

Generic Fairy Tale

Once upon a time, in the old days when wishing was still effective...

Stop me if you've heard this one. A starving fisherman pulls up a talking fish with magical powers. A put-upon youngest child dreams of meeting a prince, and gets her chance with some magical assistance. An old soldier returns home to find his village, perhaps his entire kingdom cursed...

This is a world where such things happen routinely, where mischievous fairies dance with wild beasts in the woods, while tyrants and sorcerers hold sway over much of the countryside. A world of great wonder, and danger, both smaller and so much larger than the world you know. A world where, quite literally, every fairy and folk tale is real.

Take 1,000 choice points to help you out. Choose the plain over the fancy, and don't go out into the woods alone.

ORIGIN

Who are you now, and who do you wish to be?

Third Child: Or maybe the seventh, whatever. You are the youngest child, and far from being the spoiled one, you are bossed around and bullied by every person in your family, doing the hardest and dirtiest jobs and never thanked for it. Still, your chance is coming, perhaps a task shall be set your family, or a handsome prince will come looking to marry. Or maybe your parents will kick you out to seek your fortune, reasoning they have too many children.

Orphan: Or perhaps you don't have a family, or a people or a history, having survived purely on your quick wits. There are many opportunities for the cunning man to advance, if you don't mind playing fast and loose with the rules, and maybe get a little help. This can be taken as the Drop-In if you truly desire no memories or ties.

Humble Tradesman: You're an adult with a humble home and a job. Perhaps you are a fisherman, or a cobbler, baker or even a struggling merchant. You work hard to maintain your humble home, but more than likely, something fantastic is about to occur...

Prince/Princess: Peasant heroes are all well and good, but you'd rather be part of the upper crust. Of course, this makes it a lot more likely that you'll be confronted with an undesirable marriage, or war, or in general problems facing an entire kingdom.

Wicked Sorcerer: You are a practitioner of the dark arts, whether a tyrant in a tower or a hedge witch in a tiny shack in the woods. You live to ruin peoples' day and throw a wrench in things. But be careful in your fun, this is a very dangerous world for people like you.

Clever Animal: Perhaps you are a person cursed with the shape of a beast, or perhaps you were born like this. Either way, you are an animal with the powers of reason and speech. Any animal native to Europe, can't be a dragon or a unicorn, but otherwise the sky is the limit. Foxes, finches, wolves and seals are the most traditional.

Soldier: Long have you given service to your king, and grown skilled in battle, but now the wars are over and you are finally going home. Perhaps you will meet a complication on the road, or find your old village transformed by more than just the years…

AGE and GENDER

These things may matter less for a Jumper, but will mean a lot to the locals here. So you may change your gender or age within reasonable limits for free.

Ages, if you want a guideline, are 2d6+4 for Third Children, Orphans and Princes. 2d6+14 for Tradesman or Soldier, 4d100 for Sorcerers, and too variable to be easily determined for Animals.

LOCATION

Where does your story begin, once upon a time? Roll 1d8 or pick one.

1.) **The Black Forest:** Covering most of Central Europe, this looming dark forest is home to all manner of unknowns, only partially chronicled by the famous Brothers Grimm.
2.) **France:** A land of wonder, good climate, but also frequent curses. Home of Charles Perrault, Mother Goose.
3.) **Denmark:** A cold land to the North, they say there are mermaids in the Baltic and frozen wonders further North. Here find all the tales of Hans Christian Anderson realized.
4.) **Isle of Saints and Scholars:** Eire, a land of learning and beautiful art, but also danger, far closer to the realm of the Fair Folk than others. The folk tales of the Irish are without end.
5.) **The Middle Kingdom:** The greatest of human realms, to hear them tell it. Full of complex dynastic politics and many, many peasants toiling in the fields and rice paddies. But it is also a land where the clever can get ahead, if they test well.
6.) **Land of the Russ:** A troubled land filled with quarrelsome boyars, a strong tsar, and all kinds of witches and warlocks in the vast trackless wilderness.
7.) **Land of the Rising Sun:** A volcanic archipelago with varied lands, largely cut off from the rest of the world by freezing sea.
8.) **Lands Forever Young:** The world beneath the world, Tir Na Nog, the land of the fairies. You start here, so don't panic. Don't take any food or drink or favors you're offered, and do not stray from the path.



PERKS

The skills and traits that make a hero instead of a cautionary tale.

Fairest of Them All (-100 cp) - You have an appearance that is striking, to say the least. Some would say that you have hair as black as ebony, skin as white as snow, and lips as red as blood which is the fairy-tale description for “really really pretty.”

Kind Soul (-100 cp, free Third Child) - You’ve the heart of a child, and not in a box or something creepy. You know right from wrong, and never tire of the world’s wonders. Most of all, you have an instinct to help people, and a sense for when your help is needed. You are generous without being naive.

Paid Back (-200 cp, discount Third Child) - “No good deed goes unpunished” a cynical creed, and one that simply no longer applies to you. Helping people always brings a reward of some kind, if not money than advice, or aid at a later date, or a good reputation...

Courage (-400 cp, discount Third Child) - You never balk at peril, nor hesitate when ambushed, but react calmly. Though it can be hard to do the right thing, or speak truth to power, the knowledge will not deter you, merely inform how careful you ought to be. Aware of danger, but never cowed by fear.

Pure of Heart (-600 cp, discount Third Child) - Yours is a heart untouched by wickedness. You cannot be corrupted or controlled, no matter how the forces of evil try, and even if sorely tempted or even wielding dark arts. More, a light never long shines alone, by your example you can inspire others towards redemption or heroism, and by reminding someone of who they truly are break enchantment.

Quick Tongue (-100 cp, free Orphan) - Lying convincingly is the most important skill a rascal can have. Lying convincingly and *quickly* is even more important when caught in the first lie. You have a gift for improvising deceptions, and the more pressure you’re under, the quicker your brain works to find and excuse flaws in the false reality you create.

Luck (-200 cp, discount Orphan) - The next most crucial trait of a trickster is that they’re lucky. You won’t necessarily always win at everything forever, but nine times out of ten if the other side isn’t good at cheating, you win at gambling. You tend to meet people who will be important later, and as a bonus, you’re pretty good at cheating at games yourself. Sometimes you have to make your own luck.

Cigarron (-400 cp, discount Orphan) - You talk to yourself when distracted. Normally, this would be a bad thing, but by apparent coincidence, your mutterings and especially any

anguished declarations just happen to relate to the thoughts and actions of people around you, lending the appearance of piercing foresight. You could easily convince people you're really a wizard or great sage.

Trickster (-600 cp, discount Orphan) - You are a master of manipulation and disguise. Nothing overtly supernatural, but you can imitate a voice after hearing it once, and quickly size someone up to learn what they want and what they fear. From there, it is a very small step to make your desires align with theirs, or to provoke them into whatever reaction you might wish.

A Trade (-100 cp, free Tradesman) - You wouldn't be a very good tradesman without some trade. Pick a medieval craft or skill like farming, fishing, hooping, chandling, tailoring, smithing, cobbling, tanning, masonry, baking, cooking, etc. You are a master of this craft, guild-certified and able to take on apprentices.

Endurance (-200 cp, discount Tradesman, Soldier) - Guilds don't recognize a forty-hour work week, and battles, though exhausting, can last for days. Fortunately, so can you, working until the last candle goes out, and perhaps fighting for seven days and nights without rest, though you would surely sleep a whole day after.

Attention (-400 cp, discount Tradesman) - A fisherman hauls up a mermaid or talking head, fairies take pity on a shopkeep with an impossible task, or a failing merchant is approached for a deal. You attract the attention of supernatural beings who can help you with your problems, if not always the way you would have wanted. If spirits and fairies and such don't exist in the setting, you get generic versions. Comes with a toggle in case such attention becomes unbearable.

Into Gold (-600 cp, discount Tradesman) - Some are skilled in their craft, you are beyond that. If your trade is weaving, you can spin straw into gold. If you are a fisherman, you no sooner cast your nets into the sea than haul them up full of fish. If you are a tailor or cobbler, you can adorn someone in clothes so fine, their own family might consider murdering them for it. All your purchased skills gain a supernatural sheen of brilliance.

Fighter (-100 cp free Prince/Soldier) - Sometimes you just need to be able to fight. As it happens, you are very skilled with spear, axe and sword, the match of a squad of men in pure skill.

Beggar (-200 cp, discount Prince) - An ancient tradition for rulers, to dress as a commoner or beggar to get around, or hear the true feelings of their people. You can easily disguise yourself, and while in a tattered cloak cannot be recognized as a ruler.

Charming (-400 cp, discount Prince) - There's a reason 'Prince Charming' is a stock phrase, and you may as well be that reason. People like you instinctively on a first meeting, and it's easy for you to deepen that connection. You could easily befriend, or seduce, most people after knowing them a mere hour or two.

The Good King (-600 cp, discount Prince) - There's a lot more to being a ruler than being comely and brave. Things like wisdom, justice, and skill at governing. Fortunately, you have all three, being an exceptional judge of right from wrong, true from false, and the best course for your people, and able to convince others of your expertise and the weight of your informed opinion.

Candy-Coated (-100 cp, free Sorcerer) - Even allowing for children being children, you'd think they'd be more suspicious of the stranger living out in the woods in a candied house, or the king's advisor who wears all black and a goatee. But you're just that good at concealing your sinister nature and intentions. People will dislike you if you're a jerk, sure, or disbelieve you if they catch you in lies, but not one person or artifact can reveal that you're a murderer or regicide unless they see you do it, or some pretty compelling evidence.

Dreaded (-200 cp, discount Sorcerer) - The best way to have your enemies make a mistake? Make them desperately afraid. You are a master and a connoisseur of fear, knowing how to move and speak to bring it out in people. You know the various flavors of fear, and which are most likely to make a man crumble, and which will stiffen their resolve.

The Powers of Hell (-400 cp, discount Sorcerer) - What manner of sorcerer would you be without sinister powers? Now you can spoil milk, blight crops, soil water, make livestock or people sterile, curse others with misfortune, murder by stealing a few drops of blood, bewitch the wills of men and in the greatest of extremities, transform into a dragon. Whole kingdoms can be blighted or set asleep, albeit small ones.

Dead (-600 cp, discount Sorcerer) - You're sort of… dead. Now, this sounds like a really bad thing, and it is. You can only go out at night, rest in your grave. The good news is you've been freed from all those pesky biological needs, like food and drink and air, and have escaped the bonds of mortality. The only way these pesky peasants could kill you

is to burn your body in a bonfire of a hundred aspen logs, and even then your body would explode into worms and rats and maggots, while crows and jackdaws burst from your head. If even a single one escapes, the one that makes it furthest from your body by nightfall will turn into your complete body, and you shall be reborn.

After this Jump, you won't have any of the downsides of being a corpse. You can still be killed by sufficient force or exotic attacks, but your body will still explode and scatter, and you will be reborn unless all the bits are killed and burned. These are all mundane animals without the resilience or swiftness of a Jumper loaded with perks.

Fighter (-100 cp free Prince/Soldier) - Sometimes you just need to be able to fight. As it happens, you are very skilled with spear, axe and sword, the match of a squad of men in pure skill.

Endurance (-200 cp, discount Tradesman, Soldier) - Guilds don't recognize a forty-hour work week, and battles, though exhausting, can last for days. Fortunately, so can you, working until the last candle goes out, and perhaps fighting for seven days and nights without rest, though you would surely sleep a whole day after.

Conversational Aside (-400 cp, discount Soldier) - People seem to like and trust you, seeing you as a worthy opponent, or a good companion for drinks and dice. With a night of convivial company, you could persuade someone to divulge even their secret weakness.

A Life (-600 cp, discount Soldier) - Your life is not your own, it belongs to the Tsar, or to whatever king you might have pledged service to. Even a warlock or dragon is bound to respect that. Once per Jump, you can invoke this royal ownership to save your life when nothing else will.

Speech (-100 cp, free Clever Animal) - You can talk! But of course you can, you're a clever animal! So it is only natural that you can speak intelligibly in any form you might adopt. As a trick, you can simultaneously make noises in the voices of all your alt-forms in a cacophony both strange and terrifying.

Acceptance (-200 cp, discount Clever Animal) - Of course an animal can talk, why even question such things in a fairy tale? At least until it becomes important to surprise someone with this. People casually accept that you are a talking animal, or know things no man can, can do strange things. Unless you point out the absurdity, they'll simply think nothing of it.

Singing Tortoise (-400 cp, discount Clever Animal) - More than just speaking, your singing voice can entrance with its sheer beauty, soothing men and beast alike. Entire villages can be enthralled in this way.

Part of the Wild (-600 cp, discount Clever Animal) - To the beasts of the field and forest, you are a good and beloved neighbor, and for small services over time, watching the cubs for Mama Wolf, hauling water for the Possums, they are happy to do you a kindness in return and will fight to protect you as needed, or carry you rumors of the wide world. Your forest life has also made you very familiar with the terrain and herbs of the local forests in each world.

ITEMS

Some trinkets and tokens that may prove useful on your journey.

Tablecloth (-100 cp, free Third Child) - A magical tablecloth. Spread upon the ground it can conjure up any food you order, but cannot produce poison or other harmful things.

Golden Scissors (-200 cp, discount Third Child) - A pair of golden scissors, if you snip a thread from any clothing, however ragged, it shall transform into a magnificent suit or gown of gold thread that perfectly fits and flatters the intended wearer.

Blue Belt (-400 cp, discount Third Child) - A magical belt that provides seemingly unlimited strength. Enough to juggle trolls with the strength of a hundred men, toss lions around and laugh off rockslides.

Clever Hans! (-100 cp, free Orphan) - You must have done something nice for someone, because you've been gifted a lump of silver the size of a man's head. More, people are unusually eager to make even lopsided trades for it. Replaced at the start of each Jump.

Seven League Boots (-200 cp, discount Orphan) - A pair of magic boots that lets the wearer cover up to seven leagues (or 21 miles) in one step. If you name a destination, you will not overshoot it.

Cloak of Shadows (-400 cp, discount Orphan) - A magic cloak of invisibility that also lets the wearer run as swift as the wind. You can also run all day and not tire with it on, so you'd be surprised how much ground you can cover.

Tools (-100 cp, free Tradesman) - Whatever your trade may be, you certainly can't pursue it without tools. Take either a fully equipped farm, workshop, forge, or a fishing boat loaded with nets. Can be taken multiple times, but only the first is free.

Goose (-200 cp, discount Tradesman) - a standard goose save that it lays a solid golden egg each morning. One should take care not to - well kill the goose that laid the golden egg, but if you do another will reappear in a month.

Whistle (-400 cp, discount Tradesman) - A whistle that can summon three dogs, one so large his eyes are the size of saucers, one so large his eyes are the size of cartwheels, and one so large his eyes are the size of a tower's base. They are very good dogs, and each is eager to help you however they can.

Castle (-100 cp, free Prince) A home is what seperates a vagabond from the gentry, and you are more than mere gentry. You have a good sized castle, with the servants and lands required to support it. In future Jumps, this can be inserted in or kept as a Warehouse attachment.

Three Dresses and a Donkeyskin (-200 CP, discount Prince) - You receive three dresses. One with all the colors of the sky being the most beautiful blue of heaven, one bright as the sun (not literally - it won't burn your eyes off) of gold and diamonds, and one with all the beauty of the moon. Also, you get the hide of a donkey to wear with a special property - so long as you're wearing it, people will think you're dirt ugly no matter how clearly attractive you are.

The three dresses do the opposite enhancing your beauty. If you're not into dresses, they can be suits/hats/etc.

Brush, Comb and Mirror (-400 cp, discount Prince) Toss down the brush, and it becomes a forest, with spiky underbrush and thick trees, difficult to navigate. The comb becomes a treacherous mountain range, and the mirror, when dashed on the ground, becomes a rushing river. Great for landscaping, escaping pursuit, or reshaping a battlefield to your liking.

Cursed Salad (-100 cp, free Sorcerer) A head of lettuce, replaced weekly. Eating of the paler side turns people into goats, eating the darker side turns them back. Great for party tricks or punishing your enemies.

Cup of Death (-200 cp, discount Sorcerer) A cup made from a ram's horn, whoever drinks of it will surely die, swiftly and painlessly. This is an effect of the cup itself, and no means of detecting or resisting poison will help.

Waters of Love and Detestation (-400 cp, discount Sorcerer) Two fountains, the waters from one shall bewitch a person so after drinking, they fall in love with the very first person they see. The other shall so bewitch someone that they are utterly repulsed and horrified of the first person they see.

Wedding Invitation (-100 cp, free Animal) You have three invites to a miller's wedding, but hopefully you're much too smart to attend. Every animal that goes there is getting lured in with liquor and praise, and then bound up and domesticated. Still, perhaps you know a few beasts who could benefit from mankind's… guidance. You can give these out to create domesticated breeds of wild animals. Replenishes each new Jump.

Pelt (-200 cp, discount Animal) You can pull off your pelt and become a human! Or if human, you gain an animal pelt you can don to become a beast. Only a single animal, common to Europe.

Feather, Scale and Tuft (-400 cp, discount Animal) A feather from the king of eagles, a scale from the king of salmon, and a tuft of fur from the king of rams. Each item can be used to summon their respective monarch and traded back to them for a favor from them and their subjects, all the world's birds, fish or rams. Any of these items you spend is replaced at the start of the next Jump.

Knife of Division (-100 cp, free Soldier) A magic knife that cuts bone like butter, and every slice and sliver removed from the bone will turn into a large piece of meat from the beast or fish it came from, the very best of cuts, so you need hunt only for fun.

Giant's Sword (-200 cp, discount Soldier) A magic sword that can fell a hundred trees or a hundred men with each swing. Fits your hand perfectly, despite being made for a giant.

Nosebag (-400 cp, discount Soldier) A sack which, despite seeming smaller, can hold a grown man. Any person or animal you see, if called with "into the sack, bird or beast" will be compelled to climb into the sack and not stop you from tying it closed. Once inside, they cannot escape the sack, except with outside assistance.



COMPANIONS

Friends are needed to help you on the way

Import (-100 cp) It's dangerous to go alone, so you may import any number of companions for 100 cp, and they gain 600 cp to spend.

Five Brothers (-300 cp) Well now! You have five identical siblings, each immune to one common form of death and perfectly willing, time and opportunity allowing, to take your place. They are happy to uproot their lives and join you on your adventures, and collectively take up one companion slot.

Silver Fox (-100 cp) A prince transformed into a fox by a witch many years ago. Fox is an astute student of human nature, an accomplished trickster and thief, a savvy political leader, and reasonably well-learned in woodcraft. He takes a shine to you and may accompany you on your further adventures.

Brownies (-100 cp) Helpful little fairies who love to clean and finish up your crafting projects. You won't see much of them, and if you tell people about them they'll go off to sulk for months.

Nine-tailed Fox (-100 cp) A trickster and shapeshifter, a fox who adores the form of a beautiful woman, has decided you are just so much fun to tease and make squirm. She can be assumed to have all the Orphan perkline at her disposal.

Your Best Dead Friend (-100 cp) You found two men stripping a corpse, because he was unable to pay for a grave, and after you paid for the burial, his ghost has become very helpful. He can't manifest in daylight, but makes a wonderful scout and spy, and has insight into many things mortals do not.

Mother Goose (-100 cp) No, not the one that lays the golden egg, this bonnet-bedecked avian is possessed by the spirit of none other than Charles Perrault, Mother Goose. His knowledge of folklore is second to few if any, but his condition makes him cantankerous. After this Jump ends, he can resume human form at will and keep the goose as an alt-form.

Brothers Grimm (-100 cp) Wasn't there a bad movie where Jacob and Wilhelm Karl (the Brothers Grimm) were bumbling monster hunters instead of writers? Well, assume there was, and these are them. Their knowledge of monster lore is great, the practicals are dodgier. But they tend to be lucky enough to survive the inevitable mishaps. Worst comes to worst they make a great distraction.



SCENARIOS

Your tale, as it were. Your perils and your prize. Pick one and only one.

The Cursed Kingdom

In your travels, you come upon a great many fallow fields, and a mountain that glints like gold. Intrigued, you climb the mountain to find a magnificent castle filled with amazingly detailed statues of people in every pose, from every walk of life. A serpent of palest white claims to be the prince(ss) of this land, and that a terrible curse was laid on them and their people for inhospitality. First the food vanished from their plates for three days and nights running, then all their people were turned to stone, and themself to the snake you see before you. This curse can be lifted, but only through great sacrifice.

You must stay three nights in the castle. At the stroke of midnight, three men will enter your chambers and beat you, each night more savagely than the last. No supernatural toughness or healing will avail you, nor any perk for resisting pain. On the third night, they shall beat you to death. Though you could likely destroy them as easily as lifting a hand, this you must not do. Nor struggle, nor flee, nor cry out or beg for mercy. If you submit to each as the lamb before the lion, then the curse shall be lifted and the prince(ss) can revive you thanks to a

healing spring the castle was built upon. If you do any of these things, you shall forever lose the chance to lift the curse.

Reward: Your great courage and Christian charity are honored with a feast. There the prince(ss) shall offer to marry you and make you ruler of the Kingdom of the Gold Mountain. It's fertile fields, healing spring and mountain made of gold may become a Warehouse attachment, or follow you into future Jumps, along with three hundred twenty knights sworn to the kingdom. Should you decline, she will instead give you the wishing ring that made all these wonders possible in the first place. For all you munchkins out there, consider the wishes the ring can grant as roughly analogous to a Wish spell in DnD/Pathfinder, easily able to teleport, conjure large masses, and otherwise do things mid-to-high level wizards can do, not a no-limits fallacy.

The Devil's Grandmother

It came to pass you had no means to support yourself, through no fault of your own. But in the desperation of starvation a strange dragon offered you life for years of service, in the form of a whip that conjured gold coins whenever cracked.

That dragon was the Devil. Now, in seven years the Devil will come and ask of you seven riddles. If you answer all, you may go free. Fail, and it's straight down to Hell and a most painful end to all your travels. No amount of divinations or cheating will give you the answers, but there is one person who knows exactly the riddles the Devil plans to ask; his old grandmother hiding as an ordinary old spinster in a remote fishing village. Merely finding her will be a trial in itself, she's as hard to locate magically as Old Scratch himself, and doesn't exactly advertise her relations. Nor can you force or trick answers from her, but must help her in all she desires, and they shall be trials meant to test your virtues and patience, like hauling a year's worth of water from the village well, or spinning clothes so all the village can attend a fine wedding. Still, if you can impress with your worthiness to not go to Hell, she will reveal all.

Reward: You can either keep the magic gold-making whip, or give it to the Devil's Grandmother to provide for her in her old age as her rapscallion grandson won't. If you do, this last act of kindness will move her to give you a book of her family and their associates- all the demons and devils, their secret names and histories and disposition, how to summon and command them. This book updates to each new Jump you bring it, and can be used to summon things even when the existence of demons is not supported by the local cosmology. You could do much good with such a thing… or great evil.

Taken By the Fairies

Alas, your one true love (or parent, sibling, best friend, Companion, doesn't much matter) has been bewitched by the King/Queen of Fairies (as appropriate) and taken away to their magical realm. Only you can rescue them, but it shall not be easy.

First you must find the Land Beneath the Earth, the location of which is known only to an old taken knight, Tam Lin. On the night of Halloween, a parade of elven knights will pass, you must tackle the man with the white steed off his horse, and cling tightly to him as the fairies turn him into all manner of forms tiny or terrifying, but he will not deliberately harm you. Once you enter the Lands Ever Young, you must infiltrate the palace as a servant to learn in which tree the monarch has hidden their soul, inside of an egg, inside a goose inside a fox inside the tree. You must cut down this tree, slay the fox and the goose and smash the egg to free your love.

After this, you must flee the enraged fairy court and their wild hunt.

Reward: If you evade or overpower the fae court and their enforcers, they demand to see the egg as proof that you are the slayer of their ruler. By surrendering the egg, they hail you as their new king or queen. You shall be recognized as fairy royalty in all realms, if not without confusion in some cases. Alternatively, should you cling tightly to the egg and accept no bargain for it, after the Jump ends you will discover its secrets and how to hide your soul inside an egg inside a few layers of security.

The Lost Charm

Your various supernatural powers and out-of-Jump skills are placed in a small amber charm. While you wear it, you have full access to them, and when you don't, they are gone and only the Body Mod and those perks chosen above remain. Between one and three years after entering the Jump, it will disappear, stolen, and you must recover it.

This will not be an easy quest. You must voyage over the storm-tossed sea to a distant land, filled with giants and terrible beasts. Persevere, and you will hear rumors of the man with powers as you once had.

This man, it seems, is a terrible tyrant, having risen from humble origins to the height of selfishness with your powers and skills, uncontested, still he does pit his strength against any comer for the crown, and the penalty for failure is death. Perhaps a thief might succeed where a knight would fail? Or his reliance on stolen skills and powers may be a hindrance against someone who knows these gifts intimately.

Reward: You regain the charm, and when your powers return with the end of the Jump, you find they are doubled while you wear it. Or you could give or lend it out to worthy

persons. In any case, the charm does not grow in power, but maintains only the perks and skills you had when you first took the Jump.

Villainous Vendetta

What's that? Your parents were just killed by heroes? And Aunt Totenkinder was cooked in her own oven by children? What about Baba Yaga? What is it with this country anyhow? Well, you've had quite enough of these "heroes." Your mission is to conquer your starting country and reign ten years, surviving all the heroes fate and neighboring kingdoms can throw your way. Which is a lot. Alternatively, you can raise a tower, plant your banner in the open, and just defy any would-be dragonslayers to try their luck, if governing isn't your thing.

Reward: If you succeed you may import your kingdom and it's resources, people beaten down and accustomed to obeying your every whim, into future Jumps. If on Earth, it replaces the appropriate landmass, with technology and fashion and such updating to fit, and history rearranging itself so you have long ruled the land. Or it can be a Warehouse attachment.

Or if you turned from the path of rule and became a Herokiller only, receive +600 cp to spend only in the items section, to represent trophies taken from the fallen.

Either way, you may choose in each new Jump to import your reputation as a killer of heroes.



DRAWBACKS

For a sacrifice, more points. A limit of 700 CP can be gained.

Happily Ever After (+0, requires Scenario) Maybe ten years isn't to your liking. If you like, you can leave immediately after completing your scenario.

PC Fairy Tales (+0 cp, incompatible with Grimm Dark) Well this is...different. Medieval Europe has never been quite this racially diverse, or accepting of homosexuality (well, occasionally the French). Women here are sick of being treated as prizes, and demand a voice, while all the villains are terrible sexists, racists, etc.

Disney-fied (+0 cp, incompatible with Grimm Dark) There's bowdlerizing and then there's… this. All the rough edges are smoothed away, all scary bits censored or removed, and people break out into happy little songs all the time.

Into the Woods (+0 cp, incompatible with Disney-fied) Well, people are still singing, but overall things feel a lot more… grounded. Actions have consequences, and while most people are decent at the core, they can also be selfish, greedy and thoughtless a lot of the time.

Grimm Dark (+100 cp) In the Grimm Brothers' tales, things are a lot less… family-friendly, as the term is understood today. The evil queen in Snow White has her feet clapped in red-hot iron shoes by vengeful dwarves, forced to dance until death. The step-sisters in Cinderella mutilate their feet to try and fit the glass slipper. But even the Grimms bowdlerized the tales a lot, most evil step-parents were originally just abusive or neglectful parents. You now live in the darkest possible versions of these stories, and lots of people are going to get hurt whatever you do.

The Big Bad Wolf (+0 cp/200 cp) - the original big bad monster. Years have made people turn this beast into a joke but this is a true monster, cunning and powerful with a taste for human flesh and he has a hankering for you in particular chasing after you and scaled up to be a true and powerful menace regardless of your jumper status. In the basic, **PC Fairy Tales**, or **Into the Woods**, this monster would seem to come straight out of the **Grimm Dark** drawback and if you take the **Grimm Dark** drawback? Well, don't take it with **Grimm Dark**.

Taking this with **Disney-fied** will turn him into the joke kids now generally think of him as and thus nets you no additional points.

The Emperor's New Clothes (+100 cp) For the rest of this Jump, you will labor under the delusion that you are clothed when you are, in fact, not. You will forget taking this drawback, and nothing anyone says or does will convince you you're naked.

Murderous Relations (+100 cp) Maybe your single parent wants to remarry, and you're in the way. Maybe a cousin covets your crown. Or perhaps you are one of too many

children in a lean winter. Either way, a close family member has decided to murder you. You forget taking this drawback.

Lost in the Woods (+100 cp) You start in a dark forest, a day's walk from your origin's home, with no idea which direction to go. Be cautious, for many dangers lurk in the wild places.

Hok Lee (+100 cp) Your cheeks are swollen to the point you can barely see, painful to touch and make you a ridiculous figure to behold. Unlike most drawbacks, this can be overcome, but it's not easy. You must find the dwarves who come out to dance in the light of the full moon and really astonish them with your moves. If so, they will lift the curse. If not, they will curse you some more. They are all amazing dancers with incredibly high standards.

The Sparrow and the Dog (+200 cp) You have, cruelly or without intention, killed a dog who was the sparrow's only friend in the whole wide world. The tiny sparrow has thus dedicated himself to your destruction and misery. You may laugh, but cleverness, determination and a sharp beak can wreak much mischief, even before the sparrow enlists all the other birds of the world for major projects like eating all your food or tearing your house to bits. You cannot escape nor trap the sparrow, and any attempt to lash out violently will not just fail, but slay or break something precious to you. Just as planned.

The Buried Moon (+200 cp) For some time the Moon was staked and buried beneath the earth, for her light was a hurtful, and hateful thing to all creatures wicked and vile. You may or may not be personally wicked, no judgement here, but if you took the villain origin the touch of the sun and moon, namely their light, will bring unbearable agony for the duration of your stay.

For any other origin, unless you can find and free the hidden moon, you will have to contend with monsters overrunning the countryside every night.

Reckless Abandon (+200 cp) You're just the worst, spoiled rotten and selfish, with neither fear nor caution, nor good manners. Beware, Jumper, because this world very nearly exists just to humble people like you.

Stockholm Syndrome (+300 cp) You have fallen in love with just the worst person, someone greedy, vain and cruel who will use your affections and toss aside the moment you are no longer of any use.

Fairy Justice (+300 cp) the eyes of the spirits are upon you. Should you use your greater strength or powers to bully or threaten those weaker than yourself, no matter how wrong they may be, you will fall stone dead on the spot.

Frozen Heart (+300 cp) Once upon a time, wicked trolls made a mirror that shows only the flaws and ugliness in things, and tried to lift it to the heavens to make sport of angels. Instead it shattered and rained down on mortals. A shard has found its way into your eye, and all people seem ugly, vain and foolish for you. Try as you may, you cannot scrape up a single scrap of empathy for other people and their problems.

THE END

And They All Lived Happily Ever After- It has been a long, amazing journey. But at long last, you've found a home and a family. Time to hang up your sword and cloak and live your happily ever after.

Jumper returned Home, and was content- Well, this may not be your home, but doesn't that mean it's time you were going there? Your journey is at long last at an end. Go home, Jumper, and never forget your adventures or your friends.

And the Road Winds Ever Onwards... I didn't see a Spark scenario, so the quest for more power, more adventures continues as you shake the dust of this world from your feet. Where oh where will you go next, Jumper?

"Fairy tales do not give the child the idea of the evil or the ugly; that is in the child already because it is in the world already. What fairy tales give the child is his first clear idea of the possible defeat of evil. The baby has known the dragon intimately ever since he had an imagination. What the fairy tale provides for him is a St George to kill the dragon."- G. K. Chesterton

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