

Jumpchain by Fisherwolf

Welcome to a world that is very much like yours, Jumper. A world where the splendour of childhood is too often replaced with the dreary mundanity of “adult” life, the innocence and purity of youth replaced with the dull monochrome shades of age and experience. Yet, this is not a world where tragedy and evil prevail. This is a world where wonder still reigns in the hearts of men and women, gathering itself in grottos and niches yet unsullied by the cheerlessness which seems to pervade the streets of the world. Keep your chin up and your head held high - it’s about time for Mary Poppins to return! Here, take a +1000 CP to keep yourself entertained - it’s a world of whimsy, after all!

Location

You start in 1930s London just moments before Mary Poppins first appears before the Banks children. You may additionally choose where exactly in London that you wish to start, but you must begin within the geographic boundaries of the city. Oh, and just one more thing - you won’t be able to leave the vicinity of London for the rest of the Jump, so make sure you pick well. Good luck!

Age and Gender

You may choose any age between 18-40 years for any Origin you choose. You may freely choose your gender at no extra CP cost.

Origin

Drop-In - You come in on the wind, unburdened by extra memories and without the benefits that an upbringing in this world would’ve brought you. But just as you are disconnected from life in this world, this world is disconnected from you, allowing you freedom that many others could not imagine.

Banker - A scoundrel is what you are! An unscrupulous businessman with exorbitant wealth and a taste for power, your ruthless methods have made you one of the most successful, if not the most despised, businessmen in all of London.

Painter - Some people never lose the mystique of childhood. You’re a wide-eyed innocent in a cynical world, eternally hungry for wonder yet always being let down by a cruel reality. But while you may be immature at times, you’re cleverer than most and you’ve got a good eye for character.

Leerie - You're a lamplighter! One of the many invisible workers who run the whole of London, you keep the streets bright when night descends over the town. And while you may not be paid too much as recompensation for your work, you're privy to secrets that the rest of society has forgotten.

Perks

Spontaneous Singing (Free for All) - It seems everyone is bursting into song these days; why not follow along? In addition to gaining a fabulous singing voice and some impressive instrumental talent, you also become exceptionally skilled in creating your own impromptu shows, dragging any free and willing bystanders into your newly created musical. Curiously enough, those who join in the performance also seem to enjoy the same benefits which are provided to you by this Perk, gaining just enough musical talent to become the perfect co-stars for your improvised musical performance.

Yes, I'm the Nanny (100 CP, Free Drop-In) - Ordinarily, people tend not to entrust their young children with mysterious strangers appearing from thin air. That's not quite the case with you. Unless people are presented with solid, incontrovertible evidence that you cannot be trusted, they will generally tend to ignore any strange tendencies or eccentricities that you may possess. Of course, there's only so much that this effect can cover, and you can certainly expect repercussions for the crazier stunts you undertake.

We Are Still Not A Codfish (200 CP, Discount Drop-In) - It's a pity how often people seem to forget their etiquette these days; perhaps you ought to change that. From now on, in addition to gaining a nearly encyclopedic knowledge of common etiquette that updates according to where you are, you also become exceptionally talented at teaching those who wish to learn from you. Curiously enough, this ability seems to work best when imparting valuable life lessons and deepening moral character, though it'll certainly help with more mundane instruction as well.

Home is Where the Heart Is (400 CP, Discount Drop-In) - Everyone seems to neglect what happens at home these days. It's bustle, bustle, bustle - never a moment to be spent enjoying the warmth of the hearth. But you - well, if the home was a temple, then you would be its high priest. In addition to gaining all the knowledge and skills necessary to becoming an exceptional home-maker and caretaker, you also seem to wield a curious sway over most domestic residences, employing wondrous magical abilities when it comes to maintaining and revitalizing home and hearth. Do be wary, however - your new found magical powers only encompass the protection of a home; overstep such limits, and you'll have to count on something else to back yourself up. The form your magic takes, however, is up to you - so please, fanwank responsibly.

A Caretaker's Magic (600 CP, Discount Drop-In) - There's a world of adventure out there; all you need to do is find it! Perhaps an elegant porcelain bowl hides a fairy-tale forest full of talking animals and delightful songs? Or does a freshly drawn bath hold an underwater adventure, replete with pirates and treasure? It's easy enough for children to embark on these flights of fancy - rather, it is adults who cannot quite return to the worlds of their imagination. That's where you come in. By drawing these fantastical realms to the surface, you can transform any household object into a portal that leads directly into a short, surreal adventure tailor-made for the subject in question. These adventures are more akin to highly realistic escape rooms, forcing their victims to complete a series of reasonably complex puzzles to escape. The time necessary to complete an entire adventure is ~30 minutes, though slight changes to individual escape times may vary depending on the individual involved. Just as above, please fanwank responsibly.

Wring It From Their Pockets! (100 CP, Free Banker) - The business world is a pretty scary place, and in order to survive, you've found yourself growing pretty comfortable with the unsavory side of finance.

In addition to becoming highly skilled in navigating both legal and illegal financial networks, your sense of guilt and remorse can be dulled on demand, enabling you to make ruthless decisions without a second thought. This emotional dulling will also remain in place whenever you choose to revisit anything you did while under its effects, keeping you safe from any flood of emotions you may experience while doing so. It is entirely possible to remove this mental block from your memories if you so choose.

My Watch is Always on Time (200 CP, Discount Banker) - Why is it that everyone tries to lie to you? You now have an innate sixth sense for falsehoods, especially when they're being targeted directly at you, in addition to an exceptionally developed sense of logical reasoning. And while both are useful on their own, your talents seem to shine the most when identifying and destroying deceptions which are specifically meant to cause you, or your affiliates, harm. The medium through which these lies are carried out is meaningless - your polygraphic tendencies work just as well in person as they do on paper or through digital recordings, though you can still be fooled by a sufficiently good actor or well thought out lie.

Until the Stroke of Midnight (400 CP, Discount Banker) - Hey! You're pretty good at the whole "my word is my bond" sort of thing, aren't you? Whenever you're working to keep a promise, things just seem to go your way. It isn't much, mind you, but it's always just enough to tip the scales in your favor. Perhaps a line becomes just short enough for you to make your way to your destination before your rivals. Or maybe the very train your enemies are riding on breaks down in an unfortunate mechanical accident. Either way, it seems that luck tends to favour you when you're honoring your word. There's no downside to breaking your oaths, of course, but you should hardly expect a reward for doing so.

The Repo Man Cometh (600 CP, Discount Banker) - It's always good to exact some collateral from those in your debt, and you're even better at it than most. From now on, whenever someone tries to scamper out of debt which is owed to you through a legally binding transaction, you are capable of repossessing a single object that they own. This object must be inanimate and proportional in value to the debt you are due, though factors like time and injury sustained may also play a role in determining which objects can and cannot be repossessed by virtue of this ability. Upon repossession, the object in question is immediately transported to a pocket dimension inaccessible to the outside world - and yes, that includes you. The repossessed object will then remain, perfectly preserved, within the pocket dimension until the debt is repaid, at which point the previously repossessed object will then reappear at the exact location from which it was first taken.

Eyes of an Artist (100 CP, Free Painter) - You have the soul of an artist, and as it seems, the skill of one as well. Your artistic skills are now top-notch from a purely technical standpoint, and it's likely that you could probably make it through art school on sheer talent. Of course, this doesn't make you an exceptional genius in the art, and while you could theoretically make a reasonable profit by selling your art, your work certainly won't be hanging from an art museum any time soon.

Heart of a Child (200 CP, Discount Painter) - You've always been young at heart. No matter how much you age, or how much the world seems to try to keep you down, you've always managed to find joy in the smallest things imaginable. You have a sense of wonder that can never be dulled, and while you may grow older and wiser with age, jaded ennui and cynicism will never catch up with you. Of course, that doesn't mean that you'll never get bored, or that you won't ever doubt the things around you - it's merely that your skepticism and world-weariness will be less likely to negatively impact you in a psychological sense. Supernatural effects are also more likely to see you as innocent or pure, though such an obfuscating effect is, of course, entirely togglable.

The Cynic's Menagerie (400 CP, Discount Painter) - You're optimistic, not idiotic. You know all about the animals which dwell within their human shells, and now, you can see them as well. And while the cartoonishly animated animals which appear as a result of this ability may not be real, they are painfully accurate depictions of whoever they are meant to represent. It is, however, important to remember the fact that the appearance of these animals is only symbolic of the person they represent, and as a result, is open to interpretation - after all, nature is hardly as sweet and gentle as it is often made out to be. And should you grow tired of seeing people as anthropomorphic cartoon animals, you can always turn this ability off whenever you'd like.

Why Not, I'll Have A Go (600 CP, Discount Painter) - It's tragic, really. People go about their entire lives mired in the cynicism of adulthood, glass-eyed fish blind to the ocean of wonder that they spend their time swimming in. But not when you're around. It's so terribly simple to clean away the crust of pessimism and suspicion from the eyes of those who have been blinded from it, enabling them to once again see the wonders of the world that they have long been blind to. This is a metaphorical opening of the eyes, so while the truly blind may not find a miracle, those within your presence will find their vision far clearer than it ever was before. In addition to granting those around you a more introspective way of looking at the world around them and enabling logic and emotion to more freely mix, those within your presence will also be able to easily see past illusions of the supernatural sort, though the most expertly crafted deceptions may yet withstand the nature of this ability. This effect is entirely togglable, and should you desire, you may choose to spread the nature of this ability to only specific individuals within your proximity.

By God, It's Mary Poppins! (100 CP, Free Leerie) - People love to tell stories. Anywhere you go, there are always tales and myths, and now, you're pretty good at wringing those anecdotes out of people. This doesn't make you the greatest interrogator who ever interrogated - it just makes you better at convincing people to share their local stories with you. You'll still need a reasonable excuse to get people to share their tall tales, and you may find some people less reasonable than others, but nevertheless, it just seems that most folks are just more likely to spread their local myths and fables with you than with any other stranger they might encounter.

Turn Back the Clock (200 CP, Discount Leerie) - Those who toil in the darkness often have their own paths to take. Now you know them as well. Whenever you find yourself in an unfamiliar location, you will always be equipped with an exceptionally rich and practical knowledge of the various secret passageways and hidden maintenance routes often frequented by the repairmen or janitorial staff of said location. Of course, this implies that there must be a reasonably frequent maintenance crew, and that there must be a series of specific passageways that they utilize - without either of the two, this ability will prove to be very little help.

Fluent Leerie (400 CP, Discount Leerie) - The folks who run the cities seem to have a world all their own. And while a stranger might never really fit in with the little people who keep the lights lit and the streets clean, it seems that you've at least got a foot in their world. From now on, you can choose to speak in the rhyming slang of the lamplighters, keeping secrets in plain-sight of your enemies while clearly transmitting your intentions to those that you, and only you, want to keep informed. Unlike ordinary code, however, anything which you communicate by virtue of this ability (be it through speech or writing) will become completely unrecognizable to even the most talented cryptographers and polyglots, in addition to becoming all but second nature to those you are actually communicating with. You can always turn this ability off if you grow tired of speaking exclusively in indecipherable rhyming slang.

A Little Light Fantastic (600 CP, Discount Leerie) - Behold the world, clear and true! From now on, you may choose to behold the world as it really is, unbound by the veneer of mundanity which too often

clings to the wonders of the world like an unseemly layer of filth and grime. In case it hasn't been made apparent yet, you now possess an "unbound vision," enabling you to see past things meant to deny you truth. Illusions will be practically worthless against you, and any supernatural phenomena meant to conceal or deceive your vision will quickly find their effects unraveled. Additionally, no one can truly "take your sight from you," and any attempts to do so fail will invariably fail. Blindfolds will hardly affect your vision now, and try as they might, even the physical destruction of your eyes will do nothing to prevent, or even hinder, your vision. Do be careful, however - some things are best left behind a veil of illusion.

Items

Lovely London Sky (100 CP, Free Drop-In) - Some people just need a little bit of a nudge when it comes to finding the light, and this little pack of balloons is the perfect thing to help. An elegantly crafted tin of brightly colored rubber balloons, numbering fifteen in all, manually inflating any one of these pastel-colored orbs will cause a small, warm light to begin to emanate from within. This gentle light will remain, pulsating from within the balloon, as long as the balloon in question remains inflated, slowly dimming away as increasingly more air leaks out from the interior of the rubbery orb. You could also choose to pop the balloon, causing it to harmlessly detonate in a vivid, if mild, lightshow. Your supply of balloons refills monthly.

Carpet Bag (200 CP, Discount Drop-In) - It's full of stars! Well, that's not quite true. This winsome and perfectly elegant handbag, lovingly crafted from a fine oriental rug of your choosing, is in fact a portal to a pocket dimension far bigger on the inside. Containing nearly 27 cubic feet of storage space on the inside, any object which you manage to fit through the mouth of the bag will find itself perfectly preserved - at least, until you decide to remove it again. In addition to its unusually roomy interior, the bag also comes with a handy self-sorting feature, ensuring that you'll always find whatever object you desire to retrieve at the very top of the bag. And don't worry about it getting lost or being destroyed, as it'll respawn, along with all the objects interred within, after a good night's sleep.

Measuring Up (400 CP, Discount Drop-In) - Everyone is different, and sometimes, it's best to know how they stack up against the crowd. And now, with the help of this handy little tape measure, you can do just that! By measuring any individual from head to toe using this seemingly innocuous (and apparently infinite) roll of measuring tape, you will instead be provided with a short description of their character in place of an actual height. To be perfectly fair, the measuring tape is not exactly the most gracious evaluator of character, and seems to take some sort of twisted delight in providing accurate, if wholly unflattering, descriptions of the subject in question. It will never lie, however, and often gives valuable insight into the strengths and weaknesses of those it measures.

A Breath of Fresh Air (600 CP, Discount Drop-In) - This elegant and masterfully crafted umbrella is the perfect accompaniment for any prospective traveller. In addition to being able to fly at fairly high speeds, the umbrella is also capable of conjuring and manipulating the winds with the skill and grace of a conductor leading an orchestra. From gentle breezes to hurricane-like squalls, the types of winds which can be conjured through the use of this umbrella are theoretically limitless, though it should be mentioned that anything larger than a powerful stormwind (~157 mph) will require significantly longer periods of time to achieve. With proper knowledge and training, the umbrella can also be used to impact meteorological phenomena within its range, conjuring and dismissing enormous hurricanes with nothing more than a few simple gestures. Of course, the umbrella also flies, with its average flight speed clocking in at approximately 160 mph, and seems to nullify any inherent dangers which come with flying on such transportation. As with all potentially destructive items with few set limits, we ask that you fanwank responsibly when it comes to the usage of this item - your cooperation in the matter is very much appreciated.

Bloody Carnation (100 CP, Free Banker) - Fashion can tell us a lot about people, and with this crimson blossom pinned to your clothing, you'll send an unmistakable message. In addition to remaining constantly in bloom, this elegant carnation seems to spread an aura of intimidation wherever you go, completing any outfit with a sinister flourish. You'll still have to dress to impress, however - there are some fashion disasters that just can't be salvaged, and there are plenty of outfits that just don't lend themselves to the art of intimidation. But pick out the proper outfit, and this brightly colored carnation will leave you as threatening as your threads are bespoke.

Pocket Watch (200 CP, Discount Banker) - Every gentleman needs a good timepiece, and for you, nothing but the finest will suffice. And while it may not be a time machine, this charming gold pocket watch never fails to tell the time. It is perfectly synced to whatever time zone you're in at the time, and will infallibly adapt to any complications which come up during your travels, no matter how strange or esoteric. Time loops? No problem. Unpredictable and constantly changing lengths of time? Easy. The fabric of time has started to collapse in on itself like a complex and non-euclidean origami sculpture? Old hat. Of course, this doesn't actually help to solve any temporal issues you may encounter, but recognition of the problem is the first step towards finding a solution.

A Pack of Lawyers (400 CP, Discount Banker) - It's always helpful to have a legal consultant on hand, isn't it? But then again, you can hardly be expected to carry around a lawyer everywhere you go, so you may yet find this lacquered wood box useful. Or, rather, you might find the little plastic animals contained within the box useful. There are fifteen assorted animals held within the box, and you'll find your set replenished at the end of every month. By simply hydrating one of the animals with a few drops of water, you can magically transmute that same plastic animal into a living, breathing lawyer! There are all manner of lawyers contained within this box. There are divorce lawyers, criminal lawyers, injury lawyers, demonic contract lawyers - whatever sort of lawyer you need, you can find it in this box. And you won't even have to guess, because you'll always know exactly who you have on hand. In addition to being incredibly competent, the lawyers stored within the box are a little bit, um… flamboyant, but are nonetheless incredibly loyal. They can be returned to their animal state by being killed, otherwise incapacitated, completing their job, or if you choose to dismiss them.

Jumper Finance (600 CP, Discount Banker) - Congratulations! You are now the proud founder and owner of Jumper Finance, an incredibly upscale and undeniably cosmopolitan banking service with branch offices in every major city on the map. Oh, and what branch offices they are! Staffed by loyal employees subservient to your every command, each facility is equipped with a uniquely designed and absurdly secure vault, state-of-the-art safeguards, and innovative architecture, combining beauty and utility with effortless ease. Each branch office also comes equipped with an incredibly competent manager to oversee day-to-day business, though it might be worth mentioning that each manager does come with their own personality and philosophy when it comes to running their sections of the bank, each with their own strengths and weaknesses. Nonetheless, they are entirely loyal to your cause, and each is willing to go to extraordinary lengths to assist you in your endeavours. How you choose to run the bank is up to you, but do remember that no one enjoys being cheated out of their hard-earned money.

Adult Responsibilities (100 CP, Discount Painter) - You're an adult, with adult sensibilities and an adult life to live. And as much as you would live to live in the realm of childhood forever, sometimes it just isn't possible. From now on, no matter what setting you end up-in, you will always have a menial, if fairly well-paying job that you can choose to work at, and a reasonably comfortable house to live in. These aren't the greatest or most secure amenities to have ever existed, and they're unlikely to be of much help if you don't want to maintain them, but nonetheless, a little bit of income and shelter goes a long way towards survival in the dog-eat-dog world out there.

Art Supplies (200 CP, Discount Painter) - What kind of painter doesn't even have their own supplies? Well, certainly not you. This handy little tin of Victorian-era art supplies might not be the most advanced set of artistic implements to have ever existed, but their superior quality more than makes up for their limited variety. Besides, the materials stored within the vividly-colored tin come with an added advantage, as their mere proximity stimulates the creativity of those around them, banishing artist's block from even the dullest of individuals. The materials produced from the tin will vary based on the type of art you intend to create, and will automatically refill themselves upon being returned to their original container.

The Investor's Tuppence (400 CP, Discount Painter) - Although it may not look like much, this worn copper coin is the closest thing to growing money on trees. By simply placing the coin in a location where it will not be directly observed by any outside force, the tiny copper coin will slowly begin to accumulate wealth. It's not terribly fast, mind you, doubling its present value at the end of every month, but after a few years, you'll probably have a tidy fortune hidden away. A word to the wise, however - you'll only get one coin at the start of a Jump (or at the end of ten years, whichever comes first)and once you unearth a hidden tuppence to gather its accumulated wealth, you can't employ that same coin again. On the bright side, they do tend to fade away after use, ensuring that you won't be left burdened with hundreds of powerless copper coins.

Baby Blue (600 CP, Discount Painter) - Nice threads, Jumper! In addition to looking incredibly stylish on you, this navy blue blazer just seems to bring out your inner child, giving you youth and vitality far beyond your actual years. But that's just the tip of this truly wonderful iceberg. See, this jacket makes anything that touches you more "kid-friendly." Attacks which would ordinarily mutilate and cripple become far weaker as a result of the jacket's interference, causing just enough superficial damage to comply with the violence allowed in a rated PG film. This doesn't just work on physical or mental trauma, however. Blood, gore, drugs, nudity, swearing - all of these things will become lessened to the extent that they might be fit for your average PG-rated film, allowing you to safely shrug off ordinarily lethal effects without a second glance. Don't get carried away, however - sufficient quantity or quality can still overcome the reality-warping defenses provided by this handsome piece of clothing.

The Leerie's Lantern (100 CP, Free Leerie) - To mimic the moon, that is our aim! But you don't have to mimic a thing, you see - not with this lantern, anyways. After all, it's full of moonlight. It's not very different from ordinary light, mind you, but there are a few critical differences that might just come in handy. In addition to never going out, the gentle moonlight which emanates from within the lantern carries a soothing sensation, defusing conflict and allowing those in its presence to more clearly reflect on the events around them. It's a pretty decoration as well!

The Lamplighter's Bike (200 CP, Free Leerie) - Although I'm certain you've encountered more than your fair share of bicycles in the past, this one is sure to leave an impression. Not only is it finely crafted and guaranteed to last a lifetime without repair, this dark gray bicycle can be reduced to the size and weight of a handkerchief when not in use, allowing it to be unobtrusively stored until it is needed. Of course, you can switch between the two forms with a simple gesture, and the bike transforms almost instantly, so feel free to utilize your new, size-changing mode of transportation however you'd like!

Little Ben (400 CP, Discount Leerie) - Kitschy? Yes. Useless? Far from it. After all, this wind-up statuette of Big Ben does more than just make funny noises - it can turn back the clock. No, it doesn't rewind time, so don't get so excited. It can, however, interfere with the operation of any clock in a 5m radius around it, allowing it to stop, rewind, or fast-forward the operation of any timekeeping devices around it. This ability is capable of affecting anything that might remotely resemble a clock, no matter how eldritch or advanced it might be. Its ability, which is triggered by winding-up the statuette, lasts for

exactly five minutes, and can be used to selectively target any timepiece in its area of effect. Word to the wise - you can only use it once per day, so it's probably best if you save it for emergencies.

Keepers of the Flame (600 CP, Discount Leerie) - Every city has secrets, and now, with this elegant set of twelve golden keys, each lovingly emblazoned with a stylized flame, you can use those secrets to give yourself an advantage. By planting one of these keys beneath an artificial and stationary public installation (statues, streetlights, etc.), you can create a concealed, underground pathway leading into any building in a five mile radius around the point where you initially planted the key. If you planted any other keys within that same vicinity, the tunnels created by both keys will automatically connect with each other, with clearly labeled signs to help you make the best out of the complicated tangle of underground tunnels which are sure to become plentiful. Best of all, however, is the fact that the constructs formed through the effect of these keys are completely undetectable to anyone without specific knowledge of what they're looking for. You get one set of keys every ten years, or at the end of each Jump, depending on which comes first, so make sure to use them wisely!

Companions

Companion Import (50 CP/200 CP) - You know how this works. For 50 CP, you may choose to import any companion of your choice, granting them access to one free Origin and 300 CP to spend on Perks. If you'd really like, you can spend 200 CP to import six companions, giving each of them one free Origin and their own 300 CP to spend on Perks.

Companion Export (100 CP) - Have you found someone in this world that you truly fancy? Pick any character - aside from Mary Poppins, herself, of course - and you'll get a favorable chance to meet them during the ten years of your Jump. Of course, convincing them to join you is up to you, so do your best not to waste your chance.

Mary Poppins (300 CP/400 CP) - It's Mary Poppins. I don't know what else to tell you. She flies, she has magical powers, she's apparently immortal and ageless, and she's a phenomenal and apparently supernatural nanny to various families in need of her assistance - I mean, you know who Mary Poppins is, right? You can pick between the Emily Blunt or Julie Andrews version to take along with you on your adventures, and… you know what? For 400 CP, you don't even have to take a pre-existing version with you. Pick any actress (or actor, I won't judge) you'd prefer to take on the mantle, and they'll retroactively take on the role of everyone's favorite nanny. Of course, this won't actually change the character of Mary Poppins - just her form and appearance. You'll still have to convince her to come with you, of course. Oh, and she comes with all the perks which are discounted for *Drop-In* Origin, with *Spontaneous Singing* included amongst them.

Drawbacks

You can only take a maximum of +600 CP from Drawbacks.

Not the Film You Know (+0 CP) - Perhaps you'd prefer to meet a different Mary Poppins? Well, now you can! Pick any Mary Poppins franchise to replace the setting of Mary Poppins Returns, and feel free to adventure through your chosen setting instead.

Sing, Damn It! (+100 CP) - You're in a Disney film, and you're going to sing, whether you like it or not. From now on, you'll randomly get dragged into musical numbers involving the strangest and most banal situations imaginable, and there's nothing you can do to stop it. You must participate until the performance comes to a complete stop, and yes, other things will happen while you're busy being the star of an impromptu musical. Time to warm up your voice, Jumper - you're going to be doing a lot singing in the near future.

Clean Getaway (+100 CP) - Somehow, no matter all the strange and wonderful things which happen in rainy London, there's just no evidence to support it. No matter what sort of magical adventures you go on, nothing remains by the end of it. No matter how you search for some scrap of evidence, there's nothing left but fuzzy memories and vague recollections, all records wiped clean of whatever mystical journey you had previously embarked on. This ability only works when it comes to things which are very clearly inexplicable by ordinary science - so don't expect evidence of mundane, everyday life to be erased as well.

Financially Inept (+100 CP) - Can't tell a quarter from a guinea, can you? Your financial ineptitude is the stuff of legends, and until this Jump is over, you're going to have a first-hand account of just how important financial literacy really is. And no, this doesn't just make you bad at business - it makes you bad at handling any sort of monetary wealth you manage to get your hands on, from stock markets shares to long lost inheritances. I hope you have a rainy day fund prepared, because you're going to need it.

Blitzkrieg! (+200 CP) - We're ten years too early, but who cares? Instead of occurring in 1930, the events of the story (and the Jump) now begin in early September of 1940, just as the London Blitz is about to begin. Unlike the ordinary Blitz, however, you can expect the on-and-off aerial barrage to last the entire ten years, resulting in massive casualties and property damage, even without considering the World War raging in the background. Brace yourself, Jumper - people are going to die.

Butterflies in London (+200 CP) - This isn't how the story is meant to go at all. Your very existence seems to derail the plot, and only in the worst ways imaginable. Your very presence in the story has set it totally off-kilter, and because of it, Mary Poppins will never visit the Banks family in their time of need. Oh, and just one more thing - if you choose to take this Drawback, you must prevent Fidelity Fiduciary Bank from repossessing the Banks family home, while also guiding the story to some semblance of its original conclusion. Failing to do so is the equivalent of chain failure, so you know… don't fail. Good luck!

Stuff and Nonsense (+200 CP) - You have the mind of a skeptic, and not in a good way. You refuse to acknowledge or believe in magic until you are given complete and incontrovertible proof concerning its nature, even if you are directly targeted by magical effects. Oh, and it can't just be any explanation. Your mind bends in incomprehensible and increasingly complex logical hoops to reason away any proof of magic, and even after solid evidence has been provided, you will find yourself unwilling to accept any other examples of magic without further proof.

Lost in London (+300 CP) - This city isn't right. Other people might be able to navigate its streets just fine, but not you, Jumper. The city seems to twist itself in unimaginable patterns, warping its cobbled stone streets into an inescapable labyrinth, all for the purposes of ensnaring you within. Maps and navigational abilities hold no sway along these unknowable paths, and even the best-charted courses are invariably turned astray by the shifting city. Expect to be lost for days on end if you're not careful, Jumper.

Crossover! (+300 CP) - Is that Captain Hook? I'm not sure what you've done, Jumper, but whatever it is, it's seriously screwed up the Disney continuum. And instead of letting any good in, you've let in all the bad. Villains from every Disney franchise, both mainstream and obscure, have been summoned into this world, all in an effort to kill you, Jumper. That's right - this isn't just some sort of meet and greet with the worst Disney has to offer; this is a manhunt. You will be hunted at every step of your journey in this Jump, and nothing you do will ever convince your summoned enemies to cease in their attempts. Pick up a weapon, Jumper - it's time to fight the good fight.

What Happened to the Whimsy? (+300 CP) - The world is a sad place, and we try to seek asylum from that suffering in the realm of movies. That won't be the case this time, because the world inside this Jump is an uncomfortably dark mirror image of reality. Crime is rampant, corruption is pervasive, and nothing ever seems to go right beneath the endless torrents of rain. Upstanding citizens are coerced into doing awful things and the only people that the corrupt justice system ever seems to punish are those who happen to end up in the wrong place at the wrong time. This world is full of shadow and gloom, a dismal place where even the faintest signs of cheer and joy are soon enveloped by an all-consuming sense of dread. This is a dark place, Jumper - think you can bring a little bit of light back into it?

Mary Poppins Returns… FOR YOU! (+500 CP) - Now before you start laughing, the thing coming for you isn't quite Mary Poppins. See, Mary Poppins is just an alias, a role played by a sinister and malevolent creature who feasts off of the flesh of frightened children; it is a creature as old as the universe itself, and though its miraculous descent from the vast reaches of space may have left it slumbering, its recent reawakening has left all that much hungrier, and the only thing out there which can sate its thirst is you, Jumper. A similar creature made its home in Derry, Maine. It is a devious and cunning entity with a penchant for psychological torture and a ruthless, sinister intellect - and it will not rest until it has devoured you whole. It is not the first of its kind to arrive on Earth, however, and though its form may be vast and far beyond human comprehension, it may still experience defeat - there are many rituals and artifacts in London which may yet to serve to force the entity back into hibernation, and if you're willing to make the necessary sacrifices, you may even find opportunities to destroy the entity masquerading as Mary Poppins for good. The night is long and dark, Jumper - I hope you're prepared.

Ending

Stay Here - This world could always use a little bit more whimsy, huh?

Go Home - Heading home already, Jumper? Well, it's been an honor and a privilege.

Onwards! - Off to your next great adventure? Best of luck, and do make sure to enjoy the ride!

Changelog

Mary Poppins Returns v1.0 - Document Created

Mary Poppins Returns v1.1 - Fixed some grammatical errors, readjusted CP costs for some drawbacks (Financially Inept and Butterflies in London), and added Mary Poppins Returns… FOR YOU as a drawback.

Mary Poppins Returns v1.2 - More grammatical fixes.