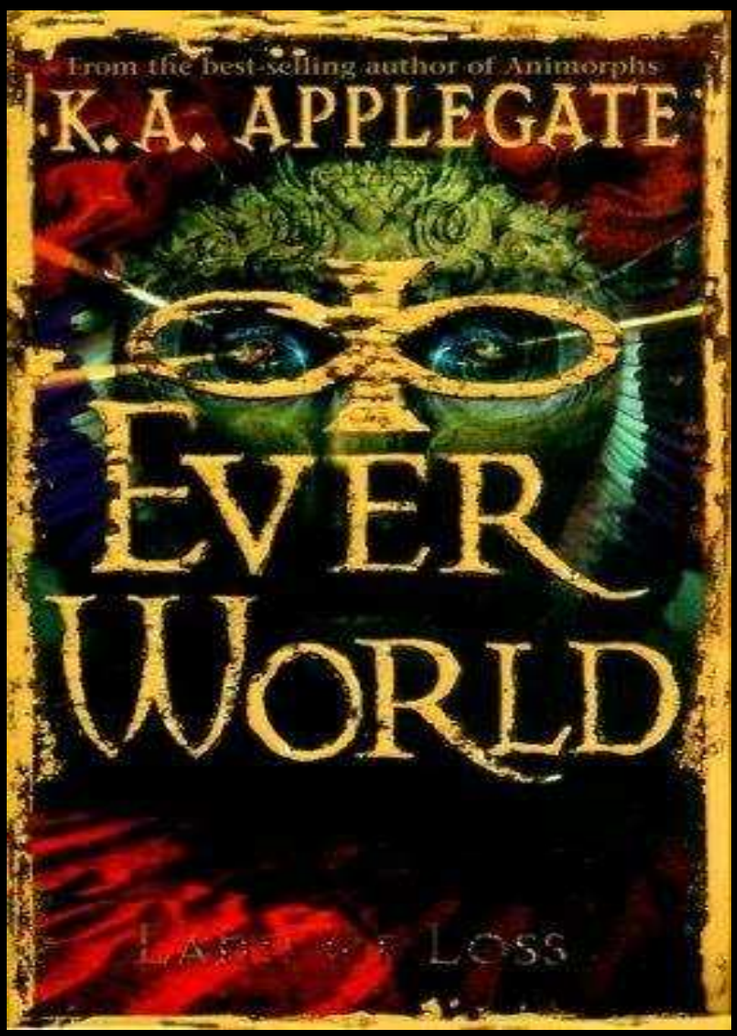



*Series by K. A. Applegate, Jump by Aehriman.*

***There is a place that shouldn't exist, but does.***
***And there are creatures that shouldn't exist. But do.***
***Welcome to a land where all of your dreams and***
***nightmares are very real... And often deadly.***
***Welcome to Everworld.***

David, Christopher, Jalil & April were normal teens, each tied in some way to Senna- April's stepsister, Jalil's friend, David's girlfriend and Christopher's ex. One cold gray morning, a strange compulsion draws them to the sea, where they watch a giant wolf rise from the sea & seize Senna in its mouth, and they pursue Fenris into the water, waking in a new world.

It is said the Old Gods created Everworld as a refuge for themselves and the last of their followers, when a new faith displaced them. There they have endured an age, with Norsemen and Mexica raiding for slaves and sacrifices, the Greek and Roman pantheons forever bickering, dozens of peoples and cosmologies existing side-by-side in a very imperfect harmony. Until the coming of the Hetwan and their god of fear, the god-eater Ka-Anor.

Senna, it turns out, is a witch. One of the very few able to pierce the barrier between Earth & Everworld, and without the training that makes such magicians so challenging to handle,

her power is in high demand. She has long been aware of this, and has big plans for the new world, which involves roping her friends into her abductions as a wild card.

Welcome to Everworld. Have 1,000 cosmic points (cp) to get through.

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## Locations

*Free pick, or roll a random location for +100 cp*

1. **Northlands** - Home of the Vikings. Thor is a prisoner of the deep dwarves, and Odin of Loki, so mostly they mope or try to ransom Odin by means of quests. This is where the kids start out, dangling from chains off the wall of Loki's stronghold.
2. **Mexica** - Home of the sun-worshipping heart-thieves, also called Aztecs.
3. **Fairyland** - Home of an advanced mercantile kingdom, the Market is where goods are exchanged from all over Everworld. But mind your manners, the Fae are... particular.
4. **Camelot** - Headquarters of the Knights of the Table Round.
5. **Olympus** - Domain of the Greek Gods, which is how you know they're nothing like those Roman posers.
6. **Underworld** - A sunless land of the dead, where Hades, Pluto, Hel & Apophis vie for dominion.
7. **Atlantis** - The underwater realm of Neptune, consisting of merpeople and a series of bubbles, mixing air and water.
8. **Eire** - Land of the Irish, actually quite advanced with electricity and street cars, thanks to the Yellow Druids who study mechanics.
9. **Coo-Hatch** - Home of the same, funny-nosed alien creatures, the best metalworkers on Everworld who abandoned their gods of Ore and Forge after being abducted to Everworld.
10. **Hetwan** - The Hives of fearsome, emotionless insect-men, who desire nothing more than to feed foreign gods to assuage the dark hunger of Ka Anor.

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## ORIGINS

*There's no backgrounds as such here. You are presumed to be an import from Earth like the main cast, but could be a native of Everworld.*

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## AGE, RACE & SEX

*Pick whatever you want. You are presumed to be the same age as the teen cast, but if you don't want to be, fine. You're about to have much bigger problems, and in Everworld there*

*are Black Aztecs and Asian Vikings, a people is more about the religion and culture than melanin content.*

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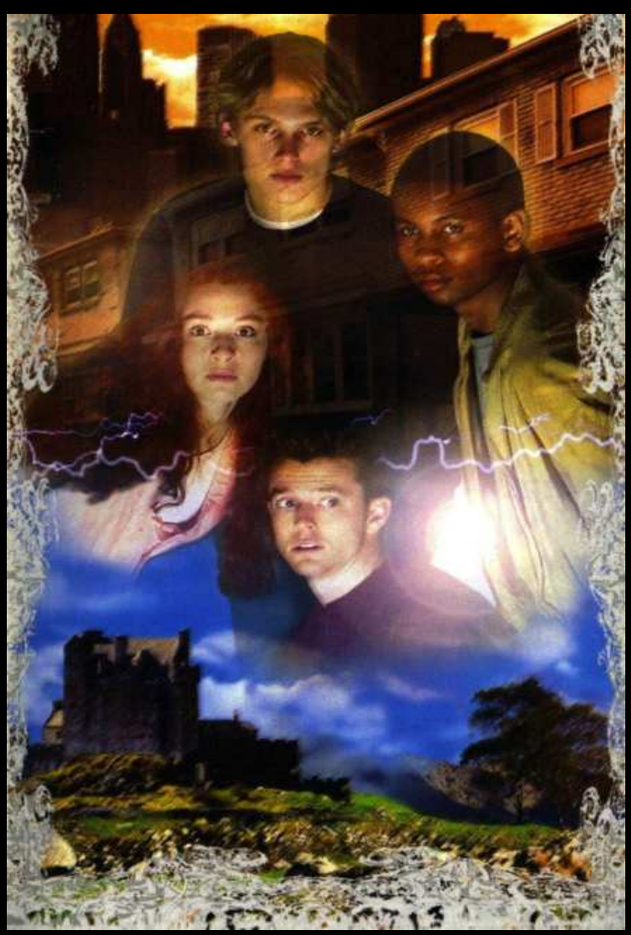
# PERKS

*These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any base perk for free. Two tokens if the Perk is more than 100 cp.*
*Anything you buy here can be **purchased multiple times.***
*Doing so provides an additive bonus.*

**Astride Two Worlds:** When the kids sleep in Everworld, they wake on Earth, or become aware? They have dopplegangers living their normal lives, getting periodic memory dumps from their Everworld selves, until they choose a world to stay in, and they do eventually become divergent people. Mostly at first they use the few minutes or hours on Earth to plan and to research the latest god and problem to come their way. You likewise can have a doppleganger in a parallel world or plane, and brief times of respite when you sleep to research and plan. This may be toggled off.

**Blessing of Athena:** You are adored by Pallas Athena, your reading and learning speed is phenomenal, ten times as quick as before or more with some serious effort and some mental exhaustion.

**Blessing of Neptune:** The Lord of Atlantis has favored you with the ability to breathe underwater.



**Cynical Age:** The people in Everworld seem remarkably gullible, or as April puts it, the kids come from a more cynical age. You are a skilled liar, able to deceive even high-schoolers.

**General:** Maybe, maybe not. But you are a skilled tactician and unlike a lot of people in Everworld, can adapt instantly to changing conditions on the battlefield.

**Inside the Illusion:** With the number of skilled illusionists in this setting, there is value in always knowing that what you see and hear is real. From now on, no magic or traditional smoke and mirrors can pull the wool over your eyes.

**Insightful:** You know how people work, what they want. This can be a great help in bolstering people, managing relations, or just straight up manipulating them into giving you what you want.

**Jumper is Fear:** You have a sort of presence that is at best comparable to Darth Vader. All kinds of rumors of your exploits tend to spread like wildfire, giving you a fearsome reputation. Let's hope it's not all hollow, eh?

**Pipes:** You have a magnificent singing voice, Broadway ready. You never forget a song, can move a room to tears with your ability to emote and can improvise lyrics on the fly. Such as the infamous "Mine eyes have seen the glory of the mighty Viking lords…"

Prophet: Gods are easy, once you know how to talk to them. Very fixed in opinions, don't value mortals a lot, prickly in pride and temper. You know how to talk the gods into agreeing with most things, they are kindly inclined to you as a rule.

**SCA Craft:** You have a skill appropriate to a medieval or Bronze Age setting, like weaving, pottery, smithing, etc. About the equivalent of a decade's practice in it per purchase.

**Search For Senna:** Oh, do the kids spend ever so much time looking for Senna. Or each other, or Dionysus. Nobody will ever be so lost that you don;t have a clue or a trail to follow. Anything to keep you from spending book after book wandering the countryside aimlessly.

**Skilled At Arms:** You are a masterful fighter, as skilled as Thorolf, one of the foremost Viking warriors of this age. For a second purchase, your skill in all weapons is equal to that of Sir Galahad the Grail Knight.

**Survivor:** You know how to get by in a wilderness. How to fish, hunt and set snares, to find or build shelter, obtain clean water and prepare food. It may not be comfortable, but you can live off the land.

**Uplift:** You're actually fairly knowledgeable about science: chemistry, physics, mechanics, and the history of early industrialization. Probably you can't build a computer by yourself, but you can draw a diagram of the Bessemer process for making steel, or a seed drill or reaper-baler, and even know how to perform a primitive blood transfusion. There's lots of ways you could improve people's lives here.

**Immortal** (-200 cp) With so many immortals, this had to be here. For one purchase, you gain partial immortality, like Merlin and the Knights of the Round Table, or Ganymede. Neither age nor disease can touch you, but you can still die to violence. For a second purchase, you are invulnerable to mortal weaponry, though divine weapons can still harm you, and can survive bisection or decapitation.

**Mage** (-400 cp) You have the power of magic! You have learned to bewitch minds, transform yourself and others, suspend or alter nature's laws. You are effectively a reality-warper. Only keep in mind that magic requires effort. Illusions, hardly any, working on people is harder than inanimate objects, persistent or wide-area effects harder still, and countering or undoing another's workings the most difficult yet. Merlin is described as leaving a battlefield looking like he's just barely survived chemotherapy. Experience, imagination and the wisdom to get the greatest benefits from the smallest changes are what makes a mage great. You needn't hurl boulders when one small stone can trigger a rockslide.



**Witch** (-400 cp) Well isn't this interesting. It seems you are yourself a living portal linking Earth & Everworld, able to perceive, exist and act in both worlds at once at need. People and things can physically pass through your body into the other world when you want, and you can effectively become immaterial and even invisible by reducing your presence to the bare minimum to perceive. In future Jumps you become a living portal linking any and all associated dimensions/universes/planes, etc. Just be careful; many on Everworld would cheerfully kill to control this power.

**Devourer** (-600 cp) The gods fear Ka-Anor, who can kill and eat them, and becomes a little stronger each time. Like the alien God of Fear, you can absorb some of the strength of that which you eat. A cow might make you a fraction of a percent stronger, but a god might grant you limited powers over their domain.

**God** (-600 cp) You're a god with all that comes with it. Shapeshifting, immortality, and specialized powers over 2-3 domains of your choosing. Other gods can counter your powers, but will struggle to do so in your domain.

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# Items

*All Items are 100 cp unless otherwise specified. Tokens may be spent here instead of on perks.*

**Everworld Starting Kit** (free!) At least if you're with the kids they'll have doubled their supplies. You have: one backpack, new bottle of a hundred Advil, a Swiss Army Knife, four double-A batteries, a CD player with headphones and four music discs, a high school

chemistry textbook, an English poetry book, a watch, thirty two dollars and forty-nine cents, a spiral-bound notebook with a pencil, one felt tip and two ballpoint pens, a makeup kit, toiletries, three changes of underwear. Your backpack will always contain these things, even if the items are lost or damaged, the pens never run out of ink, the CD player doesn't run out of batteries.

**Arms:** A shirt of mail, a sword, a shield, and a solid spear. Basic, but extremely well made. May they serve you well.

**Change of Clothes:** You can always find a bundle with clean, dry clothes that fit in with the culture of whatever lands you're in. Just look around for a minute.

**Enchanted Knife:** In book eight, Jalil's trusty penknife is enchanted and now can cut through anything. Not terribly deep though, it *is* still a Swiss Army knife.

**Four Talismans** (-200 cp) You have acquired the four treasures of the Tuatha de Danann; The Stone of Fal, which gives forth a mighty cry when a true king stands upon it. The Sword of Nuada Silverhand, which parts all things. The Spear of Lugh which grants victory to the wielder. Finally the Cauldron of the Daghda, which makes unlimited food. After the Daghda's death to Ka Anor, these treasures were seized by the dragon Nidhoggr.

**Mjolnir** (-200 cp) Thor is long gone, dead or vanished, but his famous warhammer remains and it still strikes with the might of the Thunderer himself, splitting boulders and sending the pulped remains of men flying through the air. And as Thor purged the Jotuns from Everworld, this divine weapon can slay the immortal gods.

**Sennite Arms** (-200 cp) An AK-47 and a Glock, each with bottomless magazines. The good news is most monsters die quite readily from bullets. Gods, not so much, and I'd hesitate before trying it on Nidhoggr.

**Sword of Galahad** (-200 cp) The blade of the famous grail knight. First, it is a legendary weapon and so capable of wounding gods, as Mjolnir is. Second, it has a number of small and useful enchantments laid by Merlin. The blade and hilt burn whomever handles them without permission, and if damaged the sword restores itself by the next morning. Finally, the wielder of the sword will enjoy a most fearsome reputation amongst dragons, for more wyrms have fallen to that blade than any other. You may import a sword or bladed weapon to gain these qualities.

**Great Scroll of the Gods** (-400 cp) When the Gods first created Everworld, this scroll was used as both blueprint and the compact by which they agreed to rule the place. It is said to hold all the secrets of Everworld, its rules and laws. Jalil called it the source code of the universe. In future Jumps, you receive a new scroll with equivalent depth of understanding.

## Supplement Mode

*You can choose to use this jump as a supplement and attach it to another jump.*
*You can experience either setting, or given the nature of Everworld, a crossover.*

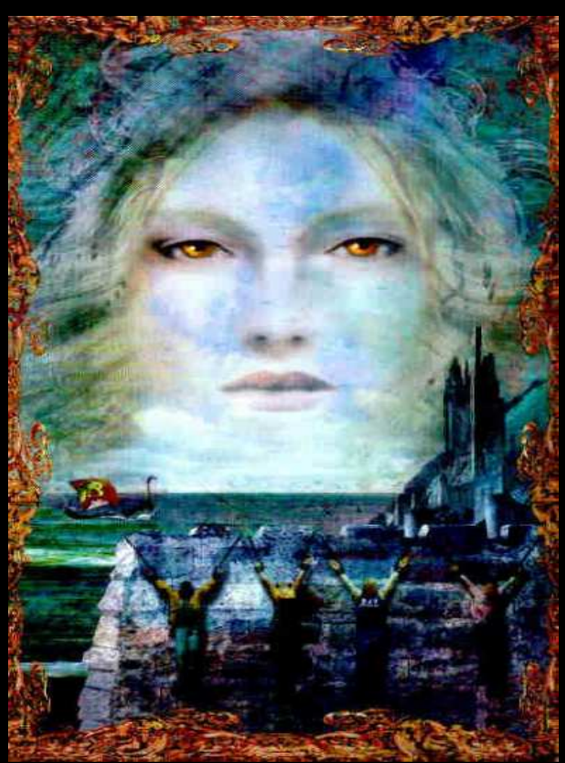
## Companions

**Recruit Anyone:** -0 cp  Anyone you want to recruit in this world is free to join you as a companion if they agree.

**Import:** -0 cp  You can import all your companions, and they'll get 800 points to spend. They also get the 4 Template tokens, same as you got. Companions cannot take drawbacks for more points.

## Drawbacks

*Each of these offers 200 points unless otherwise stated.*



**Leave When The Story Finishes:** +0 cp You can leave when you've brought the story to a conclusion. When the twelfth book passes, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

**Coward:** You aren't, really (yes you are) but somehow you'll never shake the intrusive thought (truth) that you might (definitely) be. Like David, your desperate need to prove to yourself and others that you *aren't* a coward or afraid will lead you into trouble and danger, and to make some truly boneheaded decisions. (wasted effort, you know what you are.)

**Dude, Not Funny:** Like Chris, you'll do almost anything for a laugh. Also like Chris, your sense of humor tends strongly towards the sarcastic, sexist, racist, ableist, anti-semitic, dark humor and just... really mean-spirited. Expect to make a lot more enemies than friends, no matter how many times you say it was just a joke.

**Fear the Fantastic:** You are scared of what you don't  understand. All the magic and monsters around here  just really freak you out.

**OCD:** You have all these... compulsions to try and assert some semblance of control over your surroundings. Rituals, specific and nonfunctional routines, and you can't handle not being able to do them all.

**Power Lockout:** You can't use any powers or perks from outside of this jump in this jump. You do retain knowledge and useful skills, however.

**Ruby Heart:** At some point in your stay, a dragon will steal your heart and replace it with a massive ruby. Oh, it will still pump blood, but it will also incinerate you in six days unless you can complete a difficult quest for the dragon. Best get a move on.

**Stay a While:** You'll spend 10 more years here. This may be taken twice.

**Warehouse Lockout:** You can't access your warehouse. Your items are lost to you.

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# End

*What will you do now? Stay here? Go home? Move on to the next jump?*



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**Notes:**

**#1 Search for Senna** - The kids watch a giant wolf drag Senna into the sea, and pursue. They pass out and wake dangling by their wrists from a castle, they are hauled before Loki, furious that the witch he expended so many resources to acquire escaped. On their way to their execution, David steals a sword and kills two of the dim-witted troll guards, they bluff past a mob, and escape down a vent, mysteriously slowed before the fall could kill them. They fall in with a village of vikings, posing as minstrels. They then discover they return to Earth when they sleep, but only briefly.
The vikings are launching a raid on Huitzilopoctli, whose head Loki demands for Odin's release. The kids are dragged along for days of sailing. David makes his first kill in the chaotic battle, Olaf, the king wield Mjolnir & hopes to kill the sun god. We end on a cliffhanger as Huitzilopoctil enters the field.

**#2 Land of Loss** - Olaf crushes one of Huitzilopoctil's hands before dying, along with dozens. The rest of the raiding party and the kids are taken prisoner, prepared for sacrifice. However, Chris steals Mjolnir and hurls it at the god, wounding him and inspiring the Vikings to fight for their lives. In the riotous, chaotic battle that follows, the city of New Tenochtitlan is heavily damaged, and the blood-glutted god goes to sleep. Merlin finds the kids in the aftermath and questions them about Senna.

**#3 Enter the Enchanted** - The kids meet the Knights of the Round Table as Galahad saves April from a dragon. They are attacked by Loki and the Hetwan, so the kids learn of Ka Anor.

**#4 Realm of the Reaper** - The kids are trapped in Niflheim and must escape.

**#5 Discover the Destroyer** - A dragon steals the kids' hearts and replaces them with burning rubies, giving them a six-day deadline to retrieve his lost treasure hoard from the fairies.

**#6 Fear the Fantastic** - Having barely escaped Faerie, the kids are enlisted to escort Dinoysus and Ganymede through enemy (Hetwan) territory. The god of partying keeps drawing eyes though, and the kids are forced to watch Ganymede devoured alive.

**#7 Gateway to the Gods** - the kids wind up on Olympus, which is under siege by the insectile legions of Ka-Anor. David is forced to become a general and adapt the phalanx to deal with hordes of flying acid-spitters.

**#8 Brave the Betrayal** - The Coo-Hatch are the greatest metalsmiths on Everworld, friendly and decidedly unimpressed by gods. So the kids think nothing of trading April's chemistry textbook for an upgrade to Jalil's knife. Unfortunately, that means they can now make cannon and explosives for their Hetwan allies…

**#9 Inside the Illusion** - Senna's POV as she searches for her mother among an Amazonian Egyptian tribe. At first frightened of a potential peer, her mother turns out to be nothing more than a hedge-witch, who left Senna because she sincerely figured she was better off without her.

**#10 Understand the Unknown** - The kids are captives in Atlantis, the underwater realm of Neptune, and must figure out how to escape before the mad god kills them on a whim.

**#11 Mystify the Magician** - The kids escape from Atlantis to Eire, land of the Irish who… are actually high-tech and cosmopolitan, thanks to whole orders of scientifically inclined druids. Merlin is still hunting for Senna, who comes up with a new wrinkle, bringing a

Neo-Nazi militia group over to Everworld and trying to conquer the place through massed gunfire. Senna eventually dies on the field of battle.

**#12 Entertain the End** - With Senna gone, so is their hope of home. The kids' 'real-world' selves start to fade away, except April who is fading in Everworld. To make matters worse, they need to brave Niflheim and a vengeful Hel again to free Thor and prepare for battle with the Hetwan... and that's where we end.