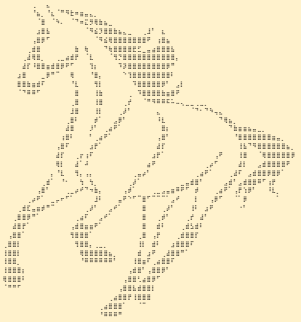
Tales of Horses Jumpchain



by Faucheusestar

Welcome to a world populated only by horses and donkeys of all types and shapes, from the normal to the most extraordinary. This land is filled with tales and legends about its creatures.

Take **1000 Choice Points** to fund your adventures.



Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location. Your place of arrival can be recuperated if you wish so as to be added to your warehouse.*

1• Grass Field
You find yourself on green plains filled with tasty grass

2**• An old ranch**
An old ranch that has been abandoned for many years, nature has reclaimed its rights, but perhaps you could restore it. The ranch is **Ranch [200 CP | Discounted for Drop In]**

3• A swamp
You appear in a swamp, you can become a kelpie or another horse linked to this kind of place for free or get one of these horses for free as a mount, it won't cost you any slot.

4• A forest
You appear in a forest, a fairly common place in fairytales, so maybe it's not so commonplace.

5• Land of tales
Maybe there's a place in a fairytale/a game/story or any media related to horse that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped in this new universe with no background , memories, or documentation.

Horse tales [Free]
You are an inhabitant of this world full of legend and myth, and the magic of this place has endowed you with the ability to use the power of tales and stories.

Legendary horse [Free]
You are a strange horse with horse-like powers considered by most of the world's inhabitants to be mere rumors, Legendary horses and legends in their own right.

Race

Jumper isn't reduced to the lifespan of a normal Horse

Horse [+200 CP]
You're a young/baby Horse/donkey. If you couldn't talk, it would be hard to tell you apart from a normal Horse. You can also be an adult but you won't get the 200 CP

Anthropomorphic Horse [free]
You may stand on your shoe, you may look like an anthropomorphic Horse or maybe your head is a horse's head, the size of an adult human... What is a human? Maybe it is a cryptid.



Centaur [free]
Whether you're a centaur the size of a Horse standing on her shoe or a human-sized Horse girl, or maybe you prefer girl/boy with just a Horse theme? This option is for you

Strange Horse [200 CP]
You are a supernatural Horse or other from another media/tale/video and have its power and weakness, if the lovely Horse you choose has a perk associated with him on this jumpdoc you can take them for free What's more, you have a colony of your own species of Horses at your command.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Alt form [Free]
As with all Tales of type jumps, you get your form in this jump as an alt form, but after this jump you can summon it as a horse to ride.

Therianthropy [100 CP]
You can transform yourself into a horse or, if you are a horse, into a horse girl or an anthropomorphic horse.

Always full speed[200 CP]
You can still run at full speed and instead of being exhausted by this frenetic gallop, you'll feel as tired as if you were at a walking pace.

Perfect rider/mount[400 CP]
A rider is one with his mount... You're perfectly in sync with your rider or mount, you see what the other sees without it bothering you and you share your advantages/resistances/knowledge. What's more, if he or you use an effect that affects everyone but you, you'll both be protected.

Drop In

Horse expert [100 CP | Free for Drop In]
You will know everything there is to know about horses, how to look after them, how to ride them, how to look after them and all the knowledge you need to do the jobs related to these animals.



Mari Lwyd [100 CP | Free for Drop In]
You know how to sing, and not only will you bring good luck, but people who hear you will want to invite you to eat with them in exchange for you singing.

Dark horse [200 CP | Discounted for Drop In]
You are the dark horse of all competitions. People have a hard time understanding your true level of competence and will always underestimate you when it suits you.

Wind horses [200 CP | Discounted for Drop In]
You are a personification of the wind, making you both fast and capable of handling this element, as well as being able to literally become wind in the form of a horse.

"You can lead a horse to water, but you can't make them drink."[200 CP | Discounted for Drop In]
People will never refuse your help if you really want to help them. They will even follow your advice and be able to progress instead of remaining in their error.

Horsepower [400 CP | Discounted for Drop In]
Engines are compared to their horsepower... But as you know there are lots of different horses, a Nightmare won't lift as much as a normal horse, so not only can you use your own strength to power machines, but the horsepower in question will be based on you for every machine you use or create.

Builder horse [400 CP | Discounted for Drop In]
You're incredibly talented in construction, whether it's your architectural, stone-carving or other building skills, you can greatly increase the speed of a site, just try not to forget to lay the last stone if you want to get paid! What's more, you possess various diabolical powers such as the ability to make deals or transform yourself, as well as the powers you'd expect from a devil.

Taejong effect [400 CP | Discounted for Drop In]
Like King Taejong who fell off his horse one day and immediately asked those around him not to write it down... and of course it was written down along with the order not to do it! If someone, whatever their method or power, tries to censor something or erase information from your memory, for example, you will remember and the archives that should have been erased will remain intact.

Rider [400 CP | Discounted for Drop In]
You're supernaturally gifted as a rider as long as you're riding something, you now know how to ride/pilot it and all your abilities are enhanced, although this is even more effective if it's a horse or you're a centaur or something similar.

Sleipnir [600 CP | Discounted for Drop In]
You are extremely fast, the fastest of all horses, and you can travel freely in nearby worlds, such as the different kingdoms linked by the world tree.

Horse Tales



The Ass in the Lion's Skin [100 CP | Free for Horse Tales]
When you wear a disguise people will think you really are what you're dressed up as, even if, like the donkey in question, it fails if you're talking in front of someone as clever as a fox!

'Well, if it's no worse than that, I'll live with it!' [100 CP | Discounted for Horse Tales]
The walls of your house shake, the earth splits apart and the infernal noises make everyone panic, but it's all right, you tell yourself. In fact, you've never panicked since you learned this secret: just say the magic words and the panic disappears!



Horse (zodiac)[200 CP | Discounted for Horse Tales]
You have the powers of the Chinese zodiac horse, including a mastery of the element fire in Wuxing magic, as well as a good understanding of this type of magic.



Sivko-Bourko [200 CP | Discounted for Horse Tales]
As well as being incredibly gifted at jumping, to the point of being able to leap high enough to reach the balcony of a palace, you possess the power to confer great beauty on people.

Red Hare[200 CP | Discounted for Horse Tales]
You're like Lu bu's horse, you can easily cover five hundred kilometers a day and climb mountains vertically as if they were flat ground.



Tumburu [400 CP | Discounted for Horse Tales]
You are a great musician and an excellent singer, and your songs are worthy of the title of best celestial musician.



Dullahan [400 CP | Discounted for Horse Tales]
You are a fey, in this case the headless rider or perhaps his horse. In addition to being immune to decapitation, as you already are, all doors will open for you, whether magical or not, and you can also find out who is about to die.



Chiron [600 CP | Discounted for Horse Tales]
You're an excellent teacher with knowledge of the arts of music and war, hunting, and even medicine and surgery. You're capable of teaching things in record time and to heroes even more easily, although the term hero refers more to people destined for greatness than to good people in the usual sense of the term.

Four Horsemen of the Apocalypse [600 CP | Discounted for Horse Tales]



You possess the power of one of the four horsemen of the apocalypse:
Conquest: gives you mastery of bows, as well as powers related to conquest and a great power.
War: gives you mastery of swords, as well as powers related to conflict, be it blood or the violence
Famine: gives you mastery of scales and the powers associated with this item, as well as famine-related powers
Death/Pestilence: gives you mastery of scythes as well as power over disease and death in general.

For an additional 200 CP you can choose the power of an extra rider

Dyaus Pita[600 CP | Discounted for Horse Tales]
As well as being a dark horse studded with pearls that resemble the night sky, you are a primordial deity of the sky and you can also fertilize the soil so that plants can grow

Hayagriva [600 CP | Discounted for Horse Tales]



You are a divinity of wisdom, with a human body and a horse's head

The best of trees must Yggdrasil be and Jumper of horses [800 CP | Discounted for Horse Tales]
You are the best of the horses a bit like Sleipnir in the Poetic Edda, if there was a horse the most powerful in a jump then you would be at the same level +1, after this jump you can choose something this last one will become the best of its category and will gain power doing it on a bridge will create a Bifröst for example.

Legendary horse

Hippocampe (mythologie) [100 CP | Free for Legendary horse]
You're a bit of a fish, but what is a fish? Who knows, you'll have some of their abilities, like swimming, thank your fin and tail or their other talent. If a benefit, object or anything else needs to be a fish to work, it will work for you if it suits you.



Kelpie [100 CP | Discounted for Legendary horse]
You're an aquatic horse that can live underwater and cause floods, ideal for drowning the unwary person who has just climbed on your back, as people will be less wary of you.



Pooka [200 CP | Free for Legendary horse]
As Fey creatures, you can metamorphose into many different things, whether it's a goat, a dog, a goblin or an eagle. In short, you could probably take on the form of anything, even a human! In other words, many strange and unknown creatures in this land full of horses.



Schimmelreiter [200 CP | Discounted for Legendary horse]
You are a ghostly-looking white horse, capable of causing marine disasters such as storms.



Unicorn [200 CP | Discounted for Legendary horse]
You are a unicorn and you can easily purify all poisons and heal illnesses. You can know the true character of people as well as detecting if they are evil... and yes you know if they are virgins and maidenless.



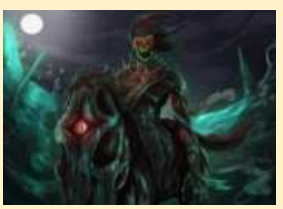
Pegasus [400 CP | Discounted for Legendary horse]
You are a divine horse, not only do you fly incredibly fast thanks to your magnificent fluffy wings, but you can create springs of water by striking the ground with your hooves. You're a bit of a bird, but what is a bird? Who knows, you'll have some of their abilities. If a benefit, object or anything else needs to be a bird to work, it will work for you if it suits you.



Nightmare [400 CP | Discounted for Legendary horse]
In addition to a strange unreal ghostly horse aura that makes those around you drowsy. You can generate nightmares that always end in horrible sleep paralysis to those who fall asleep around you. What's more, like the horses of the same name in a certain game, you are resistant to fire and can share this resistance with your rider, as well as using flames in your attacks and you can fly.



Nuckelavee [600 CP | Discounted for Legendary horse]
Your breath is so toxic that it can make plants wither and spread the plague to unlucky animals, and as if that wasn't enough to terrify the unfortunate people who come across you, you can cause droughts. What's more, you can merge two companions, one the rider and the other the horse, if they agree, and they can keep a merged state in their normal form after this jump if they wish.



Qilin [600 CP | Discounted for Legendary horse]



As well as being an auspicious sign that brings luck and prosperity to the persons you like, you possess the power to control the element of earth and Aether you have a great mastery of the principles of astrology, feng shui and taoism. What's more, you gain an advantage when you're in the center, as well as reigning over furry animals, making them obey you if they are weaker than you. What's more, your nature as a hybrid animal means you can merge several of your alt forms if you wish.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Drop In

Horseshoe [100 CP | Free for Drop In]
A perfectly normal horseshoe, except that it brings good luck, and if you hang it on the wall of a building, the demons can't get inside. Sometimes you find new ones as you walk around, and sometimes they're even made of other materials.



A Wagon [100 CP | Free for Drop In]
Maybe a chariot like those used by the Romans and Egyptians, maybe a wagon from the Wild West? With this you have the right to all the equipment necessary for the maintenance of the horses as well as a means of transport which will be a little magic the wagon will be a little larger inside for example.



Transport company [200 CP | Discounted for Drop In]
Horses and donkeys have long Horsen used to transport mail and important merchandise. With this, you have your own transport business.



Ranch [200 CP | Discounted for Drop In]
Your own ranch, it's particularly renowned not only for its delicious hay but also for the fact that all the horses that train here progress much more quickly, making you and your equestrian organization legendary.

Trojan Horse[400 CP | Discounted for Drop In]
Have you heard of the Trojan Horse? Well, you can do the same, and not just with the hollow wooden horses that you can also get for free... No, there's not an army of Trojan horse plushies inside you're not going to check anyway, or at least every time you give something away nobody will check if there's a problem like a safe you're hiding in or something.



Coliseum [400 CP | Discounted for Drop In]
You have your own coliseum in which chariot races and other horse-related sports are organized. As well as earning all the profits, you can use them to recruit very good riders or learn from them.

Solar Chariot [400 CP | Discounted for Drop In]
You have a genuine Solar Chariot, the one you want because it appears in several myths. It can fly and use abilities linked to the sun.



THE MAGIC HORSE OF HAN GAN [600 CP | Discounted for Drop In]
A collection of painting materials and rollers describing step by step a certain drawing technique with this you will be incredibly gifted in painting especially if you draw horses! What you will paint will come to life will neither need to sleep nor eat but has feelings so take good care of it, moreover they can pass from painting to the normal world with a simple leap



Horse Tales

Teremok [100 CP | Free for Horse Tales]
This horse skull is not ordinary in fact it is much bigger inside as well as furnished to be a cozy home you would also find a plush mouse, a plush frog, a plush hare, a plush fox, a plush wolf but no plush bear it would be a blow where it would crush this cozy home.



Horse book [100 CP | Free for Horse Tales]
A collection containing each book of poems and stories about our friends the horses, delivered with a few goodies on this theme.

The Princess on the Glass Hill [200 CP | Discounted for Horse Tales]
You own a pasture where there are three horses, each more magnificent and capable than the last: one harnessed in polished copper, one in silver and one in gold. You are also equipped with armor and clothing to match these horses. But as well as being magnificent, these horses are magical and can climb any mountain, even one made entirely of glass, so you can win lots of golden apples and a pretty princess.



The Little Humpbacked Horse item [200 CP | Discounted for Horse Tales]
You have a firebird feather that glows continuously, as well as three cauldrons: one of cold water, one of hot water and one of boiling water. If someone bathes in all three, they will become young again, and if they are already young, they will become magnificent.



A Horseman's Head [200 CP | Discounted for Horse Tales]
Yes, he's called the Headless Horseman, but that doesn't mean he's actually headless! He just carries it under his arm! And now, having stumbled upon it, a Legend of Sleepy Hollow can be on your side! This ghost rider appears wherever you happen to take out the pumpkin that's replaced their head. If you were to happen to lose it, or perhaps were looking to find them a friend, just check the nearest pumpkin patch! You'll find that another head has coincidentally ended up there!



Mare's Head tale [400 CP | Discounted for Horse Tales]
If one evening in the forest you say the words 'Oh, who's in the forest, who's beyond the forest, come have supper with me!' three times, a decapitated mare's head will appear asking you to open the door, to help her get in, and if you give her something to eat she will tell you to go into her ears, take what you want and go out the other way. Not only is the inside full of riches, servants and carriages, but once you're out, you'll be even prettier!

Neznaïko 's horse[400 CP | Discounted for Horse Tales]
This horsehair is magic, if you burn one it will make a magic horse appear, as well as being a very good mount for any rider. It has the power to make sources of water appear and to fly like the Pegasus, as well as being able to create magnificent gardens and make plants grow in a single night. You get three new hairs with each jump.

N'oun-Doaré [400 CP | Discounted for Horse Tales]
These objects belonged to the latter, and include a rusty sword which, despite its appearance, is a very good blade, a horse which, when you pull on its halter, carries itself and its rider over long distances instantly, and a golden crown glowing and covered with diamonds.

The Ebony Horse [600 CP | Discounted for Horse Tales]

You own this mechanical horse and not only can it fly through space, but its speed is no joke as it only takes a day to make a journey that would have taken any of the horses you want to base it on a year. What's more, it comes with all the notes you need to create new ones, although creating mechanized versions of supernatural horses is harder than it looks, but with time and effort you'll get the hang of it.

Wild hunt's hunting horn [600 CP | Discounted for Horse Tales]

This hunting horn summons the wild hunt, an army of dead warriors that you preside over just as Odin and Arthur did in their time.

Legendary horse

Cryptid hunting kit [100 CP | Free for Legendary horse]
This Cryptid and other legendary horses hunting kit contains everything you need for your search, from traps to lasso and motion detection cameras. Going through boxes that miniaturize the horses when you store them inside

Magic bridle [100 CP | Free for Legendary horse]
This bridle is magic succeed in putting it on a horse like a kelpie for example and this one will be forced to obey you you obtain a new one with each horse that you succeed in domesticating that it is with this item or not

Nightmare leather [200 CP | Discounted for Legendary horse]
With this leather, you can prank your friends and hide the fact that their pillows are made from these materials, guaranteeing excellent nightmares, or maybe you have other uses for them? Like creating equipment linked to nightmares or flames? You'll find new ones every time you have a nightmare or play a game like dnd.

Unicorn's horn [200 CP | Discounted for Legendary horse]
This horn can purify poison and cure illnesses. You'll find new ones if you have a young virgin girl with you and you go for a walk in the forest.

The Jumper Tapestries [200 CP | Discounted for Legendary horse]
Centuries old, these seven magnificent tapestries featuring you or another legendary horse can be sold as a set for the princely sum of One Million Dollars! That's not all, though! It seems you or someone in your family was there when they were made, as there is a series of detailed manuals containing (presumably) your on-the-spot insights into the techniques used, available for further purchase. You might even consider buying them on their own and forgoing the tapestries!



****Bezoar Threading [100 CP | Discounted for Legendary horse]****
First of all, the pristine condition they are in is a result of the Unicorn-Purified water the threads were soaked in - rendering them immune to poisons such as mold or fungi! You can devise chemical means to recreate this treatment should Unicorn horns be in short supply or more valuable as a trophy than as a purifier.

****Sunsoaked Stitches [100 CP | Discounted for Legendary horse]****
Second, the vibrant color - though it faded in the original, this set has kept its bright colors thanks to a continual ritual infusing it with sunlight during its year-long creation process. Far too long if you're only a part of this tale for ten of them, so here's a modern version. Alchemically treated lenses and mirrors, let you focus sunlight onto threads with a burning intensity which should reduce them to ash. Instead, it allows them to resist entropy!

Pooka's kit [400 CP | Discounted for Legendary horse]
These sewing supplies made from leftover Pooka have an amazing property: when you create a disguise, everyone who wears it becomes the creature/character it represents and momentarily gets some of its powers, which is ideal for Halloween pranks. To stop being a character, all you have to do is take off the disguise, but if you don't say so, no one will think to do it.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Scenarios

Scenario One [Search for the mysterious horse]

Kelpie, Pegasus, unicorn, nightmare ♪ You've gotta catch them all, the Legendary horses! Even in places populated by horses and mysteries, Legendary horses are rare. They live in such remote places that some horse doubts their existence

Reward

You've proved that Legendary horses exist!

• Firstly, you gain the ability to make animals that are considered Legendary horses in your other jumps real, albeit a little rare, as well as a zoo/museum where you can store them. There's even a nice souvenir shop filled with criptide products and lots of plushy which is repeated every week.

• Plus you get a wing of the museum containing live or stuffed versions of every species of horse you've seen

• You'll also get 600 CP



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Nuckelavee [+200 CP]
Like the Nuckelavee, you can't cross running water, whether it's a stream, river or river.

Dullahan [+400 CP]
You have an extreme fear of gold a simple gold needle would scare you away

Sköll [+400 CP]
It looks like this Doggo has mistaken you for the sun and will be stalking you throughout the jump.

Mares of Diomedes [+400 CP]
you know this work by Heracles based on man-eating horses and well you're going to have to steal them too and bring them back to Argos be careful though these horses are completely mad and you look really tasty

You are a strange horse [+400 CP]
In this world populated by horses and donkeys... Well, maybe not! You're not a horse, in fact you're just your old self in a very poor quality, albeit strangely cute and funny, horse costume. The problem is that you can't let anyone notice otherwise you'll have to wear a really stupid Horse costume for the next ten jumps!

Horse mantle [+400 CP]
You have a horse mantle that looks exactly like yours in your Horse form, so you have to be careful that no-one steals it from you, so that you burn it, otherwise at the end of the jump you won't have your current form as alt form, imagine doing a jump on horse friends and not even being one at the end!

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.