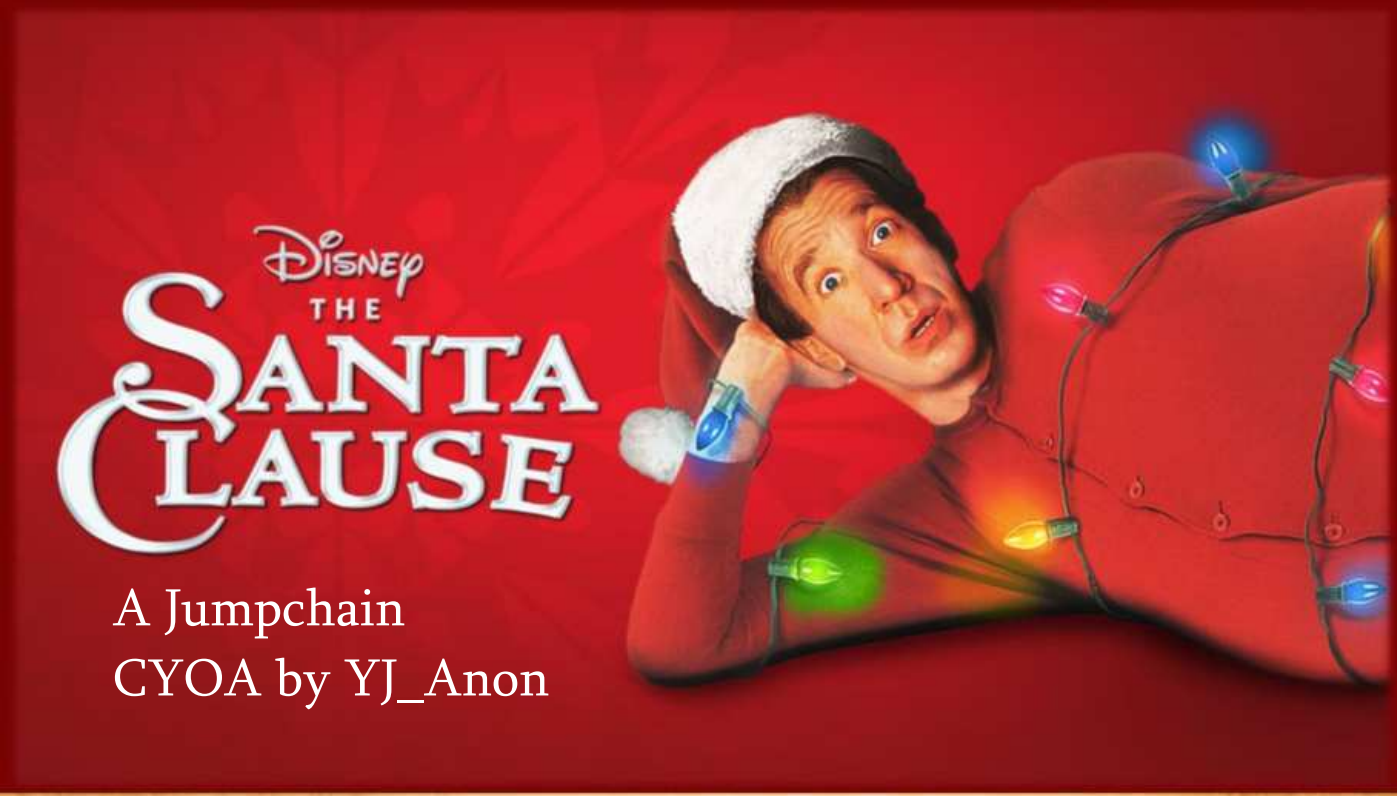


A Jumpchain
CYOA by YJ_Anon

Twas the night before Christmas, and Scott Calvin- the business louse- was in his large home, with his child and ex-spouse.

Despite Scott's good fortune visits were rare, but his young, estranged son would spend Christmas Eve there.

After burning the turkey and enjoying a Denny's dinner instead, the two went back home and then went to bed.

With their night clothes on and presents under the tree to unwrap, falling asleep for the pair was as quick as a snap.

But suddenly from the rooftop there came such a clatter, so Scott Calvin the businessman went out to see what was the matter.

Away to his lawn Scott flew in a flash, to see the fat burglar with his sled and his sash!

"Hey you!" Scott cried in his boxers, standing out in the snow: the shout startled old Saint Nick, who fell down below…





Scott stood over the body, though it soon disappeared, leaving the holiday season down one man with a beard.

As Scott rummaged through the Santa's coat- suspecting some tricks- his son clambered onto the rooftop, to meet Santa's side-kicks.

Although Scott had slain their owner the reindeer were tame, and by wearing Santa's clothes Scott became Santa in name!

The son and the father both realized the holiday needed fixin', so the pair flew through the night with Donner through Blitzen.

When all was said and done Scott answered the call, though perhaps his heart (and stomach) were a few sizes too small.

But when told to go home the reindeer did fly, but not to Scott's house- but to the pole in the North where elves waited to say hi!

They laid out the rules, of which there were a few; some ones Scott could guess, but one was quite new:

"In putting on the suit and entering the sleigh, the wearer waives any and all rights to any previous identity, real or implied, and fully accepts the duties and responsibilities of Santa Claus in perpetuity until such time that wearer becomes unable to do so by either accident or design."

And that is the story- God's honest truth- of how Scott became Santa; because Santa fell off of his roof.

But the story doesn't end there, for the transformation was crowned- to make Scott look like Santa his hair turned white, and his body became round!

His ex and her hubby put down their foot, and as Scott became Santa they made his visitations kaput.

But the thing about Christmas is that it comes back, and so did the elves- with Santa's sleigh and his sack!

Scott was forlorn, but he knew he had to be merry; to save his son's Christmas, the presents he'd ferry.

He went from house to house, but wouldn't you know; when he visited his son the cops were there and to jail he did go.



The elves in the North started to seethe; with Santa in prison no one would believe!

The elf spies watched on their monitors but instead of a heli, they sent in the E.L.F.S. to free Santa and turn his cell bars to jelly!

Scott returned with his son and with the help of an elf, he proved his ex wrong- he wasn't crazy, just being himself.

She realized she was wrong, and her new husband bowed his head; instead of enforcing Scott's ban, they'd welcome him to visit instead!

But tonight was Santa's night, so Scott got to work; he visited each home in good cheer, with a genuine smirk.

Scott's job was done this year, but the next some trouble arose; Santa needed a Missus Clause, and he had made a few foes!

The first was a toy Santa- all plastic and artificial- meant to do Santa's work while he made his marriage official.

The next was Jack Frost, blessed with wintry might, who wanted Santa's job- because HIS popularity was shite!

So there you have it, from beginning to end, the tale of Scott Claus- from businessman, to friend.

Whether you follow his path or just want to go, take this **+1000 CP** and get on with the show!

Origins

Feel free to switch genders and choose your age. Any Origin can be a Drop-In.

Child- Everyone has a bit of Christmas Spirit in them, even if it's been smothered underneath all the drudgery of life. Whether you're an actual child or just someone that's young at heart, you still believe in the Spirit of Christmas- and in this world, that counts for a lot more than you'd think. As a special consideration, if you choose to take this perk you'll have the option of joining Scott Calvin's family, though it'll require you to be ACTUALLY young if you go that route- five or six at most given the age of his son Charlie, probably younger than that unless you decide to be Charlie's twin. You'll have the choice of living with your dad or with your mom, Laura, and her new husband- a psychiatrist named Neal Miller.

Elf- So, it turns out elves are real! Crazy, right? Although they resemble your classic Christmas elf- being short in stature, with pointed ears and a liking towards Christmas and colorful outfits- they diverge in a few notable ways. The first? None of them look like adults- the oldest they can appear is roughly teenaged with most looking like children in elementary school. Second, they live for hundreds of years- thousands, even, assuming that they eventually take on a more adult appearance. And lastly, they're bizarrely technologically advanced, having created many of Santa Claus's gadgets in addition to making many of the toys they give out by hand- and not only that, at least some of them are capable of using magic… though even then it seems to be pretty limited compared to Santa himself.

Santa (0/400 CP)- You can't have Christmas without Santa. Sure, most Santas- like the guys who hang out at shopping malls- aren't exactly blessed with the phenomenal powers of Christmas. But that doesn't mean they don't have an important role to play! In the absence of the real Santa, they keep the spirit of the season alive. Of course, if you want to get in on the REAL Santa's action you'll be pleased to know that there's an obscure loophole that allows there to be not one, but TWO Santa Clauses at a time- or maybe even more- and all you need is to drop 400 CP. While you'll then be bound by all of Santa's rules- such as needing to deliver presents on Christmas Eve, getting hitched to a Mrs. Claus, etc- you'll be helping take off a lot of the pressure of the job by going this route. Of course, you'll need to share the Sleigh and everything else, too.

Legendary Figure (500/800 CP)- You didn't think Santa and his Christmas Magic was the only magic on Earth, didja? Well, think again- there's a bunch more, an entire Council of them, even- and there are probably more that don't show up (or aren't invited) to the meetings! The Council is lead by Mother Nature- yeah, THAT Mother Nature- with Father Time also commanding a great deal of respect within the group. Santa, Cupid, and the Easter Bunny govern their respective holidays of Christmas, Valentine's Day, and Easter, the Sandman governs dreams and sleep, Jack Frost heralds the coming of winter, and the Tooth Fairy does teeth. Obviously there's a bit of a discrepancy in terms of power-levels there, since on the one hand you have the master of time on Earth, and on the other you have… the Tooth Fairy. But everyone has their role to fill, and you're lucky enough to be able to define your own job to a degree. For 500 CP you're one of the little guys- a Cupid, Easter Bunny, Sandman or Tooth Fairy. Spending 800 will put you on the level of one of the more powerful beings- like Mother Nature, Father Time, or Jack Frost.







Child Perks

Sometimes Believing In Something Means You Just Believe In It (100 CP)- The heart and mind of a child is a special thing, capable of accepting things that other take for granted and having belief in something simply because they believe in it. Should you wish you will retain all the innocent, good qualities of a child no matter your age. Stuff like always having a child-like sense of wonder, and a willingness to believe whole-heartedly in the things you know to be true, even if you lack the evidence for it. This doesn't mean that you're incapable of learning or being careful; you just won't become jaded due to growing up.

Seeing Isn't Believing, Believing Is Seeing (200 CP)- Children don't need to visit the North Pole to know it's there. They just… know. Their belief is rewarded when Santa shows up to give them presents- and, sometimes, a glimpse of his red coat or the sound of hoofs on their roof. In much the same way your own beliefs tend to be rewarded. If your beliefs are wrong, you'll be quick to realize it; and if they're right, you'll get a sign of some sort telling you so. It won't necessarily be hard evidence, or anything like that- instead it'll often be a more personal, meaningful, or even spiritual experience. Also, should you happen to meet one of your figures of belief- for instance, Santa- then you'll be able to recognize them, even if they don't look like they should; much like how children would line up for Scott Calvin to tell them their Christmas wishes.

Why Do You Guys Always Have To Fight? (400 CP)- Not every child comes from a happy home, so you're fortunate that your home-life tends to be good. No matter how weird your family is, or how grouchy they might appear on the surface, things just tend to work out for them and you so that those things aren't as big of a problem. If your parents divorce, they'll still have a pretty good relationship with each other, and if they remarry their new partners will still treat you like family. They'll always find a way to make time for you, especially when it comes to holidays like Christmas, and while they might have an odd way of showing it they'll love you like a parent should love their child, and would never think of harming you in any way.

Magical Heartwarming Hugs (600 CP)- Even in this world there are bad guys who think of nothing beyond their own interests, their hearts cold and frozen to others. But there are also people with warmth and kindness in their own hearts, and for those people even something as simple as a hug can be magical- thawing even the coldest and blackest of hearts and making the most selfish of people realize the error of their ways, literally transforming them into a better person. Your hugs are imbued with this magic, and can even counteract the harmful magic of the person you're hugging at the same time- for instance, thawing someone out that they've frozen solid. This isn't as simple as wrapping your arms around someone; you can catch them off guard with a quick hug, or even hug them from behind, but if it's in the middle of a fight you'll just be grappling with them. Needless to say your warm hugs are also just amazing in their own right, and will bring joy to everyone you hug regardless of whether or not they're a villain.



Elf Perks

Christmas Elf (100 CP)- Santa might do the heavy lifting on Christmas Eve, but do you know who does most of the work getting Christmas ready before then? That's right: Santa's elves. As an elf, you've been helping run the whole holiday for hundreds of years- maybe even over a thousand years, if the age of some of them is any indication. As such you've accumulated a great deal of knowledge and skill when it comes to craftsmanship- after all, a bunch of elves working together can make more toys, and more importantly a variety of toys, than any factory on Earth. At your level of skill even electronics are a breeze to put together- to say nothing of how you can make exquisitely hand-crafted toys, or even stuff that wouldn't look out of place right on store shelves. Of course, the bulk of your knowledge is dedicated towards making toys, caring for magical talking reindeer, erecting buildings or doing the occasional repair job… but hey! You've got a recipe for hot chocolate that's to die for, and it only took you a few hundred years to perfect it!

Stealth Elf (200 CP)- Sometimes elves have to go undercover in the rest of the world- and obviously they can't just go around with their pointy ears hanging out. But with skills like yours, honed over the course of several lifetimes, you don't need to worry about that. You're good at keeping a low profile, spying on your targets, hiding any inhuman features that you might possess, and to top it all off you're a pro at infiltration and extraction. You'd be a shoe in for the E.L.F.S. squad- that's "Effective Liberating Flight Squad", in case you didn't know. They're the elves that bust Santa out of the slammer on the rare occasions where he gets caught, and they're armed with everything from jetpacks to tinsel wire that can heat up high enough to melt through steel. It'd be a good idea not to mess with them, since they're definitely elves with attitude.

Seniority (400 CP)- With a great passage of time, even the smallest and most child-like of elves will eventually grow up. Such elves would be well over a thousand years old- they might even be old enough to remember the very first Christmas, where only three gifts were given that night. Elves like these might have had some of Santa's magic rub off on them over the years, since like the head-elf Bernard you have the capability to traverse immense distances in an instant, disappearing in a shimmer of light and crossing continents in the blink of an eye. You can take people- or even reindeer- with you, or just transport them by themselves; doing the same with small objects is a cinch. The only problem is that it DOES get tiring after a while, which is probably why Santa has to deliver presents instead of just having the elves do everything.

Christmas Magi-tech (600 CP)- Hidden away in the North Pole, the elves have created a strange marriage between magic and technology. Their creations are whimsical, and appropriate to the season that they adore- but when you think about it, these simple devices could change the world as we know it. Take for instance Santa's sleigh; sure, the magical reindeer are the ones flying it around, but it's the elves who made it so steady in the air. Not to mention the radar-jamming jingle bells, the CC (cookie/cocoa) dispenser, and- oh, yeah, the fact that the sleigh is capable of altering the space-time continuum to allow Santa to visit all the people who celebrate Christmas in one night. While the sleigh is certainly the pinnacle of elfin ingenuity you can't forget their duplication machine, which works with simple electromagnetic energy and allows them to duplicate nearly anything- with only magical things like Santa really giving the machine trouble.



Santa Perks

Christmas Magic (Free Santa (400 CP))- So, you want to try your hand at doing Santa's job, huh? It's hard work- but also a lot of fun, so I can't blame you. Well, you'll need more than a red coat and a sleigh to be Santa. As a Legendary Figure, Santa Claus has magical powers related to the season of Christmas. While his sleigh and sack are highly magical in their own right, this Christmas Magic gives Santa that little extra bit of oomph to really make Christmas special for people. So what can Santa do? Well, here's a list: feel free to check it twice, since that's part of your job now too:

You See Them When They're Sleeping…- You know when they're awake- so they better be good, for goodness sake! Santa Claus can tell with a glance four things about a person: whether they've been naughty or nice this year, their name, whether or not they celebrate Christmas, and what they'd like to get as a present if they do celebrate it- each a very important piece of information in regards to doing his job.

It's Looking A Lot Like Christmas…- Santa brings the magic of the holidays with him wherever he goes, and can use that magic to bring the holidays to other people. He can create the perfect decorations- including the ever-popular mistletoe- anywhere he desires; he can let it snow (though only in a localized area; real winter is Jack Frost's schtick); he can even summon small amounts of presents from the North Pole, though the sack is generally much more efficient. He can even summon sleighs- complete with horses to draw it and hot cocoa and blankets to keep people warm on a cold winter's night.

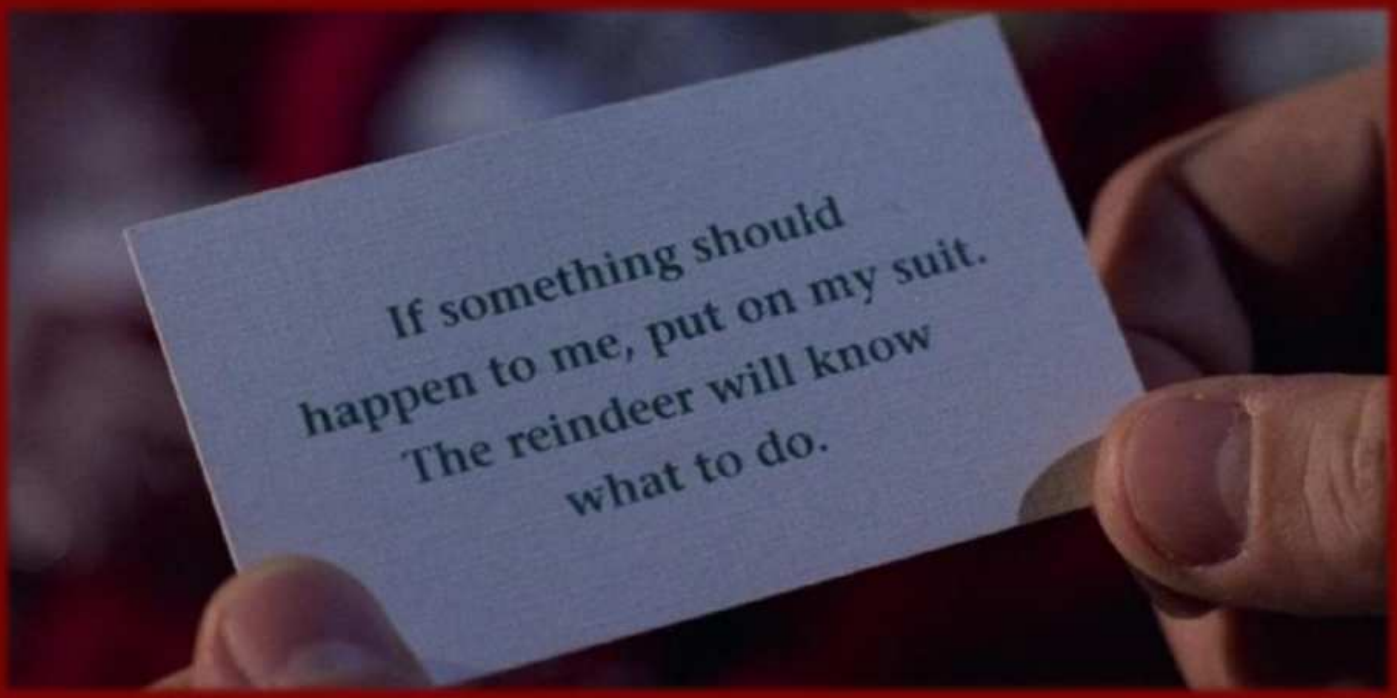
The Escape Clause- There are three major Clauses to being Santa, the first of which is simply that you have to do your job until someone else takes up the title. The second is the Mrs. Clause; Santa needs to be married to someone, or else he can't be Santa anymore. And lastly, there's the Escape Clause- to be used if Santa ever feels like he made a huge mistake in becoming Santa. See, the Escape Clause transports Santa back to just before he became Santa- which, normally, is done by putting on Santa's coat. Since Scott's already on his way to becoming Santa the Escape Clause will, instead, transport you back in time to the start of your stay in this world- and will act similarly in future worlds. At the same time some memento of your Santa-hood will be created- maybe a suit, maybe a snow-globe- which you can give (or let someone else find) to temporarily transfer your Santa powers to someone else, until they get sick of it or until the Jump ends.

Children Are 86% Happier Since You've Become Santa (100 CP)- Santa Claus is supposed to be good with kids. I mean, is that actually supposed to be a surprise? He visits millions of them in one night, just so he can deliver them presents for being a good boy or girl during the year. But Santa is closer to the average person than most of his colleagues, and most of the time he's just a regular guy who took up the mantle of Santa Claus after the last one retired or died. So it definitely shouldn't be a surprise that you're very in touch with what makes kids tick; you'd make a great parent or guardian, and even children you're not related to will be very quick to warm up to you, as if they sense that you're someone they can trust with their wishes.

The Christmas Business (200 CP)- When it comes down to it, is directing an army of elves that much different than running a business? Sure, you might not pay them since they're happy to do the work and they'd probably revolt if you tried to work them too hard- but at the end of the day Christmas is all just supply and demand. It's plain to see that as sentimental as the holidays are some understanding of business and management can be greatly useful here. Luckily like Scott Calvin you seem to have a background in that sort of thing- or maybe you just learned quickly on the job? In any case you're highly skilled at directing large operations, managing workers, all while being efficient AND ethical at the same time.

Christmas Miracle (400 CP)- As the time until Christmas approaches zero, the chances of something going wrong increases. Santa croaking, needing to get married, or getting replaced with a maniacal personification of winter… but the good news is that, as these troubles show themselves, the chances of a real miracle happening to stop them also increases. Simply put, you have a great deal of luck when it comes to overcoming adversity and obstacles in whatever line of work you're in- be it Santa-ing, or anything else you decide to take a crack at in the future. So much so that after a certain point, things like "miracles" become more like "expectations". Of course, just because you're lucky doesn't mean you won't have to put in the work to accomplish your goals; they'll just tend to be easier thanks to your good circumstances.

The Jumper Clause (600 CP)- …okay, this one might be a bit weird but hear me out: have you ever thought it would be nice to let someone else try out this whole "Jumper" thing for a while? Maybe one of your companions- or someone back home, if you ever end up going back home? Well, for a one-time payment you can modify your "contract" to allow you to do just that- making your status as "Jumper" transferable for all intents and purposes. Simply say "I wish I'd never been the Jumper at all" while REALLY meaning it and POOF! A set of nice clothes will appear nearby and it's no more universal travelling for you. You can even appear back home, safe and sound, with all your powers and loot and such- just no more adventures you don't make happen yourself. Don't worry about mind-control or trickery; it's something that's always voluntary, and even heightened emotional states are accounted for. If one of your companions purchases this, they'll be able to transfer their status as your companion to someone else… though that means they'll be staying where they are. Speaking of: if you give one of your companions Jumper status, you'll automatically become their companion- and they can transfer it back to you later. Pretty nifty if you'd like to take more of a back-seat role for a while, huh? You'll also get the opportunity to give a personal message to the recipient of this cosmic gift since, y'know, tis the season and all that.



Legendary Figure Perks

Spirit of the Season (Legendary Figure Only)- As a Legendary Figure you embody a certain holiday, season, or a concept like sleep, nature, or- uh, teeth. This gives you magical powers- as well as duties that you must fulfill in order to keep them. If you go AWOL or break the rules then your fellow Legendary Figures might strip you of your powers until you get your act together. What those duties ARE depends on your domain, and can range from "basically just existing" to "collect children's teeth in exchange for money". Tooth Fairy aside, most of them don't have to do a ton of work- Santa's really another outlier, along with the Easter Bunny, on account of them having to do a ton of work one day/night of the year.

If you've picked the 500 CP version of this Origin your powers aren't all THAT spectacular. You might have wings and the ability to make people fall in love like Cupid, the ability to make others fall asleep or manipulate dreams like the Sandman, or you might have the super-powered flight or speed of the Tooth Fairy or the Easter Bunny, the former of which was capable of flying people from America and to the North Pole in a manner of minutes. Santa's magical powers are also at around this level, in case you were wondering- though his ability to summon presents and other Christmas-y things leaves him with more of a focus on broad coverage rather than sheer magical power, hence the reliance on his elves to get things done.

If you've bought the 800 CP version? Well, that's when things start to get exciting. At that point you're on the level of Mother Nature, Father Time, and Jack Frost- each one powerful embodiments of the natural world. Father Time has the ability to manipulate time- though making people younger (or older) seems to be out of his wheelhouse if his bald head is any indication. Jack Frost on the other hand can bring enough fire- I mean, coldpower to freeze a volcano, make it snow in the Amazon, or frost over Mexico. No matter what you pick here it's going to be pretty powerful, since you need to do your job on a global scale- just keep in mind that abusing your powers will quickly get the rest of the Council on your case, and that your powers won't work on THEM when they vote to suspend your status as a Legendary Figure.

By The Powers Invested In Me, By Me (100 CP)- The Legendary Figures are, by nature, forces unto themselves. They often travel around from country to country with no respect for the governments they literally fly over the heads of, and in a way each of them is a law unto themselves. And while this might not get you out of legal trouble if you, say, go postal and start chopping grandmas up into stew, you'll still find that even your statements and the actions of others can be legally binding in the right context. You can marry people to each other, judge them if they break the law- yours, or the law of the land- and even your verbal deals and contracts with text small enough you'd need a magnifying glass to read it are all legally valid, with the consequences for breaking them being accepted by nearly any legal entity you can name.

Skillful and Delicious (200 CP)- Some of the Legendary Figures are truly ancient, and while Jack Frost's claims of "inventing chill" are somewhat dubious he's certainly spent his time well when it come to trickery. In your case words might speak louder than actions, as your honeyed tongue is capable of charming and misleading and manipulating nearly anyone who hasn't already wizened up to your deceitful ways. You could speak so convincingly, so tantalizingly about a cup of warm cocoa that even the most dedicated of Santa's elves would be tempted to quit working and track it down. You're not just limited to words, either; you can feign clumsiness, incompetence, or generally act in such a manner that nobody notices how you've cleverly manipulated a dial or knob to set fire to the oven, or send a machine into overdrive.

One Day of the Year (400 CP)- Roughly half of the Council has their own holiday that is heavily associated with them- and even Father Time and Mother Nature have New Year's Day and Earth Day, respectively. As a Legendary Figure in your own right, it's only fair that you get the opportunity to have your own day as well. It could be a new holiday like Christmas or Easter, or even just a day that celebrates you in particular, depending on what you're looking for. In future worlds this holiday will be celebrated, though it might not be the most mainstream of holidays. Oh, and on your day you'll find your self performing at your peak- or even beyond it- as the magic of your special day empowers you.

Legendary Figure Code of Conduct (600 CP)- The Council of Legendary Figures… what a concept, huh? Maybe even literally, in some of their cases. It's a shame that something like that would take up too much work to set up in future worlds. I mean, getting everyone to play nice with each other no matter how much they might conflict with each other? It couldn't be done… until now. Just as Mother Nature leads the Council of Legendary Figures in this world, in future worlds you will find yourself in charge of a similar consortium of notable, legendary figures, including deities and anthropomorphic figures. Now don't get too excited; they might look to you as their "leader", but this is a Council- a democracy- not a dictatorship.

As for the benefits to joining this little club house? Well, there are a number of them- the big one being that members of your Council are immune to each-others powers. No magic, no super-powers; nothing but their words and personalities. Even if two members of the Council should fight physically, they'd find themselves doing little to no serious damage to their opponent. This is naturally a great way of setting up an environment where these disparate beings can interact with each other relatively safely.

The next big benefit? The fact that the Council makes the rules, and can hold its members accountable to them- handing out punishments or even stripping someone of their powers if they act in a way that violates the Council's Code of Conduct. The Council can also vote on other issues- like whether or not they should render aid to one of their members, or whether they should induct someone new into the Council- or allow one of their members to leave, since these Council meetings would be too open to abuse if any of their members could just up and quit in the middle of one.

Initially your members will be those most open to the idea of the Council and its stated tenants, and will number in at less than a dozen- though there's nothing stopping you from expanding the Council in the future, since its not like its members will be travelling with you by default anyways.



Items

You get a 50% discount on one 100, 200, and 300 CP item.

Christmas Feast (50 CP)- There's no Legendary Figure for Thanksgiving, unless you count the turkey that the president pardons every year, so there shouldn't be any problem with offering you this festive dinner table with matching chairs. Simply place one of the provided Christmas-themed table-cloths over it, and you'll find an entire Christmas feast appearing before your very eyes- from the turkey to the fruitcake.

Milk and Cookies (50 CP)- Santa loves milk and cookies, and if you're buying this than you probably do too. This silver platter is always full of a variety of different cookies- often cut into Christmas-themed shapes- and it even comes with a set of glasses that magically fill themselves with delicious milk!

Infinite Denny's (50 CP)- Denny's is an American institution, but the up-and-coming Santa is said to have a soft spot for it so here we are. Sure, the atmosphere might be a bit worn-down and depressing, but it's part of the experience- and who can say no to infinite diner food? They even have eggnog for the holidays now!

Gourmet Hot Chocolate Machine (50 CP)- The elves would kill for something like this: this machine doesn't just dispense hot chocolate. It dispenses infinite GOURMET hot chocolate, of a variety of different flavors and accents to add to the experience. Citrus, cinnamon… and is that… a whiff of vanilla I sense?

Christmas Tree and Stockings (50 CP)- This is a very special Christmas tree, and the stockings that come with it- emblazoned with your name and the names of your companions- are very special stockings. On one night of the year- on the closest equivalent of Christmas in your current world- presents, gifts, and sweets will appear under the tree and in the stockings. These gifts always manage to be something their recipient would enjoy, though they won't be too overly valuable: they're gifts, not something you sell off.

Toy Soldiers (100 CP)- Ho-ho-ho! Nothing says holiday cheer like these seven-foot tall nutcracker soldiers! Sure, they're not actually that dangerous or even particularly impressive, but the sight of twenty of these big boys marching down the streets of the North Pole will put the fear of Santa into even the cheeriest of elves.

Legendary Outfit (100 CP)- Most kids don't like getting clothes for Christmas. Well, this outfit is something special- in fact, just one look at it will let other people know how special and legendary you are, being deeply iconic and even evocative of yourself to anyone that's remotely heard of you. It can look however you want, too- though it'll just be aesthetics, and it can't be more protective than modern armor.

Christmas Watch (100 CP)- This watch is something very special, based off of something that Santa will get in the future. It measures time- not just the regular time, but the exact amount of time until Christmas, down to the minute- and on top of that, it also measures several other things about the wearer (since it'd be a shape if the North Pole's magic technology was outdone by an Apple Watch). Like Santa's watch it measures magic, but it also measures any other "meters" you might have- magic, health, stamina, the works- accurately and concisely, as well as stuff like hunger, stress, any health problems, and so on.

Magic Snow Globes (200 CP)- These are a few of Santa's magical snow-globes, which have been attuned to you and your companions instead. Anyone that looks into it will be able to see the person it is attuned to wherever they are- and by shaking it and thinking about it, they'll make that person aware of the fact that the owner of the snow-globe is looking for them, and they'll even be able to appear where that person is.

Santa's Sack (200 CP)- This is a copy of Santa's highly-magical sack. Just carrying it allows you to fit through chimneys- stretching and warping them so that they're big enough to stand in- and, if the house doesn't HAVE a chimney it'll create one for you. It can also slow your falls, in case you need to jump out of the sleigh for any reason- and it's virtually bottomless, since it can hold billions of presents with no problem. And, lastly, you can make it appear anywhere you want, just like Santa can with his sack.

E.L.F.S Jetpack (200 CP)- What kid wouldn't want a jetpack for Christmas? Although it'd probably be a bad idea to give a kid something like this, since it not only flies fast enough to get you to America from the North Pole in less than an hour, it also comes with tinsel that can melt through steel- standard issues for the Effective Liberating Flight Squad.

Copying Machine (300 CP)- This isn't one of Santa's standard pieces of equipment, but it's a very cool example of North Pole technology nonetheless. This machine, which runs off of simple electromagnetic energy, has the ability to duplicate things- toys, animals, even people. It even has alternative settings that allow it to shrink or grow things instead, which can make people toy-sized or make toys people-sized. The only problem? It's a bit more sci-fi than magic, and has trouble copying magical things- in the sense that it doesn't really happen at all and the result tends to come out… wrong.

Santa's Sleigh (300 CP)- Now, THIS is what Santa is all about. This sleigh is the height of the North Pole's technology. It's equipped with stabilizers, allowing even the flightiest of magic reindeer to pull it safely, and it's got a suite of other gadgets: radar-jamming jingle bells, deployable snow-screen for shaking off pursuers, a radar screen for detecting planes and other aerial vehicles, a radio, an air-freshener, and a CC dispenser- that's "Cookie/Cocoa" in case you were wondering. The eight magic reindeer necessary for it to fly are included, though they're not as… personable as Santa's reindeer. Oh, and one more thing: the sleigh is also magic, and on one night of the year it's capable of breaking the space-time continuum and allowing you to visit potentially every house in the world in a roughly twelve-hour time-span.

The South Pole (300 CP)- Well, you can't have the North Pole since it's already taken. Luckily, if you go to the South Pole in Antarctica you'll find this cheery little hamlet buried beneath several tons of ice and snow- an identical recreation of the North Pole, complete with elves! There's a huge workshop where they can make toys, all sorts of facilities like a candy room, a kitchen, and more, as well as homes, shops, and even a hospital! It's also just as technologically advanced as the North Pole- though it's missing the things you could buy in this section, like the Copying Machine, so while the elves might be able to throw some interesting things together right now it's mostly limited to modern technology and a little bit of Christmas magic at the moment. The underground space where the South Pole is has climate control, so while it's always winter weather it's not arctic levels of cold- and it even has artificial lighting for a day/night cycle!



Companions

Companion Import/Creation/Recruitment (50 CP)- Want to bring some friends along, or maybe you've got some new ones in mind? For 50 CP you can import a companion, make/recruit a new one, or even bring a canon character along- though existing character won't get any CP to spend in this Jump. Your imports and newly created companions will each get 300 CP of their own to spend on origins, perks and items, though you may also transfer your own CP to them, individually, at a 1:1 ratio if this isn't enough.

Parents and Siblings (Free Child)- It'd be cruel to separate a child from their family during the holidays, so as a special consideration you may bring your family with you on your journey. If you didn't decide to join Scott's family then you'll be able to bring up to eight original family members with you, and can also pay 50 CP to give each one 300 CP to spend like with the above option- otherwise they'll just be regular people. You may also import your existing companions to assign them to various familial roles, if you'd like.

Mrs. Clause (Free Santa w/ Christmas Magic)- Every Santa needs their Mrs. Clause, and you're no different. At some point in time you'll have to get married, if you're not already, and when you do you'll be able to take that person with you as a companion- and they'll have all the Santa perks as well!

Younger Sibling (100 CP)- You might have other siblings, but this one is special: not only do they look up to you and love you with all their heart, they also have all of the perks of the "Child" perk tree. If you're something other than human, then maybe one of you was adopted?

Shelf Elf (100 CP)- Elves usually resemble children, but this one has a bit of a genetic quirk- although she's still short, she's also VERY "well proportioned". One might even call her "stacked", if you will- some of the other elves certainly like to give her a hard time by stacking various small items on top of her… person. Once upon a time she did reconnaissance on naughty children as an "Elf on a Shelf", but she's since retired to a cushy job in Santa's workshop- as a result, she has all of the "Elf" perks.

Santatron (100 CP)- Another Toy Santa, though this one seems even faker than the one that tried to replace Scott. His nose is less of a "button" and more of a dagger jutting from his face- and his wide, Christmas-y grin looks more predatory than jolly. The flashing lights for eyeballs and uncanny body only make things worse, so it's no wonder why Santatron ended up in the North Pole's scrapyard. Luckily you managed to find the discarded bot, and now he's attached himself to your hip- even if he secretly still harbors the desire to be the "big shot" of Christmas. He has all of the Santa perks, sans Christmas Magic- his body of plastic and metal making up for this by making him nearly bullet-proof and stronger than any man alive.

Clara (100 CP)- Most Legendary Figures like to keep a low profile, but Clara is more of an interventionist. You might recognize her as an angel- specifically, she's a guardian angel. Specifically, she's THE guardian angel. Her powers are subtle- not nearly on the level of one of the more powerful Legendary Figures, but much better than, say, the Tooth Fairy. She has wings, of course; she can also hide them. But she also has the ability to induce "visions" in others, showing them how things would change if they took certain actions, and she can sense people in need. Thanks to having the first two Legendary Figure perks she's able to use her powers quite well, finding troubled people to steer them on the right path.

Jack-O-Lantern (200 CP)- What is the embodiment of Halloween doing here? Well, it probably wouldn't hurt to let Jack take a look around… although something about this situation feels familiar. Anyways, he's got the first two Legendary Figure perks in addition to his Spooky Powers™. Not only can he summon candy and Halloween decorations, he can also do the same with any number of his "helpers"- who are, of course, an assortment of classic Halloween creatures ranging from witches to skeletons. And he has a Jack-O-Lantern for a head, in case the name didn't make that obvious.

Summer Fire (200 CP)- The older sister of Jack Frost is an uncommon sight at Council meetings, preferring to catch some waves or work on her tan. Her hair is a fiery red- literally, fiery- and while she's not as conniving as her brother her personality can be pretty fiery at times as well. She has the first two Legendary Figure perks, as well as all the powers of summer… even if she prefers vacations to fireballs.

Drawbacks

Take as many as you can handle.

My Elfin Pride Blinded Me To All Reason… (+100 CP)- You've got a bit of an ego. Okay, a LOT of ego. You might be able to back your words up, but there's another problem: no matter how smart you are, you're also gullible as hell. Combine the two and you've got a recipe for trouble, since you'll be utterly convinced you're infallible while at the same time being very easy for other people to dupe into doing things you probably shouldn't, like leaking elf secrets or telling people that your dad is Santa Clause.

Christmas Fanatic (+100 CP)- You love Christmas… a little TOO much. Even in the middle of July you'll be found wearing your favorite Christmas sweater and Christmas-themed charm bracelets, and sometimes you just can't help but let people know how much you love the holidays- even if that means bursting into a Christmas song in the middle of a crowded restaurant. It's so bad that even the elves who love Christmas will get annoyed by it, let alone regular people. You're also completely unaware of how weird this is, and might even get frustrated towards those who question your overabundance of holiday spirit.

Naughty List (+100 CP)- A little prank never hurts every now and again, but your bad habits have landed you a permanent place on Santa's naughty list. You just can't help yourself from getting up to mischief, whether that be spray-painting public property or playing with the buttons and dials in Santa's workshop, or pulling other pranks. This is more "impish" than "malicious", but the result is the same. Not only will you have to worry about getting disciplined or landing in legal trouble for your frequent naughty actions, but each year the only present Santa will bring you is a lump of coal for your stocking.

Clumsy (+200 CP)- Odd or poor behavior is one thing, but you? Are just plain clumsy. It seems like you're constantly bumping into things and making silly errors that tend to cascade into big problems. At best, you'll frequently find your delicious hot chocolate spilling all over the place. At worst? Well… ask Scott Calvin's predecessor for the title of Santa Clause. Sure, sliding off a roof might not be deadly for you, but it's still a big mistake and you can expect more than a few accidents like that, so make sure to take safety precautions.

Secret of Jumper (+200 CP)- Think you can keep a secret? You might think it's a good idea to upset the status quo in a world like this. Well, guess again: although this rule is mostly informal for the Council of Legendary Figures, for you it's iron-clad. If too many people discover your supernatural nature, or that of your companions, followers, items, etc. then you lose your Chain as if you had died. This isn't too bad, as family members are exempt- including anyone you marry and their immediate family- and the same is true for other supernatural beings in this world and, naturally, your companions and other followers. But still; if more than ten regular people from outside those groups find out about you, you're done.

Santafication (+200 CP)- Old Saint Nick is a jolly old soul, but while Santa's magic might keep him from feeling his age (or weight) you don't have the same luck. You're fat, old, and you're going to be feeling both those things during your stay here. While you won't necessarily die if you're not careful your age and health might catch up with you- and nothing you or anything anyone else can do will help improve your weight or age. The good news? Just because you're old and fat doesn't mean you can't have a nice face or a jolly personality like Santa. Once people get to know you they'll see that it's what's on the inside that counts.



Christmas Is Getting Very Complicated (+300 CP)- Christmas is only once a year, but there are all sorts of problems that can crop up during that time that can ruin the miracle of Christmas if left unchecked. Most of the time the elves are able to handle it themselves, maybe with a little help from Santa. And then there are the big problems: stuff like Toy Santas running amok, or Jack Frost causing problems at the North Pole. Normally these things would be rare; but now, each Christmas during your time here will have a similar problem, one that you'll have to help solve somehow even if you have nothing to do with the season… because, if Christmas ends up being canceled, even once, you'll go home as if you had died.

Have You Seen This Santa? (+300 CP)- You're wanted. Not in the lovey-dovey sense either; you're wanted in the "international manhunt" sense. Maybe somebody got the wrong idea when they saw children lining up to sit on your lap in the park, or maybe the governments of the world simply want to get their hands on your tech and magic. Whatever the case, watch out: the Feds know you're out there, and while they may not see you when you're sleeping or know when you're awake they've got their top men on finding out just those things. Should you be in the custody of any law enforcement agency or government at the end of your ten years you'll go home as if you had died. You'll also go home if they manage to kill you, too.

Committee Meetings (+300 CP)- You might not be a Legendary Figure, technically speaking- but somehow you've fallen into their little group, and now you're a part of the Council whether you have magic powers or not. Maybe you provide a human perspective, or something. Any way, this is a problem for a few reasons: the first is that the Council has expanded. Every holiday is now represented by someone, popular folk-figures and even deities have joined, and even important enough concepts like the rest of the Seasons, the Fates, Lady Luck, the Grim Reaper, and so on have their own Legendary Figures. This means that Council Meetings take much longer, and while Jack Frost might be able to get away with skipping them you tend to be the host more often than not with all that entails. The second problem? While the committee might have its rules to keep things running smoothly there's bound to be problems when you cram that many people, anthropomorphic concepts or not, into one space. While REAL fighting would be unheard of- and ineffective, since Legendary Figures are often immune to each-others magic- their conflicts will often spill-over and cause problems that you'll have to deal with, hopefully with the help of some of your nicer colleagues. And lastly, as part of the Council you are beholden to their rules: should they see fit to strip you over your titles out of incompetence or rule-breaking, you'll find yourself heading home as if you had died.



Notes

-Merry Christmas to all, and to all a good night!

-Standard ending options; go home, stay here, next Jump, etc etc etc.

-If you are a Legendary Figure than feel free to replace mentions of "Christmas" with your own duties where appropriate; for instance, with the "Christmas is Getting Very Complicated" drawback you can choose to have your own holiday be under attack if you'd rather not help out Santa with his problems.

-The Jumper Clause cannot be used to "restart" a Chain that has been completed; once a Jumper gets sent back to Earth/Sparks/otherwise has their Chain end they can use The Jumper Clause to send someone else on their own adventure, including one of their companions, but they cannot continue on a Chain as a Jumper OR a companion. If you transfer Jumper status to a companion mid-Jump, then they'll stay in that Jump until it would have completed normally before staring the next Jump in the role of the Jumper.