Generic Macabre Carnival

Something wicked this way comes Jumper. And it looks like it just might be you! This jump isn't a world unto itself, but can seamlessly integrate with any setting you so choose. If you do not select a specific world, a novel, series, or jump to pair with it, this world will be exactly like the mundane world with just a hint of hidden magic in the darkness. Either way, you will be spending the next decade, barring drawbacks, working as part of a carnival or circus that is more than it seems. Better take these 1000 choice points, you're going to need them.

Backgrounds

Your age, gender, and sex are yours to determine. Hermaphrodite is also an option, whether you join the sideshows or not. If you wish to roll for your age, Roll 1d8+20 for any background.

Drop In - Free Perhaps you are merely a runaway hoping to join the circus, but you enter this world with no memories to guide you, no connections or history. Your past is a mystery that is waiting to be written.

SideShow Performer - Free You have spent a few seasons traveling with this carnival, and perhaps others before it. You have skills, and perhaps quirks that make you capable of drawing crowds wherever you go.

Carnie Clown - Free It's not all glitz and glam. It takes work to put on a show, night after night, week after week, town after town. You should know. You do most of it.

Master of Ceremonies -100cp All the world is your stage. And the people are merely players. You are the master of a traveling carnival, and keeper of the secrets within. The Master of Ceremonies gains an additional 800cp that may only be spent customizing their carnival.

Location For a traveling show, location isn't everything, as you likely won't be sticking around any one area too long. You may freely choose from any of the eight starting locations. Or roll to choose. If you have chosen a jump, or setting that contains one of the below locations, that will be your starting location, unless you would prefer to start near the main plot of the other world.

1. **Green Town, Illinois** A sleepy town with a storied past, and a very large public library.
2. **Passamaquoddy** A coastal town dominated by its lighthouse, The cave riddled cliffs stand tall over the ocean, while the nearby woods are deep enough to hide all manner of creatures.
3. **Dooville** This small hamlet in Indiana has a very large veterinary hospital and is known far and wide for a rather intelligent breed of Great Dane.
4. **Castle Rock Maine** This New England town has a troubled past, and its residents have many stories touching on the supernatural. It is notable for being the county seat, and its proximity to the notorious Shawshank prison.

5. **Lakeland Florida** This low lying town is surrounded by small lakes and bodies of water. The infamous Barnam and Bailey Circus train wreck happened nearby.
6. **Midvale New York** This town is fairly quiet most of the time, though the students have strong rivalries with the nearby Greendale and Riverdale.
7. **Essex County, Massachusetts -** The sleepy town of Dunwich can be found here, and the nearby Miskatonic University is noted for its libraries' more esoteric leanings.
8. **London England** All the most famous carnivals and circuses have done European tours, looks like yours is about to start.

Theme The theme of your carnival will inform your patrons before they even arrive. It will determine the decor, the style of advertisements, even the style of dress of your performers. Each theme draws a certain type of crowd easier than others and will make certain types of activities easier, or harder to accomplish. You may freely choose your theme at the start of the jump, and should you bring your carnival along the chain, you may change that theme once per decade thereafter.

Wishes and Dreams of the Heart This carnival is surreal and fanciful, the music is light and rhythmic, and the denizens of your show have an almost or perhaps actual fay quality about them.

Creatures of the Night Brought to Life Traveling show? Perhaps more a traveling exhibition. Monsters, demons, devils, fantastic creatures never seen before all hiding in plain sight in your menagerie of terrible wonders.

Be careful what you wish for Fortune tellers, carnival games, magicians and promises of wonders beyond what your eyes can see. Your carnival tempts those that attend to strike bargains and make deals. Most get far more than they bargained for.

Soul Music Your carnival sweeps into town bringing all the music of life, after all from where does music spring if not the soul? As your visitors get caught up in the sights and sounds of your phantasmagoria, they might not even notice their songs going silent.

Perks

Perks are discounted for their origin, 100cp perks are free to their origin.

Undiscounted

The Third Gender - Free - Many traveling carnivals advertised intersexed and hermaphrodite performers, frequently done up with male and female halves on either side of their body. With this you can join the ranks of the genuine article. You possess both male and female primary sexual organs and may choose whether to express your secondary sexual traits completely or in part. Your body is fully functional and capable of easily impregnating or becoming pregnant if you so choose. How exactly this expresses itself is up to you to determine. Post jump this may be treated as an alt form you may switch to at will, and the third gender may be applied to any alt forms you have or acquire. For the purposes of perks, this form counts as both male and female for any beneficial effects, and either male or female for detrimental ones.

Exit Stage Left -100cp Traveling carnivals and circuses can sometimes attract negative attention from the locals, even more so when the carnivals themselves are hiding secrets great and terrible. Fortunately for you, you have an out. You, and your organizations will always find themselves able to retreat and disengage when pursued by angry mobs, or armed police. A subtle distraction, and it is almost as if you were gone with the wind. It won't help with relocating buildings and infrastructure, but if you have a caravan, train, boat, airship or other mobile focal point for your organization, your operation will be cleanly extracted from any locale and be on its way to slip into some other community.

A price for everything and Everyone has their price -200cp You have an innate sense for the value of things. Both to yourself and to those who possess them. Whether it be land or property, rights, knowledge, physical goods, or something more esoteric, you always know what the selling price is. And what its objective value is should it come upon the open market. This does not force anyone to buy, or sell, but lets you know exactly where the bottom line is.

Drop In

Acrobatics -100cp You have the flexibility, poise, and skill of a dedicated acrobatic performer. Whether it be dancing across high wires, leaping from trapeze to trapeze, or performing amazingly gymnastic tumbling routines, solo, or with partners. This skill serves you well both in performance, and in less public pursuits. Parkour and free climbing would be childs play by comparison. As a bonus, you are immune to the effects of vertigo, both natural and induced, and are always aware of your body's relative position.

Animal Mastery -200cp Animal handling is both a skill and in some cases almost an art. You have taken it to extremes. You exude an Aura that ensures that animals know you mean them no harm (unless you do) they will find you trustworthy unless you break that trust, and you can always tell what their needs are, and what they are trying to convey, even when they aren't fully aware themselves. You may perceive this as speech, or as simple intuitive understanding. Any teaching or training perks you have may now be applied to any animals you work with as though they were normal students. This does not increase the intelligence of the animals you work with, but it will ensure you both understand each other.

Apprentice Magician -400cp By taking this perk, you will be picked up as an apprentice by a magician, you may decline the offer, but in this world, and each you travel to, you will catch the eye of a person of power. Whether that power is mystic, or merely economic will vary based on the nature of the setting. Something about you makes wizards of wall street, stage magicians, enchanters, alchemists, immortal sorcerers and other such powerful individuals offer a place as their apprentice. Should you accept, they will surely teach you all that they know. Do be careful and read the fine print before signing.

Always Free -600cp Why does anyone run away to join the circus? Freedom. To escape from the fetters of their old life and build a new one. Free from the constraints they felt were holding them back. You have that sense of freedom. You will never feel constrained or trapped by circumstance. You will always know deep down that you can overcome, or retreat and try again. You will never be worn down by the criticisms of others, nor will a situation or place ever be truly stifling. This is not just mental however, thanks to your embracing freedom in all its forms, you find that sharing that sense of freedom comes easy. You can easily convince others to lay aside restrictive codes and creeds and follow the

impulses of their heart. Your dedication to freedom also means you can never truly be held for long. Your mastery of escapology surpasses that of Erik Weisz himself. There is no chain that can bind you, nor cell hold fast against your efforts.

SideShow Performer



Dangerous Outline -100cp You have the uncanny talent of pinpoint precision with any thrown weapon. You are also an excellent marksman with any projectile weapon, able to snipe, or outline a target at the very edge of any device's range. You will never miss unless your projectile is somehow diverted mid flight. Conversely, you are never struck by any projectile that is smaller than yourself. It may be overt, stopping bullets an inch from your nose, or covert, a knife veering just slightly.

Domino Fortune -200cp When you read the fortune of a client, no matter the method used, you get an accurate glimpse of several potential futures, and know just what to say to nudge them toward any of the options. You may also use this gift to set up long chains of coincidence culminating in fortunes you have divined for yourself, or those closest to you. Whenever a client's future actions could be beneficial to your long term plans, it will be quite obvious to you.

Dance Electric -400cp Electricity manipulation has been a part of traveling carnivals almost since Tesla invented his first coil. You have a keen grasp of the science behind building devices that can create amazing light shows, or lightning shows as the case may be. In addition to that you also have a gift that allows you to control electricity with your mind. You can light bulbs, power devices, shut off security systems, and more. Why with you in the carnival, they never need to tap into the local power grid to run their various rides. Your area of awareness and control is the equivalent of four city blocks, though this can grow with time and practice. There is no limit to the number of devices, wattage, or voltage you can output, other than the physical limits of the devices you are powering. You can sense the exact amount of power to apply to each and every device and bulb in your range and will never blow out or overpower anything accidentally.

Dominant Mutation -600cp You have within you the complete genetic library of humanity. Your DNA is far longer and more complex than normal, and you may choose to express quirks of the genetic code that are so rare as to be considered freakish. You are a natural shape shifter and may freely express any genetic oddity ever displayed to the public, from skin that welts painlessly with a simple touch, to Albinism, extra limbs, digits, hermaphroditism, etc. No matter the physical form you take, your mind remains undamaged, and your control over your body is absolute. Your offspring will never express any negative health effects of your extensive library of recessive genetic traits. In worlds where powers are genetic, you may gain any and all powers you come across by incorporating their genetics into your own. All you need is a sample.

Carnie Clown



Insane Kayfabe* -100cp You find it effortless to pretend that the show was far more than a show, that characters you play, and events you scripted were all too real. When the makeup comes off and the costume is traded for casual clothes, you can still project the characters you portrayed to the public. You are not limited to the crutch of the trappings of theater, for you theater is life. You are also incredibly skilled in both olympic and "professional" wrestling, and could with a bit of effort easily win medals, or belts as the case may be.

Itinerant Roustabout -200cp The life of a carnie is not a glamorous one, you spend your days traveling from town to town, setting up and breaking down shows, with only a short while spent performing. But this repetitive task has taken on a life of its own. It takes almost no effort on your part to set up shop in a new locale. Whether that be setting up a carnival, or some other business or organization. Within a few short hours you can be as firmly entrenched in the local scene as you need to be, and when you are ready to leave, it seems loose ends tie themselves up with no effort on your part. No power vacuum or bureaucratic inefficiency will ever form in your wake.



Italian Pantomime -400cp *Commedia dell'arte,* the origin of much of clowning, mime, and even some aspects of modern drag, is both an art form, and a style of improvised performance. You have a mastery of inhabiting characters and improvising appropriate performances, whether real, or imaginary. In fact, your imaginary performances, shadow plays, and pantomimes can take on a life of their own. Your great wind really blows, your invisible box can trap the unwary, and your shadow can attack those it can reach. In addition to your esoteric powers bringing mime to life, you also speak and read Latin and Italian fluently.

IT's Me.-600cp It would be **wise** to be careful taking this. Has the **penny** dropped? You may teleport to within a few yards of anyone you can see, at any time they aren't looking at you. You can cause hallucinations and waking visions in those looking at you or your image. Images taken of you will sometimes move of their own volition and can act as windows to allow you to perceive those looking at you. You can inspire dread and terror with the simplist of statements, your skill at making balloon animals is a scream. You may shapeshift your form in minor ways freely, teeth, claws, skin and hair, but cannot change size with just this.



Master of Ceremonies



An Illustrated Physique -100cp You were not always the ringmaster, once you too were a sideshow performer. The unbelievable tattoos you received during that period are a testament to that. Whether a time traveling witch, or the devil himself, you have been marked by the strange and unusual. While wearing a high necked long sleeve suit, you have not one visible tattoo. However, every last inch of your flesh below that clothing is covered in a tapestry of slowly changing animated images. You may freely change the theme and appearance of the images, even going so far as to cycle scripts

across the canvas of your skin. In future jumps you may decide how much, if any, of your ink is visible.

Somnambulism -200cp Well, there's hypnosis and then there's this. You are able to put a "spell" on people, whether individuals or crowds that make them far more susceptible to your ideas. The more you focus on a single individual, the more control over their actions you will have. This isn't a magic spell, or a psychic attack, this is pure mesmeric fascination, taken to the levels only found in fiction. The greater your charisma, the easier it is to draw in others to become your willing puppets. After a time, you might even be able to order them to do things they would never do under normal circumstances. Sadly, those under your control with this ability, are unable to sign magical contracts.



All Part of the Show -400cp All the world's a stage, and the people merely players. You have a diabolical (or divine) ability to ensure the audience remains unaware of the reality of the situation. When performing in front of an audience whether it is on stage, conducting a flash mob, or merely street busking, you are easily able to convince the audience that whatever happens, whatever they witness, or think they do, is all part of the show. They won't panic, or notify the authorities, no matter how fantastical, scary, or bizarre what happens in front of them actually is.

Emotivore -600cp You are able to sense, and consume the ambient life energies given off by strong emotions. This can be passive, reducing the ambient emotion levels in a charged environment, or active, draining the essence of individuals. Long term, passive is of course better, after all, draining a battery too quickly prevents it being recharged. This energy can take the place of any food or dietary requirements you may have. It may also be used to refuel, or replenish any pools of energy you may use psychic, magical or otherwise. The nature of the energy has no effect on you, barring drawbacks, and no particular energy type is more powerful, although provoking strong negative emotions is generally easier to accomplish. Initially you may drain an area the size of a Big Top Circus tent, your range and capacity will grow with time and experience. You will never accidentally drain anyone, nor will your passive feeding ever harm less corporeal beings.

Items

Circus Attire - Free - Everyone importing into a background has at least three complete outfits suitable for their background. Complete with any accessories, hats, canes, whips, chains, wigs, shoes, flowers, bicycle horns etc. Dropins will be loaned appropriate attire after joining the circus. The costumes will all be self cleaning and will self repair. If completely destroyed they will reappear near their owner or in the warehouse.

Juggling Paraphernalia - Free - From balls to bowling pins, from torches, to chainsaws, this collection of assorted juggling props is well cared for, if somewhat intimidating.

Advertising Flyers - Free - What good is having a circus if there is no Audience? These flyers advertising your astounding show will appear to those who would have an interest in attending everywhere you travel, whether fluttering into their faces, or simply posted on a noticeboard, the word

will get out. By the time your act rolls into town and is set up, everyone who would be interested will know about it. Flyers that are not deliberately kept by visitors or yourself vanish three days after your circus leaves town.

Imaginarium Mirror -200cp This mirror acts as a door to a dream realm that can help people realize their hearts desires, gain enlightenment, or merely wallow in gratified ignorance, the choice is theirs.



A Celtic Grimoire -100cp This green leather bound book has a stylized face on the cover and locks securely. It seems to almost radiate apathy. The Spirit within has some telekinesis, and is quite an enthralling speaker, but requires the assistance of an actual reader to prepare their more powerful spells.

Wishing Powder -200cp The powdered soul-stuff of the hopes and dreams of hundreds of people went into making this. You can make more by draining the hopes and dreams of your audience each night. Their vitality will suffer, their souls will shine less brightly, but perhaps it is worth it for this miraculous substance? This powder must be melted into a liquid and drunk, then the drinker may make minor wishes to improve themselves, heal, modify their memories, or any other wish that only affects their physical form. It is somewhat habit forming.



Webley .577 Revolver -200cp This antique revolver of british make is in perfect condition. Designed for use by explorers who might come face to face with big game animals, it packs a lot of stopping power. It never needs cleaning, and despite its age, and the sheer size of its ammunition, it can hit what you aim at. The sheer size of the bullets it fires ensure whatever it hits, wishes it hadn't. The original bullets for this were around 400 grain black powder The bullets in this gun have a much more powerful propellant and easily compare to the power of modern military handgun or man-portable machine gun ordinance. You may of course hand-craft custom bullets for this gun, but while it will automatically replenish any standard ammunition, handmade rounds will have to be replaced manually. Interestingly enough, the handgun can take much longer rifle bullets and still revolve as normal. It's bigger on the inside. Despite its power and versatility, it has almost no recoil compared to similar weapons.

Dropin

Safety Net -50cp This is both a physical net that protects those performing aerialist maneuvers, and a nifty insurance policy. Should you, or anyone you give one of these to be in an accident, they are sure to survive, and should their livelihood be affected due to lost property or injury, their continued income is assured for the duration of the jump. May be purchased multiple times.



Lightning Rod - 100cp A storm's coming, or so the man selling lightning rods said. This curious device functions as a real lightning rod. That is to say, mount it on a house or other tall structure, and it surely will protect the place from lightning. It also has the unique effect of protecting its holder from any and all electrical based attacks, natural or

otherwise. It can even be used to redirect lightning strikes from its wielder to anything it is pointing at.

Compact Stage Illusions -200cp This collection of apparatus takes up far less space than it ought to, even for a traveling magician. The various props, boxes, gaffs, effects, and costumes all fit in a singular traveling trunk that really shouldn't hold them all. Each trick, effect, and illusion comes with complete instructions on how to best perform it, as well as a well written line of patter to accompany your routine. The instructions and guides seem to work far better at teaching the skills required to execute the deceptions, why with just a few days or weeks of practice, anyone following the instructions would seem as though they had practiced for a lifetime.

Martian English Dictionary and Coursebook by Michael Valentine Smith, annotated by Patricia Paiwonski -400cp This rather dense tome can be used to study the Martian language. Once internalized to the point you can think in Martian, the reader's psychic potential will be unlocked, readers always gain mythic control over their bodies, holding their breath for hours, complete control over pain response, stopping and preventing bleeding, and minor telekinesis of a capacity of a few pounds a short distance from themselves, with additional practice, other abilities might be unlocked, or enhanced.

Sideshow Performer

The Magic Feather -100cp This innocuous crow tail feather has unusual properties. It can be gifted to anyone with a simple statement of its power to unlock their inner talent, hidden power, or suppressed potential. It cannot truly grant any power its wielder doesn't possess inherently, but if they trust in the feather, it will allow them to do things they only dreamed of, bypassing any mental, or other, blocks effortlessly.

Human Cannon - 200cp This unusual apparatus is to all appearances an artillery cannon. However it launches people rather than ordinance. It can safely fling anyone through the air as though fired like a bullet. It will never break down, and the user will always know exactly where the living cannon ball will fall based on its angle of fire and their weight. It can easily fire a one hundred sixty pound human two hundred feet. It could possibly be modified to go even farther with enough effort. Curiously those fired by this cannon will not be harmed in any way upon landing, whether they land in water, on a pad, or in a net, or somehow in less hospitable conditions. They will always land safely.

Houdini's Electric Chair -400cp Thought (erroneously) to be the original electric chair used to execute the Axe Murderer Kemmler, this chair was purchased by Houdini at auction. Now somehow it has come to you. It cannot be used to perform executions however, it has been modified to be used as a performance piece. The Electric Man/Woman stunt can be performed by anyone sitting in the chair. They can transmit current across their skin, lighting bulbs, powering devices, even sending out short bursts of electricity. The chair may also be used to revivify the recently deceased. Though the charge imparted will need to be refreshed or some other form of healing/deaging will need to be used to sustain them.

Carnie Clown



Clown Egg -100cp Your face, or at least your makeup will go down in history. Your clownish likeness has been immortalized in a stylish egg kept in the Clowns Gallery-Museum in England. You just happen to have an identical egg for personal display. No one will ever be able to successfully impersonate you without your express permission. Clown culture being what it is, no one will object in the slightest to you going after anyone who tries, so long as you keep things non-lethal.

Woad Clown Paint -200cp This pallet of clown white greasepaint has a powerful enchantment placed upon it. Much like the ancient woad battle paint, those adorned with it, that have at least half of their faces painted with it, will find themselves stronger, faster, and far more durable than normal. Able to survive otherwise lethal injury with minor bruising, and punishing blows without damage. The pallet never runs out, and oddly enough no one minds sharing. Dollops of greasepaint can be tinted with powdered pigments before being applied, but the pallet will always remain white.

Flask of Endless Seltzer -200cp While a flask of endless water might be nice in some cases, a flask of endless seltzer is far more useful. Just ask any clown. And of course, given a few minutes to 'settle' there really isn't much difference in the water produced right? The stream of water produced can vary from a gentle spritz, to a torrent capable of knocking over a grown man.

One More Cream Pie -400cp Sometimes you just need to pie someone in the face. Now you can. You have an endless supply of perfectly edible, and delicious pies of whatever flavor you desire at the moment that you may freely conjure to hand. They do not exist until called forth to splat into an offending face, or be slipped into a chair. They can of course also be neatly placed on a table for serving, but where's the fun in that?

Spaceship -600cp You have an elaborately designed spaceship in the shape of a spinning top that can shift into a big top tent. It is considerably larger on the inside, and can travel faster than light. In fact, if you knew where you were going, you could easily go from one end of the galaxy to the other in a few short weeks. Star Maps not included.



Master of Ceremonies



Patent Nostrum -100cp You have a case of one hundred dark green rectangular bottles with parchment labels that advertise they will cure a variety of ails. Unlike most "cures" found in such bottles, yours actually work. And you have recipes for all of them that can be cooked up in any modern kitchen from entirely mundane ingredients. With a bit of effort and investment, you might even get FDA approval. Even so, every bottle sold from the case is replaced the next day.



Magical Contract* -200cp This stack of one hundred magical contracts may be used to enter into bargains with anyone willing and able to place their mark upon them. It need not be a signature, a willingly given drop of blood will do in a pinch. The contracts will automatically fill out the details of said bargain based on your verbal agreements with any marks. You provide services, power, magic, mayhem, or whatever your client asks that is within your power, they in turn offer up physical or more esoteric payment, years of life, service, energy, a sense, a skill. Why these contracts could even be used to take ownership of their very souls should they agree to it. Should a mere mortal sign such a deal, they will be magically bound to the terms, should a being of power bargain with you, their very power and nature will bind the magic even further. The stack replenishes slowly as it is used. Contracts with durations respawn at the end of their term. Contracts with immediate, or permanent effects or conditions respawn in a month.



Doctor's Bag -200cp This black leather satchel has a flat bottom and opens completely giving free access to anything stored within. It is stocked with several antique medical devices and a small collection of nostrums. It also has six samples of numbered formulas. Each one can be used to return to unlife a mostly intact corpse. The resulting zombies will appear almost completely alive and only a close medical examination would reveal their status. Their coordination has been somewhat impacted however, and they will be completely loyal to whomever administered the vials. There is a hidden compartment in the bag that perfectly holds and conceals even the most bulky of handguns. The medical notebook in the bag has instructions for recreating more of the formulas, along with several less successful versions.



Cabinet of Dr. Caligari -400cp This simple wooden cabinet can lie flat, or stand against a wall. It is large enough to fit anyone you choose to place in it. Anyone (or thing) placed in the cabinet will remain alive, healthy, and in an unaging dreamless sleep-like state. The cabinet is no more durable than any other cabinet made of similar woods, but it is unaffected by age and will remain in good repair unless damaged deliberately. Should it be destroyed, the cabinet, and its contents will reappear the next time you access your warehouse or storage. Cesare Not Included.

Carnival Upgrades: Use this section to add curiosities and unusual attractions to your carnival. A standard carnival comes with a basic mode of transport, four classic rides, three mundane food vendors, order forms to replenish, and six rigged carnival games. The items below may be purchased to have more mystical or perhaps profitable options.



A Real Blade of Grass -50cp "*There behind a glass stands a real blade of grass, be careful as you pass, move along move along.*" This is curious, you have as an oddity in your carnival, a living example of an extinct species. May be purchased multiple times. Each purchase must be a different unique specimen. With sufficient effort, it might even be possible to reverse the extinction.

Mummy Fortuna's Midnight Carnival -50cp Come see the Spider with the head of a woman, or perhaps the Dreaded Harpy? A glimpse of the Coils of the Midgard Serpent, a talking Mermaid, or even a Unicorn? This purchase adds one display/habitat for a creature that most believe is straight out of fiction. May be purchased multiple times. If the creatures are well treated and some effort is made to keep them happy they may be recruited as animal companions or regular companions after the jump. Mistreated or unhappy creatures will not accompany you to your next world.



Menagerie -100cp This is somewhat old fashioned, but you have a collection of exotic animals and even some work animals that travel with you. All of them are well trained, and the animal handlers won't mistreat them in any way without your interference. You have a small herd of elephants, a few zebras, an ape or two, and a few of the great cats, lions, tigers, panthers, etc. None of them would ever attack a human, or each other, save in self defense, and they are somewhat more intelligent than their brethren. Fortunately you also have a place to keep them. Their traveling wagons, cages, and train cars connect invisibly to a pocket demesne where they may freely roam when not performing.

Famishing Food Carts -100cp This eclectic selection of food stands endlessly produces carnival chow*. From hot dogs to funnel cakes, from deep fried pickles to snow cones**.** All of it is delicious, fattening, and almost devoid of nutritional value. It also somehow leaves those who purchase it still hungry. A rich man could starve to death a bloated pig eating nothing but this food. Fortunately, the carts are also capable of producing food that does in fact fill you, and has everything the body needs. You just have to know to ask.

Hall of Mirrors -200cp This finely crafted mirror maze puts most of its brethren to shame. It cannot be simply navigated, is far larger inside than out, and the mirrors themselves are nearly impossible to tell from the openings between them. The surface of each mirror is always spotless, and the reflection of the floor is no clear indicator of the path. In the heart of the maze are a series of fun house mirrors that can show reflections distorted in both mundane and fantastical ways. You can observe those traversing the maze, and gain insight into their hearts and minds as they solve the labyrinth. All the better to tempt them.



Carousel -200/400 cp This elaborately decorated carousel features both horses and other fantastical beasts. Their figures seem to move when unobserved, but whenever photographed always seem to be in the same poses. WIth the flick of a separate switch, the carousel's second feature can be revealed. Riding round and round, forward or backwards changes the age of the rider rapidly. Aging to adulthood or beyond, or regressing to a child both are possible. For the higher cost, the carousel may do this freely, otherwise it may only grant as many years as it has taken.



Zoltar Speaks -400cp This cabinet is a test of both skill and luck. Zoltar's mouth opens and closes in a regular pattern, the player must use a pair of brass dials to align the ramp with his mouth and then send their coin into his mouth. If successful they will be prompted to make a wish. If the wish only affects themselves it will be granted the next time they sleep or lie down to rest, *cave quid volunt*.



Isekai Ferris Wheel -200cp Round and round, up and down. The Ferris wheel is one of the most iconic of all carnival rides. Yours is no exception. Though it appears somewhat rickety and might creak a bit more than its riders would prefer, it is quite safe. In fact, once someone is fastened into one of the carts, they cannot leave by any means other than being released by an operator. For the right customer, they might not be let out in the world they got in. Whether it is a world without them, a world that is in need of someone heroic, or a world of darkness, you can direct their destiny to a world or time of your choosing. The wheel may also pull into vacant seats others from their own worlds, places and times unknown, or perhaps familiar.

Calliope -200cp This enchanting steam powered pipe organ is compact enough to be pulled by a single draft horse, yet large enough to be heard from one end of your carnival to the other. The strangely soothing sounds carry all across your domain, spreading their spell of joy and laughter. Or perhaps a pretty mask to hide the danger lurking within the shadows of your demesne. Illusions and deceptions of all kinds are easier to perpetrate and maintain for you and your allies while within hearing of this mobile instrument. The effect can be propagated via speakers as well.



Hall of Waxworks -100cp This macabre and creepy display of waxwork sculpture captures with far too much detail the faces and forms of murderers, madmen, celebrities, and creatures. In fact they are so lifelike, some patrons will insist that they move. But you know better. They only move when you tell them to. Your collection of waxworks will add at least one new famous face per year, you may choose freely which likeness to be created. The sculpted wax figures are capable of movement and can be posed freely by you. You may increase the rate at which new likenesses are added by taking life casts of suitable subjects.

Steam Smoke and Steel -400cp A circus train, complete with antique engine in perfect condition. It runs far more quietly than it should, and its smoke dissipates without residue a few minutes after it passes. Or perhaps it is an electric engine? The engine may be any make or model of engine you desire, though it will adapt to be quiet and, for the most part, pollution free. The train will always fit any railroad tracks you choose to deploy it upon, and can easily roll into town even on abandoned spur lines. No one will ever note or remember that those rail lines had been removed, or hadn't been used for years. Your Circus Train will also never suffer any form of accident.

Companions

Master of Ceremonies -100cp/Conditional **-** Should the jumper opt to not become the Ringmaster of their own carnival, they may freely import one of their companions to do so. Should they instead allow the ringmaster of whatever circus they join to learn of the jump, they will surely jump at the chance to take their show on the road. MC companions gain all the MC Perks and may spend 600cp on Items and Carnival Upgrades. May only be taken once.

Carnival Crews -200cp You may import all of your companions to join your carnival. They may take any background except Master of Ceremonies. They gain 600 points to spend on Perks and Items. They may not purchase Carnival Upgrades.

Helper Monkey -50cp This friendly capuchin monkey will be your constant companion. He is quite clever and always willing to lend a hand. He works at your side with unshakable loyalty, and is very well trained in a variety of skills, he can even solve complex puzzles, though he is more likely to help you solve them than take the initiative.

Whiteface Clown -100cp A malevolent perversion of the common clown, the whiteface clown is a being of madness, horror and laughter; with the ability to warp the nearby landscape with new features and shifting colors, as if reality were being filtered through a funhouse mirror. Although naturally inclined towards spreading death and insanity, he shows utter obedience towards his Ringmaster and is surprisingly skilled at performing and directing acts of acrobatics and novelty artistes.

Mr. Electrico -100cp Traveling Stage Magician and Inventor, his adaptation of the Tesla coil allowed for safe use of electrical effects with apparatus disguised as a bog standard electric chair. He has also been known to inspire others to greatness with a few words of wisdom and encouragement. He has the Item **Houdini's Electric Chair**, and the perk **Dance Electric.**



Madam Octa -100cp This beautiful spider is quite deadly, the size of a tarantula, the form more like that of a jumping spider, with silk as strong as a bird hunting spider. She is agile, intelligent, and unlike some spiders is fully capable of perceiving sound in the same range as a human. Oh, she can also communicate telepathically. She has spent years working with a singular partner, but is now breaking out into show business for herself. What she's really after though is a good (red and blue preferably) male spider to love. Then she can have millions of spider babies just as strong as she is.

Child of Bongo -100cp This fairly small bear has been raised in the wilds by their parents Lulabelle and Bongo, a retired circus bear. They are very talented and trained in a variety of circus skills, from unicycle riding, to juggling, to arielism and more. Unlike their father who ran away from the circus to live in the wilds, this young bear has run away from the wilds to join your circus. They have a personal collection of Juggling gear and a very well maintained Unicycle sized perfectly for them. They also benefit from the perks **Acrobatics** and **Dangerous Outline**.



Conrad Veidt -50cp This man, this legend, has found himself outside time, and restored to youth and vitality. He somehow has stumbled upon your circus, he may be persuaded to join you, but he is rather Genre Savvy, and often played villains. You may win him over, but if your circus is too evil, he will likely seek your undoing. He is a bisexual feminist who hates nazis and enjoys golf.

Professional Oddity -50cp There have been hundreds of fascinating people working in sideshows through the years, from Joseph Merrick to the Hilton twins, Blanche Dumas and even performers like André René Roussimoff, now one of these historical performers has found their way through time and space to your carnival. They will find their physical oddities no longer cause them any pain, discomfort, or danger to their health, and may choose to come along on your chain when the decade is done. You may freely choose any one historical sideshow or public oddity performer, or merely a performer who advertised themselves as other in some way to join you. May be purchased multiple times, inviting a different person with each purchase.

Drawbacks

Companions may only take drawbacks that only affect themselves.

Health Inspectors 100cp For a magical traveling show of terror and mystery you sure do attract the attention of a lot of bureaucratic types. Everywhere you go your show will be scrutinized by officious and difficult inspectors of various types. None of them are susceptible to any form of magical or mental persuasion, though some of them might accept bribes. Should the first few vanish mysteriously, their replacements will be even more tenacious in their application of red tape… and quite immortal.

Chest of Demons 100cp Well, not demons per say, but evil spirits to be sure. You have in your possession a rather demonic looking leather wrapped steamer trunk. It once held some of the worst of the worst evil spirits from around the globe. During your travels, you will encounter all thirteen of them, usually one a year or so. Each one will cause untold trouble for you and yours, and a significant

amount of strife for those in the wider world. Subduing them and securing them in the chest will not be a simple task. (Comes with a free ghost catching ritual!)

Van Ghoul 200cp - May not be taken with Chest of Demons. - Looks like you are on the other end of the equation. You ARE one of those evil ghosts and the team of ghost hunters will be after you to return you to your prison. Hopefully they will ignore your traveling carnival that follows you wherever you go.

Granted…But 200cp - Any wishes granted to anyone from any source for the duration of the jump will follow the evil Djinn/Monkey's Paw rule of Granted…But. The but, must ruin the intent of the wish, with the goal not to kill the wisher, but to make them regret making the wish. Jump Chan/The Benefactor has gotten Dhoffren himself to adjudicate the nature of the gotchas, though he will be granting no wishes for the duration. He appreciates the complimentary popcorn.

Professional Rival 200cp **-** You are not above petty jealousy. This becomes obvious whenever your rival is mentioned in passing, or worse, you are confronted with their performance. In this world there lives a person with a background and perks nearly identical to your own. Though they have none of your outside context abilities, they do have anything purchased here. They too live the circus life, either as a rival performer in your Macabre Carnival, or worse a Rival Circus. For the duration of the jump this drawback ensures you will not be able to surpass them for long, the two of you will always be neck and neck, driving each other and bitterly resenting your opponents luck and opportunities. You will not be able to go a week without hearing or seeing something about your rival that simply makes your blood boil. Nor can you kill or incapacitate them, or have it done at your behest. At the end of the jump, your jealousy and bitterness end and depending on your actions your rival may be offered a place among your companions if you so choose. While they may not ever be as skilled as you without this drawback ensuring their success, they will continue to push you as a friendly rival no matter the power disparity.

Wanted Criminal 400cp **-** You've done it now! You are a wanted criminal. The crime is less important than the fact that police and their equivalents will be on the lookout for you specifically for the entirety of this jump. No matter the jurisdiction or even country, somehow everywhere you go there are wanted posters up. Nothing you can't defeat with a good disguise, but should your disguise slip, you will be forced to flee and your alias will be spread far and wide. No matter what kind of contacts you have, each subsequent fake ID will become harder and harder to acquire, or will be less and less effective.

Positively Poisonous 300cp (Requires Emotivore) - You can feed on and grow in strength from the emotional and mental energies of those around you true. But in your case it comes with a terrible weakness. For the duration of the Jump, positive emotions are completely inedible, and act as a strong poison should you be the target of them. Symbolic expressions of joy, happiness, love, etc. can penetrate your defenses and be used as a weapon against you and your powers.

Scenarios - Optional You may only take one scenario.

Karn Evil 9 Gain 600cp *"Welcome back my friends to the show that never ends, So glad you could attend come inside come inside."* You must keep your carnival operational, and profitable paying all your employees, and managing all your expenses without using any outside sources of income. Only money made from tickets and concessions may be used to keep your operation afloat. Should you

spend a full ten years successfully touring without going bankrupt, you will receive the Greatest Showman reward. P.T. Barnham himself (looking strangely like Hugh Jackman) will grant you a certificate declaring your carnival the Greatest Show on Earth. You will be able to proudly advertise this fact, and in subsequent worlds, your carnival traveling show or circus, or any other business you run that relies on public perception will run flawlessly without any input from yourself, making money easily and garnering rave reviews wherever you go.

Desde abajo te devora* Gain 600cp Your carnival hungers for souls and will act up if not regularly fed. There is an eldritch entity lying in wait beneath the sideshows and circus tents. It feeds off of souls and human misery and if not kept fed, will begin draining the very life force of you and your employees. Its very presence calls the outcast and unwanted to your web and drastically increases the number of attendees that wouldn't be missed. Tread carefully, keep it fed and you might make it out with your soul intact. As a reward for keeping fed that which devours from beneath, you now have a supply of souls to burn. Specifically you may freely use any sacrificial or destructive power that requires the destruction of souls to fuel it. They cannot be used to bring things to life, or imbue a soul into the soulless, but if something needs a soul to burn, fire away.

Killer Clowns Gain 600cp (Requires Spaceship purchase) I'm not saying they're aliens… but they're aliens. You have been mistaken for a roving band of murderous alien clowns. I have no idea how people could have come to that conclusion… Your starting location is now Watsonville California in the year 1990. The Locals already repelled one group of aliens, and they aren't about to let another batch get away. Survive the locals, then deal with the story spreading in your wake. Almost every town you visit will have heard of the Watsonville Massacre of '88 and will suspect your involvement. After ten years, you will gain a complete map of the galaxy usable in your ship to travel from system to system and world to world safely. The map will always reflect the current reality and any life bearing planets will be highlighted. Previous maps can be called up at will. Should you find yourself traveling between Galaxies, the map will always reflect the local one by default.

The End?

You have survived ten years in this world, and survived hundreds of audiences, which is even more impressive. All of your drawbacks end, and any restrictions on your powers, items and person are lifted. Now what will you do?

Go Home? Return to your home the moment you left it, with your memories refreshed and with your old body as an alt-form you may shift into freely. You keep any powers and abilities you acquired as well as access to any items you have purchased. Your companions may return to your world with you, or may return to their own homes.

Continue Jumping? This isn't the end for you, the show must go on, and there are worlds out there you've yet to explore. Go out and set up a Big Top, light up a spotlight and show them what you've got!

Stay? This is it then, the fat lady is singing? This is the world you choose to settle down in? Your chain ends here, and time resumes in any world you have left behind. But the show goes on, your companions have the choice to stay with you or return to their own worlds.

NOTES

*In professional wrestling, kayfabe is the portrayal of staged events within the industry as "real" or "true", specifically the portrayal of competition, rivalries, and relationships between participants as being genuine and not staged.

*Caveat subscriptor - The Contracts are legal, binding, and completely unbreakable, even for you jumper. The only way out once the deal is struck is by agreement from both parties.

*"Chow-brand unfood contains spun, plaited and woven protein molecules designed to be ignored by your digestive enzymes, no-cal sweeteners, oil replacements, fibrous materials, colorings and flavorings. Chow is an edible substance and must not be confused with food. Eating Chow can help you to lose weight, hair, and kidney functions. May cause anal leakage. Enjoy your meal!"

* From beneath you it devours.