Peter Pan



By Cataquack Warrior

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Come Away, Come Away…

Can you see the thin film between sleep and awake? Just push a little harder, and we'll be there…



Why, hello there. I have been waiting for you. You say you don't know me? How cruel. Every slumber you have had at bedtime, every wish you have made on a star, every daydream you have envisioned just beyond the clouds, they are all snugly rolled up into one compact and delightful island just for you. Welcome to Neverland! Though this is largely the playground for the eternal boy, Peter Pan, every child has a link to the Neverland through his or her dreams, and so I enjoin you to embrace a new, boundless array of magical tales in store for you here, ones that will last in your heart forever.

…And maybe this adventure of ours *will* last forever. But I'm getting ahead of myself. After all, you have yet to arrive! But it won't be much longer, I promise. You have 1000 Choice Points (CP) to start out with.



Chapter 1: Location



See? We've already reached Never Never Neverland – or perhaps the island reached us. With so many adventures, I'm sure you'll never want to leave, but every story needs a beginning, right? Roll a 1d8 or pay 50 CP to determine your starting location.

1. Clouds (Free Choice for Drop-In)- You have just arrived at the Neverland, and have landed on the comfy clouds overlooking the isle. The cloud is surprisingly firm, but hopefully you have pixie dust, or it's a long way down. And is that the pirate ship down there, getting ready to aim at you?

2. Home Under the Ground (Free Choice for Lost Boy)- The home of the wild Lost Boys, it's a clever little cave underneath some trees. It is very cozy but rather unkempt, for the boys have no mother.

3. Neverland Forests- Everyone is on the move through the forest, each group chasing the other to no end. Many secrets can be found in the magical woods, and there's always an adventure waiting to happen.

4. Mermaids' Lagoon (Free Choice for Mermaid)- The home of the mermaids, with their beautiful selves on the rocks only a fraction of what hides beneath the surface. Can you hear the roar of the surf, and the mermaids singing?

5. Native Encampment (Free Choice for Native)- Home of a fierce native tribe and the bold Princess Tiger Lily. They're often wary of visitors but will welcome you with a great feast if you earn their trust.

6. Fairy Court (Free Choice for Fairy)- You are at the home of Never Land's countless fairies, who are always busy causing mischief and having wild parties.

7. Never Peaks- Like any good magical island, Neverland has mysterious mountains. Not even Barrie knew all of what lay up on those peaks or within their caverns, but now you're going to find out.

8. Jolly Roger (Free Choice for Pirate)- Looks like you have landed on Captain Hook's pirate ship. It's said Hook's very name guards the ship, so 'ware, or you might be walkin' the plank!

Chapter 2: Background



Now, there are a lot of fun roles to play in Neverland's stories, so who or what do you wish to be? Your age varies with your background; pay 50 CP to choose your age and gender within the restrictions of the background. Otherwise, your gender is the same as the last jump.

Drop-In- Peter Pan stumbled on you when you first arrived in this universe, and, finding you interesting, invited you to Neverland as a special guest. Boys may be invited to join the Lost Boys on adventures, while girls will be asked to be the boys' mothers. You have no memories of Neverland, only those of your life before, but don't worry, stay long enough and it may become the opposite. You are the same as you usually are, albeit as a child in his or her pajamas. For age, roll a 1d8+5.





Lost Boy- You are a Lost Boy, a child who crawled out of your mother's pram and was given a new life in Neverland. You and your rough-and-tumble comrades are the playmates and soldiers of your captain, Peter Pan, and he will lead you on countless adventures on the island. Girls usually don't crawl out of their prams for they are too clever, but if you are a girl you somehow did. Not wanting to change the name of the Lost Boys, Peter has decreed that since girls are too clever to fall out of their prams, you must in fact be a boy, and he and the others will all treat you as such. For age, roll a 1d5+2.





Pirates- You are one of those scurvy sea dogs serving under that infamous pirate Captain Hook. You are skilled in swordplay and sailor know-how, and the island fears the havoc you and your mateys will wreak. For age, roll a 1d20+20.






Native- The only group on the island that has mixed ages, the Piccaninny "Indians" of the island are your people, and you are now immersed in their traditions and way of life. You are currently at war with both the Lost Boys and the pirates, but things can change at a drop of the hat. All you can do is do your best as a proud, untamed warrior. For age, roll a 1d20 +8.





Fairy- You were born but a few days ago from the first laugh of a child on the mainland, and you are now welcomed into the host of many fairies across Neverland. You have many magical powers, the least of which is the ability to fly and grant flight to others, but a very small stature, no larger than a child's hand. Even so, the world has vast opportunities for you, and small throwaways by those big humans are just right for you. You can easily fly around places without ever being caught, and find secrets where nobody else can. Fairies emitting a mauve [purple] light are boys, the white ones are girls, and the blue ones are silly and have no idea what they are. As soon as you were born, a new name came to you out of nowhere, birthed both by your laugh and your talent. As a fairy, you speak the fairy language: the music of bells on the wind; fortunately, most people on Neverland have a basic understanding of the language, and if not you can resort to charades. Roll a 1d5 to determine how many days old you are. Oh, and don't worry – while human disbelief is an active danger to fairies, you yourself will be protected from harm by people who say they don't believe in fairies, with the protection extending if you choose to stay here permanently.*





Mermaid- Born instantly from a pearl like Venus, you are one of the elegant sea nymphs of the Mermaid Lagoon. You cannot go onto land, but the ocean holds countless opportunities of its own. There is a beautiful castle with private apartments for you and your sisters beneath the lagoon, and more secrets are hidden along the island's shores. While you can never reach the mainland, you can also swim out and explore other mysterious seas, and maybe even visit Atlantis or some other magical tale under the sea. As for stories from the lands you cannot reach, Peter Pan often visits and tells tales he has heard or adventures about himself in exchange for your gushing attention. While you may have a name you give humans and other lesser beings, your true name is in Mermish, a unique language with exactly 38 vowels and 0 consonants. For age, roll a 1d8+10.





Chapter 3: Perks



You can feel it, can't you? That magical tingle of whimsy on every corner of your childish heart? Neverland has all sorts of new skills and powers she can bless you with, if you have the CP. All discounts are 50% off.

Flying (Free All)- You have the basic ability and understanding of how to fly, though you still need pixie dust and consistent belief and happy thoughts. With enough belief, you can defy all laws of physics and even fly through space. Everyone in Neverland has this ability, though for fairies you do not need pixie dust (well, technically, you always have the dust since it's a part of you) and don't need happy thoughts to fly. Moreover, by taking this freebie, you are able to fly whenever you have access to pixie dust and happy thoughts, no matter how old you are (normally flying is only possible for the "gay and heartless").

Fairy Fluent (Free All/100 CP, Special Fairy)- You can naturally understand the tinkling, bell-like language of fairies, and also know how to teach people to understand the language. It is the most wonderful of tongues, sounding like the sweetest, most innocent bells whether you are professing love and rudely insulting somebody. However, unless you are a Fairy, you cannot speak it in turn, unless you pay 100 CP extra.

Betwixt-and-Between (50 CP)- All human babies start out as birds before coming to accept reality and be normal humans. You, on the other hand, have held onto your bird heritage, thus giving you great insights into the secrets of birds. You can communicate perfectly with all kinds of birds, and you have picked up some of the natural skills birds have. For instance, you are an expert nest builder, you can tell an east-wind from a west-wind, and you know how to make targets regurgitate whatever is in their mouth or stomach with a simple strike. However, as you are not completely bird anymore, you will be unable to fly unless you picked up other abilities elsewhere.

Advanced Flyer (100 CP, Discount Fairy)- You have become an exceptionally good flyer, to the point that you no longer need pixie dust to fly. In fact, defying all sense, you have no weight at all unless you wish to. As long as you are awake, you can move fluidly through the air without ever touching the ground for a second. If you wish to sleep, you only need to rest on a sharp breeze to stay afloat, and if you fall asleep and start to fall, your descent will slow down so that you gently drift down like an autumn leaf. Although as a Fairy you do not need fairy dust to fly, you will need to purchase this perk for the additional abilities such as riding the wind, constantly flying even when asleep, and a slowed descent if your flying fails.

Hidden Kisses (200 CP)- Everyone has their own childhood loves when they are young, often linking with the imaginary and fantastical, but they are rarely if ever fulfilled. Once you grow up, the hidden kiss remains on the right-hand corner of your mouth. Though its inner magic weakens after your first kiss, it stays on you, and can only come free if given to someone you can genuinely and openly share your innermost childhood wishes with. With this ability, you can "steal" the hidden kiss of a target. The theft requires building up an emotional connection with the holder, such that his or her hold loosens enough for you to snag it; fortunately, you have a charismatic nature that can melt the hearts of most people (even a fierce warrior or man-killing monster), though the exact way they react to their growing passion for you varies. Each hidden kiss you hold yourself increases your own childish innocence, making you more adventurous and less susceptible to corruption. However, if you hold onto and strengthen the ties you made to obtain the hidden kiss, you can form a deep bond with the former owner, the kind that is generally found only with soulmates. Moreover, by willingly giving a hidden kiss to someone, you grant that magical wonder to him or her; such a miracle could restore someone from the worst of corruption, or even bring the recipient back to life; however, in the latter case it would only work if the deceased one's body is still physically present and "warm," with the deadline at most being 24 hours.

Star-Talking (300 CP, Discount When Taken With *Twinkle Twinkle, Little Star*)- Peter has taught you how to fly up to the stars themselves and say hi to them. Whenever you fly up to the star, or just look up at it in the sky, it now manifests itself as a head-sized ball of light that can speak. Stars were placed in the heavens for a crime they have forgotten, and they enjoy having any company. They know many secrets, and can even spy on specific locations on different worlds, acting as a sort of look-out. The stars are rather ornery, so your relations with them may vary. To make sure that you can successfully communicate with the stars without killing yourself, the perk also grants you protection from extreme heat, gravity, lack of air, and other negative effects that would normally impede your conversations with stars, but only when you are interacting with them. The perk also makes it possible for you to "blow out" stars like candles; the star in real life will not be harmed, but all light from it will be sealed for the next year until it recovers (and don't expect it to be very talkative now). In the case of the Sun, though, seeing as children view it differently from stars, it is quite old and powerful, able to shoot a million arrows either for directions or for defense/offense and very difficult to blow out; therefore, he makes for a great ally or a great foe if you cross him. In other jumps, this means that any star that is viewed by a large population as a sun will be elevated to a rank higher than normal stars. After the jump, you are able to actively ignore the enforced rules of reality and chat with the stars just as you could in Neverland. Outside observers are still blinded by their grown-up logic, and will be baffled at the impossible paradox they are witnessing.

Escort for the Innocent Dead (500 CP, Discount When Taken With *To Die Would Be An Awfully Big Adventure*)- It's said that Peter Pan will travel part of the way with children who have died so they do not become lonely and scared at the new adventure. You can now find the ghosts and spirits of deceased children (and sometimes those who stay young at heart) and guide them to the next life. You can also interact with them, as they often have interesting stories. If you do not wish to take them to the afterlife(s) immediately, they're often willing to chat and join you on adventures, assuming you treat them nicely. You also instinctively know how to safely guide them past the intermediate state of ghosts; for instance, you know how to ensure that they get past the often-grim obstacles on the path to the afterlife, and if reincarnation is a possibility you know how to ensure that they get set up with a good new life in store for them.

Dreams of Neverland* (600 CP, Discount When Taken With *Forever Neverland*)- The Neverland is composed of the dreams of countless children, but the certain island you are on is primarily driven by Peter Pan, with other dreams being filtered into the mix time-to-time. Within this jump, you have the ability to pull the visions of dreamers closer to the island, until their imaginations blend to become an extra addition to the island. In any following jumps, you can create a new "Never Land" hub for dreams in that world, allowing the imaginations of children and the like of that universe to coalesce together into an island. However, each dream world is bound

to the universe of that jump, and it must stay behind when you go. Also, while you can be selective on which dreams are the key pieces of the island, you cannot apply your own dreams to the Never Lands. Moreover, the dreams that embody the island are limited to those of childish whimsy, meaning that the creations can be somewhat limited, at least by grown-up expectations. That doesn't mean that the magic in the dreams aren't powerful or that conflict there is harmless, but rather that "cool" and "fun" matter more than overall effectiveness. So good luck trying to actually make productive use of that dream about an awesome superweapon…you're going to need it. Plus, it's typically harder to impose these dreams outside of your little Neverland hub. If you took the *Escort for the Innocent Dead* perk, you can guide dead souls into the dream worlds – whether Neverland or a new one of your creation and reincarnate them in a form of your choice in that world; once they have been reincarnated, they are now essentially in between life and death, so they could stay in the dream forever, go to the real world and potentially die eventually under normal circumstances, or eventually let go and pass on to the next life like they were originally meant to.

Mother Knows Best* (100 CP, Free Drop-In)- Mothers are highly treasured on the island, and you bring with you the talent of a (childish) mother. You are skilled in multitasking, and can cook, clean, darn socks, sew pockets onto clothes (even ones that weren't made for pockets to begin with), and in general look after a large number of children, even rowdy ones, effortlessly. Plus, you give these different things a "mother's touch": beds you make will feel cozier, clothes you make/sew will feel more comfortable, rooms you clean up will make people feel more at home, etc.; this may therefore enhance other domestic-oriented perks you have. You also become a skilled storyteller – at least one for children's tales – and can easily recall classic tales or invent your own; you can even take existing stories and give your own unique flair to them, such that Cinderella fights off pirates with a revolver, while retaining the wonder of the original. Moreover, it gives you an aura of respectful motherhood that makes anyone with the form of a child (even beings that are actually much older) much more likely to behave like a child and follow your instructions when you are present, with your control increasing the more you act like their mother. You can even have an effect on people with an older physical form if they long for a mother (it helps that the perk makes people more likely to want you to be their mother).

Mixed Identity (200 CP, Discount Drop-In)- In the classic approach to the play, the eternal boy Peter Pan is played by a girl, and a single actor plays both Mr. Darling and Captain Hook. At the bare minimum, this perk allows you to easily assume two separate identities that only require you to change your overall attire – your physical appearance can remain unchanged – and people will have trouble telling the difference; however, if you don't make your clothes and overall behavior distinct for each persona, people might start to connect the dots. However, the perk also allows you to change your gender – and more than that, make people believe that you are the opposite gender of whatever gender you really are. You could be a woman, even one that stands out with big breasts or other indicators, and as long as you choose to have this part of the perk active, people will be convinced that you are in fact a man – or vice versa.

Shadow Sewing (300 CP, Discount Drop-In)- You are an expert sewer of all things, and even a shadow is but a simple task. If you have a detached shadow in your possession, you can sew it onto whoever you please with minimal difficulty. You may sew it back on whoever lost it, or perhaps you decided to sew it on someone else – so many possibilities. You could even try sewing it onto a cloth of some sort. Whenever someone's shadow is sewed onto a new person, the new person now owns the shadow both physically and spiritually. Also, you can sew on the shadow extra tight, such that it can only be removed under certain conditions (such as with *Shadow Biter*); therefore, with that adjustment the attached shadow will always be fully visible and in full-body no matter the position or absence of light, though this may sometimes be a detriment. You can also sew different shadows together (even if they're still attached to people or things); unless said individuals found a way to detach themselves from their shadows, they would therefore be limited in their movements due to how their shadows are linked. You could even physically alter shadows, such as sew pockets into shadows for storing things, or use an iron to make a shadow hard and stiff, or "wash" them. If you also took Mother Knows Best,

you may eventually learn to magically apply your wonderful sewing skills to other unlikely things, such as reflections, giggles, and clouds. See *Shadow Biter* and *My Shadow* for further uses.

Dress-Up (400 CP, Discount Drop-In)- We are what we wear, as clothes are so much of what a person is. By putting on the right clothes, you can gradually gain the qualities of the original wearer. For instance, wearing a pirate's outfit would make you more like a pirate, while slipping on a child's dress would make you into a child yourself; you could even change gender by wearing the opposite sort of clothing. More than that, you will begin to gain the skills and powers of the normal wearer – by wearing a mage's robe you would naturally start to learn magic, and by putting on a caveman's primitive attire you would gain increased strength. If the clothes stand out as unique and belonging to a specific person, you may also adopt more specific skills and powers associated with that individual. However, the longer you wear the clothing, the more it influences you, until you may very well become what you were dressed as; fortunately, if you can find the will to take the clothes off and keep them off long enough (the amount of will and time increases with the duration of the wearing, though), you will return to your old self. If the perk were feasibly linked with *Mixed Identity*, people would likely be unable to associate your normal self with the person you are dressing as.

Memory Tidying* (600 CP, Discount Drop-In)- Mothers know that their children are often troubled by things, so sometimes at night they take a look in their memories and tidy up the clutter a bit. By placing your hand on someone asleep, you can access the subject's memories and move them around as you see fit. You cannot destroy or alter memories, only view and move them. Also, as memories are never truly lost, only misplaced only of your reach, this ability allows you to counter amnesia in your charges, even those suffering from the *Forget Me Not* drawback; however, it does not grant you immunity to memory loss yourself. To access a person's memories, he or she needs to sincerely trust you, but actual consent is unnecessary, as children don't always know what's good for them like their mothers do. However, the ability only works when the subject is asleep; if he or she wakes up unexpectedly, you will lose whatever unfinished progress you made with the memories. If you are handling more than one person at once, you can also move a memory from one person's collection to the other's; on the other hand, it's going to take you much longer to properly finish the process if you do so (and you have less time to do so, seeing as just one of your darlings waking up will spoil the whole transfer) – plus, unless the moved memory was in someplace unnoticed in the clutter and its new place is likely out of obvious sight, at least one of your subjects will quickly recognize that something is wrong after waking up. *Mother Knows Best* allows you to apply the power to anyone who views you as their parent and ensure that nobody will prematurely wake up until you are finished. *Shadow Sewing* combined with this allows you to "sew" memories together.

Wild Boys (100 CP, Free Lost Boy)- The Lost Boys have untamed, wild hearts, and they both dress and act as beasts. You now have acute eyesight, smell, and hearing as good as any wild animal, and can easily and quickly climb, scamper, and pounce about the wilderness. It also makes it easy for you to escape pursuit, faster than even rabbits into the brush. When wearing your bearskin costume, it may be difficult to tell you apart from a genuine bear cub. In addition, you have good albeit wild survival insights, such that you can look after yourself decently even if you don't know how to cook or take a bath.

Fit Just Right (200 CP, Discount Lost Boy)- Each Lost Boy gets to the Home Below the Ground through his own personal tree, which has been carefully hollowed out by Peter to fit only you. It is therefore critical that your proportions never change, so you have learned to wiggle your body just right so that you can always slide down the tree without getting stuck. You can now fit through any tight gap easily without getting caught. Your success getting into your tree stems half from your physical efforts, and half from your heartfelt wish that the tree is wide enough to fit you, which is thus made real by Neverland's magic. Accordingly, the world itself will bend so that the gaps are just wide enough to slip through. However, the difficulty in using this jump increases

with the size difference between you and the gap; if an opening is just a little too small for you, that's easy enough, but good luck trying to enter a mouse hole as Godzilla.

Shadow Biter (300 CP, Discount Lost Boy)- Like every animal, even a domestic one, instinctively knows, you can literally bite or claw off a target's shadow, making it fall off as a piece of cloth. And since you're smarter than a regular animal, you also know how to cut off the shadow using non-natural means (swords, magical attacks, etc.). The shadows of exceptionally-willed individuals may have a mind of their own, but for the most part the shadow is now a simple item for you to claim. The effects of losing your shadow can range from harmless to dangerous depending on what world you are in, but a victim will never feel the same without his or her shadow, and victims will likely lose some degree of their full powers. Plus, you can gradually learn to make it so that cutting off a shadow will also take away at least some special powers the victim used to have. See *Shadow Sewing* or *My Shadow* companion for more benefits.

Think Like an Animal (400 CP, Discount Lost Boy)- Never Never Land is full of wild things, but there are ways to deal with each creature, however big or small. Due to Peter's guidance and your own wild nature, you have a knack for dealing with various wildlife on the island, and can identify specific actions that will drive them away, usually exploiting their simple nature. For instance, a wolf will run away in terror if you bend over and stare at them backwards with your head between your legs; if you draw a line in the dirt around yourself and dare anyone to cross it at their own peril, a full pride of lions will not pass over the barrier; and bears will hesitate to attack their own kind, even if it is just you in disguise or with a teddy bear. Please note that an animal sufficiently antagonized with you may push aside its qualms and still try to attack. Also, as the composition of the creature moves away from the natural end of the spectrum and more toward an alien or magical beast (since Neverland's beasts are somewhat magical, the shift is less sharp on the magical end), the solutions become increasingly complicated; even so, the solution will always be within your capabilities.

Pretend Eating (600 CP, Discount Lost Boy)- Peter often has pretend meals that fatten him up as easily as normal cuisine, and while most boys have trouble you have learned how to fill yourself with these pretend dinners. By simply imagining a desired food and then visually acting as if you ate it, you gain half the nutritious value you would get with the real version of the food. If you took *Mother Knows Best*, you can also serve imaginary foods to other people with the same benefits as long as they play along with the pretend. Additionally, if you try hard enough, you can imagine even more things, and perhaps make imaginary doors and windows to keep people in or out, among other possibilities; these imaginary constructs will be invisible to other people, but have a solid feel to anyone who touches them. This also lets you potentially perform various tasks using "pretend" items in place of the real ones you'd need otherwise; for instance, with this you could do sewing (even *Shadow Sewing*) without real sewing equipment. However, you are limited to mundane, ordinary things; at most, you could pretend to drive an ordinary car, but don't ask for a James Bond limo, much less a nuke. Similarly, this cannot be used to recreate magical things.

Here Come the Pirates! (100 CP, Free Pirate)- Wherever you go, whether directly or stealthily, an ominous feeling heralds your approach. The sky will darken, the wind will die, and it may even snow or storm. You tend to lose your cover as a result, but it does wonders in intimidating those you are hunting, and the weather can sometimes hinder your opponents; in contrast, the effects never bother you. The effect can be selectively turned on and off.

By Hook or Crook (200 CP, Discount Pirate)- If either of your hands is ever removed from your body, you may instantly and bloodlessly replace it with any small tool or weapon (even a magical one) of your choice. Whatever you choose, it is further enhanced with moderate water magic that you can unleash on foes. If the tool-hand is cut off again, you can instantly will the tool back to your stump and reconnect it. When you wish, your regular hand will regenerate, and you can switch between your regular hand and the tool at will. In

addition, each new jump you have the option of selecting a new tool when your hand/tool is removed from your body again; you can switch between any of the tools you have used as a replacement and your true hand at will. Any tool or weapon in your possession is selectable under the perk.

Piratical Poisoner (300 CP, Discount Pirate)- You know how to use all sorts of poisons, how to mix them with different things such as weapons and drink, and how to conceal them from detection by their unsuspecting users. Plus, you can make poison literally spawn from your body's excretions such as tears without being harmed unless you specifically want the poison to hurt you. This also lets you transfer poison to your tool/weapon hand if you took *By Hook or Crook*.

Good Form in All* (400 CP, Discount Pirate)- Good form is the most important thing in the world, and you are a master of it, always knowing the proper way to do things. Good form can sometimes be seen as good karma, so you will have good luck whenever you adhere to good form. Furthermore, whenever you are in a duel, you can selectively, throughout the fight, force all participants to follow the rules of good form and apply (very) small penalties (ex.- minor decreases to their stats) if they use bad form or refuse to follow the rules. People will also be more trusting of deals they make with you. That said, good form does not always mean morally good. In addition, as a master of good form, you also know how to cheat; in any situation with rules or traditions, you can find the most effective way to break the rules to achieve your goal, at the cost of abandoning good form in that situation.

Roguish Ambush (600 CP, Discount Pirate)- You can approach a dwelling or fortification without an alarm being raised by any outside defense or defender you disable. Defenders and sentries on the outside may still fight you, and people directly looking outside will see you, but nobody inside will notice as long as they are busy with something. If you have destroyed the outer defenses, you can ambush everyone who exits, and those inside will not realize that anything is wrong. You can then enter the interior, and nobody already inside will notice you unless they were already on the lookout for threats, assuming you don't take direct action against them; even if you use *Piratical Poisoner* or other means to booby trap things, after you leave people who didn't notice you will fail to realize that anything is different, or that you were even there.

Silent Stalker (100 CP, Free Native)- The natives of the island are masters of stealth, and can creep around through the underbrush without making a sound. It is almost as if you have blended in with the forest. Unless you intentionally make yourself noticeable, those without significant perception skills will not spot you until you attack. In addition, you can leave small clues behind you to alert companions – and only them – of your trail so they can follow in turn.

Mimicry (200 CP, Discount Native)- You can perfectly imitate the cries of any wild animal on the island, or even specific people, as long as you have heard the real voice in the past. Even people who have known the person you are imitating for years on end will be fooled by your voice. You are also a master at throwing your voice such that it seems to be coming from a different direction, such that you can remain concealed and no one can determine your location unless you break cover. In addition, you can use musical instruments to mimic non-vocal sounds.

Hmph! (300 CP, Discount Native)- Proud in spirit and strong in body, no one can force even a single word from your mouth without your permission. You can speak as you please, but it is impossible for anyone to force you to tell them or say something you do not wish to. The severest of torture or even imminent death cannot make you say something you don't want to. You also become more skilled in communicating through body language – except when you don't wish to let anything slip, that is.

Secrets of the Land* (400 CP, Discount Native)- Your tribe has been on the island longer than anyone can remember, but unlike the other groups, the tribal records have kept your history alive. As a result, you know countless secrets about the island, from the physiology of different plants to hidden caves and forgotten shrines. Furthermore, trees have ears, and by simply examining minute clues in the wild you can learn the secrets of anyone who has passed through the area. By simply putting your ear to the ground, you can hear a dry leaf crinkle and immediately identify who stepped on it. After the jump, you gain an intimate knowledge of the history of natural environments, and also any secrets unwittingly revealed by people who have recently traveled through the habitat.

Tribal Magic (600 CP, Discount Native)- You have been trained in the esoteric rituals of your people, and can now draw on the shamanic magic of spirits and similar things. You specialize in nature-based magic that allows you to commune with the spirits of the land and sky. Generally the rituals require special carvings accompanied by specific dancing, drumming, and sacrifices, and their functions can range from oracle foretelling to altering the weather to summoning tribal guardians into totem poles.

Pixie Dust (100 CP, Free Fairy)- Most if not all fairies constantly produce the magical substance of fairy dust around their body, such that a trail follows wherever you fly. People and even objects as large as ships, when covered in the sparkling dust, gain the ability to fly. However, while inanimate things can fly without any challenge, people wishing to fly must have sincere faith and happy, carefree emotions. During the jump, you constantly emit fairy dust as easily as breathing, and you are constantly surrounded by a cloud of fairy dust, though in later jumps you can control the emission. To help, the perk also enables you to breathe easily without choking on pixie dust or other particles, such that you could breathe and talk even with smoke all around you. If you took this perk and are not a fairy, you will be looked at quite strangely by others, but things are often strange in Neverland so that's hardly a bad thing.

One Feeling at a Time (200 CP, Discount Fairy)- The hearts of fairies can be compared to bouillon cubes due to their concentrated compactness. In fact, a fairy is so small that it can have only a single emotion pouring through its entire body and soul at a time. While those big humans might call such a mindset capricious and a flaw, you know better. You don't have to worry about never knowing what emotions you are feeling, or having them mixed together. Whatever you feel, it is with full certainty and intensity. As a number of abilities draw on a specific emotion in the user, you can reach intense levels that you could not achieve with extra emotions getting in the way. Your emotion can change, whether by choice or at random, but it will always be a complete change. Furthermore, the concentrated nature of your inner self means that when you focus on a specific thing, whether it is an emotion or a certain *talent*, you can put your full heart into it and bring out the best of that quality of yourself. You will have to deal with the emotional changes as a fairy regardless of whether you bought the perk, but you will need to purchase the perk to access the same abilities (with greater control) after the jump.

Shoot the Birdie! (300 CP, Discount Fairy)- You are able to take command of those subordinate to you and convince them to help you with a task without them questioning your motives, logic, or morality. You could easily convince your followers that a figure approaching is an evil monster they need to shoot, or that they need to help you put a sleeping, innocent girl on a makeshift raft and make her drift out to sea, and they will eagerly fall over themselves to help. Your influence is reduced whenever there is someone higher in authority than you, but you can still convince them that said figure wants them to do as you say as long as they do not encounter any direct evidence to counter your claims.

Talent (400 CP, Free/Discount Fairy)- Each fairy is born with an innate talent that defines her role in Neverland and what sort of magic she has. If you do not buy a talent, you will get a lot of strange looks from your fellow

fairies. The power of the talent is proportional to your size. It is possible to teach your talent(s) to others, though it will take quite some time for them to learn anything more than minor little tricks (it's easier when you are teaching people with innate affinity for your talent); in turn, you might be able to learn a couple things from other talents, but not nearly as much as you would with it as your talent. Also, your control over your talent is enhanced with the *One Feeling at a Time* perk. *Shoot the Birdie!* lets you take leadership over people who specialize in/practice your talent.

Fairies can either purchase a talent of their choice from the list with a discount on the price or, for free, roll a 1d9 to determine their talent. In the case that you roll a 9, you instead get a common talent such as laundry or table-setting; you will become highly skilled in your respective talents and now find the activity highly relaxing and blissful, but your abilities are more mundane than the rare talents offered below. You may purchase more than one talent if you wish. When purchasing additional talents, you need not roll; you can simply select the talent(s) you want for the discounted price.

Other backgrounds can purchase a talent for the full price, but they must roll a 1d9 to determine which talent they receive. When purchasing additional talents, you need not roll; you can simply select the talent(s) you want.

1. *Tinker*- Tinkers are master craftsmen and women when they put their mind to it, and can make priceless works out of mere scraps. Interestingly, the trade of the tinkers requires them to work with iron often, yet they have no issue with the metal. While all Neverland fairies are immune to iron's effects on the fae, after the jump you will be immune to any negative mystical effects that iron might have on you, as well as any other metals that affect fairies. In addition, your talent gives you increased skill at finding utility in almost any material you obtain, even scraps thrown away as trash by others.

2. *Animal*- You can speak to any small animal in its native tongue and sense their emotions, allowing you to understand its condition and its needs. Therefore, you are responsible for looking after the smaller animals throughout Neverland. Like the animals you tend, you have a heightened sense of smell and hearing, and are a good tracker. In addition, animals know many shortcuts and hidden passageways that you can access and gain safe passage through. The talent also gives you increased skill in teaching/domesticating wild animals and finding good uses for their special skills (without harming them).

3. *Garden*- You can sense the needs of plants and imbue them with magic to grow. By producing just a speck of pixie dust, you can make a plant grow and blossom instantly. Moreover, just by examining a plant you can identify its key qualities and needs. You are also able to train small bugs such as worms and bees to help take care of your plants. Plus, you have a good sense of balance – which will come in handy when you need to carry half a dozen berries on your head.

4. *Water*- You have control over water, alter it between solid, gaseous, and liquid states, and form it into various animal shapes or even into fountains. You can send special messages in bubbles that only pop open to reveal the message for the intended recipient. In addition, you can find hidden sources of water. Being filled with so much water in their hearts, water fairies tend to cry whenever they feel strong emotions, whether happy or sad. You also know the "language of water" to communicate to a degree with any bit of water, which may enhance other water abilities you have (see *Ocean Secrets*).

5. *Kitchen*- Technically, the kitchen talents are subdivided among over 25 individual talents ranging from baking to scullery, but you have a knack for kitchens in general. And for fairies, given their small size and the lack of modern amenities in Neverland, chefs are greatly valued for their ability to make delicious foods from almost anything. You have not only increased ability at finding useful ingredients, but you can produce tasty replicas of normal recipes using any available resources – even if it shouldn't make sense to be able to make

pastries solely from things you collected from a nearby tree, but somehow you can; this does not apply when the food being replicated consists of just one primary ingredient, such as roast chicken or corn on the cob. Furthermore, you have an instinctual knowledge of existing cuisines and cooking techniques for your location, though it's always good to experiment. Also, as you make the foods with magic, you can often bless your masterpieces with special enhancements.

6. *Light*- All fairies are surrounded by light, but you are one of the brightest. Fortunately, such is the source of your power, and you can control the light around you accordingly. You can bend and move light around as you desire, and even create rainbows with the help of water fairies. You can also enhance yourself with light, such as turning yourself bright red to burn through things in your path (it works better when you're mad). You can temporarily imbue individuals with light as well (this is normally limited to fireflies, but feel free to experiment). The strength of your light magic depends on the phase of the moon, being the brightest when the moon is full; even so, your power over light is still fairly strong even at the lowest phase of the moon. On a related note, you are born with an innate understanding of the stars in the sky, improving your interactions with stars if you also took *Star-Talker*. Said to have "bright" personalities, light fairies are energetic perfectionists who enjoy the spotlight quite literally.

7. *Wind*- You have power over the wind, and can produce anything from breezes to mini-tornadoes – and full-sized tornadoes once you get to a human's size. The wind also gives you enhanced speed; considering that even normal fairies, ever-filled with boundless energy, can open every drawer and turn every pocket inside-out in a bedroom by the time you've read this far into the sentence, a wind fairy can fly as fast as the quickest wind, such that you can reach subsonic speeds.

8. *Art*- You are constantly inspired to produce various works of art, but your greatest strength lies in painting. For you, painting is not merely a physical skill, but a magical one, as you can literally determine the color of things by painting them. Any change you make to a target's color becomes its true, permanent color unless you use a new paint. The colors will also enhance certain traits and strengths of the subject depending on the symbolism; for instance, blue embodies depth and stability, while orange represents joy and excitement. And if the colors should belong on something else, it can become that thing; for instance, painting stripes on a horse makes it a zebra, and painting a dome brown or white could turn it into an earthy hill or an igloo respectively. This ability also allows you to change the seasons by painting leaves either green or orange; once you paint enough of them the same color, the world will conclude that it must be time for that season and change accordingly.

Clap If You Believe (600 CP, Discount Fairy)- Belief in magic is the lifeblood of fairies, and when enough people believe, miracles can happen. Your life energy is strengthened by how many people believe with you. Furthermore, if you are on the verge of death, someone clapping and expressing his or her faith in you will restore a tiny amount of your health; with enough believers (at least a thousand) clapping, you can fully come back to life with more vitality than ever before. In such emergencies, people who believe in you will sense something wrong, and what they need to do to save you. You can only call on people once per jump for this perk. Also, your ability to call on believers depends on not only their belief, but also their amount of care for you; if they don't really care about you, it's less likely that they will be reached by you in this manner.

They'll Sweetly Drown You (100 CP, Free Mermaid)- Drowning is said to be a bad way to go, but a mermaid can make it into something to die for. You have a beautiful, perfect appearance that can make victims fall over themselves. Furthermore, you have a personality to match, able to exude cheery innocence and mysterious seductiveness as you see fit. All of this is meant for the express purpose of a mermaid's favorite pastime: drowning. You might stun a victim with your beauty and turn the drowning into a sensual if fatal encounter. Or

you might treat your drowning efforts as a playful game, with an endearing innocence that makes few people willing to hate you even as you try to drown them, or willing to intervene. You don't even need to speak a word; a simple smile or gentle caress on the hand is enough to get them into the water and never come back out. The skill works best for drowning people, but in general makes it easier to kill people without facing significant resistance; it can also be useful for extracting favors or information from people. Even so, it only increases the likelihood of people cooperating – it does not guarantee it, especially once they get in the water. The perk's power is strengthened with Siren's Song and vice versa.

Ocean Secrets* (200 CP, Discount Mermaid)- Mermaids know all of the secrets to the ocean, and every secret whispered that rippled off the water's surface. You are incredibly wise in spite of your outward personality, and often know things that no one else does, from where a treasure is hidden to what Hook (or someone else) is plotting, to ancient spells and lore hidden beneath the waves at Atlantis. Not only is this information available for your use, but many will come to seek your advice, giving you more opportunities to drown them. After the jump, the ability applies to any ocean or sea you can access. If you also took the *Water Fairy Talent*, you can apply the same power to any body of water, even the water in a bathtub or bottle.

Siren's Song (300 CP, Discount Mermaid)- The voice of a mermaid is beyond measure, and can make men jump off sharp rocks to hear the melody up close. Your voice and song is especially gifted for a mermaid, and you can enchant the hearts of victims with but a few verses. You gain extra power under the moonlight, and it is said that those who hear the mermaids' song under the moon will follow the song to the source and do anything the mermaids wish, never to be seen again. With particularly weak-minded saps, you can completely mesmerize them and implant suggestions in their brain that they will believe that they thought up themselves. Furthermore, mermaid songs at night often contain potent curses that vary between the victims; pirates hallucinate and see old enemies, birds and other flying beings start flying upside down as they lose their sense of up and down, and fairies transform into bats. For the magic to take effect, the victims must be able to hear the song; if they are able to avoid hearing it, they won't be ensnared. The range of the song depends on the acoustics, but at most has at most the radius of half a mile. Also, the strength of the effect is split between all listeners, and therefore dilutes with a large audience. On the other hand, every voice added to the chorus strengthens the song's power, and moonlight strengthens the magic night effects. Also, since mermaid songs are never dampened by water or storm, the songs will retain their full intensity even at the bottom of the sea or in the middle of a hurricane.

Maid of the Sea (400 CP, Discount Mermaid)- Mermaids are spirits of the water, and thus have amazing control over the element. You can control whirlpools, summon floods, or sink ships in terrible storms with but a few airy gestures from your hand. Most of all, you are skilled with creating and controlling bubbles. You can trap victims in human-sized bubbles so that they can breathe under water (until the bubble shrivels up), or even trap all of a victim's laughter into a bubble for you to play with as you please (fun fact – did you know that without laughter in their heart, a person will eventually die?). Whenever you cry, all the water around you can erupt in a chaotic storm.

Pearl Dream* (600 CP, Discount Mermaid)- Do you know how mermaids are born? You must, since you are one. A mermaid is born from the chaotic irritation within a clam creating a pearl, which then is enchanted by Never Never Land's magic and becomes at once a fully-aged mermaid; being the manifestation of that irritation, mermaids are naturally vain and jealous. This insight, combined with your magic, gives you the ability to enchant pearls with magic. But more than that, you know how mermaids are born, and can reproduce the process yourself. By growing clams under the right magical conditions, you can create new mermaids. The more magic the pearl is exposed to before the clam opens, the more mysterious and wiser the mermaid; the longer the pearl grows and the irritation intensifies, the more beautiful and vainer the mermaid. Generally, with a stable supply of magic, you can grow an average mermaid in 2 to 4 years, though she will not have any magical powers besides breathing underwater. To grow a mermaid with special abilities such as singing or

controlling water can take up to seven years. As for creating a mermaid at the level of a nymph queen or water spirit, it would take 10 full years. That said, with a large enough aquaculture facility and ready access to natural magic, you can grow multiple pearls at once.

Chapter 4: Items



On Neverland, there's always new treasure waiting to be discovered. There are a lot of treasures to select from, so choose wisely. Although you may very well find even more treasures on your adventures here, some of these items only appeared in specific incarnations of the story, and therefore will be difficult to obtain outside of these purchases. If you should lose one of your purchases, it will reappear in your Warehouse. All discounts are 50% off.

Book Collection (50 CP, Free Drop-In)- An expansive collection that not only includes every print version of *Peter Pan*, but also every television and film adaptation (and filmed versions of all the theatrical plays) and the various spin-off books, from manga to romance novellas. When the jump ends, you will also receive a book retelling your adventures in Neverland. Hopefully you know (or remember) how to read.

Teddy Bear (100 CP, Discount Drop-In)- A cute little teddy bear you can carry around with you. It has a rip in it, but surprisingly none of the fluff ever comes out. On the contrary, you can stuff in much larger objects without much trouble, even cannonballs; even so, anything much larger, such as the size of a human, won't fit. It remains ever-so-light when carried by you, but reveals its true weight upon contact with someone else. Under such circumstances, the bear may be useful as an unconventional and unexpected weapon.

Medicine (200 CP, Discount Drop-In)- Any water poured inside has a placebo effect: anyone who drinks it daily has their health boosted. Refills every night at bedtime. Also, poison and water look identical inside the bottle. If you ask someone politely to take the medicine, the person feels obligated to drink it no matter how reluctantly, or else they will feel very embarrassed (the effect increases with *Mother Knows Best*).

The Little House (300 CP, Discount Drop-In)- A magical cottage that Peter built for you. With a top hat for the roof and a shoe as the door knocker, it is rather unusual, but has magical properties. Although it is the size of a small shed, the interior will always have just enough room for however many people enter, though it may be a little tight. Also, despite no fire inside, the house is always comfortably warm and spouts smoke through the chimney, which has a cheery and stubborn personality. Similarly, even when you turn the lights off inside to go to bed in the dark, the exterior of the blinds will shine a light outside to give the impression that the lights are on inside; you can also choose to have it do the opposite, with lights inside and no sign of light from the outside. No matter how much is inside it, the house can be carried by just several strong men working together. *Mother Knows Best* will allow you to alter and potentially expand the interior as you please. After the jump, the Little

House is stored in the warehouse for you to use as you wish. Whenever you sleep, you can subconsciously summon the house to you such that you will awake in bed. Could feasibly be combined with *Cinderella*.

Kiss (500 CP, Discount Drop-In)- A "kiss" (really an acorn or thimble) that you can wear on a necklace around your neck. The kiss has the power to absorb the full power of a single projectile, thus preventing it from actually hitting you. You then fall to the ground unconscious, and people may think that they actually killed you until you wake up. Don't worry, the "kiss" isn't destroyed; however, it won't be able to block another projectile until 24 hours have passed.

Night-Lights (600 CP, Discount Drop-In)- Night-lights are a "mother's eyes" when she is away from these children, and this set of three special nightlights helps protect you as you sleep. Their magic keeps unwanted spirits, nightmares, and other magical things from coming near you as long as you sleep. The defenses are enhanced when they are watching over children. However, familiarity has made the night lights much like children themselves, so it is possible to trick them into falling asleep themselves, thus negating their shields.

Bear Suit (50 CP, Free Lost Boy)- Your own Lost Boy costume made from the skin of a bear cub (or other small mammal if you so choose). It is very comfy and plump, such that you often roll around. Any physical blow on you may cause you to tumble, and thereby reduce the force of the attack. Also, real bears (or whatever animal you chose) might mistake you for a cub and be less willing to harm you. It has no pockets sewed in.

Lost Boy Armory (100 CP, Discount Lost Boy)- A collection of clubs, slingshots, bows and arrows, and other miscellaneous weapons for Lost Boys to use in their battles. If all of them are launched at once at a single flying target of medium size or smaller, the victim will lose his or her concentration and will plummet to the ground, even if they all miss. The collection is shared amongst all the Lost Boys, so be prepared to constantly scuffle with the others over who gets what. However, all of them will be yours after the jump.

Cinderella (200 CP, Discount Lost Boy)- A makeshift boat-carriage with a small cottage attached. It was based roughly on fairy tales such as Cinderella, and is powered by an old-fashioned sewing machine. It uses sails to travel both on land and sea, and it can also travel through the air using a magic stone inside the carriage. Could feasibly be combined with *The Little House*.

Dragon Key (300 CP, Discount Lost Boy)- A large stone key that, when thrust straight into the heart of a dragon, will turn it to stone indefinitely; however, if the key is removed from the rock, the dragon will come back to life. While you can use the key with no trouble, the key can otherwise only be wielded by someone with considerable patience.

Never Tree (500 CP, Discount Lost Boy)- You now own your own Never Tree, just like the one in and above the Home Under the Ground. Multiple, seemingly normal trees appear on the surface, but they are in fact the "branches" of the tree. Each branch will continue to grow like a normal tree, but the inside of the branch is in fact hollow. In fact, if you measure a certain individual, you can make one of the trunk-branches' hollow interior just the right size for that person to slip through (any bigger, though, and you'd get stuck). Slip into one of the tree hollows, and you will end up in an underground hideout that encompasses the trunk and the roots. The roots are exceptionally hardy, and can thrive in any location. The roots grow systematically throughout the day, and regenerate all damage. Therefore, you can cut off a table in the morning, slap it on the regrown roots at noon for lunch, and then saw it up again to make room for playing. In any case, you'll never be low on firewood. Giant mushrooms also grow inside for handy seats and occasional seasoning. If you took *Moter Knows Best*, you can refurbish and expand the interior "home underground" as you wish. After the jump, it will grow in your warehouse, and you can plant cuttings in future jumps.

Forever Tree Sword (600 CP, Discount Lost Boy)- A sword made out of the wood of the Forever Tree. It has the magical property of cutting just as well as a normal sword, but it's still not much better than a standard weapon. However, the sword also serves as a badge signifying that you are third-in-command after Peter and Tink; given the two are usually together, this means you can lead the Lost Boys in Peter's absence. More than that, Peter now favors you, and at random he will gift you with miscellaneous items he has found on his adventures, which may range from simple things to mystical treasures; whatever the case, it is important that you always praise him for his finds. After the jump, as time and space have no hold on the eternal boy, Peter may suddenly stop in out of nowhere to chat for a few minutes and leave you with something new that he found, or even join you for a brief while as a temporary companion (though he won't show up if you don't want him to). If you took the *Forever Neverland* drawback, possession of the sword allows you to recruit Peter Pan as a companion. If you took the *Be The Pan* drawback, you will instead gain access to the physical form, skills, and knowledge (even things he's forgotten) of Peter Pan; perks and such you've bought here that are based on Peter's abilities (*Betwixt-and-Between, Advanced Flyer, Hidden Kisses, Pretend Eating,* etc.) will be enhanced a degree beyond their normal levels, and your overall flying abilities, fighting prowess, charisma, and luck will be significantly improved.

Pirate Rags (50 CP, Free Pirate)- The classic, flea-bitten outfit of a typical pirate, perfect for buccaneering. The damp fabrics always exuding a stench you have grown used to, you become immune to all foul odors while wearing them, while those near you must suppress a minor urge to gag.

Hook's Cake (100 CP, Discount Pirate)- A special cake that Hook cooked up in a failed ploy against the Lost Boys, the green frosting across seems lovely but is in fact sickly. Rich and damp and having just a few toxins as well, the cake will give whoever eats it severe and lethal indigestion. It is less effective against people who are concerned about nutritional value and therefore will be reluctant to try it; *Piratical Poisoner* might help you make it look more appealing and seemingly safe. If it is uneaten for a few months, it hardens into a heavy projectile. You now know the recipe and can cook it up whenever you want to set a trap for someone.

Long Tom (200 CP, Discount Pirate)- A trusty old cannon that has been modified for shooting upward, perfect for attacking flying boys in clouds. In fact, the cannon ignores all laws of physics, such that cannonball may fly straight up for a mile in a perfect line with no gravity, wind resistance, or anything else hindering its course. Regardless of damage or location, if a shot comes within ten feet of a group of targets, the individuals will be swept away by wind and scattered, and will be unable to reunite with each other for five minutes. Must be loaded manually for each shot, but has unlimited ammunition.

Saber of Long John Pepper (300 CP, Discount Pirate)- The sword of Long John Pepper, notorious as the worst (competently) pirate in all history. The sword has a minor mystical effect, but not one suitable for a pirate: it can make begonias and other flowers sprout when it touches the ground. Moreover, the sword constantly generates a cursed field that inhibits the luck of all pirate/thief-related abilities of those in the area.

Jolly Roger (500 CP, Discount Pirate)- Your own copy of Hook's own Jolly Roger, a magnificent galleon armed to the brim for piracy. It has been enchanted with fairy dust, and can be made to fly through the air and through space without the passengers being harmed. If you purchased the *Long Tom* item, you now own a dozen of the cannons arrayed on the port and starboard sides, each with the special properties the singular item has.

Treasure Map/Chest (600 CP, Discount Pirate)- You receive a map of Neverland that will lead you to a large chest filled with tons of treasure of all sorts (though it's not infinite). If you unearth the chest, you could rebury it (with different items if you wish) at a new location, and the map will change to show you its location. As long as the treasure is buried on Neverland, the map will consistently adjust to account for the island's ever-changing form, so that you will always have a reliable map of the Neverland. Whenever the treasure is buried, nobody but

you and people following your orders can find it. If you die or leave a jump without reclaiming the buried treasure, the protective curse vanishes and anyone can stumble upon it. If you do not retrieve the chest before the end of a jump, the map will instead lead you to a similar chest with generic treasure within your current jump.

Feathered Headdress (50 CP, Free Native)- A headdress decorated with a rainbow of feathers (even those of a Neverbird), worn by only the elite warriors of the tribe. Wearing it grants you enhanced valor in battle, and also strengthens your access to spiritually-based magic.

Tree Costume (100 CP, Discount Native)- The disguise allows you to pose as an evergreen tree. The costume is remarkably lifelike, and as long as you remain still it is impossible for anyone to tell that you are not a real tree. Furthermore, as long as people are busy and not directly examining you, you can sneak closer without getting caught; this ability is enhanced with *Silent Stalker*. In fact, the tree is a Neverland variety and still alive, so if you have plant-based magic wearing the evergreen will boost your power. Comes with extra tree outfits for companions.

Tom-Tom (200 CP, Discount Native)- This large drum is perfect for sending various messages, whether for war movements or for announcing victory. The reverberations can echo across an entire island, and all allies will understand the message you are conveying through the drum beats. If you took *Mimicry*, you can make the drum beats sound like natural phenomena of your choice, though the people you are sending the message to can still understand it. The drum can also make your enemies fearful. As many rituals are based around the use of drums, the tom-tom will enhance any spells you draw on from the *Tribal Magic* perk.

Sands of Zephrite (300 CP, Discount Native)- A bag full of mystical sands of various colors. By releasing them in different combinations, you can call upon key winds and harness their power. Moreover, the wind can connect itself to other natural phenomena to bring rains, sandstorms, and hail among others. Just be careful not to get too carried away, or the crazed winds might carry you away; Tribal Magic gives you greater control over the weather. If you took *Secret of the Land*, you can communicate with the weather to learn info from it like you can from the land.

Golden Arrow of Shu-Tata (500 CP, Discount Native)- A fabled arrow created when the ancient brave Little Panther brought peace between the sun and the moon. The moon discarded its old hatred in the form of an arrow, and the sun blessed it with golden light. Enchanted with the power of both the sun and the moon, and representing their pact that led to the regular sequence of night and day, this arrow is very potent magically, and could work as either as a weapon or a foci in a ritual. Your ability to use the arrow's powers is enhanced with *Tribal Magic*.

Totem Pole (600 CP, Discount Native)- A towering, beautifully-carved totem pole of the tribal spirits and guardians. You can now speak with these spirits for advice, and can also summon them for aid in times of desperation. If purchased along with *Tribal Magic*, you can summon up to 8 totems that encircle a specific area (no larger than a small village) and cause anyone who approaches the sanctuary without permission to become hopelessly lost.

Fairy Dress (50 CP, Free Fairy)- A lovely outfit made from various plants that is designed by the finest of fairy clothiers to reflect your personality and abilities as a fairy. Neverland flora never truly dying even when plucked, the clothes remain completely fresh, and will regrow if damaged.

Tinker Bell's Wardrobe (100 CP, Discount Fairy)- You now have every outfit worn by Tinker Bell in every incarnation of the classic story, from her traditional skeleton leaf to Disney's green skirt to Fox's pink petal

outfit; it even goes as far to include the scant attire and equipment for Tinkermon. This includes any artwork, official or unofficial, that you have seen. Each outfit perfectly fits you just right, and adjusts your proportions accordingly.

Private Apartment (200 CP, Discount Fairy)- At a place of your choice in Neverland, you now have a small, veiled alcove, no larger than a bird cage, that opens up to your private quarters, with all of the amenities and decorations you need. The furniture is some of the most classic and prestigious of fairy works, and the home has the feeling of a nose turned permanently up. No matter your size, you can shrink down to enter – and so can anyone given personal invitation by you to visit. Due to its small size, enemies will never notice its presence, allowing you to spy on them if they pass it by. After you finish the jump, it is attached to your warehouse, but you can place it in a new location in another jump if you find a good place.

Mirror of Melancholy (300 CP, Discount Fairy)- Also known as the "Mirror That Answers All," it is a mysterious, giant mirror found in a cave on Neverland. When accessed, the mirror shown will reveal the answers to how to accomplish your strongest dream. However, in the case that you already have the ability to fulfill your dream or have already come to terms with your dream and don't care for the answer anymore, the mirror will just show your reflection. In addition, if someone other than you tries to use the mirror without you dismissing the protection, a special enchantment will draw him or her into a trap: the victim will be caught in an illusion generated by his or her memories to make the person give up on the dream, while outside the vision rock-hard vines will sap the subject's life energy; however, it is possible to break free by exerting enough willpower or by remembering the positive parts of your dream – it's also possible for others to break into the mirror to help the trapped victim. If you took *Shoot the Birdie!*, you become very skilled in convincing people to use the mirror and ignore the trap until it's too late to get out.

Seven League Boots (500 CP, Discount Fairy)- These mystical boots change their size to fit the wearer, and grant the subject the ability to jump through the sky almost as if you were flying. Moreover, the boots "grant wishes" through a minor boost to your skills to meet your desires, whether it's the know-how to make furniture fit for a king or the skill to set a trysail properly like a trained navy man. That said, unless you learn the skills on your own, they will be lost once you shed the boots. Moreover, the enhancements from the boots do not make you perfect, so don't rely on them to win your battles for you.

Fairy Mage Collection (600 CP, Discount Fairy)- An assortment of random fairy potions and spell books that have a variety of potential effects, from shrinking humans down to the size of fairies to enchanting a target so everybody laughs when he or she speaks to temporarily making storybooks come to life.

Mermaid's Comb (50 CP, Free Mermaid)- A beautiful comb, a four-pearled whalebone of superb design. This priceless (for the land-bound) treasure is imbued with mermaid magic. Any hair combed with the item can become as long and silky as the user pleases, without the hair ever becoming heavy. Furthermore, you can arrange your hair any way you like, and it will remain perfect even if you take a splash in the water. Also, hair combed with it can perfectly cover your chest while teasing just slightly, and even if you are wearing nothing else you will somehow seem elegant and dignified; someone in a fully-covering nightdress would seem more scandalous than you. Similarly, you can put any natural, organic water items (seaweed, lily pads, starfish, etc.) on your combed hair without seeming out of place.

Nautilus Shell (100x CP, First Free/Discount Mermaid)- Every mermaid has her own nautilus shell that determines your rank and standing. For 100 additional CP each time, you can increase your nautilus' size to gain a better position in the snobbish mermaid hierarchy. Just make sure you don't have one larger than the Queen's, who starts out five sizes above you; that is just not allowed. Although most mermaids are only concerned with the cosmetics and snob potential of their nautiluses, the shell has other uses. If the shell is large

enough for a mermaid to squeeze in, sleeping inside heals a mermaid's health. By sitting on it like a cushion, your water magic is strengthened, and by blowing into it like a musical instrument your singing power is amplified; the level of the enhancement increases with the size of the nautilus. If you are not a mermaid, expect mermaids to try to take it from you.

Golden Glam-Shell (200 CP, Discount Mermaid)- A head-sized, golden seashell owned by the queen of the mermaids for her concerts. The shell strengthens all musical/singing abilities of the user, including *Siren's Songs*. Furthermore, as the treasure was donated to the mermaids by a pirate, the shell also grants the owner good luck in finding treasure.

Mermaid Treasures (300 CP, Discount Mermaid)- A seemingly endless collection of rare pearls, gems, and other priceless trinkets that you may wear as accessories. Your set is only slightly above average for mermaids, but even the cheapest of your hundreds of decorations would be worth a king's ransom for humans. From seashells of every color and variety, to pearl necklaces long enough to string across Neverland, to golden tiaras embedded with perfect gems, to ancient fossils that nonetheless shine like crystals, each one will only further add to your beauty. Also, a few of them have magical properties. Although they are heavy for humans and thieves, they are lighter than bubbles for mermaids, and you may adorn yourself with all of them without feeling the slightest weight; after the jump, the same applies to whatever form you wear them in. Any treasure you find in the water can become a part of your collection, and it will be altered into a beautiful accessory with the same weightless properties as the others; any special properties that it had before are retained in the new version, though their powers may have been reduced in the process of changing their composition. However, the items are only weightless in the water; although they are still light if you prop yourself up on adjacent rocks and shoreline, once you are far enough away from water, they regain their full weight. If you have also purchased the *They'll Sweetly Drown You* perk and the *Mermaid's Comb* item in addition to *Mermaid Treasures*, your appearance becomes drop-dead beautiful, such that any person seeing you face with insufficient willpower or magical resistance will be charmed into an entranced daze and do almost anything for you as long as all the necessary items are on your person.

Coral of Corruption* (500 CP, Discount Mermaid)- The tales of mermaids are diverse, and some say that the mermaids ultimately seek to enslave all of Neverland with their charms. A sacred statue of rainbow coral is a key to their plan. When the coral is placed in a body of water, it will spread a continual magical effect within a 50 foot radius; however, the power cannot extend to any water past that distance, and any water that moves from one side to the other will change to match the setting. The magic causes all those who touch the affected water to be bound to a geis to serve the mermaids' every command. In the case that the corrupted individual is sapient, the water will additionally wash away all of the person's goodness and leave a bubble of evil instead. The effects of the coral can be resisted and removed with significant spiritual power, though.

Giant Clam* (600 CP, Discount Mermaid)- A large clam big enough for you to lay down inside. The interior is as soft as pillows, and you can close the clam at will to get a restful, undisturbed sleep that fully restores your health. The clam is exceptionally hardy, and enchanted with magic, so very few things can even scratch it. You can also command it to close up with someone else inside, and it will only open at your order. Interestingly, if a non-mermaid was inside the clam, that would make it irritated, perhaps enough for a pearl to form. And since there is only just enough room for one person within the clam and nothing else, the prisoner would therefore become the pearl. And, if everything is perfect, a pearl can become a mermaid. Therefore, with the right skills (see Pearl Dream) this can be very useful. As the subject already has a soul, it takes at most a year to make him or her into a mermaid, and preexisting magical abilities help strengthen the transformation. However, the subject only gains the body of a mermaid, not the mindset, unless active measures are taken to suppress the memories and consciousness of the subject during the rebirth.

Pixie Dust (50 CP)- A small bottle of pixie dust for emergency flying. Never know when it might come in handy.

Pan Pipes (150 CP)- A copy of Peter Pan's famous pan pipes. The instrument is made of Neverland reeds, and always stays in pristine condition. When you play it, the music charms the hearts of those around you, making them more admiring of you. People who have heard it before will instantly recognize that you are playing it and happily welcome you. It also lets you, as long as you play the pipes, animate and control shadows, assuming they aren't attached to anything (see *Shadow Biter*).

Torch of Darkness (300 CP)- A jeweled, wooden scepter that burns a vile, purple smog. The smoke embodies the corruptive darkness of growing up, and magical beings such as fairies in range of the smoke will feel intense pain and weakness.

Devil's Bracelet (400 CP)- An evil charm that resembles a twisted cross between a worm and a snake. When the bracelet is put on a person's arm, it possesses the victim with the spirit of a (minor) devil, bringing evil thoughts to the surface. The bracelet's lock on the subject can be broken if exposed to soap bubbles.

Crystal of King Kyros (600 CP)- A magical frozen crystal stolen from the Ice Realm of King Kyros. This crystal contains a fraction of Kyros' power, and can draw on the powers of ice. With enough magic applied to it, it is possible to freeze a whole island. Also, you can bring target's reflection off the ice to life, with the ice clone having the basic powers of the original as well as control over ice; however, it only has a limited consciousness, and must be directed by you.

Rainbow Wand (600 CP)- A copy of the magic wand used by the famous Pirate Princess. It has the handle of a cutlass, but extends into a pole with a diamond at the end. It can make rainbows – not just "real" ones, but ones as solid as roads. With enough work you may be able to discover more powers within the treasure. For starters, since rainbows always lead to a pot of gold, wherever you point the rainbow a pot of gold appears, albeit hidden somewhere in the vicinity. Plus, if you show enough magical prowess, the wand can change the inner "color" of a person, such that an evil witch with a black heart would be turned into a lighted-hearted and kindly mage; however, the target can resist the change. Outside of this purchase, you are unlikely to encounter the Pirate Princess, much less claim her prized treasure, unless you change the setting from the traditional story.

Starstuff (600 CP, Discount When Taken With *Star-Talking*)- A refilling bag of the mythical, green powder that can be produced from stars under rare occasion. It has a variety of magical properties depending on who is exposed. Any animal exposed to the substance transforms into a mythical, humanoid creature similar to its origin; for instance, a fish may become a mermaid, or a bird may become a fairy, though not the normal kinds found in Neverland. Furthermore, humans exposed to it can fly and can gain artistic inspiration; however, overexposure can lead to greed and paranoia. Outside of this purchase, the substance is extremely difficult to find in the traditional *Peter Pan*, unless the setting was changed. Also, unlike its form in the story, the Starstuff cannot be used to destabilize the fabric of the universe.

Chapter 5: Pets and Companions



Some of the best adventures happen when there are friends along to share the fun. Plus, given all the dangers lurking around the island, it's a good idea to keep a buddy with you for backup. So feel free to pick from some of these options to enhance your encounters while you're here.

Welcome to Neverland! (100/400 CP)- For 100 CP apiece, you can import up to 8 companions – or pay 400 CP up front for all 8. Each gets a free background of your choice along with the associated freebies of the background, 500 CP to spend, and up to 600 CP in drawbacks that only affect them personally rather than the setting (they may also take any background-linked drawbacks for their chosen background without counting against the drawback limit). As an extra option you may pay 100 extra CP to grant your companions an additional +100 CP. This option may be invested in multiple times. All discounts for the backgrounds apply. You can choose to pay 400 CP again to import 8 more companions and so forth, but only the original 8 get CP.



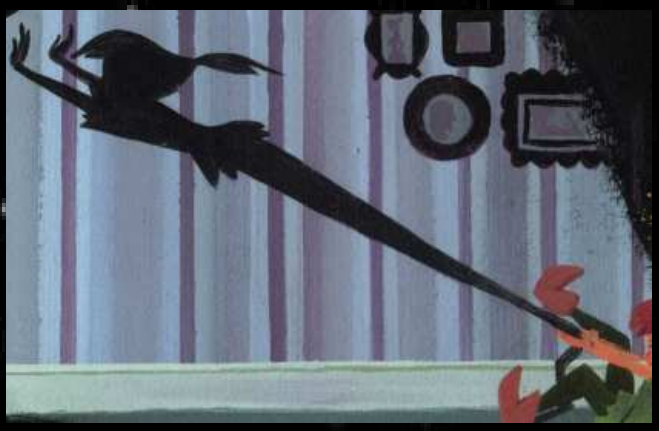
Goat (50 CP)- A little girl has decided to give you her imaginary goat as a Christmas present. The goat is a perfectly mundane animal, but an imaginary one, meaning that while you can always see and physically interact with it, the goat remains invisible and intangible to other people unless it chooses to physically manifest itself temporarily. The goat has the strength to carry your full weight, allowing you to ride on its back.

Nana (50 CP)- An affectionate canine who happens to be a well-trained nursemaid. When given charge of children, the dog is very protective of them, and will pay attention for both physical and supernatural dangers. As a pet, she does not count against companion limits under normal circumstances.



My Shadow (100 CP)- Your shadow is now alive and active, and it will remain alive and animate even if cut off from you; however, it can choose to feign being an inanimate cloth indefinitely. Moreover, you can import a previous companion into the role of your shadow; if you don't import a companion, your shadow companion is

an extension of yourself brought to life, and has a personality relatively parallel to your own. As long as your shadow is attached to your, your shadow's movements will be limited, but it can still move about within those limitations. It can even move itself to positions that it would normally not move to due to the arrangement of light, as long as the location isn't too far from you (this is very useful if you want to keep people from noticing your shadow, as while it won't vanish entirely it can pick a subtler location that won't draw attention). If you do not import a companion into the role, your shadow becomes a new companion and is greatly loyal to you, trying not to cause any trouble even if freed from its link to you; if you wish to reattach it, it will willingly comply. Shadows aren't very strong, but they have some unique qualities such as their two-dimensional nature and ability to merge onto the surfaces of things. Your shadow can even pretend to be someone else's normal shadow if given the opportunity (the trick works best in settings with limited light, such that the person will think that the shadow's presence is reasonable and doesn't notice that his or her actual shadow is somewhere else entirely). Plus, your shadow can move in places where it would not normally exist under normal lighting, such as on the surface of water or in a pitch-dark room. Should you have multiple forms to change between and cast a shadow in each form, your shadow can selectively switch between those forms (or choose to stay in one form). Your shadow companion gets 200 CP to spend and is considered to have the background you chose for yourself. If you purchased the *Shadow Sewing* perk, the ability is passed on to your shadow, and your shadow doesn't even need any tools to start sewing away (it could even choose to sew a shadow onto itself); it also means that you can sew your ripped shadow back onto you. If you purchased the *Shadow Biter* perk, your shadow knows how to rip off other people's shadows; it also means that you know how to cut off your shadow so it can move about more freely. Your shadow can also choose to buy those perks on its own if you didn't purchase them yourself. In any case, any powers you possess that are linked to shadows and darkness will strengthen your shadow companion in. Shadows can't normally speak, but if they work hard enough they can find ways to communicate with you. Since you and your shadow are (almost) always together, it does not count against companion limits unless specifically imported as a companion.



Dream Pet (100 CP, Discount Drop-In)- You have often dreamed of Neverland before you ever set foot on the island, and one dream you had in particular was of an orphaned animal that you befriended and adopted. Your dream has become reality on Neverland, and your dear pet will be waiting for you when you arrive. It will be beside you throughout your adventures, and follow you should you leave after the jump. It can be any normal animal on Neverneverland, from a wolf to an ostrich to a hippopotamus. You can also choose to import a pet you already own. Since your pet was born from your own dream, it can follow you into your dreams. As a pet, it does not count against companion limits under normal circumstances.





You're My Fairy (100 CP, Discount Lost Boy)- Each fairy is born from a baby's laugh, with a bond formed between them. Usually the link is unknown, but you have found your personal fairy, with a free Talent and +600 CP; roll a 1d9 to determine his or her Talent. In time, your bond will grow such that you can see through each other's eyes and strengthen each other when in close proximity. Furthermore, the more faith you have in the other, the more life and magic that flows through both of you; this also means that your fairy won't be hurt by disbelief as long as you personally believe in him or her. In the case that you are a mermaid (or a fairy yourself), it turns out that the fairy was in fact from the first laugh you had in your old life before the jump. You can also choose to import a past companion into the jump as your fairy.





Here Comes the Navy ~ Captain Scissor Gavialwatch (400 CP, Discount Pirate)- There is a new faction in Never Land: Captain Scissor Gavialwatch and his sophisticated navy men have arrived to deal with the pirates. You now have to fight them along with the Lost Boys, but unlike with Peter the relationship between the two seafaring groups can range from friendly rivalry to all-out-war, depending on how things go. And if you are tired of being a pirate, Scissors may be willing to recruit you. Should he deign to accompany you past the jump, he is a sophisticated swordsman and tactician who delights in destruction yet has a protective side to him. He is a prideful man with a straightforward personality that feels that fragile, precious things should be destroyed swiftly to limit the pain of sadness, but in truth he is worried about hurting those he cares about. And where the captain goes, even outside the current jump, his ship and crew goes; please note that the crew is first and foremost loyal to him, not you, and, since the crew and the captain are considered a single companion slot, the sailors and the ship only appear when he himself is present – this also means that the crew cannot gain CP or other purchases, and that powers that Scissor acquires are not shared with them. *This is based on the visual novel *Sweet Never Land*.





Princess Tiger Lily (400 CP, Discount Native)- The proud and tomboyish princess of your tribe, who has successfully fended off all suitors with a hatchet. It may be difficult, but with enough strength, courage, and kindness you can win the heart of this unmatched heroine. She is the greatest and bravest warrior in all the tribe, being both an excellent stalker and fighter, yet she also has considerable grace as a dancer. She can be considered to have the *Silent Stalker* and *Hmph!* perks. She also owns the *Feather Headdress*. Even if you win her hand, she is still the princess, and expects you to follow her commands. And as a Princess, she can hardly be expected to leave Neverland without an honor guard of her six most trusted braves, now can she? These warriors only appear when Tiger Lily is present, and they are first and foremost loyal to her. As Tiger Lily and the braves are considered a single slot, the braves cannot count as individual companions or make jump purchases, and any powers that Tiger Lily acquires are not shared with them. As Neverland's tribe is meant to symbolize "savage peoples" in general, Tiger Lily may choose to recruit more warriors into the band. To qualify, they must fit under the concept of "noble savage", and Tiger Lily must defeat the individual in single, physical combat with no special powers to help her. She can have at most 25 followers at one time. A character can be imported into this role and receive the associated benefits if you take the *Be the Pan* drawback.







NeverBeast (200 CP, Discount Fairy)- This big furry thing is apparently a mix between the opossum and the extinct (in the real world) Bison occidentalis. Despite its fierce appearance, it is in fact quite gentle, as helps protect fairies. It can create up to four towers that symbolize the seasons, and it uses them to absorb lightning strikes and transfer their power to itself. The

stored energy can be used offensively, but the beast prefers to use it to revitalize the recently dead. The individual towers can also absorb elements commonly associated with the seasons; for instance, the winter tower could absorb ice, while the summer tower could absorb heat. As a pet, it does not count against companion limits under normal circumstances.

Mermaid Sisters (300 CP, Discount Mermaid)- All of Neverland's mermaids are technically sisters, but you have bonded especially well with five others. Counting as a single companion slot in jumps, they get +600 CP to spend here, but they can only spend up to 100 CP on things that are not Mermaid-linked perks and items (the Mermaid perks/items are discounted, naturally), since they have no interest in other things, and all of said purchases are divided equally between them, with each getting a fifth of the normal power of a perk (items are either divided amongst them if possible or, if just single objects, are objects of constant feuding over who actually owns it). Your sisters are as vain and catty as mermaids can be, always gossiping and improving their beauty, but you all love each other dearly, would never betray each other, and share everything with each other (though you still boast of your personal treasures). They also love drowning people and sinking ships, and will encourage you to join in their games whenever you can. If they decide to come with you after the jump, a special section will be added to the warehouse, containing a small lagoon pool and a set of six, luxurious penthouse-grade underwater suites for you and your sisters. If you take the *Vanity* drawback, your sisters' own vanity will be fed by and feed your own vanity, as they encourage you to embrace your mermaid identity and never look back; there will be more gossip and catty barbs to each other, but you will all still love each other and stick together forever. If you are not a mermaid, you instead have the chance to befriend the mermaids; while they will be rather condescending, they think that you're not half bad for a two-legged thing, and enjoy sharing secrets with you and playing games. You can choose to import past companions into the individual mermaids, but the purchases are still split; plus, imported companions must take the *Lagoon-Locked* and *Vanity, Thy Name is Mermaid* drawbacks without bonus, so that they fit the proper persona of mermaids in the jump.





Never Bird (100 CP)- A large, unusual bird indigenous to Neverland who you protected when her nest fell into the sea. She has since mastered piloting her nest as a boat, though, and she will allow you to use it to get across water. She can also make her nest in hats, and get them to likewise function as watertight boats. She only understands the bird language, and has no inclination to learn any others. She tends to be rather impatient and stubborn, but is a loyal friend that you can depend on in a pinch. As a pet, she (and any children she has if they wish to stay) do not count against companion limits under normal circumstances.



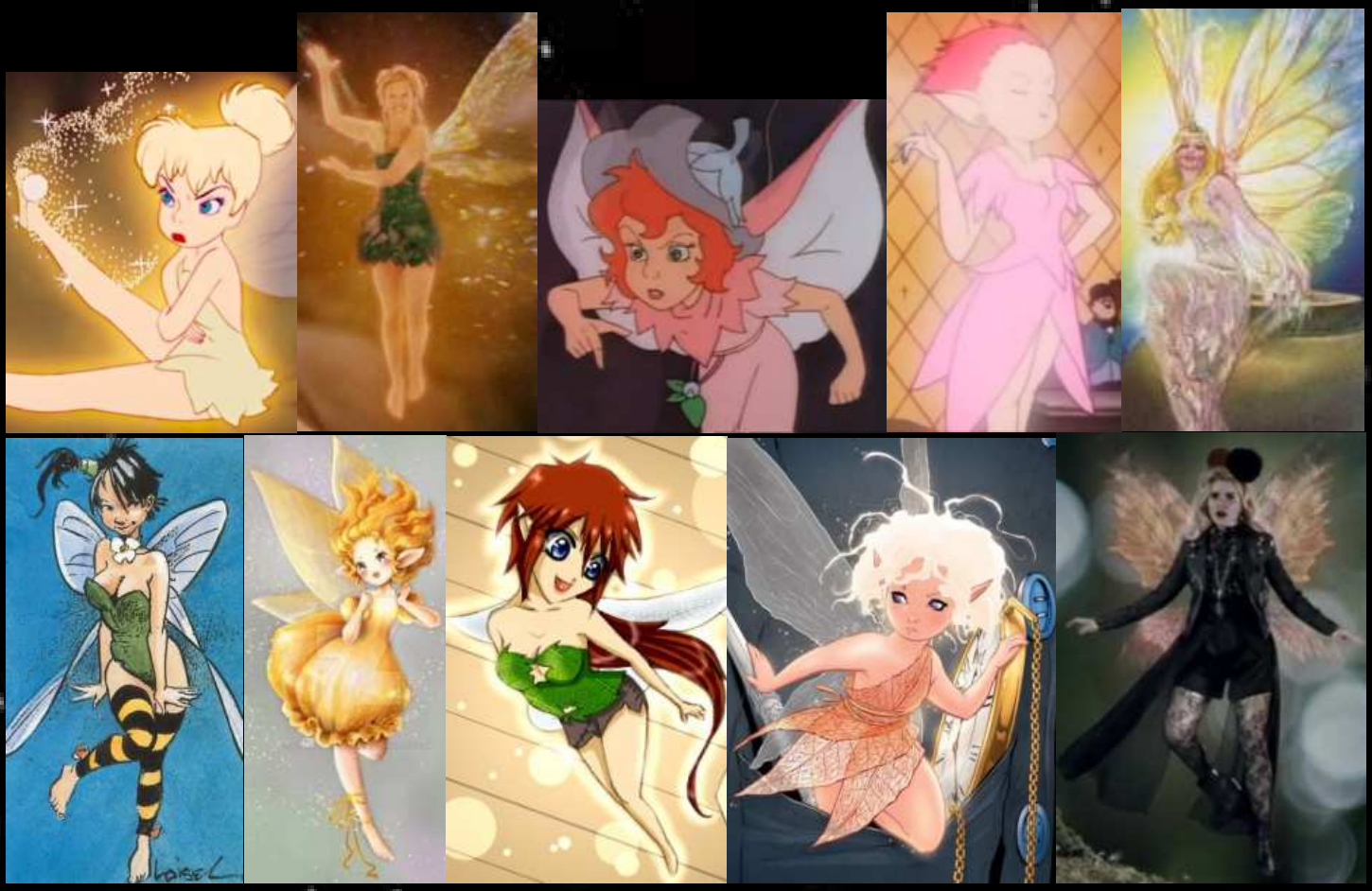

Crocodile (300 CP)- This is the infamous Crocodile of Neverland, the one who hunts Hook to the ends of the island on the scent of his flesh. Aside from her carnivorous instincts, she is actually pretty nice, at least to you, and will even let you ride her. Crocodiles are one of the most dangerous animals in nature, being able to sneak up on foes yet also overpower them physically, and Neverland's Crocodile puts them all to shame. If she bites off flesh from a target, she can track the victim to the ends of the earth. The clock she swallowed will die in the last year of the jump, but she will allow you to reach in and fix it. The clock is always right on time, no matter where you are. But the clock in her is also metaphorical: the Crocodile symbolizes the inevitability of time, and she is immune to all temporal effects. It's also possible, if you allow her to safely swallow you, to merge spirits with her as a single being –but you can separate whenever the two of you feel like it, don't worry. If she succeeds in eating Hook, she will need something else to do with her life, and will be happy to come with you. As a pet, she does not count against companion limits under normal circumstances. A character can be imported into this role and receive the associated benefits if you take the *Be the Pan* drawback.





Tinker Bell (400 CP)- Tinker Bell loudly insists that she is Peter's fairy, but however much that is true is up for debate. With this purchase, Tink becomes your companion instead. The fairy speaks only in the bell-like fairy tongue, but you automatically understand her; plus, she's pretty good with charades. Tinker Bell is a steadfastly loyal and devoted friend and accomplice, enjoying mischief while having a lovely if petite body to boot. While she is a rather common fairy, and is decent with pots and pans (she can be considered to be of the *Tinker Talent*), her innate sense of adventure and curiosity makes her a lot of fun. That said, she may in time transfer her unrequited affections toward Peter to you, which may be problematic; Tinkerbell does not appreciate having competition, and may work behind your back to get rivals out of the way. She has a short temper, and will likely call you a silly ass on multiple occasions; you might not want to translate what she says about other females. Yet she is incredibly loyal to you, and will give her very life for yours if need be. And I am quite literal with that: Tinkerbell automatically gets insights about looming threats to you within a mile radius, and she can save you from an imminent, lethal threat by putting her full power into it, but doing so critically threatens her life, so don't treat that option lightly. Like the *You're My Fairy* companion option, the two of you can see through each other's eyes and grow stronger through proximity to and faith in each other (and she gets the same fiat

protection from disbelief). You can still separately purchase the *You're My Fairy*; companion, though Tink will do whatever she can to prove that she is the one and only fairy you'll ever need. She comes with a copy of *Tinker Bell's Wardrobe*, for her use only (she gets prissy if people try to wear her clothes), as well as her own *Private Apartment* (it's for her personal use, and she'll only let you and only you in if asked politely and she feels like it). She also has the *Dress-Up* power, but only for the clothes in her *Wardrobe*, allowing her to change between all of her incarnates by putting on the respective outfit. In addition, Tinker Bell can be considered to have all of the Fairy-linked perks. A character can be imported into this role and receive the associated benefits if you take the *Be the Pan* drawback.



Chapter 6: Drawbacks



Not everything here is fun and games, though. There's plenty of exciting danger already, but children are always so greedy. You can take up to +600 CP here (though background-specific drawbacks do not count toward the limit) – unless you take *Forever Neverland*, which allows you to take as many drawbacks as you please; how bad could it be?

London Calling (+0 CP)- For some reason, you did not end up in Neverland like you were supposed to, but instead on the "mainland" of London. Peter still visits Kensington Gardens every now and then, so maybe you can find him and get his help reaching Neverland. Otherwise, you will have to take what you can and try to enjoy the mundane and dull life of the real world. Oh, and if you were anything but a Drop-In, be ready for some strange looks at the very least, and, if you are a child, getting sent to a strict boarding school for orphans.

Another Star (+0 CP)- You can enter one of the other versions of *Peter Pan*, from the anime *Peter Pan no Bouken* to *Starcatchers* to the *Disney Fairies* series. You could even choose a fanfic if you want. Naturally, things are going to change accordingly, and I won't say just what magical adventures may be in store for you.

The Play's the Thing (+0 CP)- In the play, it is traditional for Peter Pan to be played by a woman, and this is now reality. Peter Pan is now a girl (and also Captain Hook, if you so wish), though everyone else is the same as before, and Peter retains the same (tom)boyish personality. If you also took the Pan's the Man drawback, all females are still madly in love with girl Peter, and any male attracted to the opposite sex is now also susceptible to being caught under the spell.

A Kiss or a Thimble? (+50 CP)- You have the terms for kiss and thimble mixed up in your brain. You believe that kisses are physical items you give to someone, like an acorn or button. As for what people normally consider kisses, you call them thimbles.

Musical (+50 CP)- Your time in Neverland will be interspersed with various songs. Once a song starts, you will have increasing difficulty weaseling out of your assigned role in the number, with other drawbacks potentially making it easier to get caught up in the music. With enough resistance, you may be able to guide the song your own way, but make one slip and the song will pull you back to its tempo. Once you are snagged into

the song, there is no getting free until you're done, so until then you will sing and dance the way you are supposed to. Also, the songs are often linked to events in the narrative, such that you may automatically end up taking certain actions to fit with the intended direction of the song; hopefully you didn't do something you would rather not have during the song.

Time Stalls When You're Having Fun (+100 CP)- Normally your time in the jump would depend on how time passes around you, but now it depends on ten years passing on the Mainland (real world). And generally many more suns and moons pass on the Never Land than on the Mainland. Generally, 1 year in the real world equals 5 years in Neverland, though the rate difference varies with some of the specific versions; for instance, the Disney version of Neverland generally has 1 hour in London equal 7 hours or 1 day in Neverland (depending the island's whims), while one hour would translate into a full week with the *Peter Pan no Bouken* anime.* If this drawback is taken in conjunction with *No Star, No Action*, only timeframes when Peter is present on Neverland will count toward your total.

A Storybook Come to Life (+100 CP)- The very reality of Neverland is like a storybook, with one adventure after the other crammed nicely together. And each is meant to happen in just the right way. All of Neverland will conspire to keep you within the conventions of each little adventure. You may be able to slightly alter the fate of adventures, but you are by the large locked into the fates of the stories, and everything you do will ultimately support Neverland's plan. And as a result, you increasingly slip into the role of a simplistic children's character who has an important, consistent role in the story and acts accordingly; the same happens to your companions. As you are solely defined by your role in the plot, your character becomes one-dimensional, with unimportant (to the story) elements sanded away. It's fun to just play a part and go with the flow, but watch out if you also take *A Story, Not A Storyteller*, lest your new role in the story become as solid as if you were written in ink and fairy tales. And Neverland's telling the story, not you; she may know the best ways to weave tales, but what benefits the storytelling is not always beneficial for the characters in the story.

A Story, Not A Storyteller (+100 CP)- As Neverland itself is a story, few of the characters know how to tell stories themselves. You are unable to tell stories on your own, and cannot learn how to do so. At most, you can recite a story you heard from someone else, but you can never invent one on your own. Not even for ones about yourself; unless someone records your story, you will never be able to give a compelling narrative to your adventures. Such a disability leaves an emptiness in your heart, such that you seek out people who can tell you stories; depending on how other drawbacks have affected your morality, you may see nothing wrong with stealing the storyteller away, so you can always have as many stories as you please. If this drawback is taken in addition to *A Storybook Come to Life*, *Lost in Neverland*, and *Forever Neverland* combined, Neverland has full control over what the end of your story in the jump will be. Although you can try to persuade her to select a certain sort of ending, once she's decided, that's that, and you may as well just give in and let her tell *her* story; one the bright side, it will be a most happy of endings, at least by the perspective of the Neverland.

Sensible Nonsense (Drop-In Only, +100 CP)- Unlike many beings in Neverland, you have a mature sense of mind and dedication to motherly orderliness. Unfortunately, in such a frenzic and untamed place such as Neverland, this trait is more of a flaw than virtue. Your insistence on following the rules takes the fun out of games, and more than that it can be dangerous. For instance, you know that you should never swim or otherwise exert yourself for a half hour after eating, and will follow that rule even if your life is in danger.

Tumbling Ball of Fur (Lost Boy Only, +100 CP)- Every Lost Boy has a tendency to roll around in his bear suit, but you are especially clumsy, always tripping over yourself and crashing into things. If taken with *Simple Boys*, you could easily end up in a precarious situation.

Seafarin' Know-How (Pirate Only, +100 CP)- Pirates are by the large a superstitious of the lot, and you are even more superstitious than most. You have a rather thick head, but you know hundreds of old wives' tales about the sea, and all about the many potential curses and ghosts that may befall sailors. You are convinced that the ship is haunted, and as much as an albatross overhead or floorboards creaking at the middle of the night can send you into full-fledged terror. The Lost Boys know about this weakness of yours, and will exploit it to trick you when they can.

Hard to Hit [Anything] (Native Only, +100 CP)- Your tribe is a proud race of warriors, and even the squaws know how to take care of themselves. You, on the other hand, are the embarrassment of the tribe, as you never seem to be able to do anything right. You fumble in the midst of battle, and you scare off the game during hunts. Tribal law forbids your fellow warriors from preventing you from participating in hunts and battles, but they have begun carefully suggesting that perhaps you might be suited for something more suitable for your abilities. Basket weaving, perhaps, or maybe sentry duty on the mountain fort (where no one bothers to go anymore).

Let Me Out! (Fairy Only, +100 CP)- Being small has many advantages, such as getting into small spaces, but a downside is having trouble getting back out. You have the bad luck of getting stuck in everything from jugs to drawers to keyholes. Anyone who saw you get trapped will instantly forget about your predicament, and nobody in the vicinity will notice you, so you're on your own. You can get back out after enough work and ingenuity, but not without continual setbacks and embarrassments.

Ol' Crooked Tail (Mermaid Only, +100 CP)- A beauty spell gone wrong has left you an ugly, wrinkled hag of a mermaid. Expect continual mocking by your sisters, and for any charm you had to never succeed.

No Star, No Action (+100 CP)- Neverland revolves around Peter Pan, so whenever he leaves the island for an adventure, which is often, the entire island gains a sense of lethargy. Although you will get your energy back as soon as Peter returns, while he is away you will not feel inclined to do much. The only positive side to this is that everyone else suffers the same slowness. If taken with *Absent-Minded*, you can only remember the times that Peter is on the island; after he returns, the period of his absence is a complete blank for you. On the flipside, whenever Peter is present on the island, you find yourself compelled to be more active. If he stays on Neverland for an extended duration, you might find the chance for rest once in a while, but your relaxation time will be only brief intervals that may be interrupted at any point should Peter want to have some fun.

Peter's Story (+100 CP)- Neverland is ultimately the story of Peter Pan, and he literally determines the narrative. Expect to be overshadowed by the flying boy on every occasion, and for him to crow and boast about it to your face. If you also took *There Are No Clocks in Neverland*, the overall "day" or "night" locks up when Peter gets focused on a certain adventure – if Peter goes on a treasure hunt right after lunch, for instance, sunset won't come until he's found the treasure and is satisfied with the adventure, even if his search took more hours than there are in a day, and a nighttime battle against a difficult enemy might take a week; if you also took *Time Stalls When You're Having Fun*, the time count for your stay will slow down during those incidents – for example, if one day in Neverland equals one hour on your time count for the jump, a day in Neverland that got stretched to several days' worth due to Peter's whims will still only count as but a single hour for your count.

Lost in Neverland (+100 CP)- Neverland is the home for the lost and forgotten, but you seem to take that to a new level. Neverland itself seems to be conspiring to get you lost, ever changing the location of things as you try to find your way around. No one else will have such problems, so be ready to be mocked and ridiculed. Any attempt to leave Neverland for the mainland will turn into an even greater disaster.

There Are No Clocks in Neverland (+100 CP)- Neverland is a strange place outside of time and space, and things go differently here. There are many more moons and suns than on the mainland, and they come and go as

they please. Unfortunately, they're your only way to tell time, as there are no clocks on the island (except for the one in the Crocodile, if you are so desperate); any other clock that is brought to the island will either disappear or go wonky. You quickly lose any hold on the passing of time, and at best can keep a vague track of the time of a single day. Even if you try to count the days, you will inevitably lose track, and it's a moot point, anyway; a long time on Neverland can be a short duration in real time, or the opposite. As a result of all this, you have extreme difficulty keeping track of how long you are in the jump, and how close or far you are from the end.

Absent-Minded (+100 CP)- Memories are worthless in Neverland, which only cares about the eternal present. So why should you bother? You have trouble keeping your mind occupied on any task, and may quickly forget what you were doing. You may even forget who you just talked to, or who he or she was. In Neverland, such is considered a blessing, as it protects you from corruption; on the other hand, growing up is a form of corruption in itself. Of course, this makes it easy for you to repeat your mistakes over and over, as you keep forgetting what got you into trouble on your last adventure. Unlike *Forget Me Not*, this does not cause you to forget about the "mainland", but instead leads you to forget about your life within Neverland. Also, unlike the other drawback, this is not so much an enforced amnesia than a voluntary one, as you willingly let your memories drift away at the slightest breeze. That said, combining the two drawbacks is very dangerous, as combining them makes you automatically lose all prior memories, and still have the potential of losing new ones. The drawback mostly affects you, but companions may gradually become careless with their memories as well.

Poison Peril (+100 CP)- Wherever you go, you will seem to just happen upon seemingly innocuous things like cake and medicine, only if you use them you will find that they are actually poisoned!

Sound Sleeper (+100 CP)- Whenever you sleep, you cannot wake up until you feel like it – leaving you oblivious to anything happening around you while you rest.

Noodled (+100 CP)- You had to have your hands surgically reattached a while back, and your hands got put on backwards: your left hand is on your right hand, and your right hand is on your left. You never quite get used to this arrangement, causing you to sometimes fumble with normally simple tasks that require use of your hands.

Oh, the Cleverness of Me! (+100 CP)- You've just gotta crow and brag. You are very egotistical and like to boast of your achievements whenever you can – even if you didn't actually have a role in what got accomplished. You act like you are always right, and even when you change your mind you won't admit that you were wrong, and will instead pretend that you knew it all along. People around you may get miffed at your crowing, especially when you take credit for things that they had to do themselves.

Can't Stop Flying (+200 CP)- Good news and bad news. Good news is, you can now fly as much as you want within the jump, even if you didn't make the necessary purchases. The bad news is, you don't know how to stop. It is now physically impossible for you to stop flying, no matter how unhappy your thoughts become. Moreover, you never get a good handle on flying, such that it's often hard to fly in a straight pattern – and on the flipside, you sometimes get stuck flying in a straight line, even when you desperately need to turn. You even end up flying in your sleep. Taking the drawback alone does not ensure that you will retain flying abilities after the jump.

Make-Believe =True (+200 CP)- You now see no difference between pretend and reality, and think that they are one and the same. The two are rather blurred in Neverland, but not quite, so this can lead to awkward situations. Moreover, if everything is just make-believe, even memories, you can choose and discard them as you like; therefore, you can just let those pretend fantasies about some mundane, boring mainland fall to the side so you can focus on your current playtime

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The Island Come True (+200 CP)- The Neverland changes accordingly with every person who dreams of it, and the island was most happy to have so many fun ideas to draw on from you and your friends. Fantastical, dream-like versions of the different people and places you have visited – or just even heard about in bedtime stories – have been made into part of Neverland, for better or for worse. In the case that this is your first jump, the Never Never Land also uses your memories of real Earth and dreams you had there for inspiration. Dreams and memories from companions you import might also be used for the new additions. Keep in mind that you have no control over what things make the cut for Neverland – the island generally chooses the ones she considers the most interesting and "fun", and usually alters them a little to keep you guessing. If you also took memory-altering drawbacks, the association of your past experiences with your current adventures in Neverland means that you will gradually forget that those things happened anywhere but Neverland. Forever Neverland will make it more likely that the new additions are positive ones that will make you happy, but hopefully you'll remember, despite Neverland's increased efforts to lock your memory on the current versions, that all of these things are living dreams created by Neverland, and they will do what they can to make you see the island as your only home, just as it is theirs.

The Happy Home (Drop-In Only, +200 CP)- A mother is greatly valued in Neverland, perhaps a little too much. Whether you are a boy or a girl, Peter and the Lost Boys insist that you are their mother, and will rely on your homemaking skills on a constant basis. And the boys are all ungrateful, demanding brats who do as they please. You will never get a break, and from wake to sleep you will be busy cooking meals, darning clothes, cleaning up, and telling stories, such that you may never leave the Lost Boys' underground hideout for weeks on end. Even after they are all in bed, you will be up late tending to further chores. Don't expect to go on any adventures, unless you're captured. And don't try to get away, as the Pirates or another faction will capture you to be their mother, and treat you with even less kindness. If this perk is taken with *Sensible Nonsense*, you grow to like being a mother more than anything else, and become content with forever looking after your charges.

Twinned (Lost Boy Only, +200 CP)- It just so happens that just when you appeared in Neverland, so did another child. Therefore, the two of you must be twins. No, you're really not related, but Peter thinks that you're twins and that's that. And he believes that twins must act and be the same. You (both of you, I mean) will be treated as a single individual, and you will be expected to talk in unison and always be together. In fact, you will not even have a proper name in the jump – Peter and everyone just refers to the two of you as "the Twins" with no specific names to identify you separately as individuals. To help balance things out between the two of you, the Neverland will pass on half of your powers to your "twin". This drawback does not require you to mirror your twin in thought as well, but the more mental drawbacks you take, the more readily you will follow Peter's instructions to act like "proper" twins. If you put enough effort into it, in time you will speak, act, and even dream in sync. However, just as your twin will become more like you, you will become more like your twin. Seeing as Neverland follows Peter's view of twins, the two of you will be expected to give a singular answer should you take the *Forever Neverland* drawback. After the jump, assuming you can leave, you bring the twin as a companion.

Mutiny Aboard the Jolly Roger (Pirate Only, +200 CP)- The crew has become restless being stuck in Neverland fighting Peter Pan to no end, and a number of 'em want to sail back to the Spanish Main. Before the ten years of up, a mutiny is going to erupt on the ship, and if you aren't careful you might be caught in the crossfire.

Honor to the Tribe (Native Only, +200 CP)- You always strive to uphold the many customs of your people, even when they are problematic in practice. For instance, you can only attack at dawn, must fight to the death if someone steps on your shadow, and cannot show that you are ever surprised. The cheating pirates know about this weakness and will use tactics will lead to your duties limiting your actions, even if it is a matter of life or death.

Follow the Light (Fairy Only, +200 CP)- Fairies don't stop glowing unless they die or fall asleep, don't you know? And they can only sleep when they are sleepy. You are constantly surrounding by an especially-bright light that blinds people you're trying to talk to yet never disorients anyone trying to track you. In fact, no matter how much you try to use your small size to hide, you will always stand out. Better hope the pirates don't try to use you for target practice. Or the Crocodile, if you took *Tick...Tock...*

Lagoon-Locked (Mermaid Only, +200 CP)- Any abilities you have to move out of the water, from transforming into a land creature to being able to fly, are sealed off for the course of the jump. At best you can hoist yourself into one of the lagoon's rocks. If you also take the *Vanity* drawback, you couldn't care less about the land, as the water is so much better, and have no desire to explore or learn about the inland aspects of Neverland (except with Peter's stories). Cannot be taken in conjunction with *Can't Stop Flying*.

Wild Hunt (+200 CP)- Neverland is filled with exotic creatures, but usually you can avoid most of them. Unfortunately, it appears that now everything from crows to lions and wolves are out to get you. As the entire island is a wilderness, you will never be able to escape their notice, and there will always be something out to hunt you down. No matter where you are, whether in the land, sky, or water, be on guard. The only saving grace is that the Crocodile is not after you, unless you also purchased the *Tick...Tock...* drawback.

From Parent to Pirate (+300/600 CP)- In the plays, Captain Hook is traditionally played by Mr. Darling, and in the initial script there were plans for Hook to be played by Mrs. Darling. Your personal insecurities about your parents have manifested in a living nightmare on Neverland. A terrible new pirate captain has arrived, and he or she closely resembles one of your past fathers or mothers from the past. Moreover, the captain collectively embodies every negative trait of either all your fathers or all your mothers, along with any special skills and powers they had (and even if all your parents were completely mundane, the captain is at the very least a vicious fighter and deceptive crook). Plus, the captain typically has had one of her hands replaced with a signature weapon, and knows how to use it effectively in battle; the captain's known name is generally that very item, and he or she blames you for the loss of the original hand. The captain has no memory of you, but he or she automatically recognizes you as an enemy, and you are bound to come into conflict with the captain; in addition, the captain unconsciously draws on the experiences of your parents when raising you and knows how to use psychological ploys against you. Whenever the two of you come into conflict, even if you win, the pirate will somehow survive to fight another day. At the end of the jump, you must defeat the captain in one final duel – no other fighters, just the two of you – to complete the jump. Should you prove victorious in the end and spare him or her, the captain will finally gain some respect for you, and can be convinced to accompany you as a companion. Can be taken twice such that you are faced with two captains – one mother and one father. If taken with *Forever Neverland*, the Neverland will actively interfere in the final duel to ensure that the captain is at least on equal grounds with you (in contrast, it won't help you reach an equal level with the captain if the pirate is already stronger than you)- furthermore, any experiences you have interacting with the captain will gradually replace equivalent memories of their past counterparts in your memories.

Lock-Out Time (+300 CP)- Don't expect a window to be left open for you while you have fun in Neverland. You will be unable to access the warehouse or your other special lodgings for the course of the jump, leaving you and your companions on your own. If taken with *Forget Me Not*, you forget that you had such places outside of Neverland to begin with, at least during the jump.

Land of Lost Things (+300 CP)- All lost things inevitably find their way to the Neverland – including some things that weren't meant to be lost. You will randomly lose items in your possession all over the island. Moreover, items from inside your Warehouse will randomly end up somewhere on Neverland. On the bright side (maybe), any item that you or a companion have lost in a previous jump (it cannot be something you

witnessed destroyed or stolen) has a 50% chance of appearing on Neverland. If you take *Absent-Minded*, you will quickly forget about any item that leaves your possession for more than five minutes; if you take *Forget Me Not*, you will not recognize items lost either from your Warehouse or past jumps even if they are right in front of your face.

Pixie Dust Allergy (+300 CP)- You are asthmatic, and fairy dust makes you choke. At best you might sneeze, while at worst you will have trouble breathing. And if it gets on your skin you will develop severe rashes. This also causes you to lose whatever happy thoughts you have, making it difficult to fly. As there is plenty of fairy dust all around the island, you won't be able to avoid the dust, especially if you are a fairy yourself.

Where's My Shadow? (+300/600/900 CP)- Oh dear. It seems that your shadow got ripped off when you arrived. Without your shadow, you lose the ability to fly. For +300 CP, it is an inert piece of cloth that washes up somewhere on the island; in the case that you purchased *My Shadow* as a companion, your shadow will be kept in an inanimate state until reattached to you. However, for +600 CP, it gains a life of its own, taking a fourth of your cumulative perks with it; if you purchased *My Shadow*, your companion has the overpowering instinct to cause mischief toward you (also, keep in mind that an imported companion will retain his or her previous powers). In either case, it will be impossible to reattach it during the jump; neither soap nor sewing nor any other method can put and keep it back on you. For +900 CP, your shadow is not automatically reattached at the end of the jump; as you need your shadow to leave, you will have to catch it, and while it is now possible to sew it back on, it won't give up without a fight; the same issues for +600 CP for *My Shadow* still apply. No matter the rank of the drawback, you are obsessed with regaining your shadow and often become depressed when you fail to reattach it. With the *Forever Neverland* drawback, the Neverland knows a way to permanently anchor your shadow to you, and is willing to do so, in exchange for one *teensy* little favor.

There Are No Books in Neverland (+300 CP)- Like Peter Pan himself, you have a disdain for "grown-up" knowledge, and have never learned to read or write, or even how to count or recite the alphabet. You forget any skills that grant you literacy, and anything you learned from a book, from history to science. You may remember things told to you verbally, but only as fairy tales. Moreover, you stubbornly resist any efforts to help you "grow up" and learn. Any attempt to teach you will at best result in you treating it as a game, and at worst completely dismissing it or playing make-believe in the middle of the lesson. Furthermore, if this is taken with *Simple Boys*, it will be impossible for you to know something that Peter does not know himself – and you will believe his version over anyone else's, even if he only just made it up a moment ago. Be careful if you take this with *Forget Me Not*; not only will you lose your memories at a faster pace, you will feel disinterested in even trying to hang onto the "boring" ones.

Marooned Moon in the Lagoon (+300 CP)- It appears that your arrival upset the normal flow of things, and Neverland's moon crashed and sank into the sea. No harm done, but it'll take a lot of work to get it out of there. And since Neverland's sun refuses to rise while the moon is still there (even if it's at the bottom of the lagoon), the night will never end unless the moon is returned to the sky. This means that any powers you gain through the sun's light will not work, and while night powers are more likely to work, lunar-associated abilities won't function either. Well, at least this gives you a chance to meet the mystical Girl in the Moon, who survived the splashdown.

Everything I Dreamed Of (Drop-In Only, +400 CP)- The Neverland is composed of all the dreams that little children have. Only, sometimes there are dark shadows to the dreams, and hidden dangers. When we are but dreaming of the Neverland, we can escape into the comfort of reality, but now Neverland's fantasies are all quite real, for better or for worse. Whatever your greatest dream about Neverland is, it will be real during the jump, but twisted such that you regret wishing for it. If you were excited by the idea of fighting the natives, you may end up burning at the stake, or if you wished for mermaids they may tease and drown you. If you took *The*

Island Come True drawback as well, the intensity and frequency of negative consequences from the new additions to the island will sharply rise.

Simple Boys (Lost Boy Only, +400 CP)- The Lost Boys are rather silly and gullible, never having been taught by a mother, and you are one of the most simple-minded of them all. You tend to make rather foolish decisions and are considerably wild, naive, and trusting. Having zero domestic skills or maybe even negative, you just don't know how to look after yourself; even simple things like washing your hands, cooking food, or getting a good night's sleep are completely foreign to you. Even if you knew how to take care of yourself, you wouldn't as you shirk even the slightest of chores. You were never warned about dangerous things, and in fact your time with Peter has encouraged you to seek out exciting, risky activities. You never take responsibility for your actions, and say and do what you please without caring about the consequences. Most of all, you have absolute faith in your captain Peter Pan, and will do whatever he commands without hesitation. He is the leader, and you will be reluctant to overshadow or disobey him. The very concept of questioning Peter's decisions and whatever he declares to be fact seems impossible. And naturally, since Tink is second only to Peter, you will likewise believe and follow anything she says, even if she has her own goals. And if Peter notices that you are trying to remember things, he will tell you that you should not bother with those grown-up things, and you may very well take his advice.

Hook's Bane (Pirate Only, +400 CP)- Peter should be Hook's worst enemy, but you inadvertently come close. For whatever reason, the Captain has taken a personal disliking toward you, and you tend to bungle things in front of him on a constant basis. Whenever a plot against Pan falls apart, everyone knows just who to blame. Even if you leave the crew, you have the bad luck of routinely and inadvertently interfering with the ship's business. Hook has killed mates for less, so watch where 'ya step, savvy?

Ugg-a-Wugg! *Ugh!* (Native Only, +400 CP)- Oops, it looks like Jump-chan forgot to add in her modern corrections to the "Piccaninny," and the tribe is now more stereotypical than ever. Expect to only speak in broken English and for highly offensive portrayals of Indians to now be accepted and cherished tribal culture. You have a feeling that you are always the butt end of some comic jest, but your intelligence has taken a dive and you are too proud to recognize that there is anything wrong with how you and your people are presented. And when push comes to shove and you are in danger, you are dependent on the aid of the "great white father" Peter and other "civilized" people on the island.

One Feeling ALL the Time (Fairy Only, +400 CP)- Even though fairies can only hold a single emotion at once, at least they can change which feeling. You, on the other hand, do not have that luxury. Whatever the last emotion you had just before Jump-chan sent you through, whether excitement at the new adventure, a brief jab of anger from stubbing your toe, or a desire to possess something, it will become your sole feeling for the entirety of your jump. If you were just a little angry, you are now always mad. If you were sad, you are constantly miserable. If you were happy, you are eternally giddy. It is impossible for you to feel any contrary emotions, and that single emotion will define your existence. Hopefully you didn't get caught with a particularly troublesome thought when the drawback set in. And in any case, no emotion is perfect, and your inability to adapt to circumstances will lead to trouble.

Vanity, Thy Name is Mermaid (Mermaid Only, +400 CP)- As a lovely and elegant maiden of the lagoon, you deserve all but the highest respect, and need to look and act the part, too. For mermaids, you start as beautiful, and you only grow infinitely more perfect as time goes on. You become impossibly selfish and vain, always fretting over what pearls and seashells to wear and becoming extremely jealous of any other female. Your nose is permanently turned up, so to speak, and you believe without a doubt that you are the most beautiful being alive. Should you see your reflection (and since you are constantly in water and around shiny things, this is a given), you will gaze at your image for hours at end, either admiring your beauty or correcting infinitely tiny

imperfections on yourself. You will collect countless sea treasures, paying attention only to their appearance, simply so you can show them off and adorn yourself. You also become very indolent, preferring to spend hours on end sunbathing on rocks and lazily adjusting your cosmetics than risk marring your perfect appearance on some adventure. Whenever there is someone who has even the slightest potential of taking the spotlight away from you, irritation and jealousy bubble to froth within your pearl heart. You are polite and considerate with fellow mermaids, though with a catty air, but you hold all other things in utter disdain and take delight in humiliating them. If taken with *Forget Me Not*, you begin to voluntarily forget that you used to be a two-legged thing, something that makes you shudder to the core of your pearl. Any faint visages you may have of your old appearance will be discarded like trash, as whatever that *thing* was is nothing in compare to your mermaid self. Well, self-esteem is supposed to be good for you, right? The fact that your self-esteem could fill the whole lagoon simply shows how perfect you are.

Shoot the Jumper-Bird! (+500 CP)- Fairies can only have one feeling at a time, and for whatever reason, Tinker Bell hates you with the fierce hatred of a very woman for getting close to Her! Peter. As a result, watch your back. Things may start out with hair-pulling or pinches on the cheek, but this small yet determined pixie is not to be underestimated. She has command over the Lost Boys when Peter's away, and could easily trick the silly boys into attacking you. All she has to say is that you are some kind of bird or monster, and as long as they don't get a close enough look at first, they will attack you with everything they have; although they may realize their mistake later, they will always forget eventually and be used by her in the same fashion again. Furthermore, she might trick you into following her into a dangerous trap (careful if you took *Simple Boys*!), or, if push comes to shove, make an alliance with her fellow fairies, the mermaids, or even Hook, against you. If Peter is interested in you, he may briefly punish Tink by banishing her for one week, but never more; if he is not that interested, he will just let his fairy friend do as she pleases. And he will not forgive you if you should try to hurt her in return.

We Were Only Trying to Drown You (+500 CP)- The mermaids of Neverland are generally carefree and avoid non-mermaids, but you are unfortunately the exception. While retaining an innocent demeanor, they will snidely comment about your attire and suggest a "swim"; should you decline, they will splash and pull until you're in the water, and beneath the surface. Any skills that allow you to breathe underwater will fail during a drowning game. Don't expect help from anyone, as everyone treats their drowning attempts as a game and will simply laugh at your folly. And whatever you do, beware going out on a moonlit night; the mermaids' song is irresistible, and you may simply follow the gorgeous, coy sea maid into the water without hesitation. If you are a Mermaid yourself, something went wrong, and while you have the body of a mermaid, you cannot breathe underwater. The other mermaids know this, and want to drown and punish you for trying and failing to mimic their own perfection.

Tick...Tock... (+500 CP)- Bad news – your hand got cut off. That's not the really bad news, thought – you were careless when disposing of it, and the Crocodile gobbled it up. Turns out she likes your flesh even more than Hook's, and she will follow you all around the island, lurking in the water and even venturing on land, always lurking and waiting to swallow the rest of you. The clock inside her will give you a warning, but on the final year of your stay, the clock will finally stop, so watch out. Furthermore, the dread of this looming danger fills you with constant anxiety, and you break into full panic whenever you hear a ticking noise; even if this makes you more alert to the croc's presence, it doesn't really help you, as your wild panic may very well cause you to slip right into her jaws. If you did not purchase the *By Hook or Crook* perk, your original hand is restored, but the Crocodile remembers the taste and wants you regardless. If you purchased her as a companion, she will not wish to kill you, but still wants to swallow you whole; you will surprisingly be able to live within her tummy in this case, but good luck finding elbow room or getting back out before the jump ends. If you took the *Forever Neverland* drawback, Neverland has mentally linked you to the Crocodile, such that she always knows your location. Should the Crocodile consume you now, it will truly devour you: once you have been swallowed, you

will gradually merge with the Crocodile until you and she are one and the same – the Crocodile, forever part of the Neverland.

Spiral (+500 CP)- Neverland is constantly on the move, with everyone hunting someone else and being hunted in return. Generally, the Lost Boys pursue the wild beasts, the Pirates pursue the Lost Boys, the Natives pursue the Pirates, and the beasts pursue the Natives. Mermaids tend to look for humans (especially Pirates) to drown, while the Pirates sometimes hunt Mermaids, but the hunt both ways for them is only on an occasional basis; this gives you more breather room, but also means that you might not know when the hunt starts or ends. As for fairies, they tend to pursue other beings at random to cause mischief, and are hunted by random individuals in turn. You are now bound to that endless hunt. This means that your focus will always be forward toward your intended prey, and never behind you, to where the real danger might lay; if something does ambush you from behind, you will never notice the threat until it strikes. This also means that you may end up on wild goose chases for long durations, as each party pursues the other in a circle without ever closing in. If you are hunting anyone else, the drawback will likewise slow down your pursuit considerably, while on the flipside helping anyone after you stay on your trail.

Banished (+500 CP)- You have done something to upset Peter Pan himself, and he has declared that you are forever banished from Neverland. If you try to leave Neverland, it will be difficult to exit the mystical island, and if you succeed you will likely get pulled back at some point. Whenever you are on Neverland, Peter will treat you as a trespasser. The only godsend is that he has such a short memory span that he won't actively seek you out until he encounters you; that said, other drawbacks may increase your likelihood of running into him.

Lost Laughter (+500 CP)- Once every year, your laughter (as a tangible item) will go missing. And it's said that if you don't laugh once a day, you'll die. You must retrieve your laughter in 24 hours, or you will fail the jump. In addition, the difficulty increases each year; it will start out with you just misplacing your laughter somewhere, and then the mermaids and pirates will start swiping it, and by the end you will need to outfight or outsmart powerful spirits and the like. If you have also taken the *Forever Neverland* drawback, Neverland will helpfully return your laughter to you just as you are about to run out of time; however, the mischievous island will have turned your laughter into a "Lost Laugh" – meaning that every time you laugh, a piece of your memories and/or attachment to the world(s) outside Neverland escapes with the laugh and fades away forever once the laugh itself dies.

Sweet Never Land (+500 CP)- You have been chosen to judge a pastry contest in Neverland, the prize being a wish. Everyone from Peter to Hook to the mermaids is competing, and has his or own sample for you to judge. All of the samples are very nice, so it will be difficult for you to determine the winner. Also, the normal rules protecting the judge has been rescinded, and a lot of the contestants will do anything to win. Moreover, you now have a severe mental aversion to sweets, making it hard to fulfill your duties as judge; technically you can eat them, but you just do not want to. The jump will never end until you have chosen a winner. Furthermore, keep in mind that whoever win will have his or own wish, which will change all of Neverland for better or for worse. And don't bother trying to cop out; if you give a verdict that you do not believe in yourself, the whole contest will start over again. On the bright side, for your part in selecting the winner, you receive a special, magical house made entirely of sweets, with a bedroom of candies and trees that grow cookies and jelly beans; you also receive a golden cotton candy cloud that you can wear as an accessory, giving you a perpetual aura of shiny, magical light.

Heartless (+500 CP)- Morals are something that are imposed in reality, and have no purpose in Neverland. You and everyone else now have little sense of morality. Pirates are by nature cruel, as it's part of the job. Natives only care about tribal codes. Fairies and Lost Boys only sort their values by what is fun and boring, while Mermaids only value beauty. Death is of little concern, and you will not feel remorse for killing, nor will you

feel grief for those who have perished; it also means that you do not fear death, but may very well welcome the risk. The drawback also takes away your capacity to love in a romantic fashion; while you still feel tiny bits of familial or possessive love, you won't be able to find the sense of genuine, deep love in your heart.

Pan's the Man (+500 CP)- Neverland centers around the eternal boy, and it seems that every female on the island wants him, even if he is too childish to understand. But he does enjoy the attention, and is quite the Casanova, able to melt a girl's heart with but a few words. And innocent does not mean kind. He now actively encourages the various girls in his life and strings them all along, playing them against each other for the fun of it while not really understanding or caring about the depth of their feelings. He only really cares about whatever praise and assistance they can give him, as otherwise he is rather dismissive of girls, thinking they talk too much. Not that any of his girls care, as they would do anything for but a moment of attention. Every female will see you at best as a tool to use to get close to Peter, and at worst as a potential obstacle between them and Peter. The drawback applies to you if you are a female, and also to female companions, and you and even close friends may quickly descend into bickering, cat fights, and even attempted murder over your places in Peter Pan's pretend harem. Good luck getting the women to cooperate with each other. Any conversation that girls may have fails Bechdel forever and ultimately revolves around Peter, the very center of their universe. If this is combined with *No Star, No Action*, you (if a girl) and all other females on the island are laid-back all of the time, only becoming energetic when Peter is with you in person, as nothing matters to you unless you are beside Peter. If you purchased female companions from Neverland, it is still possible with work (lots of work if you're another girl) to reach a truce and a budding friendship, but their boundless affection for Peter (and possibly yours as well) will always be an issue for the course of the jump. And he will never truly love you or anyone in return, no matter how much you convince yourself he will one day.

Forget Me Not (+500 CP)- Just as Neverland seems from the real world to be a dream to be forgotten upon waking, the real world from within Neverland seems like a hazy, dissipating mirage, and it is easy to forget that the real world was ever real to begin with. With this drawback, the effect is heightened for you and all your companions, and every day runs the risk of you and your companions forgetting more and more about your lives prior to this jump. With enough amnesia, you may even come to believe you have always been on Neverland. By the fifth year, unless you have actively worked to hold onto your memories, you gain full amnesia, and can no longer remember anything from your past jumps. You can still use old powers, but will not know how to use them. Even if you managed to prevent the full amnesia in the fifth year, there is a subsequent 10% chance every remaining year that you will still lose all of your old memories. If your background gave you a new name, you may even start to forget your old name.

When Jumper Grew Up (Drop-In Only, +600 CP)- It turns out that you have a mother and family in this world, and they deeply miss you. You will increasingly regret leaving them, and this combined with feeling more and more grown up means that you may decide to leave Neverland for the Mainland. If you to go the mainland and stay with your parents, you lose all access to your magic (and warehouse) and it will be impossible to return to Neverland on your own. In fact, all of your past adventures now begin to blur like a childish dream you are slowly outgrowing. Also, we'll see how long you like being grown up, as the length of the jump has been raised to 100 years; hopefully you can live long enough to reach the end. The only reason Peter might visit is to lure away your children on their own adventures, and unlike Wendy's descendants they might never return. If you have taken amnesia-related drawbacks, you only forget your past identity as a jumper, and still remember your family from this world, making it even likelier that you will try to grow up, not knowing the consequences. And if you remain in Neverland through the fifth year, your mother and father, kindly if grown-up souls, will die from grief, and you will have to live with your responsibility in that tragedy. And you do care about your old family, who are quite the loving and unique people even if they are mundane grown-ups.

Thinning the Lot (Lost Boy Only, +600 CP)- There are always more and more Lost Boys falling out of their prams these days, and Neverland has to keep the population down somehow. Neverland has therefore adjusted the island such that the Lost Boys will be thrown into danger after danger, whether being dragged by Peter on a risky quest to getting into constant, lethal bouts with the pirates and natives. And Peter keeps a sharp eye on his boys, and takes action if any of them start to act even a little grown-up. Be ready to fight for your life on a daily basis, and don't expect many of your comrades to be with you through the end. If you also took *Simple Boys*, you are eager to fight, seeing battle as just another game and death as something glorious; even if one of your comrades dies, you will quickly forget your grief and return to the "fun." Well, at least to die is an awfully big adventure in itself.

Hook's Last Stand (Pirates Only, +600 CP)- You know how the book ends, with Hook dead along with almost his entire crew, except a couple of named pirates. You aren't one of them. Unless you strive long and hard to break fate, at the start of the last year Hook will make his end gambit, and the final showdown between the pirates and Lost Boys will begin, with you destined to die as but one of countless rogues. It will be especially hard with the *A Story, Not A Storyteller* drawback, as Neverland will do everything she can to ensure that the story's finale finishes perfectly. If you took *Tick...Tock...*, Hook's fate will become your own, and the Crocodile will eat well that night.

No Path to the Happy-Hunting Ground Through Water (Native Only, +600 CP)- Among the superstitious natives, the worse-feared death is by drowning. You are filled with an intense phobia of drowning, and become uneasy whenever you are even near deep water. You refuse to get any closer, and if forced will break down into hysterics. All abilities allowing you to swim or breathe in the water no longer work. What's worse, Hook at some point in the jump will capture you and leave you to drown at Marooner's Rock, and it is impossible for your to escape on your own; you had best hope that Peter Pan is willing and able to save you, or you just might be sunk. Or, if you took the *Tick...Tock...* drawback, the Crocodile may drop in for a little snack. If you take the *Forever Neverland* drawback, Neverland may be willing to prevent this scenario from occurring; in return, should you wish to move on after the jump, you will have to prove that you really want to leave by traveling all the way to the mainland by sea alone.

Please Believe (Fairies Only, +600 CP)- Fairies are dependent on the belief of children, and the expressed disbelief in fairies can severely wound a fairy. Even worse, if the child whose laugh birthed a fairy stops believing, that fairy will instantly die, hence why fairies have short lifespans. Sometimes less than ten years, in fact. As a jumper, you would be immune to this disbelief, but now you suffer a significant blow whenever someone says they don't believe in fairies. Even worse, your own child is growing up, and before the ten years are up will stop believing. Better hope you can get her to hang onto her faith in you, or it's lights out. And for starters, you'll have to venture to the mainland to find her, which is easier said than done.

Of Flamingos and Lagoons (Mermaids Only, +600 CP)- The Neverland is very much tied to the dreams of children, and each one shapes it in his or her own way. Unfortunately, the Mermaid's Lagoon, your home, is especially vulnerable to bizarre and wacky transformations. One particularly imaginative and clueless child has imagined a flamingo with lagoons flying over it, and that will be the reality of your home for the course of the jump. Good luck getting down to rest of the sea. Furthermore, you in particular are susceptible to children's inconsistent imaginations, so throughout the ten years your appearance and personality will randomly shift without your knowledge. One moment you may have black hair, and the next it will be red, and nobody but you will notice anything different. With the *A Storybook Come to Life* drawback, you yourself no longer remember the changes, as you are nothing but a story. If you took the *A Story, Not a Storyteller* drawback, whenever someone, whether here or on the mainland tells a story about you, whatever he or she says instantly becomes true – except for things you tell about yourself, as you have forfeited the right to narrate your own story.

Who is Jumper? (+600 CP)- You have an important role in the stories coming to life in the Neverland, true, but individual stories come and go quickly in Neverland, and the old ones are quickly forgotten. Unless things are changed, your importance in the story will only last through three-fourths of the jump. At that point, you simply have no purpose in the story, and it is time for you to disappear. First you begin to fade into the generic background of the story, and soon you will be gone for good. Maybe you are destined to die off-screen, or simply vanish. In any case, unless you do something to stop this, Neverland will carelessly discard you as a forgotten dream that has outlived its usefulness. If you also took the *A Story, Not A Storyteller* or *A Storybook Come to Life* drawback, your ability to resist your destined erasure is significantly reduced; if both are taken together, it is impossible for you to escape your role in the story, and all you can do is hope that you can convince the Neverland to be merciful and decide that you can be part of the story for a little longer.

A Third Squeeze (+600 CP)- When you dream about Neverland and squeeze your eyes shut, it little more than a blur. With the second squeeze, the colors become more vivid – so vivid, in fact, that but one more squeeze would make everything go on fire. Fortunately, that has never happened, until now. Someone has squeezed past the breaking point, and now all of Neverland – not only the island but even the sea – has been engulfed in a chaotic, mystical blaze that will not be extinguished for the course of the jump.

No, Jumper, *YOU* Are the Shadow (+600 CP, Cannot be taken with *Where's My Shadow*?)- It turns out that the transition didn't work exactly, and you did not end up in the body you were supposed to be given. Instead, you are the shadow of that person. If you were a Drop-In, you are now the shadow of a London-born child who has recently come to Neverland. As all of your powers belong to the real person, not the shadow, you can only access a fourth of your powers. Furthermore, a shadow cannot control its owner, only follow. Therefore, when you are attached, your actions are very limited, having to mimic any move he or she makes and maybe moving a little on your own with enough effort. Shortly after the start of the jump, there will be an opportunity for you to be free. However, your owner will want to track his or her shadow down, and someone will always be on hand to help sew you back on properly. Maybe you can find a way to communicate, though it'll be hard since shadows can't speak, much less move freely. And if you took too many memory-based drawbacks, you may forget you were anything but an ordinary shadow to begin with. If you take *Forever Neverland*, Neverland asks both the shadow and the "real" person what they wish to do at the end of the jump; only one of the choices can get accepted if you disagree, and Neverland decides which one counts. On the bright side, if you complete and exit the jump, your "real" self from the jump comes along as an extra companion with a copy of your powers (you get yours back). In the case that you took the *My Shadow* companion, one of two things will happen. If your shadow is a new companion, Neverland will make the two of you switch places; the shadow is perfectly happy to be the one in charge now, and thinks that you should just be happy about the honor and be a good shadow. If your shadow is an imported companion, your companion will appear in the form he or she would have gotten if imported to the background you chose for yourself, and you will have been turned into the shadow; the Neverland will mist the companion's memories just enough so that he or she forgets that you are the shadow, though it might be possible to get your companion to realize the true situation with enough work. After the jump, the imported companion will retain a copy of the powers you bought for the jump (which now return to you), but he or she will have to give you back the powers you have from previous jumps.

Neverland's Breath (+600 CP)- As sort of a counter toward the real world's destructive disbelief of the fantastical, it is said that for every breath someone makes in Neverland, a grown-up on the mainland dies. And even if you have the appearance of a child here, Neverland recognizes your adult heart and applies a little curse. For every single breath that Peter Pan makes, you feel a sharp sense of pain jolt through your body. The effect is never fatal, but you will quickly be overwhelmed by these continual throbs of agony throughout your stay on the island. If you take *Forever Neverland*, Neverland might let all that pain go away, if you do just one little favor for her, and in your tormented state you may very well agree without thinking things over.

Twinkle, Twinkle, Little Star (+600 CP)- Stars are said to have been put in the sky for age-old crimes, never allowed to take an active part in anything. Apparently some of your old antics in past jumps have come back to haunt you, as you are sentenced to being a literal star for the jump. You are quite literally the second star to the right, giving you a perfect view of Neverland, so at least you won't get bored. Even so, you will be powerless to actually intervene in anything. Hopefully Jump-chan doesn't get bored. At least Peter might come up and share some stories with you; on the other hand, he also makes a game of blowing out stars, so watch out! On the bright side, by the end of the jump you will have mastered the star language of winking.

No One Must Ever Touch Me (+600 CP)- You must never be touched directly by anyone; however, as wild animals and imaginary things such as fairies and mermaids are not "real" people, they don't count. This doesn't prevent you from touching people or things, but if real people touch you in turn, you lose.

Reign of Darkness (+600 CP)- The Queen of Darkness, Sinistra, has arrived on the shores of Neverland alongside her daughter Luna, already fully corrupted into the Princess of Darkness. If you do not act fast, Neverland and soon all the worlds will become desolate wastelands.

Ages of Pan (+600 CP)- Neverland managed to lock your own aging, but at the cost of making Peter Pan himself grow up. Over the course of the ten years, Peter will gradually age into an adult. As he does so, he will become depressed at the monstrosity he has become, and, as the island is bound to his whims, Neverland will descend with his depression into ice and storms. Moreover, just before the ten years are up, Peter will become a full adult, and reject his childish fantasy of Neverland. The once-magical island, and everyone on it, will vanish like a forgotten dream. Perhaps there is a way to stop the curse, but time is ticking.

To Die Would Be An Awfully Big Adventure (+700 CP, Requires *Forever Neverland*)- It turns out that everyone in Neverland is actually dead, as it is an "in-between" place that childish and forgotten souls drift to when they die. As a result, death does not truly exist on the island; people who die often return as if nothing happened once people have forgotten about the death, and those who die and stay dead simply moved on. Therefore, while the Neverland is still full of dangers – more than usual, in fact – you are relatively safe from harm. As long as you are unconcerned with the possibility that you might die, death here will not end your jump. Cuts and bruises don't bleed or get infected, bones won't break even if you fell from the clouds onto sharp rocks, and even if a mermaid held you underwater for half a day you could still swim to the surface once she gets bored and leaves you be (or just sit there and pout on the bottom if you can't swim). At worst, if your death is a notable part of a story, Neverland might put you in "dream storage" momentarily until people have forgotten the story and she can insert you back into the setting (it will just feel like you had a short nap before waking up for another adventure). However, it's said that those who dwell amongst ghosts may very well become ones themselves eventually. Not to mention that some say that the only way to truly live is to recognize death. Every time you die, and the more you forget what it's like to care about the difference between living and dying, the more your attachments to the living world(s) strain. If you're not careful, the link to reality will eventually snap off and break, and you will become a ghost like the others, something that can only exist in Never Land and nowhere else. At that point, well, it's not like you have anywhere else to go anymore, or care anymore.

Be The Pan (+700 CP, Requires *Forever Neverland*)- Some terrible tragedy killed off Peter Pan for good, and Neverland needs a stand-in in a hurry. For the entirety of the jump, you are required to take up the role of Peter Pan. As an alternative option, Neverland herself can take on the part of Peter while you take a classic role related to your background: if you're a Drop-In, you'd be playing Wendy Darling; if you're a Lost Boy, you'd need to reprise the roles of all the Lost Boys from the original story (Slightly, Tootles, Nibs, Curly, and the Twins); for Pirate, you could take the role of Captain Hook; for Native, you'd be playing Tiger Lily; for Fairy, you will be Tinker Bell, and for Mermaid you'd be taking the role of The Little Mermaid in Neverland own

rendition of the fairy tale. In any case, being Peter Pan or another important character in Neverland is a tremendous honor, and you will get all of the regular benefits that Peter Pan has from his bond with Neverland, from his incredible luck to his charismatic way with words and women to his flying and battle prowess. However, the Neverland expects you to take the part seriously. This drawback alone won't force you to become the person truly in mind or body, only require you to act out the part. But whenever you break from character in your performance (and the entirety of the jump is considered the performance), Neverland will either give you a "penalty" with a sharp pain akin to *Neverland's Breath* (and enough failures will make it fatal) or "help" you by planting memories of the person you're playing inside your head so you know how to act like them. Forget and "remember" enough, and you will have permanently become that character in mind and body; please also remember that you must also take *Forever Neverland* if you choose this drawback. As a reward, though, if you manage to make it through the jump without losing your self-identity, you will get to take this Neverland, now fully loyal and obedient to you, with you instead of just a sister shard of the dream – this means that any changes and additions to the island from the jump, such as *The Island Come True*, will come along for the ride. If you take this drawback challenge, you can import companions from past jumps into the roles of Tiger Lily, the Crocodile, and Tinker Bell, assuming you have made the companion purchases and you aren't taking up one of those character spots yourself; the imported companion(s) will receive the benefits of that character role, but be careful, as they, and companions imported into the Mermaid Sisters option, will need to do their parts properly, or else Neverland will work to assimilate themselves into the characters, making it all the easier for you and everyone to forget that this is all just pretend.

Forever Neverland (+0 CP)



Can you see her? Those twinkling, innocent (and heartless) eyes winking at you from a couple of snowy mountains under the sun's sparkle? Her cheery, unforgettable laugh that echoes as a mix of birdcalls, mermaid songs, and wind in the air? The way that her river curls up into a smug, impish grin of pure mischief? Yes, the island, Neverland, is very much alive and with a mind of her own – and for better or for worse, she has taken quite the liking to you. So much in fact that she wants to make sure that you never leave her. And never is an awfully long time.

This is a very special offer that the Never Never Land has just for you. You must have taken at least 2 other drawbacks to qualify for this extra "gift." Jump-chan didn't want it here, but she lost a bet to Neverland a while back, so she has no choice but to allow it if you agree. The deal is that Neverland, not Jump-chan, will ask what you wish to do once the jump ends. And as Neverland is the one in charge, all drawbacks will not be instantly removed once the jump ends but only AFTER you have made your choice on whether to stay or leave. If you choose to leave (the decision is ultimately up to you alone), you and your companions will leave Neverland and be freed from any drawbacks, but if you choose to stay, Neverland will decide what sticks and what goes. Keep in mind that a number of the drawbacks are designed to pull the subject deeper into Neverland's magic, until you wish to never leave. And even without drawbacks, the Neverland gradually picks away at your memories of reality (though only a teensy bit!).

If you choose to stay (forever), Neverland will happily oblige and permanently claim you, and you will never realize the enormity of what you just did. In fact, as she knows that she has a chance to keep you forever, she will work especially hard to bind you to the island one way or another. For instance, if you are stuck in a doomed scenario that will cause you to fail the jump, the Neverland may offer to save you, if you just make a

little promise to her on the “shadow of two stars”; hopefully your memory is still working at that point, or you may forget that such a promise is unbreakable, and the implications of your promise.

On the plus side, if you decide to go through with this extra challenge, Neverland will be so happy, and treat you as an especially close playmate much like Peter himself. She will give you all the best adventures, and in time you start to shape the island just as you are shaped by it. A number of perks and items may receive extra boosts.* To lose may actually be blessing, as you will forget that you lost anything and only remember what you gained. Furthermore, if you took *Dreams of Neverland* as well and find the strength to leave, the Neverland will gift you with a “sister” island that sprouts in your imagination. The sister fragment, which is loyal to you and will never try to control your actions or mind, in time will become its own fantasy world, and shape itself according to your own wishes; the island automatically brings “lost” things from the outside world into the realm, and you will be able to pull specific people and things to the island as you wish. Also, if following jumps have their own versions of the Neverland, it will recognize you as a friend and aid you accordingly (without trying to toy with your agency or memories). In addition, even if you leave, Neverland will still at the very least give you the same gift that Peter has: to never grow up as long as that is your wish; the same effect will apply to whoever stays in your personal fantasy island.

Chapter 7: Fin



Well, you've had an awful lot of adventures here. Time sure flies (literally) when you're having fun. Now, what do you wish to do with your life now?

Grow Up- You had a great time, but it's time to go home, close the window, and move on with your life. Even so, you haven't left your adventures behind entirely; you will keep any powers, items, and companions you have gathered up to this point.

Stay Forever- Seems like Neverland has made her mark on you, and you have no desire to leave this wonderful island where you never have to grow up. Back in your original world, those who knew you believe that you ran away from home one night by flying out the window, and in time they will close the window and move on.

Fly Away- It's time for the next adventure (and jump), as many more worlds await you. Come on, let's go!

Appendix A ~ Notes



Oh, you want me to tell you more stories about this jump? I'm not surprised; Neverland has countless little secrets and tidbits crammed in every nook of the isle. If you were confused about anything, here are some extra details.

Fairy Protection- Fairies normally drop dead the moment someone on the mainland says that they don't believe in fairies, meaning that fairies in generally have short albeit lively lifespans. To make things fair, though, jump (and Neverland) fiat will ensure that you are not at risk from such a threat during the jump, as it would be something you likely have little ability to prevent otherwise. Similarly, fairy companions will be protected from instant-kill disbelief. However, a couple drawbacks such as Please Believe might turn the danger into an active threat if you take them.

Of (Mer) Maids and (Mer) Men- While you generally see only mermaids in the various renditions of Peter Pan, and only mermaids are accounted for in the background option, that is not to say that mermen cannot exist in Neverland. In supplementary material for the *Disney Fairies* franchise (which is set up to be a continuation of Disney's Peter Pan), there is at least one known merman – Prince Nalu, who is as handsome as mermaids are gorgeous (and just as vain, too!). Even in other versions of Peter Pan, we only get a brief glimpse of the oceans around Neverland via the Lagoon, so it is quite possible for mermen to live beneath the surface. That said, the respective background option is only for the female mermaids, since they are the ones who get the screen time.

Shadows- Most shadows are pretty simple and cooperative, but you may very well get involved with one of the animate and sapient shadows in this jump. Generally, a shadow's appearance will reflect the appearance of its owner, including physical features and clothing/gear, up to the point that the shadow is disconnected from its owner. Shadow bodies can use physical things that are part of their shadow form, but they lack any magical/non-mundane abilities associated with those features. For instance, if you purchased the By Hook or Crook perk, your shadow counterpart, could use the hook or other item as a physical weapon, but it would lack water magic and other potential boosts that the real version would have. The only exception is when the shadow stays within its normal 2D restrictions on a wall or such; for instance, a shadow could mimic flying powers you have to "fly" up the wall and across the ceiling, but it wouldn't have those same abilities if it "let go" of the wall and tried to move about in three-dimensional space. That said, shadows embody the mystery and power of darkness, so it's possible that with enough work a shadow could develop special powers of its own.

Shadows normally stick onto flat surfaces and travel along them accordingly, and they can do so whenever they wish, but they can also move about in three-dimensional space when given the freedom to do so. Shadows are natural mimics, and know how to pretend to match human movement to give the semblance of being a normal shadow even when unattached; similarly, they can pretend to be a simple piece of black cloth indefinitely to trick people.

Mother Knows Best- There are a number of powerful beings, many of which are much older than the eldest human, who, for whatever reason, prefer a childish form. Despite this, they consider themselves above all others. With this perk, though, as long as they are in the form of a child and you act like a mother, they feel compelled to heed your authority, just as the Lost Boys may have been in fact older than Wendy yet for the most part listen to her. That said, this only works if the targets are children, or pretending to be ones; if they change to an adult or inhuman form, things change. Plus, while it makes the subjects more willing to listen to you, it does not ensure absolute obedience.

Memory Tidying- This is a secret that mothers have of managing their children's memories after they go to bed. It is rather like rearranging things in a dresser, as you kneel over and carefully rummage through the individual memories as if they were simple items. Memories cannot be altered or destroyed, as they always return to their owner as soon as he or she awakes. However, you can change where each memory is placed. Naughty and evil memories can be folded up into tiny wads and stuffed at the very back and bottom of the mind, where it is difficult to remember them or even care about their existence. In contrast, the memories placed at the top of your memory are beautifully aired out like your favorite clothes, and will be the first things on your mind in the morning. As the skill was originally meant for mothers to care for children in their care, your ability can only be used on people who have put their trust in you (even if they don't directly give you access to their memories), signifying that you have the right to fiddle through their memories for their own good. This skill can also be taught to girls under your care, like mother to daughter.

Good Form in All- This perk has a couple different aspects to it. Firstly, it allows you to know what actions must be taken to fulfill things honorably in any situation. Regardless of the specific situation or the standards of the respective culture, you will know what steps need to be done to keep to good form. Keep in mind, though, that the good form of a modern society may differ from, say, that of a cannibalistic civilization, or a feudal one, so keeping to good form will not necessarily ensure that you remain moral. On the other hand, knowing good form means that you are also a master at breaking it. Some amateurs cheat for only paltry gains, but you can recognize the key weaknesses in any system of honor. Therefore, you can target the intimate weaknesses of the system to deal a crippling strike with but one action. That said, once you break the rules openly, all bets are off, so hopefully you made that first strike really count.

Secrets of the Land/Ocean Secrets- I wish to emphasize that these abilities have much more potential than you might give them credit. Essentially the perks make it so that bodies of water and land-bound habitats respectively are living witnesses that only you and similarly gifted individuals can access for information. If someone sails or walks across them, they will be able to perfectly see the person and hear anything that is spoken, even things such as secret plans that the people thought no one was around to hear. If you need to find someone, the ocean or land can most likely give you the exact location. And while they can't see inside human structures such as the interior of ships or buildings, they might be able to "peek in" through openings – they might know even more if they witnessed the construction. Therefore, there are all sorts of things you can learn using these two perks, leaving aside their other benefits.

One Feeling at a Time- Please note that all fairies in the jump have the one-feeling-at-a-time set of emotions in the jump, even if they did not purchase the perk. The perk rather allows you to access that concentrated state of

emotions whenever you want, even if you are not in the form or size of a fairy. And without the perk, your control over your single emotions as a fairy will be more chaotic and unpredictable.

Pearl Dream/Giant Clam- To give you an example of the highest tier for pearl-grown mermaids, the nymphs of Greek mythology were deities and often worshipped by local shrines, but their powers still paled compared to other gods like Pan and Triton, much less the Olympian pantheon. Or consider the Japanese concept of kami, where the general concept of worshipped spirits ranges everywhere from powerful deities such as the sun goddess Amaterasu to lesser ones such as sword kami and even former mortals. Therefore, while your mermaid could potentially awaken at the still-considerable power level of a nymph or lake kami, she will be unable to reach a higher rank through the birth ritual alone.

Coral of Corruption- This item is inspired by the mermaids in *The New Adventures of Peter Pan*. I've only been able to access summaries of the pertinent episodes, so please be forgiving of any discrepancies. In any case, the Mermaid Lagoon's water should be perfectly safe to swim in unless you specifically choose to go with the *New Adventures* version of Neverland.

Welcome to Neverland Drawbacks- To clarify on what I mean for personal drawbacks for companion imports using the *Welcome to Neverland* option, I mean that a companion can only take drawbacks that only affect him or her rather than Neverland as a whole. For instance, a companion could take *Absent-Minded* or *A Storybook Come to Life* because they would only affect him/her individually. A drawback that influences the overall setting like *The Island Come True* or *Sweet Never Land*, on the other hand, wouldn't work for a companion. This is to avoid the potential complications if their drawbacks choices conflicted with your own. All of the background-only drawbacks are allowed for companions as long as they line up with their chosen backgrounds.

Another Story- You may have noted that I have drawn on a variety of different incarnations of Peter Pan's story. I also admit that I have taken a few liberties myself. However, unless you choose to use the *Another Star* drawback to center on a specific version of the story, J.M. Barrie's original work remains the backbone of the setting.

Time Stalls When You're Having Fun- To clarify on the amount of time it might take with the drawback, at the very least you'll be on the island for 50 years to account for the 10 standard years of jump time. In the case of Disney's *Peter Pan*, which has 1 hour on the mainland equal 7 hours in Neverland, you would be on Neverland for 2,555 years. In the case of Disney's *Return to Neverland*, which has 1 hour in London equal 1 day in Neverland, you would be in the jump for 8,760 years. In the case of *Peter Pan no Bouken*, which I have estimated makes 1 hour on the mainland equivalent to a week in Neverland, your "ten year" stay in Neverland would instead be 61,320 years, give or take.

The Island Come True- Please keep in mind that although the new additions to Neverland may be very much like things you have encountered before, they are not the same. Rather, the Neverland looked over your memories of those things and made her own dream versions to play with on the island. Neverland doesn't like "boring" things, so she'll add extra little changes and enhancements to spice up the dream versions, or vice versa leave off aspects of the original that she doesn't like. Since the dream versions of the people have never met you before, they won't recognize you, though Neverland might try to manipulate your meetings with them so you interact similarly (or differently, if she's in the mood). As an example, if one of the worlds being drawn upon was Naruto, there might only be a single village just called the "Ninja Village", with its members different individuals that Neverland handpicked from all the different villages of the real version, as well as some new ones that she made herself; therefore, you can't expect things to be the same.

Moreover, the reason the Neverland is bringing the new things over to her island is to make things more exciting, so don't think their presence will make things easier for you – at best, the helpful components of the additions will evenly balance the new challenges, while at worst the extra dreams will simply increase your overall trouble during the jump. Also, be careful if this overlaps with *Forever Neverland* or other memory-altering drawbacks: once you come to know the dream versions of these recreated settings, which are now assimilated into Never Never Land, it will become easy to think that your memories of similar things happening somewhere else must have just been from a hazy dream or you getting mixed up on the details – it's silly to think that you had adventures with the Sailor Senshi on Earth; after all, they live up in the stars (them being the stars' nieces, you know!), and while they visit Neverland time to time they say that they have never even considered visiting the "Mainland." *Forever Neverland* will increase the ratio of positive additions to the dream, but that's because the island wants you to embrace the dream over reality. For while these living dreams may seem like people you know from the past, they are not reincarnations or alternates of those people, but rather dreams shaped from your memories, so they will consciously and unconsciously work to fulfill the Neverland's desire to convince you to stay forever.

Be The Pan- To clarify matters, you do not physically transform into Peter Pan. Instead, you are acting out the role in whatever form you already have, even if you're a mermaid or fairy. If Neverland is playing the part of Peter instead though, the island will give herself a human form.

Forever Neverland- Neverland's favor certainly is helpful in the jump, in a way. Knowledge-based perks that give you insights on the world around you, such as *Ocean Secrets* or *Secrets of the Land*, are actually enhanced to the state of nigh-perfection on the island, as Never Land confides all of her surprises with you, some even before they happen, and ensures that you will not forget this knowledge if nothing else. The *Forever Tree Sword* item, now that Neverland favors you, will now allow you to recruit Peter Pan as a companion; although he is egotistical and whimsical, he is a very clever, lucky, and determined boy who can do almost anything. These are but a few examples of how she can help. Not to mention the enhancements she'll make to the *Dreams of Neverland* perk! Now, you can take a single dream island, this time personally connected to your own dreams, and keep it throughout all your jumps; along the way, you can use dreams in the jumps to diversify your island, and the additions remain even after you leave. Please keep in mind that the Neverland prize you win will be loyal to you, meaning that it won't play games with your memories and agency like the main Neverneverland. Your friendship with Neverland also makes alternate versions of her in other jumps friendlier toward you (and won't try to mind whammy you or get you into trouble). Moreover, unless you do something stupid, you are guaranteed to survive to the end of the jump, as the very story is working to keep you alive. Plus, if you successfully complete the jump with this drawback, you will be granted eternal youth, with immunity to all forms of aging.

That said, if you're not careful, this is an easy way to not only lose the jump but never leave it at all. Neverland is very much an impossibly spoiled if delightful brat who, while being the most charming babe you ever knew, is firmly of the notion that whatever she wants she ought to have and keep for as long as she pleases – and what she desires most is to have fun all the time. You might be able to persuade the Neverland to let you go, find a way to ensure that you remember what choice you need to make at the end, or be the kind of person she does not want on the island, but the success of these ventures is uncertain; in fact, the last option could make her throw a tantrum and simply kill you for being a mean, stupid grown-up. Also, as Neverland embodies childhood innocence and mischievousness, don't expect her to listen to reason; even if she agrees with your idea, she might still insist on a challenge to make things more fun and exciting (or because she is simply in a mood to act contrary). Being a living conglomeration of stories, Neverland knows more tricks than all the tales of the *1001 Arabian Nights* packed together, and she will do whatever it takes to win. Not that she will ever cheat – how can she, when she herself invents the rules as she goes along?

That said, it's important to keep in mind that while Neverland's possessive influence can be seen in multiple versions of the story (including the original), it should be remembered that Wendy was still able to choose to leave in the end. Therefore, if taken on its own, Forever Neverland will be only a minor hindrance that you can likely overcome; it's once you throw in other drawbacks that things get tricky. If you don't take any mind-altering drawbacks, Neverland will only pick at your memories slowly, like taking a single grain of sand out of a sandbox each day. However, if the Never Land snatches just the right memories, or her removal compounds other drawbacks you've taken, this can become a serious matter.

Appendix B ~ Citations



Peter Pan has certainly inspired a variety of works, with entirely different series paying homage to the original story – such as the picture above from the *Vocaloid* "Portrait of the Pirate F" music video.

The backbone of the jump is based on the works of J.M. Barrie – the book and play *Peter and Wendy*/*Peter Pan* as well as *Peter Pan in Kensington Gardens*. However, certain elements have been drawn from other works. Please refer to the list below if you are confused about a certain addition. I also made a few minor embellishments time-to-time, but I strived to stay within the spirit of the series.

Dress-Up- *Peter Pan in Scarlet*

Tribal Magic- *Peter Pan & the Pirates*, *The New Adventures of Peter Pan*

Talent- *Disney Fairies*

Ocean Secrets- *Peter Pan (2003)*

Maid of the Sea- *Peter Pan & the Pirates*, *Disney Fairies*

Cinderella- *Peter Pan no Bouken*/*The Adventures of Peter Pan*

Dragon Key- *Peter Pan & the Pirates*

Forever Tree Sword- *Jake and the Never Land Pirates*

Saber of Long John Pepper- *The New Adventures of Peter Pan*

Tree Costume- *Disney's Peter Pan*

Sands of Zephrite- *Peter Pan & the Pirates*

Golden Arrow of Shu-Ta- *Peter Pan & the Pirates*

Mirror of Melancholy- *Lost Boys* (manga by Itsuki Kaname)

Seven League Boots- *Peter Pan & the Pirates*

Fairy Mage Collection- *Peter Pan & the Pirates*

Nautilus Shell- *Disney Fairies*

Golden Glam-Shell- *Jake and the Never Land Pirates*

Coral of Corruption- *The New Adventures of Peter Pan*

Torch of Darkness- *Peter Pan no Bouken*

Devil's Bracelet- *Peter Pan no Bouken*

Crystal of King Kyros- *Peter Pan & the Pirates*

Rainbow Wand- *Jake and the Never Land Pirates*

Starstuff- *Peter and the Starcatchers*

Here Comes the Navy- *Okashi na Shima no Peter Pan/Sweet Never Land*

NeverBeast- *Disney Fairies*

Marooned Moon in the Lagoon- *Peter Pan & the Pirates*

Sweet Never Land- *Sweet Never Land*

Reign of Darkness- *Peter Pan no Bouken*

Ages of Pan- *Peter Pan & the Pirates*