned, it allows you to seamlessly blend in with the locals of that era. However, it's worth noting that modern audiences might view it as a rather poor rip-off.

Pain de Campagne [100 CP]
Each day, you will receive a tray of 12 freshly baked French-style country loaves, made with the ingredients and recipe from 1497 France. These rustic breads carry the authentic flavors of the past, offering a taste that may differ significantly from the modern breads you're familiar with. Perfect for a nostalgic meal or sharing with others, these loaves bring a touch of post-war France to your table daily.

Heartfelt Letters [200 CP]
Communication plays a vital role in understanding one another, yet it can be lost forever when illness strikes or death occurs. With this unique letter, simply write the name of the person you wish to connect with, and you will receive a heartfelt written letter reflecting what would have been their final words to you. This gift allows you to find closure and comfort, preserving the essence of your relationship even in their absence.

Rubber Disguise Suit [200 CP]
This form-fitting rubber skinsuit clings seamlessly to your body and can be effortlessly removed with a simple tug. It includes a wig, realistic fake eyes, and intricately designed facial and body details for a lifelike appearance. Once a week, you have the option to customize the features to your liking, ensuring you can adapt your disguise as needed.

Voice Choker [200 CP]
This choker features an enigmatic black technology as its centerpiece. When worn, it allows the user to speak in their original voice, even if they are normally mute.

Shapeshifting-Proof Headset [400 CP]
When night falls and humans uncontrollably transform into werewolves, this pink-colored headset offers an unusual solution. By simply wearing it, shapeshifters are able to completely block their once unstoppable transformation, remaining in their human form.

Spare Weapon [600 CP]
Should your main weapon somehow become unavailable, this weapon will materialise right in your hands as a perfect replica of said main weapon. This can only happen once a day, and will only last until the immediate situation no longer calls for its need before it disappears — after all, it is only a spare weapon.

Werewolf Game [600 CP]
This intricately crafted wooden box contains 6 special role tokens and 4 werewolf tokens. When you initiate the game, all players are transported to a virtual medieval village, where their roles are randomly assigned. If a player dies in the game, they have the option to stay on as an invisible spectator or return to reality immediately. Rest assured, whatever happens during the game will not affect the future, so there's no need to worry about temporal paradoxes. Players can fully immerse themselves in the experience without any lasting consequences.

Companion

New Players — 50 CP each, or 200 CP for eight
You can import companions as part of the **Jerome's Family** or **Villagers**, or create new companions, for 50 CP each or 200 CP to import up to eight companions. Imported or created companions gain 400 CP to spend. Companions cannot import other companions.

Canon Players — Free
There are plenty of folks that you will meet during your time in this Jump, perhaps someone has caught your attention? You may take any canon character as your companion for free, as long as you are able to convince them to join you on your grand journey across the Jumpchain.

Drawbacks

Leave When Game Is Finished [0 CP]
After you finish the game of Werewolves, be it killing all the villagers as the Werewolf or killing 3 of the 4 werewolves, you can conclude this Jump and proceed to the next.

Leprosy [+100 CP]
In the year 1497, when disease is widespread and healthcare is still evolving, any wounds you sustain will quickly lead to leprosy. Additionally, any perks or items you possess that would typically prevent you from being injured will become ineffective—no loopholes here. Exercise extreme caution, as even a minor stub or scratch could have severe consequences for your health.

St. John’s Festival [+100 CP]
It happens to be June and the village is celebrating St. John’s Festival where the villagers are having fun dancing and singing, and burning redheads and albinos. And it just so happens that you turned out to be both albino and redhead. Make sure to hide your features well lest you get burned to death on the stake.

Suspicious [+100 CP]
You appear, speak and conduct yourself weirdly to the villagers of mediaeval France. While this might raise eyebrows on a normal day, it happens that there is a Werewolf hunt happening right now, and you are a prime candidate for the chopping board.

What Big Mouth You Have [+200 CP]
Werewolves once had distinctive physical traits that linked their wolf forms to their human identities, but now that weakness has vanished. All werewolves appear identical, making it impossible to distinguish between them or trace their identities back to their human forms. Consequently, any investigative work you undertake must be done without the involvement of the werewolves' appearance or habit, as their anonymity complicates your efforts to uncover the truth.

Realistic Werewolf [+200 CP]
Instead of killing the villagers, the werewolves in this game seem to be able to infect them with lycanthropy, turning them into one of their own. With the passing of each night, the public sentiment will shift into that of protecting the werewolves and executing the hunters. Time is against you, work fast.

Werewolf [+300 CP]
You have been selected as a Werewolf in this game. This means that you have to kill all of the villagers to win the game. Unfortunately for you, not only do you lose access to all your items, powers and perks that are not purchased from this Jump during your time here, you also lose control over yourself when you transform into a werewolf at night. Better get moving, or you might get hunted by the hunters or executed in public.

Dementia [+400 CP]
Regrettably, you are afflicted with dementia. Though your mental faculties are intact at the beginning, this won't last for long. You will find yourself forgetting things—a name here, an anecdote there, and finally your identity as a Jumper. Time is of the essence; you must act quickly to accomplish your goals before you become a permanent resident of this world.

Notes

Sorcière

- While this perk allows you to instantly kill someone, as a general rule of thumb due to the low level of this setting, the instant death effect is only applicable to someone up to one tier above you in power. That is to say, a new Jumper cannot expect to one-shot Tiamat from Fate Grand Order with this perk, but using it as a Grand Servant level would have an effect on her.
- The instant-death beam is unavoidable and unblockable; meaning that the instant you blast the beam of energy, the target will be hit with it and die.
- The refresh counter will only start once you have used both the instant kill aspect and resurrection aspect of the perk.

Endings

Start a New Life: Stay here
Send The Kids Back Home: Return home
On To The Next Game: Move onto the next Jump