

v2.0

by Negative-Tangerine

Welcome to a world of powerful “Wizards”. wicked witches, brainless scarecrows, heartless tin men, cowardly lions, and girls with fancy footwear.

Where are you?

Somewhere, over the rainbow, way up high

There's a land that I heard of once in a lullaby

Somewhere, over the rainbow, skies are blue

And the dreams that you dare to dream

Really do come true

Someday I'll wish upon a star

And wake up where the clouds are far behind me

Where troubles melt like lemon drops

Away above the chimney tops

That's where you'll find me

Take **1000 Choice Points** to help you acclimate to your new world.

Starting Location

Roll a 1d6, or pay 50 CP to choose.

1. The Farm
2. Munchkinland
3. The Yellow Brick Road
4. Wicked Witches Castle
5. Outside the Emerald City
6. Free Choice

Age and Gender

Ages are 10+1d6 for Drop-In or 24+2d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Drop-In [0 CP]: Did you drop in from a tornado like a certain young girl? Either way, you have no history or memory of the land of Oz and are free of any ties or obligations.

Oz inhabitant [0 CP]: You are one of many inhabitants of the land of Oz, you have a history and memories of growing up or awakening fully formed depending on your species or race.

Wizard [100 CP]: While you may not have magic of your own, you do have the know-how to fake it or if you have it to even incorporate it into your own technology.

WItch [300 CP]: You are one of the many female magic users located in Oz, whether you are related to any of the other witches is up to you.

Perks

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

Drop-In

Maidens Beauty and Angels Voice [100 CP]: You have the beauty of a hollywood star, and a voice that would make an angel weep as you now have perfect pitch, and singing ability.

Friendly Face and Welcoming Smile [200 CP]: You have a way about you that puts others at ease and helps you make friends easily. **This imbues you with an aura or friendliness and trustworthiness. This is toggle-able.**

Unflappable Demeanor [400 CP]: No matter the situation that you end up in you are not phased, hurried, or scared. **You are now immune to shocks, jumpscares, and can maintain your cool and ability to think in unexpected situations like sudden dimensional transportation and murder.**

Crush her with a house! [600 CP]: You have a near miraculous tendency to literally fall onto objects, powers, and people of plot relevance. Much like Dorthy falling on an evil witch with her house and gaining shiny new slippers, you can now stumble upon powerful objects, events, and people that will draw you into the plot of whatever world you are in and have a tendency to grant you new powers and abilities.

Oz inhabitant

I have a Heart [100 CP]: You have the ability to empathize with others and are excellent at reading social cues and body language.

I have Brains [200 CP]: You have a perfect eidetic memory, recall, and the ability to learn mentally train twice as quickly as normal.

I have Nerve [400 CP]: You now no longer suffer from any PTSD, mental trauma, or illness, and can push through any form of fear whether existential dread, or the effects of mundane sources like fear gas.

Power of Three [600 CP]: You have the strength of a lion, the durability of a man of metal, and the speed and flexibility of a man made of straw. **This is a flat doubling your total strength, durability, speed, and flexibility.**

Wizard

Smooth Talker [100 CP]: You can talk almost anyone into believing anything you find that the more outrageous the lie, the more people tend to believe it as you are excellent at being convincing. **This is an enhancement to your ability to fast talk your way out of situations and lie convincingly.**

Concisely Explained [200 CP]: People who come to you for advice will find that you can explain difficult to understand problems and convey information in a way that even a brainless scarecrow can understand. **This helps you to convey information in a concise and understandable way. No matter your audience and the complexity of the topic. They may not understand everything but they will get enough.**

Skill and Discipline Combining [400 CP]: Much like how the wizard combines shyster street performing skills, fast talking, and technological knowhow to mimic magical abilities, you have talent in combining various disciplines and abilities together to accomplish more. You have an easier time integrating seemingly disparate skills and talents to create new effects and abilities. **Combine your skills in magic, hockey, and martial arts to create a mystical combat style based on hockey sticks / pole-arms and magically created skates.**

Technomagic [600 CP]: While you may not have any inherent magic of your own, you do have the knowhow to create technological devices that harness and control it for magical effects, and if you do somehow have magic of your own this will help you merge and utilize it with technology you are familiar with.

Witch

Witches Cackle [100 CP]: You now have the ability to let loose with a proper witches cackle, threatening chuckle, or menacing laugh. Let your amusement disturb all who go against you.

Silent Menace [200 CP]: You can exude an aura of fear and/or menace at will, the effect is enhanced by your actual and perceived power. At its weakest you will unsettle and set those you target with this aura to begin doubting themselves, this effect is not all powerful and can be resisted with will or mental strength. **This is toggle-able.**

Taming and Training [400 CP]: You have almost supernatural skill in capturing, subduing, and training wild animals and sub-human species. You could train a monkey in martial combat with little issue. ANimals and beasts you train seem to almost get smarter the more they are trained by you, who knows how far they can go under your leadership. **This boosts your ability to capture and train animals, beasts, and sub-humans. The more you train and command them the more\ their intelligence will slowly and permanently grow.**

Magic of Oz [600 CP]: You have the ability to harness and manipulate the magic around you to perform magic similar to the witches and other magic users in the land of Oz.

You start out with the basics of four abilities and can learn or create more with practice. With time and effort you can strengthen your own magic and amount you can wield at one time.

You start with the following **two** abilities:
Spell casting: The power to affect changes with magical incantations and rituals.
Flight: The power to fly, this can be design to look as you wish. A trail of sparkles or being encased in a soap bubble, any purely cosmetic effect can chosen. This ability can be enhanced through the use of aids like a flying broom to help offload some of the magical requirement or allow for better control.

Choose **two** more **FREE** abilities to start with from the following list:
[More can be purchase for 100 CP each.]
Telekinesis: The ability to move things and people with the power of the mind.
Potion making: The power to create potions that have magical effects.
Scrying / **Telescopic Vision**: The ability to psionicly see anything in an entire region the size of Oz, this ability is enhanced with the use of aids like a crystal ball.
Elemental Kinesis: Magically create and control a single classical element.
Choose from one of the following:
Electrokinesis, Pyrokinesis, Hydrokinesis, Aerokinesis, or Geokinesis.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.
Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.
Origins get their 100cp item for free and the rest are discounted to 50%.
Building complexes unless stated to have an in world location will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Drop-In

“Little” Dog [100 CP]: You now have a single dog of your choice in any breed or mix as a pet, it has enough intelligence to follow complex orders and instructions. This is counted as a pet or familiar. **If you pay an undiscounted 100 CP then your dog is upgraded to full sapience, with human level intellect and the capacity for speech.**

Unlimited Picnic Basket [200 CP]: You have a classic wicker picnic basket, when you reach in while visualizing a food type that can fit through its opening you can pull out any mundane, non-magical food or drink desired without limit. It will come out either fully wrapped, bagged, or boxed, you can also pull out unlimited amounts of plates, cups, utensils, knapkins, and picnic blankets as desired, and any garbage can be placed back into the basket to be vanished ans disposed of.

Farm and Farm House [400 CP]: You are the proud owner of a small farmhouse and a single plot of land that will grow anything that is planted on it as if it had the perfect climate and soil conditions needed to grow, any other lands attached or imported into this farmland also receives these growth enhancements. **You can import any property to gain a little cozy farmhouse and plot of growing land.**

Ruby Slippers [600 CP]: These magical slippers confer the ability to travel anywhere the wearer wishes to go. Envision a place you wish to go and you will instantly teleport there, even across dimensions with just three steps or a triple tap of the heels. **These can be made from any type of crystal, or even silver if you want to go classic, you can even go with a mix of the two. These will not take the place of the original shoes unless you replace Dorothy. You can Import any footwear to gain a crystalline makeover and take on all the effects of these slippers.**

The slippers powers and upgrades are listed on next page.

Ruby Slippers - Powers and Features

The Wizard of Oz (1939 film) Powers

1) Indestructible and the most comfy footwear that exist, like walking on clouds.
2) With three heel taps the wearer will immediately take three steps forward and teleport the wearer anywhere they desire or can envision over the span of three seconds with the speed of lightning.
3) They can never be taken off against the wearers will, and will blast those that try with lightning.
4) Can repel magic targeting them when worn.

For another additional undiscounted 100 CP these will be upgraded with the powers from the Disney sequel Return to Oz.

5) Can be used to break curses like turning people and places back from stone or releasing people from magical imprisonment.

For another additional undiscounted 200 CP these will be upgraded with the powers from Dorothy and the Wizard of Oz cartoon.

At this point the slippers are essentially an Alan Scott style magical Power Ring.

6) With a bit of focus and a heel tap you can transport other with you either through continuous flight or the standard teleportation. These now work as a flight aid / enhancement to any flight magic or ability.
7) Create up to up to four individual person sized protective force field bubbles or one large one.
8) Firing magic beams from the shoes.
9) Energy construct creation (catcher mitt, giant bowling ball, pillows).

Oz inhabitant

Wood Cutters Axe [100 CP]: This is a plain but sturdy double headed wood cutters axe. This is unbreakable and eternally sharp.

Oddly Intelligent Corvid [200 CP]: This crow or raven has taken a shine to you and has adopted you as its pet. This bird is intelligent and while not able to talk it can understand and follow complex instructions. This is counted as a pet or familiar. **If you pay an undiscounted 100 CP then your corvid is upgraded to full sapience, with human level intellect and the capacity for speech.**

Unlimited Oil Can [400 CP]: This oil can is able to dispense an endless amount liquid, this liquid being whatever the last sample that was poured into it.

Yellow Brick Road [600 CP]: You can now summon and dismiss a shiny yellow gold brick stamped with the text “Yellow Brick Road” that has two properties.

The first is that if touched to a property you own it can change every road on it to be paved with solid gold bricks that while part of the road are supernaturally durable to weather and damage while being resistant to dirt, snow, water, and maintains its perfect cleanliness and non-slip surface. Any bricks removed from a road will be regenerated over a period of 24 hours.

The second purpose of this brick is that whenever you need to get somewhere and you don't quite know how to get there, this brick when held will allow you to summon and dismiss a yellow brick road of your own in the form of an illusionary golden guide path that only you and those you allow to see it can perceive.

Golden Brick coverts a touched road into a self-maintaining and regenerating golden bricked paved road. It can also provide an ephemeral golden path to wherever you are trying to go that only the holder and those they choose can see.

Wizard

Dapper Suit and Top Hat [100 CP]: You have a very dapper suit of your own design along with a Top Hat that will never fall off or look anything less than pristine. These clothes will mend any damage over time until they are back in pristine condition. After all, you must always look your best when others come to meet the wizard. **You can impot another suit of clothes or armor to gain the mending effect and a hat or helmet to gain the permanent pristine and immovable effect.**

Munchkin [200 CP]: This munchkin is interested in striking out from Munchkinland and either the Lullaby League or Lollipop Guild and will gladly travel with you. **You can broadly dictate the look and personality of this follower. If you are a Drop-In then you meet this munchkin not long after you land in Oz, if you are any other origin then you already know this munchkin from your background.**

Unlimited Fog Machine [200 CP]: This palm-sized miniature cube is a fog machine that can be hidden behind or under a throne or seat if desired and not be noticeable. It can output enough fog to fill up an entire throne room while dispersing harmlessly after a few seconds, the fog can be set to be dispensed in any color desired. **When used in combination with technology or magic this fog can aid and enhance the distance and resolution of long distance communication or audio / video displays.**

Emerald City (600): You have an entire city of your own design that contains at its heart a massive throne room dominated by a wholly mundane smoky projector system similar to that which the Wizard uses. This city takes to technological enhancements exceptionally well, and allows for the blending of magic and technology with its construction easily.

The city does not need to be made of actual emerald, it can be made of another gem type. Maybe you have the Ruby City. The city will be made of magically strengthened crystal so you don't have to worry about it shattering and killing its inhabitants, though the strengthening only makes it as strong as normal stone construction.

Witch

Witches Clothes [100 CP]: You now have either of the following, the iconic wide brimmed witches hat and robe of the wicked witch or the crown and ball gown of the good witch. These clothes will mend any damage over time until they are back in pristine condition.

You can import another piece of headwear, and clothes to gain these effects.

For an undiscounted 100 CP you can gain the effects of both sets on the one you take.

The hat and robe will protect the wearer from falling, splashed, or thrown water and liquid.

The crown and ball gown provide a minor boost to any form of magical flight.

Flying Monkey [200 CP]: You now have a single Flying Monkey as a pet, it has enough intelligence to follow complex orders and instructions, as a monkey it is capable of wearin, holding, and using armor and weapons, as well as performing complex tasks that require hands. This is counted as a pet or familiar. **If you pay an undiscounted 100 CP then your Flying Monkey is upgraded to full sapience, with human level intellect and the capacity for speech.**

Witches Broom [400 CP]: You now have an iconic flying witches broom, by sitting on it and mentally demanding it to fly you can move at speeds twice as fast as you can run. **You can import another household item or seating furniture into the broom to gain the flight ability.**

Eastern Territories [600 CP]: There has been a sudden opening in the eastern territories for a new ruler. With this purchase you now take over the territory of the deceased Wicked Witch of the East, and are now the undisputed ruler of these lands. You gain either a Castle or Tower of equal size to reside in and oversee your lands that you can spend your days ruling benevolently from or plot and scheme your next move in secret.

This edifice to your power has eight above ground levels and two underground levels and its fully design is up to you when you purchase it, though only mundane design choice are allowed. Each floor has the space of your average modern home, though the levels can be reduced in number to expand each level's size as you wish when purchased.

The entire building will enhance any magic performed within it and can incorporate any magic cast upon it without issue as you are its master and it will aid in your efforts to enhance it. **Any property can be imported to get the magical enhancement and receptivity.**

It is up to you to fan-wank what the levels are furnished with as long as they are not magical or provide a quantifiable advantage or powers, levels are purely a cosmetic and quality of life enhancement.

Companions

Companion Import [50 CP / 200 CP]: Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Canon Companion [100 CP]: So you want to take any other existing character from this world. Well then this option is for you. **This will guarantee a good first meeting and a decent first impression.**

Drawbacks

Self-Insert (+0): Do you want to be a witch, a wizard, or a murderous little girl? Well now you can. Buy their background and you can take the place of one of the main characters.

The other Oz (+0): Do you want to go somewhere else? Maybe the Prequal Oz movie, the prequel Wicked Musical, how about a bizarre fanfiction take on Oz, or maybe you just want to go to the original book setting? Whatever the case you can do that now.

Plot is king (+0): You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Black and White (+100): You can not see color, your entire world looks like a black and white film.

And Green All Over (+100): Your skin is now solid green in coloration, this will initially unsettle anyone you meet leading to a poorer initial meeting.

If i only had a Brain (+000): You do not get any benefits from any intelligence or mental enhancing perks, items, or powers. You also now have trouble remembering things and will have a tendency to come off as bird-brained, bimbo-ish and scattered to others.

If i only had a Heart (+200): You do not get any benefits from any charisma or empathy enhancing perks, items, or powers. You also now have trouble empathising or connecting emotionally with other people, tending to come off as heartless or callos to others.

If I Only Had The Nerve (+200): You do not get any benefits from any PTSD reducing, mental protecting, or nerve enhancing perks, items, or powers. You are also now afraid of everything to one degree or another, you could jumpscare yourself with your own shadow if you turned around too fast.

Munchkin'ed (+200): You are now between three and four foot tall.

Charlatan (+200): You do not have access to any form of magic, nor can you learn it or use items that perform it for the entirety of your stay.

Flying Monkey (+300): You are stuck in the form of a Flying Monkey for the duration of your stay, you are incapable of physical speech, but any other means of communication is unhampered.

What is Oz? (+400): You did not land in Oz but in Kansas, for the entirety of your stay you will not be able to enter the Land of Oz.

Power Loss (+600): You have none of your out of jump perks, powers, items, or warehouse for the duration of your time here and are reduced to your Body Mod.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time here that much huh. Well have fun staying in this world of witches, wizards, and ruby slippers..

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

v1.0 - Jump Doc created.
V2.0

- Fixed Intro by changing “heartless scarecrows, brainless tin men” into “brainless scarecrows, heartless tin men”. Changed “What are you?” to “Where are you?”.
- Added drawback toggle **The other Oz (+0)** so you can go to other takes on Oz besides the classic movie.
- Altered the Ruby Slippers item for clarity and added an entire page listing its powers with extra undiscounted upgrades to be purchased based on other depictions of them.
- Altered the Castle / Tower 600 CP item from the witches origin to be the Eastern Territories vacated by the now dead Wicked Witch of the East.
- Upgraded and further explained the effect of the summon-able Golden Brick for the Yellow Brick Road item.
- Updated the Emerald City Item to make it a bit more in line with the other 600 CP items where possible.