# Borrowers and *Broomsticks*



## The Worlds of Mary Norton



A JumpChain CYOA by Quietlovingman

The Year is 1908, The time is the start of Spring, a young British boy raised in India is convalescing from rheumatic fever at his great aunt's house near Leighton Buzzard. Below the household a single family of Borrowers remains of the many that once called this fine old house home. Within the week, Pod will be "Seen" by the boy and the story begins. Meanwhile in another part of the country, Eglantine Price will be practicing flying her new broom and may soon take a tumble.

**Age and Sex -** you may roll 1d8 +12 to determine your age. Witches may add ten years if they so choose. Gender roles were quite strict in England during the early part of the twentieth century, so you may choose your sex freely. Do be aware of the possible repercussions however. Each Gender has its own strict codes of conduct and proper behavior amongst the middle and upper classes. Women still can't vote at this period in time, and men are soon subject to being drafted for the great war in Europe. Even Borrowers have allowed Human social norms to affect their attitudes on proper behavior. For the most part, men do the borrowing and women keep house, though that is beginning to change.

**Locations** Roll 1d8 or pay 50cp to choose.

1. **Firbank Hall -** A fine red brick home in the early Georgian Style, Original Home of the Clock Family If you're a borrower you appear inside, out of sight. If not, you appear near the front door.
2. **Little Fordham -** 1:12 scale model railroad built in the backyard of a retired rail man. You are on private property, he charges a small fee for adults to view the model. Happily you haven't landed on anything damaging it.
3. **The Old Rectory** - This largely abandoned structure is home to a pair of caretakers and has at least two ghosts in residence.
4. **Bedfordshire -** a small rural community where the aunt of the Wilson children live.
5. **The Dorset Coast -** A quaint village whose name no one seems to recall without a Disney toggle
6. **Portobello Road London -** This bustling shopping district is known to have everything.
7. **A Tropical Island -** Depending on your choices it might be host to talking animals (Isle of Naboombu), or isolationist islanders (The Island of Ueepe). Neither group likes Trespassers.
8. **Free Choice** Choose any named location from any of the included Mary Norton Books

## Backgrounds

Any background can be considered a Drop-in for the purposes of the Jump. The only memories you gain are those granted by perks or those required to be familiar with your new form should you have one.

**Borrower -** You are a Borrower, that is to say you are a little person. No more than six inches high, your hands and feet are slightly longer than is normal for your otherwise human proportions. Despite your size you are just as mentally capable as a human in all respects with a similar lifespan. You may be a drop-in or choose to be a member of an existing family (other than Clock)

**Human Bean -** You are a run of the mill human, even if you weren't before. Taking this ensures a fairly normal human form if you didn't already have one. You may be a drop in, freshly off the train, or choose to be a near relative to one of the other Humans regardless your papers are in order.

**Witch -** What's this? You are a practitioner of magic of some sort, trained or not you have a gift, a little something extra. You may be a drop in, freshly come to town, or an established local with a cottage of your own.



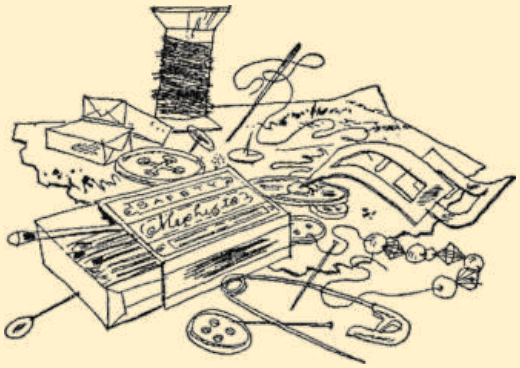
## Borrower

**Friend to the Large -100cp** Whether it is Adults, Animals, or even Human Beans you have a knack for making yourself known, and forming connections that can last. You tend to leave strong impressions on those around you that can change their lives. People tend to see you as a person first and foremost, and focus on your size, gender, or race later if at all.

**The Sense -200cp** Most Borrowers have a sense when humans are near, or approaching. A sixth sense separate from the physical ones. You have honed this to an extreme and can not only tell the location and orientations of any humans within several hundred feet of yourself, you can also sense any person or creature intent on finding/hunting you. You can quite easily also see ghosts, they're quite tingly to run through, though a bit chilly.



**Natural Acrobat -200cp** Your limbs are optimized for climbing, there's no doubt about that, you are after all a Borrower, but there is more to you than nature's gifts, you have practiced. You can perform amazing feats of acrobatic acumin as easily as most people walk across a room. Parkour enthusiasts would cry in envy if they ever saw what you could do. Fortunately you're a borrower and so find it easy to go unseen. Your acrobatic maneuvers help to hide you from sight as much as they help you travel from point to point. Your unexpected routes, leaps, rapid climbing, and use of terrain make you not only hard to spot, but harder to follow.



**Improvisational Repurposing -400cp** Hatpins, safety pins, blotting paper, pencil stubs, rags, socks, leather gloves. These are the staples of the borrower family, reshaped and remade to be used by much smaller hands and forms. Your skill in crafting fine clothing, tools, furniture, and various sundries using materials and artifacts never meant for such a use is second to none. You who have done so much with so little for so long can now make almost anything with practically nothing. Truly one man's trash is your treasure. You can recycle anything into usable materials.

**Terminal Velocity -400cp** Your mass is so reduced compared to that of a human that you can safely fall a very long distance without taking any injury. Much like a mouse or spider, when you land, you hit the ground running. Now you can gain the benefits of this irrespective of your form. You will never be damaged by a fall, irrespective of your speed or size.

## Human Bean



**Friend to the Small -100cp** Whether it is children, or animals, or even Borrowers, you have a way with those smaller than yourself. You tend to create an island of calm and relaxation when you choose to. Being a steady rock in a turbulent world makes you both easy to talk to and a good listener. While this doesn't draw anyone to you, it does make it easier for those with some apprehension about your size or some other intimidating factor to overcome their fears and approach if they are so inclined.

**Mild Eye -200cp** You have an eye for detail, and an excellent memory. You can notice things on the edge of your vision and never become a victim of change blindness. Sneaking up on you, hiding from you, blending into their surroundings, all are much harder than they have any right to be. You have eyes to see that which is. Attempts to hide, disguise, or obscure things from you make them stand out even more.

**Mundane Magic -200cp** Whether as a career, or simply a diversion you have some training in various types of stage and close up magic. Rabbits out of hats, doves out of burning pans, cards, coins, cups and balls, your skills at prestidigitation are quite good, though your repoitarie is somewhat limited by necessity. You are extremely skilled at both sleight of hand and misdirection. You are also quite good at creating new tricks that could fool experienced stage magicians and can always find ways to use cutting edge science to develop new illusions.



**Natural Storyteller - 400cp** You have a gift for gab, whether it be telling true tales or tall, your riveting rhetoric resonates with your audience. Even when simply reading aloud, your ability to give life to the characters on the page can draw in listeners and in some cases induce a feeling of being in the story. As though seeing it with their own eyes. This is especially useful when sharing ideas with a group as, surprisingly, the imagined scenes you describe will be almost identical from listener to listener.

**Brick By Brick -400cp** Borrowers are Craftsmen by necessity, nothing after all is made for them. Humans on the other hand become craftsmen by choice. And you have chosen well. Your craftsmanship is exacting and detailed. With the patience to build a model house out of individually cast bricks rather than carving plaster, your attention to detail and exacting precision translate to anything you attempt to build. When you turn your hand to making things, no matter the scale, from the largest tower to the smallest gear, your efforts are rewarded with increased durability, efficiency and an ethereal sense of quality. Goods you personally make will be perceived as of higher quality at a glance and that perception will hold true.

## Witch



**Psychometry -100cp** You have the wonderful ability of hindsight. Specifically you can perceive the past of objects, locations, and even people when you choose to. You may focus on something you are touching, a place you are in, or a person you are near and will get

very clear visions, occasionally with sound of actual events surrounding your focus. The vision may not be what you are looking for at first, but your ability to pick specific times will improve with practice.

**Faith Healer -200cp** In the late 1800's and early 1900's spiritualism was all the rage. Seances, faeries, spirit guides, and of course faith healers. Most of them were quacks selling nostrum, but not you. Your ability to heal with a touch and a silent prayer is real. This requires no energy or power on your end, you are merely a channel for higher powers to act. Anyone you choose to heal will be healed with a touch, irrespective of your faith or theirs. Sadly you cannot heal old age, though you can alleviate many of its symptoms.

**Finder -200cp** One of the most commonly claimed powers used by cold readers and psychics was the ability to find lost objects or occasionally people. Some of them were even hired by the police to find bodies. Much like Lady Mullings you have the ability to use your gift to find that which is lost. Much like Psychometry your gift requires a focus, either something associated with the object or person, or the owner themselves cooperation. The stronger the connection the easier the vision. Unlike Psychometry, your visions always show the now. Initially the scope and scale of what you see will be small, but with practice your vision will grow until you could pinpoint objects precisely from half a continent away or further given time.

**Tribal Leader -400cp** Whether through charisma, or actual power you have what it takes to lead. You are a natural at influencing and controlling small groups. Whether it be a group of isolated islanders, Romanichal Travelers, or just a small congregation of an out of the way village, you have the wherewithal to shape and mold their collective decision making. Your use of unusual abilities will only ever impress and bind them more to your cause. They will never turn on you because of your powers or out of fear. This skill and ability will allow you to easily become the leader of any small isolated, or isolationist group you encounter. You can quickly assess how they interact with each other and deduce the best approach, whether you should lead with paranormal ability, or use it to cement a budding following is also something you just know.

**Confidential Correspondence Course -400cp** You have managed to enroll in a highly confidential course on Witchcraft. Not that medieval claptrap, but a more modern course improved by Method and Prophylactic practices. Through this course you have learned actual spells, curses, charms, and can consider yourself an apprentice Witch or Wizard. Using this course, anyone can become a magic user, however sharing it with anyone while in this world will result in your being inflicted with the Cosmic Creepus drawback for no points.



## Items

Items are discounted 50% for their respective backgrounds; each background's 100 cp item is free for the first purchase, and discounted thereafter.

**Wardrobe Fitting** (Free All) Your current wardrobe will be, for the duration of the jump, re-sized if required to fit your current form. You will also, if needed, be given an initial outfit of size appropriate period/cultural clothing.

**Signed First Editions - 50cp**This collection of Mary Norton's complete works includes both UK and American editions, with their respective illustrations, signed by the Author.

**Lost Footage - 50cp**This is the original 141 minute run time version of Bedknobs and Broomsticks. Fully orchestrated by the Sherman Brothers. This is the film as it was originally intended. You have both Cinematic, and Home video versions at the highest picture and sound quality.

**Adaptations - 50cp** This collection is every adaptation of the Borrowers series available, including the animated series produced in Canada, as well as a production quality filming of the Stage Musical versions of both the Borrowers as well as Bedknobs and Broomsticks. Included are similar adaptations including any actions you took while here. The Jumper adaptations are clearly marked as such.

**A Fine pair of Gentleman's Boots**. **-50cp** Either sized to fit you, or if you prefer, a nice size 12. Made of the finest leather, well oiled, these boots will stand up to all weathers and terrains. They are quite light for their quality, and will never be stolen should you leave them unattended. They always seem to be clean, and even if left outside for months, will not attract insects or vermin.

**A supply of Kidd Gloves. -50cp** This box seems simple enough, but inside is a pair of kidd leather gloves. They are very well made, in your choice of colors, though if you don't ask they will be white. They are fitted to the hands of an adult Human Bean. Should you or your companions be a Human or Witch they will fit perfectly, but in the hands of a Borrower, this simple pair of gloves has enough material to fashion multiple leather outfits. The box refills with a new pair in colors of your choice once per day when opened.

**Tea Set** - **100cp** (Free for Witches/Borrowers) This charming porcelain tea set is actually two in one. A normal sized set and an identically painted doll sized set almost perfectly scaled for a Borrower's kitchen. Both produce perfect tea on command and manage to keep it just the right temperature. Should you be so inclined, the cups are perfect for reading leaves… though the smaller set rarely has any dregs to speak of.

**1:12 Scale Doll House** - 200cp This elaborately made doll house was crafted with Borrowers in mind. It is sectional, but also complete. Unlike most Doll houses, it can be navigated by

inhabitants when shut. The furniture is all functional and of high quality. The beds are soft, the linens of tremendously high thread count for their size, and the whole thing is capable of being hooked up with water, electricity, and gas. It is a marvel of engineering that replicates a real house almost exactly.

## Borrower

**Diamond Classics Collection -100cp** What's this? You have a rather extensive collection of miniature books. While still rather large in the hands of a borrower, they are much easier to handle than full sized books. You of course get the complete actual Classics Collection, but you also get miniature copies of any books you own should you so choose. This modestly sized bookshelf will always have an appropriately sized copy of any of your books on hand for the asking. Fortunately Borrowers can easily read much smaller print.

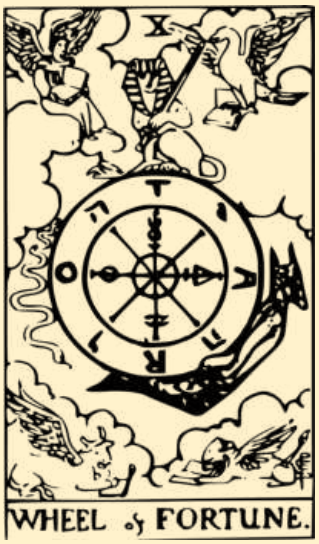


**Borrowing-Bag -100cp** The most important tool in a borrower's arsonal. A Loot bag, afterall, you never know when you are going to come across a great borrow. "A bad borrower loses many a chance for lack of an extra bag" This bag, unlike those used by other borrowers, must have been borrowed from a witch as it is rather larger on the inside than one would expect, nor does its weight reflect its contents correctly. (**Caution**: not to be used to transport portable holes)

**Hatpin (And Name-Tape) -200cp** This hatpin is strictly functional, with a t bar handle it could function as an absurdly long rapier, though it is made of spring steel it will never dull. It is strong enough to use as a rappelling anchor or javelin with rope to climb stairs. It will never come out of where you throw or anchor it without you wanting it to. Should you take on a larger form, this hatpin will adjust in size should you choose to be used in the same fashion and will still be able to support your weight easily no matter your size. If you have an existing tool or weapon that is similar you may import it to gain a new form.

## Witch

**1909 Rider-Waite-Smith Tarot -100cp** Slated for release next year, this deck is of excellent quality, and will never wear out or develop creases and other damage. As an aid to divination it will prove accurate far more often than such things usually do and it can explicitly act as a focusing object after being handled by a client. When doing a reading, you instinctively know the symbolic meaning of all of the cards, and how their symbology applies to the client.



**Your First Broom -100cp** This broom almost has a mind of its own. So long as you are confident, it will carry you wherever you need to go. It will come when called, attempt to catch you should you fall, and responds to both touch and verbal commands. It can be a bit eager at times and may pout a bit if you don't ride it often. Comes with a free "Notice me Not" spell that prevents adults from seeing you while riding unless you draw attention to yourself.



**The Spells of Astoroth -200cp** This handwritten illuminated manuscript contains many of the spells and incantations taught in the Correspondence course, as well as detailed instructions on the preparation of various components. The book is well preserved, intact, and continues to update from world to world with new ancient and forgotten spells. Some of them may need revising to work in the modern era, but as the owner of the book, you'll always know how to jazz them up. You and those you teach will always be able to use any spells from the book.

**A Quaint Cottage - 400cp** You have a small cottage with about five acres of land containing garden plots, a small mixed orchard with apples, perry pears, plums, damson, and other standard trees. Somehow the land always seems to be temperate, and the trees thrive no matter the area you actually place it. By default the cottage is in Bedfordshire.



**Secret Laboratory -200cp** You have a secret passage in a property you own that leads to a well stocked magical laboratory. It has everything a well practiced practitioner would need from Eye of Newt, to Poisoned Dragon's Liver. All cleanly packaged in clearly marked containers. There's even a stuffed Alligator hanging from the rafters, for ambiance.

## Human Bean

**Manners for the Metropolis: *An Entrance Key to the Fantastic Life of the 400* - 100cp** This thorough guide book to social intercourse is the latest in modern etiquette. Unlike many guidebooks before it it takes into account the violent changes in the social strata brought about through such modern notions as the telegraph, and the telephone. This particular edition is special. Though at first glance it is a rather good first edition of Francis W. Crowninshield's book on New York high society, upon opening it with intent, it becomes a guidebook to manners of all sorts, and always appropriate to the setting. By reading and following the behavior cues found therein, you will never go wrong in high society, no matter the region or era.

**Madeira Wine -100cp** This small wine rack will find its way to your basement, wine cellar, or warehouse depending. It never seems to empty, and is always perfectly preserved. Madeira wine is known for its rich, sweet, velvety taste and room filling aromas of butterscotch, cocoa and coffee. It is aged at least fifty years, and even without Jump Magic is good for over two hundred if stored properly. Unlike many wines it benefits from several hours of breathing and can stand up to weeks in a decanter, without losing its complexity or its richness. The wine also includes an exact replica of Great Aunt Sophy's Crystal Decanter.



**Pop up Presentation Trunk -200cp** You may or may not be a salesman, but with this innovatively crafted trunk you can set up a pop up stand in an instant. It acts both as a platform for performing your act, and a display for various wares to sell. Initially it comes stocked with a street magician's props and a few ha'penny bits and bobs to sell, but you may stock it however you wish. So long as you have the ability to craft the items in question the trunk will always have a full stock of saleable goods. Their total value never exceeds a week's wage at an entry level position for the area you are selling in.




**A 1903 brass framed bed from Barring and Willow's -200cp** This full sized bed is the most comfortable you have ever slept in. From spring mattress, feather bed, water, tempurpedic, purple, alien gel beds, force fields, to antigravity cocoons, none of them can match the comfort provided by this bed. It also has a handy traveling spell cast on one of the bedknobs keyed to you. It travels through both time and dimensions in space.[1]



**Garden Railway - 200cp** They've been growing more popular for some time and now you have your very own model community with its own rail line. The scale is yours to decide, may I recommend 1:12? Pick a town, village, or other locale, no more than a few square miles and your garden will have a very well made, as fine as you (Or Mr. Potts) could craft yourself, scale version with a working electric or steam locomotive. The garden itself will be a safe haven for smaller creatures, and beings. No harm

[1] See notes section for Jump Chain Limits on the Traveling Spell

will befall anyone living or visiting there.  Nature's children will also never damage your garden property.

**A fine manor home  - 400cp** Though going out of fashion for years, by 1908 there were still quite a few stately manors.  And  now one of them is yours.  An elegantly carved stone exterior with three floors and many rooms. At least nine bedrooms, a breakfast room, a music room, a nursery, a school room, a billiard room, two dining rooms, kitchen, pantry, entry hall, drawing room, The manor sits on some acreage and has a kitchen garden as well as a pair of live in servants that care for the place.  They are given new forms every time the home is imported. Although they retain previous memories they cannot be taken as companions, they are strictly non combatants.

## Companions

Companions may have drawbacks that only affect themselves.
**A Friend 50cp -** You may import one companion with a background of their choice and six hundred points to spend on Perks and Items.

**The Crew 200cp -** You may import your companions with a background of their choice and six hundred points to spend on Perks and Items.

**Cannon Companion** - Free You may freely invite anyone you meet to join you on your jumpchain.  Should they agree to come with you they will be made a companion.  Depending on your Background, some will be harder to convince than others.

## Drawbacks

Companions may only take drawbacks that affect themselves, not the setting.

**Continuity Toggle** 0cp - Not a fan of the books, or England circa 1908?  You may instead appear in a more modern adaptation.  The 1992 miniseries is a largely faithful adaptation of the books, but you may also choose to visit that variant world where Pod Clock bears a striking resemblance to Ian Holm.  Whereas the 1998 live action film is set in a world that is a strange mix of America and the UK with an eclectic mix of technology from the era and the past.  The 2010 Animated film was set in Japan, despite its cultural uniqueness, it remains largely faithful to the story.  While the 2011 BBC version is more modern and Urban. Should you take this toggle your starting location will be adjusted to the closest approximation for the updated setting.  Irrespective of the era, the magic that allows Borrowers to exist, and humans to train in magic and psychic gifts exists in each world.

**Disney Toggle 0cp - Incompatible with Continuity Toggle** Now the story takes place in 1940-1950 England in Peppering Eye near the Dorset coast.  Everything is as it was in the Disney film Bedknobs and Broomsticks, rather than the books, with Borrowers largely unaware of the added dangers.  The Wilson children have suddenly become the Rawlings, and the

nameless hamlet on the Dorset coast is now Peppering Eye. Though it is three decades later, nothing much has changed at Firbank Hall.

**Cosmic Creepus 100cp** Welp, it looks like you've been cursed. What did you do, show someone your copy of the CONFIDENTIAL correspondence course? For the next decade you will suffer chronic progressively recurring attacks of Cosmic Creepus, a painful and physically debilitating illness that looks quite contagious, though happily it isn't.

**Haunted 200cp** Borrowers are usually not bothered by ghosts, and Humans rarely realize they are there. In this world, ghosts are more like echoes of the past and rarely notice the living world, but you will be plagued by them. You will be seeing the dead walking everywhere you go. They will see you too, and constantly bother you for attention. Passing through you deliberately if you try to ignore them. They cannot be appeased or laid to rest by anything you or your companions do, though fulfilling a few "last requests" may make them back off and treat you like part of the scenery again....

**Seen 200cp** You may or may not be a borrower, but circumstances will result in you having to move frequently. Staying in any one home for longer than a year will eventually result in an incident that will necessitate your moving.

> **Caravan 400cp** Must Take Seen You not only have to move once a year, you need to stay on the move all the time. Locals are quick to blame you for all their troubles and you are very likely to run afoul of the law should you not up stakes every few days. You will not be able to settle down in any location in the civilized world. Something or someone will always drive you away.

**Lame 200cp -** Somehow you have damaged or injured your leg. It simply won't heal or has healed incorrectly resulting in a painful limp. Nothing will be able to heal or repair this injury, nor will you be able to use alternate means to get about. Circumstance and fate will conspire to ensure you have to walk most of the places you go. Occasionally you may ride somewhere, but not often.

**Rheumatic Fever 200cp** You are recovering from a severe illness. It has drastically reduced your energy levels and physical abilities. You require more sleep and must maintain a mostly sedentary lifestyle. Your heart has been weakened by this illness and might just fail if you overexert yourself.

**Biggest Liar in five counties 200cp** you have somehow been "blessed" with a reputation that precedes you. Everyone you meet will soon after begin to take everything you say with a grain of salt. They'll check the color of the sky and count the legs on the horses twice should you venture an opinion.

**All Creatures Great and Small  400cp** This Global drawback may only be taken once, by the Jumper.  This drawback locks out any form of size changing magic, power, or technology from working.  Human to animal transfiguration still works as intended, but shrinking or growing magic, powers, or tech does not work on items, people or creatures for the duration of the jump.

> **Phenomenal Cosmic Powers 200cp** - Must Take All Creatures Great and Small. You will have only very small spaces to call your own.  Small even if you are a Borrower. You will be living with constant claustrophobia and either overshared, overstuffed, or simply too tiny for comfort living spaces.  Sadly any perk or power that would make tight spaces comfortable, either shrinking you, enlarging the space, or just making you not claustrophobic, seems to not be working.  To make matters worse, you can't seem to access your warehouse or any properties you may have brought with you.

*"Stories never really end. They can go on and on and on. It's just that sometimes, at a certain point, one stops telling them."*- Ms. May to Kate.

The Decade is up, all drawbacks end, all curses are lifted, and your powers and warehouse, should they have been locked away, are available once more.

Do you Go home?
Stay here?
Keep Jumping?
The choice is yours

**Notes:** The Borrowers book was originally published in 1952. The frame story is set in an indeterminate time, but the story of Arrietty, the Clock family, and the Boy all take place in the spring and summer of 1908. While different adaptations have named him,(George, Peter, James, Shaun, Shō), in the books he remains unnamed. The final book in the Borrowers series takes place beginning in the fall of 1911 through the next year. Arrietty begins the story at 13, and is 17 by the end (her birthday falls in June).

The original edition of *The Magic Bed-knob: or How to Become a Witch in Ten Easy Lessons*, was published in 1943, and set in 1940. Subsequent editions that also included *Bonfires and Broomsticks* removed the specific dates and any direct references to the war. Bedknob and Broomstick thus is timeless. For the purposes of this jump, unless you take the Disney Toggle the events of the books take place during the same decade as the adventures of the Clock Family.

**The Bed** may freely take you to any fictional world, or parallel world if you phrase your wishes right. However it cannot take you to worlds you have Jumped to, or at least not the version of those worlds visited by you. They are still frozen in time until your chain ends and so unavailable. Visiting other worlds via the bed does not grant you access to any of the perks of Jumping, no auto-translation, no adaptation to local conditions, and of course no form of Insertion, you will truly be a stranger in a strange land. As per the limit in the Film, you may not bring items of any significance out of worlds that are “fictional” to the setting you are in. Though you may bring mundane things that could exist in your current world. (You couldn’t bring the Star of Astoroth, but you could take a rubbing)

