

Merlin Miniseries (1998) – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

Once upon a time...

No, no, that's not the way to start. You'll think this is a fairy tale, and it isn't. It has elements of a fairy tale. Dragons, Elves, Griffins, Fairies and so on. And it has magic. Now in my day, magic was much more commonplace. Oh well, all things change, the arrow of time points in one direction only.

So, where should I begin?

Well, it's obvious I should start at the beginning. The terrible years of darkness. King Constant was the first Christian King of England. Death came so easily then, and one tyrant smoothly passed the crown to another even worse. Civil war tore the country apart. Then the Saxons came. Christian churches were destroyed and defiled. So were the sacred places of the old, Pagan religion. The followers of the Old Ways cried out in their agony. There was only one being who could save them, and she would come out of the Land Of Magic...

Now there might be one more, depending on your choices here.

What great decisions will you make, Jumper? Will you aid Queen Mab in creating a leader for the people who would bring people back to them and the Old Ways? Will you take the side of the Lady Of The Lake and let the New Ways and religion wash away the Old? Will you accept fate or fight against it? Will you get involved in the tale of Merlin at all?

These decisions are yours.

As is 1000CP to help you make them over the next 10 years you'll be spending here.

Starting Location

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, or pay 100CP to choose, whichever system works best for you.

1. **King Constant's Castle** – You jolt awake to find yourself somewhere in the vicinity of a castle belonging to the first Christian King Of England. You can appear somewhere inside if you like, just bear in mind the castle could be under siege and it might be a bad idea to try hiding amongst the prisoners. Alternatively, you can awaken on one of the hills nearby and sneak away while everyone is distracted. You might be one of King Constant's soldiers, or one of Vortigen's own troops. Best to get away quickly if you are not aligned with either of them, as neither side is likely to be merciful in this chaos.
2. **Standing Stones** – You come out of a trance in one of the holy places of the Old Religion, alerted by the sound of someone running towards the circle and desperately calling for help. You might be a fellow worshipper or one of the beings that such worshippers would beg the aid of in these turbulent times. You might also notice that there is a pleasant looking lake nearby, which will soon be hosting a meeting between two very powerful sisters.
3. **Ambrosia's Hut** – You snap out of a daze leaning against a tree, and not far away you can see a simple hut. Deep in the woods, this small building will soon be the birthplace of Merlin, and his home for many years. You might be assisting Ambrosia or have come seeking her aid, or you could have been sent by Queen Mab to keep an eye on her former worshipper. If you are not supposed to be here you might want to ask for directions out of the wilderness, as some of the more obvious routes could be dangerous.
4. **The Land Of Magic** – You are woken up by a small fairy buzzing past your head, and looking around you seem to be in some sort of immense cavern. This is the home of various supernatural beings that have been steadily retreating from the world, and hosts Queen Mab's palace. You might be one of her servants, or perhaps an equal that came to discuss your concerns over the fading Old Ways. If you are not supposed to be here and don't have other methods of travel, you'll be fortunate enough to find a small boat you can use to escape via the canal, just watch out for the rocks in the caves.
5. **King's Encampment** – You have started off in the encampment of a powerful and ambitious figure, and you can see a dragon symbol on a nearby flag. You can decide whether it is a white dragon, showing that you are in Vortigen's camp, or a red dragon, meaning that you would be amongst Uther's forces. You might work for one of them, or you might be an ally or rival. It is a busy place, so if you are not supposed to be here, you will be able to leave quietly so long as you do not draw too much attention to yourself.

6. **Avalon** – You open your eyes and find yourself somewhere on the island of Avalon, a peaceful place inhabited by a holy order. You might be one of them, an outsider come to join them in worship and contemplation, or you may have come to seek their aid in spiritual or medical matters.
7. **A Lot Of Empty Space** – You awaken in a pleasant looking valley with a large lake. If you waited around long enough, you might eventually see Camelot built here.
8. **Tintagel Castle** – You have found it easier than most to arrive at the fortification on Tintagel Island, a very well defended location that could potentially hold off armies even when outnumbered. If you are not here to conquer it, you might be a guest of the inhabitants. Just be careful of the stairs in the courtyard.
9. **An Empty Cave** – The sound of dripping water wakes you up, and you find yourself sitting at the entrance to a large cave. Although it is empty and entirely mundane for now, this is eventually the place that Queen Mab would enchant for Nimue to inhabit.
10. **A Small Fort** – This certainly is not much at the moment, but if you wait around long enough you might finally run into an ancient man telling stories and an old friend of his coming along to listen.
11. **Free Choice** – You can appear at any of the above locations, or anywhere else in the world.

Origins

This is your background for existing in this setting, which can cover exactly which side you are on and who you might be allied with. Any of these can be taken as Drop In if you do not want to have a history. Maybe you could explain away your presence as being a traveller from a distant place, or coming out of the Land Of Magic?

The Apprentice – You... are not from around here, are you? Or at least not this version of events. You do not have any sort of history here or established bonds or associations, but you should be able to adapt to your situation quite quickly. You have a strong sense of your own identity and you are used to travelling. Should you want to learn from others you might find it much easier and more effective than you might expect, and you might not have to worry about being blamed for things you had no part in. You might have an impressive capacity for sharing information with others, and if you are not particularly good at what you're trying to do then you might be safer than a more serious threat. Perhaps you can even make things easier for others by sharing the load, or throw yourself on the mercy of others to get what you need even if you do not qualify for it? In the short time you have here, what will you become?

The Religious – Perhaps you are one of the holy people of Avalon, or you were raised with the teachings of the New Ways like Nimue was? While you might not have as much worldly knowledge, you will rarely be lost for long without finding a guide and your upbringing seems to have led to a more appealing form and manner of presentation. You might have been paying enough attention to your teachings to know a lot about affairs beyond the material world, and maybe you learnt how to maintain and repair the physical body as well. Perhaps you have some considerable ability to persuade those you care about to remain uninvolved in dangerous events, or some leeway when it comes to any spiritual incompatibility with them. You might even be able to get those who would prefer to go back on their word to keep promises or have guarantees of reuniting with those you might be separated from. If you persist, you might be able to reach the happy ending.

The Wizard – Is Merlin not the only wizard wandering around anymore? You are equally sharp with your mind and your words when you need to be, and even if you become old, you'll still be as healthy as you were when you were younger. You might be an excellent student in matters magical and mundane, and you might be able to make the mundane seem mystical through clever sleight of hand. Perhaps you are as good at manipulating people as you are magic, and perhaps you have the wisdom to know how to use your skills properly. You might even be able to deal with problems safely by mentoring others or use the natural world to enhance and supplement your magic. Who will you advise, and to what end?

The Fairy – Do Queen Mab and the Lady Of The Lake have an additional sibling? Does one of them have a new rival or ally? Or maybe you do not want to be any part of that particular conflict. You can be a very stubborn person when you want to be, but at the same time be able to adapt as times change. Perhaps you can deny weaker users of the Old Ways the ability to use the same sort of powers you have, or you can use more subtle ways to get people to do what you want without even realising it. You might have considerable talent in

taking advantage of opportunities your enemies mistakes create, or the character and flaws of others are obvious to you. Maybe you are a leader of other creatures of the Old Ways, or you're adept at providing guidance to others. Will you let the Old Ways fade away, or will you fight?

The Servant – You seem to have, or formerly had, the role of a subordinate of sorts. Perhaps you're working for Mab alongside Frik or you used to work for such a being. Either way, you have a talent for changing your appearance and looking after children. You might have a talent for comedy that works even if it seems out of its time or be an expert in fulfilling all the needs your employers might have of you. Perhaps you can lead others to problems you cannot deal with or know how to leverage your experience as someone's former subordinate to escape their wrath. Maybe you are fortunate enough to see the remaining elements of problems fade away so everyone gets a happier ending, or you're brave enough to stand up to the sort of beings that would stop a happy ending out of spite. What purpose will you serve here?

The King – You are a ruler, Jumper. You might be a subordinate lord to the likes of Vortigen or Uther, or perhaps you are a rival fighting to claim control of the country? Whatever the case may be, you can be equally terrifying and reassuring to others should you need to be. Maybe you ensure the loyalty of your own vassals with hostages, or you can simplify questions of who is in charge by removing opposing leaders yourself. You might be quick to act and take advantage of the hesitation of others, or you put more stock in raising and training your own armed forces. Perhaps you will be willing and able to do things differently than others if it will improve your chances of success or be willing to make potentially costly bargains to claim what you could not normally grasp. One way or the other, the crown will be yours.

The Hero – You could be a latecomer in the greater scheme of things, but a welcome addition and might even overshadow those who came before you in time, being able to impart your own values into your governance and your mere presence as a ruler improving things. You might have the incredible determination to back up your ideals, and the surprisingly useful ability to have your allies understand your instructions even in the most chaotic of circumstances. Perhaps fate favours you as a champion of justice and peace, or your own blood is evidence of your right to rule. You might even be able to establish peace if it's even remotely an option instead of conflict or be able to create and maintain alliances of equal partnership. You could build quite an ensemble up around your table.

The Killer – You are the one who brings a tragic end to a glorious tale, who could overthrow a golden reign, and cause kingdoms to crumble. Nobody can bar your entry to disrupt things, and you can focus your cruelty into a keen edge in combat. Maybe you are unnaturally strong or fast. Perhaps your dark nature makes a similarly dangerous being unusually fond of you, or you have a knack for tearing apart even the strongest alliances. You might be able to break through the protection of destiny itself or bring out the worst in even the best people by exploiting their own principles. Your enemies could not ask for a more dreadful fate than the one you could bring to them.

Nature

This world, at least at the point the story of the Miniseries takes place in, is inhabited by both Humans and Magical Beings. In the Canon series of events the latter seem to have faded or hidden away, but that will not be an issue for you regardless of which Nature you pick. You can choose to be either of these regardless of your Origin and receive discounts from their respective sections later in this Document in the same way you would for your chosen Origin.

Human – The generally mundane population of this setting, which look, act and age in the manner you might expect them to.

Magical Being – The more fantastical option with a bit more variety in terms of appearance, made up of beings ranging from winged Fairies smaller than a baby's crib to more human-sized individuals such as Queen Mab and Frik. Choosing this option does not give you any particularly useful abilities or power by itself other than significantly increased longevity, but you won't be facing the same issue of fading away along with the Old Ways... unless you take Drawbacks that would enforce that problem while you're here.

You can pick age, gender, and customise appearance for free. Pick whatever you want, so long as it does not provide some special advantage not covered by your Perks and makes sense for fitting in around here. Regarding your exact species, should you be a **Magical Being**, pick one that fits for your Origin and background. This will not affect your mental state, you will be used to any physiological effects, and how you treat any part of your heritage is up to you.

Perks

General Undiscounted

Free – **General Jabs** – Just in case your immune system is not up to it, or if you picked up something in another world or time, you are now free of any diseases you do not want to have. You are also immune to mundane diseases that you might pick up, so you do not spend a portion of your time here or in other worlds sick because you were not resistant to something the locals are.

Free – **Magic Has No Power Over The Human Heart** – It is said here that magic can't create love. Normally that might apply differently in other places, but with this Perk nobody can magically alter you to make you feel love. As a bonus, attempts to create lust, infatuation and obsession in you by magical or other unnatural means do not work either. You can still fall in love or become obsessed, but that is down to you and not due to the influence of anything trying to force it.

Free – **So, Where Should I Begin?** – While it would usually make sense to start at the very beginning, occasionally the parts of the story an audience would find interesting occur after a bit of a time skip that the narrator summarises. In the case of a Jumper, living through the periods in which nothing interesting happened might not be ideal, and they might want to skip straight to the 'chapters' they're interested in. While this does not let you change the amount of time you would need to stay in a Jump, it does allow a degree of leeway in terms of when you start the Jump, such as appearing after set time skips in the narrative or at the beginning of new 'volumes' of the story. Useful if you want to skip to the good bits.

Free/100 – **Here To Stay** – Ordinarily, creatures of the Old Ways would fade away as people stop believing in them. This Perk protects you from that effect if you would fit into this category, so you do not need to worry about potentially failing your chain just because you decided to be a Magical Creature and let things happen as they would in Canon. It is free here and 100CP to keep, at which point it will prevent you from fading away or weakening due to some conflict between your nature and the reality you're occupying or vanishing because the world no longer supports your existence for some reason.

Free/200/400/600 – **Magic** – Now, Jumper, there are three classes of magic. Three stages of progression to full wizard status. The first and lowest stage is wizard by incantation. The second stage wizards are hand wizards, whose magic is performed by gestures of the hands and fingers. The third and highest stage of wizardry, the supreme exponents, are wizards of pure thought, who need no words nor gestures but by their will alone pierce the heavens. Of course, only the most supremely gifted personages become wizards of the third stage... or Jumpers willing to spend a large amount of CP. For Free, you can have basic knowledge of magic but no ability to use it, though you do have enough sensitivity to notice real magic and see through any weaker illusions. For 200CP, you can use the first class of magic, incantations. For 400CP you can use the second class, incantations, as well as the first. For 600CP you can use the third class, pure thought, as well as the first and second. You will be able to apply whatever degree of talent you purchase here to any other form of magic you might gain elsewhere.

200 – This Is A Chaste Love – You can now completely avoid two of the main causes of problems you might encounter in this setting, not to mention a frequent problem in others. Not only can you now entirely avoid anyone else falling in love with you if you do not want them you, but now you can restrict any sort of relationships you are in to being purely platonic. This might not sound like much of an issue to avoid, but you would be surprised how often romance between the wrong people causes problems. Not only would even the most demented rulers not feel any unwanted affection or desire for you regardless of your appearance and other qualities, but you can safely interact with the lonely spouses of sovereigns off on distant quests without temptation on either side accidentally triggering the downfall of kingdoms. This does not stop genuine friendship, but it stops things going any further. When this is active, you can have this as a passive effect, or specifically target or exclude whoever you want.

200 – Jumper? You Can Talk? – Uh huh. It does not matter what form you are in; you are still able to talk just as easily as you usually could. This could be useful if you have taken the form of something without a mouth or any way to easily communicate. You can also understand others who could normally talk but cannot be due to an inconvenient change of form preventing them from communicating.

400 – But Remember, They Are Only Half Human – You might be the offspring of Queen Mab, or perhaps something else of the Old Ways. You have no mortal father, which means you are an exceedingly rare and perhaps an enormously powerful being should you hone your talents and embrace your potential. Your blood could be used for potent rituals, perhaps to break a curse, and you can see glimpses of the future on occasion. If you are not human to start with, then instead you possess human blood within you that allows you greater freedom from restrictions and limitations that purely magical creatures might face, with the same benefits as described earlier. This acts as a Capstone Booster for the 600CP Perks here.

Human

100 – My Childhood Must Have Been Very, Very Happy – For it was over in a flash. As was a lot of relatively boring events that an observing audience might not have as much interest in. Much like a narrator telling a story and deciding to skip over or quickly summarise some pleasant but ultimately uneventful part of it, you can now skip the ‘boring’ parts of events or even periods of your life. You will still do things just as you would normally and it will take the same amount of time, it will just seem to pass by for you in a flash. You will still remember it all as well as you could normally, so you do not need to worry about completely missing out on a happy childhood even if it were somewhat dull, important details on a long but boring journey, or where you tidied everything away while you were doing mind-numbing cleaning.

100 – What Can We Offer You As A Reward? – If you are asked what you wanted and tell the truth, if it is a fair price than they have a good chance of accepting it. Probably best not to try taking more than was offered though, you do not want to be considered rude.

200 – It’s Human To Make Mistakes – And unlike certain beings, actually learn from them. This Perk does not prevent you from making mistakes in the first place, but it could certainly help you avoid making the same mistakes repeatedly. Whenever you are about to do something that will repeat a mistake you have already made, you will receive a sort of mental alert reminding you what you did last time and the consequences, so you can choose whether to do it again or try something different. If it is a more physical matter, you can concentrate and perceive an overlay of how you did things wrong the previous times and adjust your approach accordingly.

200 – You Mean There’s Magic In Hands? – Hands can say so much more than words. They can welcome, beg, pray, hands can even perform rather impressive tricks of sleight of hand. Yours are particularly expressive and dextrous when you need them to be, which could be particularly useful if whatever you are doing relies heavily on gestures or precise hand movements.

400 – It’s Not Exactly The Way I Remember It, Master Jumper – Maybe you didn’t think they’d believe it if you told it the way it really was. You seem to have a bit more influence in the story you are part of than most would expect. Now, if there is not a set ‘canon’ to contradict things, you can now pick and choose what features of mythology and history apply to the setting you are in when you start a Jump, as well as fill in details where information from the source material is lacking. Just bear in mind you cannot change this once you have established things, as it’s become a fixed feature of the story that you’re in, you can’t significantly change the way the world is presented, and you can’t use this to give yourself unfair advantages that weren’t given by Perks or Items you might have.

400 – And So They Rode Out Of My Story, And Into Legend – Sometimes you just need to leave, and you might not have time to say goodbye properly or explain your absence. With this Perk, should you be leaving somewhere permanently, be it a specific place or an entire Jump, you will be able to do so without anybody missing you. Any personal issues you might have wanted to resolve with its inhabitants are brought to a reasonable and satisfying

conclusion, and everyone you wanted to have a sense of closure will receive it. Incidentally, this makes you significantly more difficult for anyone you would want to escape to track you down, as their efforts will lead to conflicting trails and stories of your presence or actions afterwards. It is up to you whether anyone you have left behind will receive some version of what you're up to in your absence that they would reasonably believe, or you conclude your legend with leaving for good.

600 – Everything Equal, No Power More Important Than The Rest – Wouldn't it be unfair if one power was somehow greater than all the rest? One of yours, specifically? This Perk allows you to equalise the overall power of any abilities you might have, mental, physical or otherwise. This works by reducing the potency of one quality or ability and raising another, resulting in both meeting at a mid-point. It can be applied to two or more capabilities, so if you had incredible strength but were very slow it would reduce your strength and increase your speed till they equalised. You can undo these changes at any time. When used on absolute or infinite qualities, these will be reduced to something more reasonable such as at least double the value of more finite qualities you are equalising them with, so you cannot exploit one infinite or absolute value to make everything else the same with this Perk alone.

Capstone Boosted – Perhaps you would prefer it if everything and everyone were equal, and could share power around a circle of your friends and allies? Now you can freely share your own Perks and abilities with your Companions and others, empowering them to the same extent you are. You can choose which of your abilities and Perks you share, but they will be at the same degree of strength and potency as the ones you possess. Your own power is not reduced in the process.

600 – I Must Say, You Tell A Rather Good Tale, Terribly Exciting – You are fantastically good at telling stories, both coming up with entirely fictional tales or sharing real events such as your own adventures and experiences. You can easily craft a story for any given audience, altering details and telling the story in a suitable way for the audience to accept it. You know when to add additional action to an adventure, and how to enhance or downplay drama to make it more entertaining. You also instinctively know which details to remove or alter that are not suitable for whoever you are telling the story to, such as not sharing things they will not believe or understand or leaving out unpleasant details that they should not be exposed to. You could even come up with a way to tell a version of your own incredible journey that any given audience could understand and be entertained by, though they might regard it as entirely fictional if it would be completely unbelievable.

Capstone Boosted – Some might be intrigued you chose to omit certain details. Perhaps you had a good reason? Now, by telling your own version of events and spreading your own version of a story, you can slowly but steadily overwrite memories and records of the original story, such as what actually happened. It might take decades or more to completely erase every trace of the original version of very well-known, widespread events, people and their actions, but if you persist for long enough you will be able to manage it despite anything opposing your efforts.

Magical Being

100 – **Since Before The Dawn Of Time** – Some of the magical beings in this world are very old indeed. It would be unfortunate if you shared their lifespan but started to forget things, so now you have an essentially unlimited memory that will not forget anything you want to remember. If you are around for long enough, you will find it as easy to remember what happened before the dawn of time as it is to remember what you were doing just a moment ago. You can choose to forget things if you want or temporarily lock away your memories to be released again on a given trigger.

100 – **You're Tall For A Gnome, Aren't You?** – As a matter of fact, Gnomes come in all shapes and sizes. So do Jumpers. Nobody is going to bother you about your appearance as long as you aren't intentionally trying to provoke a reaction and you don't have Drawbacks enforcing it.

200 – **Only One Being Would Save Them** – It could be you if you have the ability and you are paying attention. You can now designate locations that hold some sort of importance to you and make yourself aware when anyone within or around them is calling out for help from you. This Perk can also be used to create a general awareness in the population around your chosen locations that there is something they can potentially call for the aid of, even knowing your own name or suitable title that will get your attention, based on your own preferences. You cannot be lured unaware into any sort of trap by answering such a call for aid, as you will know the intentions of those trying to summon your aid.

200 – **Magical Movement** – You might have noticed that some of the supernatural beings in this world occasionally move in a peculiar manner, flittering and blurring over short distances at incredible speed. You can do the same. Bear in mind this cannot be used for combat, but it could help for more casual transportation or appearing particularly supernatural.

400 – **Flashy Entrance** – If you are an ancient magical being, you probably are not going to settle for just showing up quietly. Now, if you have a particular way of arriving somewhere and have complimentary capabilities, you can appear in a dramatic manner. If you knew how to teleport and had some power over lightning, you could erupt out of the flash from a lightning strike shattering a boulder. You can cause afterimages if you like.

400 – **Who Dares Wake Me** – You can certainly ask that upon awakening from the long slumber you can now enter. Similar to the Rock of Ages, you can now enter a dreamless form of stasis, allowing years to pass like moments without aging or requiring any sort of sustenance or care. You can set specific or general triggers to wake you up, such as a set amount of time passing, something specific happening, the presence of specific people, or specific ways that anyone could use to wake you from your slumber. Just bear in mind that this Perk by itself does not give you the same sort of protection that being a living mountain has, so best not to use this too freely somewhere that could potentially be dangerous. This also lets you sleep anywhere comfortably and awaken without issues that not moving for a long period of time would have such as limbs becoming stiff. Useful for sleeping for literal Ages, or just short naps.

600 – I Thought You Were A Dream – Perhaps you were? Or you can certainly seem to be if it would be convenient for you. You can now have others forget your presence and actions, your existence dismissed as a fantasy if enough time passes without your return or interacting with them once again. The more witnesses there were to your actions, the more time it takes to be forgotten, so a single person seeing you might dismiss it as a dream after only a few days, while a large crowd would take longer. This does not erase physical traces of what you have done or evidence you left that suggests you existed, only the memories people have of when you were there. When this Perk is active you can choose this to be a general effect that affects everyone or decide to exclude or target specific people with the effect.

Capstone Boosted – Maybe you would prefer not to be forgotten at all? Now, you can ensure that the memories of you and your actions cannot be easily erased or altered. This is an absolute effect with your own Companions and weakens the less close you are to whoever it is that would remember you. Close allies would have extraordinarily strong protection against their memories of you being changed or removed, while complete strangers would gain no additional protection.

600 – That Is Your Fear, Not Mine – You have no need to be afraid of the same problems as the rest of your kind, like how the Rock Of Ages doesn't need to worry about fading away from lack of belief in their existence while Mab certainly does. Lack of belief would not hinder your powers if that would usually be the case with your kind, and elements of the world that might be known to be harmful to your kind specifically do not seem to affect you the same way. This does not overwrite Drawbacks that cause you to have weaknesses, but you do not need to worry about gaining a weakness just because you decided to be a specific type of being for the Jump.

Capstone Boosted – Like the Rock of Ages, you cannot die. At least, not completely. Instead, should your body, soul, mind or whatever you consider to be your being be destroyed enough to consider you 'dead and gone', then a memory of you will live forever on the edge of dreams. Your own Companions and those closest to you may be able to interact with this semi-conscious memory of you in this state, such as in their own dreams or finding methods to interact with such states. If enough people remember and acknowledge you and your existence, being a substantial proportion of the population of the Jump you are in, then you will begin to reform in the real world in a suitably safe location. You will return faster the more people believe in you and acknowledge your existence. While you are still on your Chain, you will need to be revived by this or other methods before the Jump ends or you will be facing the same issues you would if you had died, but afterwards there is no time limit and the only way to keep you gone for good would be to erase every trace you ever existed.

The Apprentice

100 – Because Wherever I Go, I’m Always The Same – You might grow and change as time passes and you experience things, but you’re still going to be you. You do not need to worry about your identity being erased or suppressed by picking Origins that suggest they change how you are or getting a new past and backstory in a new world. Nor do you have to worry about those you care about not recognising you after you have been away for a long time or growing distant from others because of age, power and experience. You are still going to be you, in all the best ways that could suggest and with no problems from being unable to change.

100 – We Don’t Need To Go Back – You might be away from your home, family and friends for a long time. You might be far from everything you know, or on your own. But it is okay. You do not suffer from homesickness, loneliness or other issues you might encounter while travelling or being away from others. You will always be able to make new friends when you want to and enjoy new experiences without losing the value of old ones. They will not be missing you either, and even if you never return, they will get over your absence and move on as you might have hoped.

200 – If I Have Some Spark, Fan It – Sometimes, potential teachers can be very capable but not exactly willing. Maybe they retired, maybe they have lost interest in teaching anyone, maybe it is something about you or whoever the prospective student is. Now, getting others with useful and wanted skills and capabilities will be willing to teach you or others, or help the student refine or expand upon existing talents if they have the capacity to do so. Whoever is learning will do so incredibly rapidly and effectively.

200 – Jumper, No One Blames You – Which is good to know, even if you have some sense of guilt over whatever has happened. If you genuinely are not responsible for or involved in a problem or mistake, you will not be blamed or targeted for it. You will not have to worry about something like being arrested or treated as a suspect just because you were in the vicinity of a crime, and if something terrible happens that you did not play any part in then nobody else will blame you for not doing something about it whether you had the ability to do anything or even knew what was going on.

400 – I’m Tired Of Screwing Up Alone – So to make you feel better, you can see the screw ups of others. More specifically, you can perceive the memories of others you are in physical contact with and share your own. This could be useful for finding and exchanging backstories, and should you need to find out anything specific then you might find it even more useful that anything found or shared cannot be falsified or presented in a deceptive manner.

400 – I Am Jumper, The Mighty Enchanter! – Your half-witted incompetence may be your salvation. Not only is it much easier for anyone else to fix your mistakes, should you appear to be bumbling and inexperienced, others will consider you a much lesser threat and problem. This also works if that is not just an act. Because others will not take you nearly as seriously, you also will not be blamed nearly as much for mistakes you make, problems you cause, and the consequences of your actions will be much less severe for you. For example,

if you were caught trying to steal something but clearly were not much of a threat, then you might just get thrown out rather than punished.

600 – Meet Me, With All Your Strength – Some acts and actions are too much for a single person to accomplish. Maybe they do not have the ability to accomplish it by themselves, or maybe the strain of doing so would be fatal. Now it is possible to share the load, distributing the total effort and stress between those involved so that rather than potentially killing a single wizard with the effort of creating and holding up a bridge, it would merely tire out two. You can also allow the combination of any powers or magic to create a more potent effect than any of those involved could do alone. With the bridge example, two wizards working together thanks to this Perk would be able to put together the bridge much faster and build it on a far greater scale. You can apply the effects of this Perk to yourself and those working with you, or between anyone you want to be able to combine the strength of, and it could combine magical might or something else. Finally, you or a willing party can take on more of the strain or put in more of the effort in such a collaborative process, but it could put them at risk of damage or even death if the stress of the process is too much for them. They will be aware of this before they decide to shoulder the burden, so you cannot trick someone into it. A mentor, friend, or pseudo-parental figure might be willing to give their life for such an effort, but probably not an enemy.

Capstone Boosted – Perhaps they are not just a parental figure, but your actual parent as well? It would certainly help to explain why a mentor figure would be willing to sacrifice themselves to protect you. Should you have such a figure in your life, if your life is in danger and there is no other way for you to survive and succeed, a mentor figure will willingly sacrifice themselves to save you. Neither they or anybody else will be holding any sort of grudge about it either, and if you have a way of contacting the dead, they will just be glad you survived and succeeded rather than annoyed it cost them their life.

600 – I Have Never Proved Myself Worthy, And Cannot Do So Now – Sometimes, you are just not the Chosen One who can draw a Sword from a stone, or sufficiently pure of heart to pick up the Holy Grail. But if you are willing to risk yourself, you might still be able to do it if the situation demands it. Even if you do not meet the requirements to use some special object or request something from something, you can throw yourself on their mercy and beg for whatever the benefit would be. Just bear in mind that this comes at the risk of harm if the request is disapproved of. Claiming the Holy Grail to end pointless bloodshed might be approved of. Just wanting to show off the fancy goblet will probably get you turned to dust like any other false claimant.

Capstone Boosted – If you are already willing to risk sacrificing yourself to get something you can use to fix a significant problem, maybe you would be willing to throw yourself on the mercy of other powers to fix it for you? If a power exists that could solve a given problem, and you will know if it does, then you will be able to throw yourself on their mercy to fix the problem. Bear in mind that using this feature of the Perk will disable handy little work arounds like defensive Perks, additional lives and backups of yourself, you must be completely at the power's mercy and willing to accept any consequence to yourself. Of course, this means you will probably only use this feature when there's no other option... but that's really what it's intended for. Need to stop a pointless war and reverse mass slaughter, but have

no way to do so? Just beg whatever higher power exists to undo the madness and do with you what it will. Maybe the higher power will just fix the problem, maybe they will strip you of some power you have for the rest of the Jump, maybe they will task you with something you have to do. You will not know what the cost will be, even if you usually have ways of determining the outcome or price of such things. But you can be reassured that the worst-case scenario for the use of this Capstone-Boosted feature is that Jump-Chan will shrug, fix the problem and every aspect of it, and mark it down as a Chain Fail.

The Religious

100 – Asking For Directions – You might not know a lot about the wilder world, such as not knowing the best route to take to get somewhere. That is no longer a problem, as now whenever you are lost you will be able to find someone or something that will willingly point you in the right direction and warn you about any dangers in the area or things you need to avoid. They will be honest and accurate, and while they will not ask for any sort of reward feel free to give one. Just make sure you pay attention to the directions and any warnings they might give about trying to take shortcuts.

100 – It's A Lovely Story. And So Are You – You do not need illusions to look good. Whether this is a generally nice appearance or if it is alluring in some way is up to you. You have a pleasant voice that is easy to listen to as well, not just because of the sound but the undercurrent of hope and optimism in your words.

200 – Spiritual Guide – While you might not know much about the natural world or the wonders of magic, you do possess a considerable knowledge of spiritual matters and those related to any particular religion. You might know a great deal of mythology related to such things, like the stories of the Holy Grail and prophecies about its eventual return, as well as more confirmable historical knowledge. Depending on where you are it could be the same thing. This will update to remain relevant wherever you end up.

200 – More Practical – You may or may not be a Nun of Avalon, but you have a vast knowledge of ancient herbs and potions that can be used to save others. Even if magic is ineffective, your more natural remedies can still work against the most grievous wounds as long as they're still alive. You might not be able to conjure away the most severe of scars, but they will live with no other complications.

400 – It's Nothing To Do With Us – Sometimes you don't want to get involved... and you don't want the people you care about to get involved either. It could be dangerous or keep you apart from each other for a very, very long time. Now, you can persuade others to stay out of events as long as you don't get involved either.

400 – Faith Is Supreme, Of Course, But Love Is Even Better – Not something that should really be said in hallowed halls, but it is true. Now, you and those you care about will not be encountering any spiritual or religious issues resulting from love. Whatever deities, organisations or systems are involved will give you a pass in this case, so you would not be barred from your preferred afterlife because you left organised worship to live with your loved ones. You would not even be kept apart in different afterlives due to different faiths, lack thereof, or actions in life that might have decided going to one or the other, any of you will be free to go to any that any of you might qualify for, love being a key and passport in this case.

600 – You Made Me A Promise Years Ago – Will they keep it? Yes. Even a cold-hearted monster would keep their word if they give it to you. Just bear in mind there might be some freedom in terms of the exact word if they are clever, so make sure to clarify things when you're making your deals. Fortunately, you will also realise if they are trying to leave

something important out of a deal or hiding a feature of it, so you will be able to get them to make a deal you will actually agree with rather than being tricked with something unacceptable. Once they do, they will keep to their side of the arrangement and not attempt to go back on their word or alter the situation to make the deal irrelevant or worse than it was intended to be. Should you not be willing to agree to a deal at the time it is made, whoever is offering it will allow you to consider it for as long as you like, even willing to be called back to discuss terms years after they first approached you.

Capstone Boosted – It is unfortunate, but those going around making deals and magical bargains might actually intend to cause you or others' problems rather than helping them out of the goodness of their heart. Now you have something to counter such harmful arrangements, or at least a reason to consider entering some sort of pact with others. Now, arrangements such as these that others make with you that are actually intended to cause you and your allies' problems will end up not causing the harm they intended, and even backfiring on them. They will not know or be able to blame you for it either.

600 – I Never Believed I Would Ever See You Again – Jumper, what are you doing here? So long as they are alive, you will never be separated from those you know and care about forever if you truly want to see them again. It might not be the most pleasant of circumstances to be reunited in depending on where you might end up, but you will see them again. It might be years, but they will have never forgotten you or be unable to recognise you, or you them, even if you have grown older or changed.

Capstone Boosted – Seeing an old friend or lost love might be nice, but it would be less pleasant if they had been unjustly imprisoned or were facing some sort of terrible fate when they meet again. Now, if one of those being met after being apart is in trouble or having problems, then the other is guaranteed to be able to find a way to help them. Perhaps a long-lost love has been imprisoned in a tyrant's dungeon because their visions are valuable, and they are dying due to the conditions they are kept in? You might be able to use your political position to talk to the tyrant and find a way to reason with them so they can get what they want, while at the same time improving your loved one's condition. Perhaps you could even find them a way to escape entirely? Whatever you can do, it will make reuniting an even happier occasion than it would have been already.

The Wizard

100 – **Wit Of A Wizard** – You're in possession of a quick wit and sharp tongue, and somehow you can use both without getting into nearly the trouble you should. A cruel king might note that patience is not one of their virtues, you might comment that they have so few of those they should not concern themselves about that one too much, and they will just be amused by your flippancy rather than have you killed for the insult.

100 – **Try To Stay As Young Inside As You Are Now** – It's something you can do now. You will always feel young even if you are old, with all the benefits that suggests and none of the problems. Even if you are visibly old with grey hair, you will not have any sort of physical or mental issues caused by old age.

200 – **Magnificent Student** – You might not like what you are learning about very much, but you are astonishingly good at it. You are incredibly good at learning a lot very quickly, even if you are barely concentrating and would rather leave your lessons entirely could still learn a vast amount at an incredible rate. You would certainly be able enough to impress those who have spent a lifetime carefully studying such things. Imagine what you could accomplish if you were motivated...

200 – **Just A Trick** – You are technically not doing magic. You have incredible illusionary abilities that are not strictly magic even if it looks a lot like it, like seemingly plucking the Moon from the sky and flipping it around your fingers like a coin. This could be useful if you cannot use magic for some reason, and this talent could be used to enhance any other sleight of hand and deception tricks you might have. If you could pull off tricks like seemingly making the Moon vanish without magic, imagine what you could do if you were a powerful wizard!

400 – **I'm A Wizard, That's My Business** – Manipulation of magic is one thing. What you excel at is manipulating people. More specifically, you are a master at tricking and deceiving others, both to help and hinder them. Trying to persuade someone to make the right decision is just as important as leading them to making the wrong one. This works best on those that know you or have any sort of trust in you, or at least think you intend to aid them in some way. You would not find it too difficult to convince someone to hand over a powerful magical weapon, perhaps making them think you intend to work some sort of magic that would help them. You are also rather good at keeping secrets, both hiding your own and concealing or revealing those of others.

400 – **Wisdom** – Magical power is of little use without the wisdom to use it properly, and this ensures you have enough of that you could be well regarded for this quality alone. You have vast knowledge of everything from philosophy and ethics to law and strategy. You are rather good at applying all of this to teaching others in a way that they can understand and apply on a practical level, so even if you have no personal experience of ruling anything, if you were willing to share your knowledge then a student of yours could become a great King, even if being good with a sharp piece of metal is preferable to having an economic plan. Because being easily fooled is not exactly the hallmark of being wise, you are also able to immediately notice the tricks and deception that others are using and determine lies and

truth. Just be aware that you are not omniscient with this Perk alone, you might misunderstand an honest answer like being told that someone could help is in a specific location. It would be true, and you could act upon this, but you might end up picking the wrong person. You knew you were not being lied to, and there was no intention of deception, it just was not specific enough. Still, learning from your mistakes and those of others is part of wisdom too, so you will also know whether something is the consequence of your own actions or not. And you will certainly know if you are being told something that's only true from a certain point of view, such as if something is deliberately being withheld from what you've been told rather than something they honestly didn't know.

600 – Indirect Lessons – While most mentor figures, guides or teachers in stories end up being killed by some means to leave the hero of the tale to do the work themselves, you seem to be a notable exception. As long as you not directly opposing a threat and instead using students or others to do the work for you, you will never be directly targeted or attacked, even when it should be easy for the threat to come and deal with you itself. The battle will not be between your enemy and you directly unless you want it to be, or if you have run out of anyone who could act as a proxy for you.

Capstone Boosted – A proxy war is not quite as convenient if your enemy will still be escalating above what you can do with their proxies and indirect plots. But like many wars, there are now going to be rules. Specifically, your enemies will now limit themselves and their actions to the same scale and sorts of approaches you use. If you decide to aid a king in a key battle by using a powerful magical artefact, your enemy will limit themselves to providing their own representative an artefact of their own, rather than equipping the entire proxy army or summoning monsters to support them. If you worked to ensure the birth of a child with potential to be a good king through some sort of deal, your enemy will only be able to make a similar sort of agreement to ensure the birth of one who could counter them. The approaches used might be slightly different, and they will not necessarily be using their move at the same time you use yours, but they won't be escalating unless you do even if they have the capacity and will to do so. If you limit yourself to more subtle machinations and advising from behind the scenes, so will your enemy. If you choose direct battle, one-on-one with your nemesis, then they will be able to do the same thing.

600 – Wizard Of The Wilder World – It might sound more like a druidic thing than the skills of a wizard, strictly speaking, but you have a very close connection to the natural world. You can sense its features no matter how small or well hidden they might be, without any sort of sensory overload or being distracted, and can even draw the attention of others to such features even if they lack the sensory ability or the patience to pay attention. You will be able to use natural features of the environment to your advantage, finding that any magic, abilities or approaches you use that exploit or use the environment is much easier to do and far more effective than you might expect. You could scare off a pack of monsters by using something as seemingly small and insignificant as a nest of bees that you ask for help, and you might want to thank them for the assistance afterwards as it seems the natural world tries to pay you back for what you do for it. Nature in general is helpful to you in proportion with how much you respect and aid the creatures within it, even managing to accomplish things that would not normally be expected. If you stopped in your tracks to allow a snail to

move out of the way rather than trampling over it, you would find it gets out of your way with surprising speed. Birds might convey news of goings on even if you are far from civilisation, and horses might somehow get you to your location faster and in a more comfortable manner if you avoid pushing them too hard.

Capstone Boosted – It might be the end... but I think you have one last trick. You can use up the remainder of a power to accomplish something that you usually never could with that power, at the expense of being able to use that power ever again within the Jump. You could use magic one final time to take back time that was stolen from you and your loved one, rejuvenating you despite magic fading from the rest of the world and such a feat seeming impossible even at its height for an appropriately fairytale ending. Then there is no more. That is the end of magic.

The Fairy

100 – **The Old Ways** – You will not accept something like fate saying things cannot remain the way they are. You will fight. And you will do it yourself if you have to. You have incredible willpower and the determination to challenge fate itself if it is not going the way you want, and though there is no guarantee you would win with this Perk alone you certainly would not give up until you truly could not fight any longer. You can be cold hearted if it proved necessary for your survival, able to determine precisely the best way to hurt others, if you should desire such a thing. You know how to do so without accidentally giving those you are punishing the fate they want as well, just to avoid any chance of bestowing mercy when you did not intend to.

100 – **All Things Change** – It is sad, but Heaven, Hell and the world move on. Like water, you flow with the world and accept how it changes. You will always be flexible and adaptable when it comes to changing times and customs. This ability to go with the flow has also made you quite relaxed when it comes to time, and even waiting for decades would not involve issues like boredom or impatience. It seems that unlike more impulsive examples, you truly have the gift of patience.

200 – **Jumper Is Too Strong** – This does not give you strength by itself but does allow you to use what you have to deny others the ability to use their own. If you have the same sort of power as someone else, and yours is more powerful than theirs, then you can deny them the ability to use it. If an enemy significantly weaker than you was trying to use magic to hide or heal the scars of their loved one, you could stop it from working even if you are not there in person. This does not drain your own energy to try, and so long as you are significantly stronger than them you will be able to effortlessly prevent their attempts indefinitely. The closer they are in terms to your own power the more difficult you will find this to accomplish, taking more of your own focus and effort the closer they are to your own strength, to the point if they are equal or greater in power than you it will not be possible to use this ability to block them.

200 – **Oh Dear. I Shouldn't Have Told You** – But it was rather convenient for you and your goals to reveal something important, even if it was clearly an accident you couldn't be blamed for. At least, as far as anyone else can tell. You have a knack for revealing key information to the right people at the right time to get what you want, without ever suggesting you have an agenda of your own. You might be in the position of not approving of someone else's actions but cannot do anything about it directly, so you bide your time and get in contact with the one they are trying to raise as their own servant at precisely the right time to drive them away, even convincing the one you are talking to that they were the ones who called upon you, despite how convenient the timing is for you. You can even pass on information that will be crucial to their efforts and will end up fulfilling your goals if they act upon it, while nobody will ever think you were plotting in the first place.

400 – **Jumper Will See To That** – Did your enemies make a mistake? Leave you an opening? Allow the slightest chance that their plans will come crashing down around them? Then you will be able to take advantage of it. You have uncanny talent at planning and weaving both long-term schemes and short-term unexpected opportunities together, as well as

manipulating others. Even if you could not magically alter someone's feelings, you would need to do little more than point them towards someone else they really should not get involved with to potentially sow discord and even cause a war in the right circumstances. And you will always know when such an opportunity appears, allowing you to take advantage of it. Any enemies you have will need to dedicate themselves to denying you anything you could possibly take advantage of, because you are sure to be able to use it against them.

400 – **Good King. Bad King** – Others judge too easily. You have learnt not to. You have also learned how to accurately determine the character of others, mortal or otherwise, and every quality they have or could develop. Where even a wise wizard might overlook the flaws in what appears to be a good man, you will be perfectly aware of them. Such things are as clear as water to you.

600 – **Unseelie Sovereign** – You seem to be some form of royalty... perhaps even some sort of deity? You now have authority over fairies, and to a lesser extent other non-human creature of magic. While they will do as you wish, obeying your commands without question, this authority does not extend to anything with human blood or that is purely non-magical, so a wizard with a human half or ordinary animals would be beyond this absolute control. You can banish and strip anyone under your authority of their powers and abilities, such as taking the powers of a servant who has displeased you and forcing them to wander the human world in their obviously inhuman form without their former powers. You can also command the weather, particularly storms, able to summon them up and banish them at will as well as cause yourself and your allies to travel in flashes of lightning and crashes of thunder over any distance in an instant. You are also capable of making bargains and deals with others, perhaps providing some sort of aid in exchange for actions or an agreement on their part. While you cannot force one of these deals against their will, should they disagree to your terms at the time you can offer to make the deal later, and they will consider it if you are offering something they desperately want even if they would refuse it on moral principles, tempting even the saintliest of souls.

Capstone Boosted – It is human to change, and it seems that something about you can take full advantage of that. While some might refuse your deals at first, circumstances will inevitably lead to eventually changing their minds, and they might agree to such a deal with you without thinking that they are breaking any rules self-imposed or otherwise or betraying some sort of moral value. They might even think that they are helping someone else when really, they are mostly unintentionally helping you. How this occurs can vary, as others might end up pushing them to seek your aid, time passing might cause them to re-evaluate your offer, or perhaps you will find opportunities to manipulate the situation yourself. What is more, you now know exactly how to turn someone's own desires against them, allowing you to ruin someone and everything they have ever stood for and worked towards just by giving them what they always wanted.

600 – **Jumper Of The Lake** – You at least seem to be benevolent enough to aid others, and if you allow it others can seek you out for the aid you can provide. Perhaps you can provide a powerful enchanted weapon to help decide victory in an important battle, or at least counter the aid provided by another supernatural source. You can provide the answer to

those who ask you questions... or at least tell them where they can find the answer. The problem with the incredible aid you can provide with this Perk is that you cannot provide it to those directly working for you, and you do not have any direct influence over what they do with the aid you provide. You can certainly help those who are working towards the same goals as you, but you cannot simply arm your own subordinates with powerful weapons or send your own forces off to do important things. You could provide weapons and information to your allies so long as they are not subservient to you or your own forces in any way, but you cannot directly benefit from it. Like water, you have got to go with the flow.

Capstone Boosted – It is human to make mistakes, and it seems part of you is human. Perhaps the best part. Aside from other opinions on the matter you might have, this understanding of human nature allows you to determine exactly how your actions could have unintended consequences, and what mistakes that those you try to aid could make.

The Servant

100 – Turning Into Others – It might only be an illusion, but it's a very convincing one. You are capable of seemingly shapeshifting, perhaps spinning like you are on a turntable to reveal a new guise, or perhaps shaking off one form to reveal another. You can take on any appearance roughly the same size and shape as your own, including all the clothes and equipment that the form might have, as well as the same voice. Getting the right mannerisms for a specific person might take some practice though. As long as it's limited to entertainment, as in a visual display but no real use in combat, you can appear to have skills suitable for a form you change into. For example, you could take the form of a dashing swashbuckler to impress and amuse others with swordplay, but it would not actually be useful in a real fight. If you are a good actor, you could potentially use this to trick others into thinking they are talking to someone else, like taking the form of a known messenger to deliver a false message.

100 – You Need More Than Tricks To Bring Up A Child – You need patience, understanding, love... most of all you need love. Fortunately, while others may no longer possess these qualities, you do. You are quite capable of raising healthy and happy children from infancy to adulthood, no matter their nature, origin or abilities. Even a proud Queen of the Fae would have to admit you are a better Midwife and caretaker than they are even with all their ancient power and wisdom.

200 – Jumper Could Tell You Stories – And you could make them quite amusing, as you have a talent for comedy and entertainment, knowing what displays would be best suited for whoever your audience might be. You might have access to knowledge from other times and even other worlds, but in most cases nobody would understand the references you make, which could make any jokes fall flat. Even if your audience normally would not understand the references due to their own knowledge or culture, now they will.

200 – The Perfect Gentleman's Gentleman – There will always be a need for one of these, and you were and always will be one of the best, you see. You are trained in and excel at any duties that would be involved in being a butler, valet, cleaner, or having a similar subordinate role to someone else, from tidying up to organising any other staff. You have an impressive ability to anticipate the needs of employers, and you can be polite and well-mannered to anyone in any culture, even if they are not being as polite in return. You also have an accurate sense of how a potential employer would treat their subordinates, so you will be able to avoid working for those that would not appreciate all your hard work.

400 – Sorry! Can't Stay – If an ally is going after someone dangerous, they might need help. That is, finding the danger and perhaps someone to organise things while they face it without you. You are now very good at leading others to dangers that you know of, then being able to get away from that danger if it poses a threat to you. The allies you are not-at-all abandoning will not judge you for this either. What is more, if someone is going to smite you for assisting their enemy or just venturing into their presence when you're not welcome, so long as you don't intend to fight them yourself, now all you need to do is say the name of this Perk and they will actually pause and let you get away... though it might be

more out of surprise or having other issues to deal with rather than actually wanting you to leave unharmed.

400 – To Think I Used To Serve You – It seems you have a history of once working for a significant power, perhaps once having quite a senior position. While you are no longer subservient to them or aligned with their goals, you have considerable knowledge of your former superiors and earned a certain degree of leeway should you interact with them again. This familiarity can let you can get away with being quite rude to beings that would usually kill anyone that mildly irritated them, and while this has limits if they are in a particularly bad mood, they will give you a warning when you are going too far rather than smiting you immediately. Finally, they will acknowledge your talents, so if a task needs to be done and you are best suited for it, you can argue to do it rather than others they might prefer and end up taking on the job from your former superior. You might need to explain why they need you for whatever the purpose is, but you will know if and how they might need your capabilities, so they are not going to be able to ignore or argue with you on that front. You can decide which faction and/or figure this Perk applies to at the start of the Jump. They will not try to eliminate or work against you due any knowledge you might possess due to your former service or attempt to re-enlist you against your will.

600 – I Just Love Happy Endings – And having all those curses and disasters linger long after the bad guys are defeated would make it less of a happy ending. Now, once the evil Queen is dealt with, their spells will begin to lose their power and those they imprisoned will be set free. The problems your enemies caused will fade away once they are defeated, the darkness they cast on the world dwindling and perhaps being forgotten entirely if that is what you intend to happen. Nothing they were holding together that you want to remain intact will be affected by this collapse of their power, so you do not need to be worried about causing more problems by defeating one great threat. The more potent their workings the more time this will take to work, with vast amounts of power being used to imprison someone so securely even the most powerful wizard ever could never hope to free them taking years or perhaps even decades to fade away. But whatever your enemies sought to preserve or remain corrupted, once they are gone it will crumble or be purified given time, no matter their power and plotting, nor anyone else's. No need to thank me.

Capstone Boosted – Jumper, is it you? A happy ending might be somewhat dampened by an unwelcome presence, but that will not be a problem in your case anymore. Should you reunite with others after their main problems have been resolved, even if you had been on the opposite side for much of the time that you knew them and even caused or contributed to a lot of problems for them in the past, if you aren't actively working against them anymore then they will regard you as an old friend rather than an enemy that remains to be dealt with. Perhaps you redeemed yourself somehow and earned your own happy ending?

600 – Auntie J – Or you might be an Uncle, or something else entirely. Either way, you are like a Tiger protecting those under your care, and might be the bravest, kindest person they ever knew. If you were a mere mortal, you could stand up to the Queen of the Fae herself. Whatever your nature is, others will not be able to change it, and they will not be able to change the nature of those you care about either.

Capstone Boosted – Magic or no magic, you will have their guts for bootlaces if anyone harms anybody under your care. More accurately, while you might not have the power to stand up to something that threatens those under your care, should anyone try to harm those you seek to protect they will find fate turning against them. The more suffering others try to cause those that you care for, the more they will end up suffering in turn.

The King

100 – **The White Dragon** – Some might consider you a bad King, but they will be far too scared to say it to your face. You can appear to be terrifying and brutal, regarded as an intimidating tyrant that few think can be defeated. Perhaps a more violent approach would suit you well? When it comes to driving armies forward, none are better than you.

100 – **The Red Dragon** – Some might consider you to be a good King, but the truth of the matter is up to you. You can appear to be moral, trustworthy, just and righteous to others, a fair to decent King even if your forebears were not. Perhaps someone to unite under or assist, should you have a common enemy? When it comes to bringing armies together, none are better than you.

200 – **I Want Guarantees** – It might seem outrageous, but you can ensure the loyalty of your followers by holding those they care about hostage. They will never dare to act against you as long as they are alive and won't risk their lives by trying to rescue them.

200 – **The King Is Dead. Long Live The King** – Succession crises and civil wars can be terrible things, and sometimes just killing off an enemy leader won't stop their supporters from fighting for their own reasons or to avenge the fallen. That is not much of a problem for you anymore. As long as the enemy leader is killed by your hand or the actions of another under your command, their side will surrender to yours if you still resist their forces and pose a threat to them.

400 – **They Think Before They Act** – It appears to be a mistake many of your enemies make. Not that they think, it would be rather foolish not to do that, but they take much longer to decide what to do than they should. You know how to take advantage of these delays and hesitations. This helps in personal combat to an extent, as those that do not know you personally might not expect a sudden strike, and nobody knows who you might strike down next.

400 – **The Mightiest Army Britain Has Ever Seen** – No, this is not an army, otherwise it would be in the Items section. Instead, this is the ability to raise and train an army to the best standard it could possibly be, at least equal to your enemies. Your disciplined legions could take on an army that has never been defeated and come out with a good chance of winning.

600 – **Jumper Isn't Interested In Rules And Traditions** – Others, it seems, are far too caught up in things like rules of war, cultural expectations and other restrictions. You, on the other hand, just want to win. You can easily take advantage of such things, such as attacking in winter when everyone else considers that to be a period of rest and it might as well be a rule of war to only fight in summer. Strangely enough, unless someone specifically warns your enemies of such a tactic, everybody else will expect you to follow the same rules they do even if knowing about you in general would suggest otherwise.

Capstone Boosted – Are they going to use some of their magic on you, Jumper? You never had to use any magic. You did it with your bare hands. And it seems you might be able to remain undefeated if all your enemies can do is resort to magic. Your

disbelief in using it seems to have interacted with something within your ancestry, and rather than giving you an ability to use magic you seem to be far more resistant to it. This scales with how much you might rely upon it yourself, so if you refuse to use any magical means you'll find yourself entirely immune to it. This applies to magical possessions and gifts as well, so if you use a magical artefact to protect yourself but won't be slinging spells around yourself, you would find that an opponent wouldn't be able to use any spells against you but a magical artefact they use against you will be just as effective as it would usually be. A wizard might have to resort to killing you another way.

600 – Will You Help Me? – Yes, they will. Should you be faced with a challenge that you cannot succeed at like sieging a castle that you cannot conquer, you can gain the aid of powerful figures, new or known to you, even if they greatly disapprove of your actions and intentions. Perhaps they have decided they have to be mad to stop your madness? They will provide you with aid to succeed at that you could not before... but it will cost you. Perhaps in exchange for their help, you will have to give them something you gain or produce from whatever you are doing. Perhaps if they are helping you to obtain the love of someone you should have no interest in, they will ask for the resulting child to raise and teach as their own. They will make their bargain and terms clear before they help you, and not attempt to hide what they seek to gain from aiding you, but once you agree to it you cannot back out of the agreement or refuse what you specifically promised within it, and even taking measures to prevent them gaining what they wanted will fail.

Capstone Boosted – They really should have paid closer attention to your exact words. When you make bargains, be it enforced by magic or far more mundane, you can use ambiguities or specific wording to claim additional things or avoid restrictions. A deal with a powerful wizard might have involved them demanding that someone will not be harmed that you really want dead, and you agreed... that they would not be harmed by you. Even if that arrangement was magically binding, it wouldn't stop you from having someone else commit the harm for you. This will not have the consequences you might expect from snaking your way around such restrictions, as the other party clearly agreed to it, and they will not be trying to pull the same sort of tricks on you.

The Hero

100 – I Don't Know What I'll Do, Or What I'll Become. Only What I Am – A wise answer. Perhaps you had a wise teacher. And you will try to do all the things that they taught you. More specifically, you will be able to instil any moral values and principles you have or might have been taught into any form of governance and leadership you establish or take over.

100 – Jumper Will Heal The Land – How? Just by ruling it, really. As long as you're in charge, many of the problems those under you might face are less serious and will fade away entirely given enough time. Plagues and famine become less severe and less frequent, crime reduces, things run more efficiently, and so on. Even if you were more of a symbol than the actual administrator of the country this will be effective.

200 – Burning Determination – Pulling a sword out of a stone is difficult enough when someone else is not interfering by superheating it, but you're not going to let a bit of your own pain and blood stop you that easily. You have incredible determination and willpower, enough to push yourself on if you are suffering from great pain or even if you were mortally wounded. You would still die of a mortal wound if it was not treated, but you could hang on to life and your ability to act to finish off your murderer, then stay alive long enough to give one last goodbye or instruction to the survivors. Useful if you need to task them with ensuring something you have does not fall into the wrong hands.

200 – Wait For My Signal – What signal? What should they be waiting to do? With this Perk, your forces and allies will instinctively know both of these. You do not need to specify what the signal is or need to stay visible to them, as they will know the moment you send your signal regardless of your location or distance from them. Additionally, once you tell them to wait, they will not attack or provoke others unless you want them to. Handy if you want to avoid restarting a war just after you managed to stop it. Your allies and subordinates will still defend themselves if they are attacked but will not start a fight without your approval and it will be clear to everyone that they are acting in self-defence.

400 – Right Is On Our Side – You will be able to tell when it is, and so will everyone else. Not only does this do wonders for morale and gaining loyal supporters who genuinely think you are doing the right thing, but this will have a noticeable improvement in your chances of success in any endeavour. The clearer it is that peace, charity, justice and compassion are on your side, the more likely it is that you will be granted victory as fate and luck favour your heroism. More selfish or nastier motives will not make you any less likely to succeed than you might be normally, and others will not automatically know of them driving you, you just will not gain the increasing likelihood of success in your endeavours with the effects this Perk provides.

400 – By Blood And Right – I give you Jumper, true King of Britain. The previous one might have had no child, and everyone knows that... but with this Perk, now it seems they did. You can either retroactively make yourself the child of a ruler that would be in line to rule after them, or instead choose that to be your Origin within the Jump even if it were not available before. And once your claim is made known, a reliable witness or source will be able to back it up should there be any argument about it. Those subordinate to this system will

acknowledge you your rightful place immediately, should direct inheritance play any part in the transfer of power, and even if it is not you will have a very significant advantage in becoming the next leader. The only real downside with this Perk is that it can only be activated once per Jump, or once every ten years, to avoid some very unusual complications that might result from simultaneously being the heir of too many people at once.

600 – The War Is Over – Perhaps there is no reason that others should die when the quarrel is only between you and another. If there is a peaceful solution to something, then you will be able to find it with ease. It could be appealing to reason, honour, or handing over a magical sword. You could end a war without so much as a sprained ankle before it even begins.

Capstone Boosted – Avoiding having a war when you are around is good but avoiding losing the peace when you are not around could be even more useful. If you leave somebody else in charge, the situation will not be any worse when you get back than it was when you left. This ensures things will not fall apart in your absence, which you might appreciate if you need to head off on an important quest and need somebody to look after your kingdom.

600 – A Symbol Of Our Purpose – Perhaps you've learned of the simplicity and perfection of a circle from your mentor, because you know how to establish groups, organisations and forms of governance where each part of it is equal to another. Each has a voice. And if you ask each to strive to fight for truth and honour, then they will do their very best to follow your guidance. Even if those that make it up would have reason to argue with or fight against each other normally, the equality you establish within it will cause all who are part of it to work together as best they can. The only way such alliances you create could fall apart is if you yourself went against their founding rules and beliefs, so try not to make such a dreadful mistake.

Capstone Boosted – It is human to make mistakes... and it is also human to learn from them and get better. Others seem to have learned from you, as unity will spread from this initial circle of allies to all those that make up this alliance given time. Bring together representatives from multiple kingdoms, and soon every separate court that has a voice here will be united as one. What is more, attempts to break up such alliances with trickery, causing infighting and enflaming grudges will only serve to ultimately make it stronger. This circle will hold, for as long as you do if not longer.

The Killer

100 – **What's The Meaning Of This!** – You can hardly sow discord in the court and bring down a golden reign if you cannot even get into the room. Now, you can dramatically enter any room without being stopped, even if efforts have been made to keep you out or the guards ordered to bar your way. No King, nor their pet wizards, could stop you entering their court.

100 – **You Were Testing Yourself** – Perhaps you can put any temper or violent traits you have to good use? You can now channel your aggression and less positive qualities in combat in order to improve your instincts and ability, rather than acting as a detriment. Perhaps you possess sadism you could use to better goad your opponents into making mistakes, or a rage that could put more power behind your blows.

200 – **More Powerful** – You have the strength of ten men. It is not an exaggeration, as you seem to possess unnatural strength. You could push aside two heavily armoured soldiers with ease or throw open heavy wooden doors just by walking into them and giving them a slight shove. As this may seem insignificant in the future, this strength will scale so that you always have at least the strength of ten average people within a Jump, so if the baseline is much higher than a more mundane world your 'great' strength will not seem insignificant. Fortunately for you, and perhaps everyone else, you actually have perfect control over this strength, so you'll never do harm you don't intend to.

200 – **Dreadful Accuracy** – Not actually bad aim, despite the name. You have unnatural speed on top of uncanny accuracy, so you could easily shoot apples off a row of people's heads with a bow and arrows in rapid succession without hurting them. Unless you want to hurt them, in which case you know the best place to put the arrow or whatever else you might be using on your target. You might know precisely where to stab someone to cause the most pain, to avoid their armour, or to ensure a mortal wound.

400 – **Favourite Of Darkness** – You may have been born because of the dark... and it's grown to like you. You might be the favoured nephew or niece of someone who is typically rather nasty to everyone else, doted on when they would kill practically anyone else without a second thought. You could very well be the only person they genuinely care about. They might not be your direct parent by birth, but dark forces seem to be unusually fond of you and might even try to take on a parental role if you let them. Not even the abusive sort, though it is unlikely they would be interested in teaching you about morals or justice unless it is to exploit such things. Even the most cold-hearted monster would truly be heartbroken if something were to happen to you.

400 – **Conflict Around The Table** – To you, equality means everybody is just as vulnerable as everyone else. When it comes to alliances this is also true. Given enough time to talk and worm your way into the situation, you could easily drive apart long-term allies by causing old grudges and rivalries to flare up, actually finding it easier the more moral values or rules that they have, because you know how to turn such restrictions against them. You could turn a beloved King's lifelong allies against them given the right opportunity, and you have quite a knack for showing up when such opportunities occur. You can also cause the

alliances you fracture to deny or refuse aid from others and their own former members, perhaps out of distrust or wounded pride. Given a bit of work, you could get your enemies to deny the aid of their most powerful and loyal allies, even if it would make things much easier for them to keep working together. Even if it comes down to a battle against you, you could manipulate a King's allies to refuse the aid of the King's pet wizard and even threaten to abandon the cause entirely if the wizard were to accompany them or their King into battle.

600 – Jumper Will Be The Future – And you will destroy them. It does not matter what destiny your enemies have, what prophecies have been made, what futures were set or what fates were determined, you will be able to break through this protection and bring about the end you work towards. You can bypass any sort of certain victory they would have achieved no matter the efforts of others, or ignore even the densest of plot armour, allowing you to strike down those that would or should have triumphed. Just bear in mind that this only removes the more abstract sort of protection, as you might still need to be capable of beating them even if the will of the world is not backing them up anymore. Just because the King is not certain to win anymore does not mean they have lost their powerful sword or forgotten years of combat experience.

Capstone Boosted – It seems you have managed to do more than just negate the destiny of your opponents. Now you can turn the support of others against them. The more that other people want them to win, the less likely it is that they will, before taking into account your own efforts. If they only had the support of a close circle of friends, they would be noticeably less fortunate. If they had the backing of an entire country or kingdom, they would have their chances of success significantly reduced. This becomes significantly more potent if they are a character of significance from a narrative perspective, with the more people observing the story cheering them on lowering their chances of success. If you were up against someone universally popular and loved in and out of the setting, then they would have no chance against you.

600 – Who The Devil Are You? – Elegantly put. Who the Devil? Yes indeed. Who the Devil. You possess a charisma that is dark and venomous in nature, in the sense that the more you talk the more dangerous your words are. And you will find you will be able to keep talking even when others would rather you be silenced, unable to be stopped even by those who could usually silence a room with a look or a spell. Where others might be able to encourage and bring out the most noble qualities in even the most sinful of people, you specialise in dredging up grudges and darker desires. You do not need to persuade anyone with promises of power or riches, you can couch your arguments in the principles that others prize. You could practically slap them in the face by claiming you are resisting them for the very reasons that their moral code stands for even if you yourself do not actually possess it, and while they might try to literally slap you in the face, they won't have room to say your words are false even if they disagree with your intentions. Even those who are not on your side and might even be directly opposed to you and your words will have to admit to any genuine points you raise or problems you reveal. Should you have a valid point to make in opposition to it, you can counter any sort of speech about mercy or morals in a way that those listening will have to agree with if you are telling the truth. You could goad even the best and the brightest into making decisions that they personally do not want to but are

forced into by the laws they must follow and the expectations of their supporters, thinking they have no choice but to do so, and even their greatest advisors will be unable to provide more than practical advice that will most likely line up with your own goals. Even if you've stopped speaking, others will speak up in support of your words if you had a genuine point, while more may start arguing amongst themselves because of what you brought up. They cannot argue against the truth, after all, and with a few words from you will surely prompt your audience to making a most splendid decision, most fair and just.

Capstone Boosted – Your opponents seem to make the most dreadful mistakes by trying to stop you from talking, counter your arguments, or even trying to undo what you have managed to goad them into. If you managed to force a King trying to follow the law into executing a wife due to her treason, but their morals made them allow her rescue, then you can effortlessly spin their change of heart into a flagrant breach of the law and principles of their leadership, tricking their own people by pretending to follow their own rules. By following their own principles and trying to do the right thing, all they will do is making it look like there is one law for them and one law for the rest, sowing discord amongst even their most loyal followers. You could even turn an opponent's brief moment of regret and apology for their mistakes into an opening for you to strike them down in their moment of vulnerability.

Items

General Undiscounted

Free – **The Arrow Of Time** – It seems you've managed to obtain something usually only considered to be a figure of speech. This arrow, attached to a board, can point towards one of two indicators: Old and New. It indicates the degree of progress or lack thereof within the world you are in. Usually it will point towards New, indicating a continuous development of new ideas, exploration and general progress towards a better and brighter future. If things start to stagnate, it will begin to point towards the middle. If the general trend is a loss of knowledge and degradation of what development there is, then it will point towards Old.

Free – **The Miniseries** – You have a copy of the entire Merlin Miniseries, pseudo-sequel included, complete with behind-the-scenes footage and all the merchandise relating to it. If you have taken a Drawback that would conceal your knowledge of the setting, you only get this at the end of the Jump. In either case, you will receive an additional copy that includes your own efforts and presence at the end of the Jump as well.

100 – **Merlin's Memoirs** – Usually this would be called something along the lines of 'Arthurian Stories', but the events recorded here start significantly before that King's birth. It is as if Merlin himself decided to record important events from their own perspective, though fortunately it will not be summoning back anything best left forgotten. This will update in any other setting with Merlin or a close equivalent, giving their own perspective on things over their life. It could be interesting reading if nothing else.

100 – **The Soundtrack** – You have the complete soundtrack for the miniseries. You can have it play at any time, audible to whoever you want it to be. It does not cause confusion or distractions.

200 – **A Crown** – While this particular bit of headwear does not grant you any sort of territory, power or position by itself, it does ensure that you are suitably recognised if you actually possess such things. It changes form to be appropriate for whatever role you might have, so if you are genuinely a ruler of somewhere it will take on the form of a suitable crown, and anyone looking at you while you wear it will acknowledge you are a ruler. This does not mean they would recognise you as their own ruler unless they genuinely were your subjects. If you were a wizard, a soldier or even a baker, this would change form to match your current role. It is not a disguise, but more a form of proof that you are what you claim to be.

400 – **Blood Oath Knife** – This simple knife, perhaps once touched by the blood of a man with no mortal father, has some unusual properties. Those that willingly cut themselves with this knife and spill their blood while making some manner of oath will not be able to break that oath. It does not harm those who are unwilling to use the knife for these purposes, it works regardless of the durability or nature of the user, and once the blood is spilled the wound will begin to seal up again. Useful if you need a promise to be kept for some reason but do not want whoever is using it to get an infection in the process, or whoever is making the promise has unnaturally durable skin.

Human

100 – **Offerings Box** – This simple wooden box is empty, but then again its purpose is to be filled by the generosity of others. Should you or whoever is using it be providing some sort of entertainment or begging, it will encourage people to donate what they might be willing to spare, such as food or money. If you are being particularly entertaining this effect is increased, so even those who would never give to charity might spare a little and you might earn small trinkets from more generous folk. Curiously enough it also makes the presence of beggars or others that might use it to collect funds acceptable even if they would usually be made to leave or be punished in some way.

100 – **Force Of An Arm** – You might want some way to defend yourself if you have no other means. Whatever form this takes will be appropriate for whatever role you are in and what the setting is. Here it might be a small sword, club or bow with a few arrows, but in more advanced settings it could be more complex. Whatever form it takes, you will have some ability to use it, and if it needs ammunition you will find more when you need it.

200 – **Soothsayer's Stones** – After Vortigen's third soothsayer was released from their duties, somewhat less lethally than the previous two, they left these behind. It is a small bag of black and white stones with symbols etched on them. While the old man was never able to get answers before Queen Mab found it convenient, it seems her presence gave the stones some real power. While there is no guarantee of a response, if you throw these onto a surface you might be able interpret an answer to a question you ask. This is more likely to work with simpler and less important requests compared to complex or vital ones, so asking about the date or where you left a mundane possession will almost certainly get you an answer, which asking how to break a curse or solve a difficult problem probably will not get a response. You might find that details are left out as well, as you could receive a single answer to something when there are multiple options, or not be told where a given solution to your problems would be found. Once you have asked a question you cannot ask it again within the Jump even if you did not get an answer you wanted and trying to rephrase or clarify a question does not work. Nor does trying to get someone else to ask a question that has already been tried.

200 – **Jumper's Caravan** – You might not be able to flitter from place to place or ride within storms, so having a way to get yourself around and seek shelter in the wilderness might be useful. This takes the form of enough carts and horses to move what you need to transport, and enough tents stored within them to shelter yourself and those travelling with you. It comes with enough staff to help manage all of this for you and guards proportional to what role you have taken within the Jump, but you should not expect to use them in pitched battles. This is the equivalent of a lightly guarded merchant group, not an army. In other Jumps this will take the form of setting-appropriate transport and shelter. These are Followers rather than Companions.

400 – **Dungeon** – Stone walls, a heavy wooden door, dripping water and a small grate for light during the day. Barbaric, but effective for extraordinary prisoners. These unpleasant cells can be attached to any property you own or made accessible via the Warehouse. These four walls will suffocate the power of whoever you put in the cells, preventing them from

being able to use any special powers they might have while they are inside it. Prisoners within it cannot escape through magical means and will steadily grow weaker the longer you keep them in it, though they will not weaken to the point of death unless you want them to. The more powerful they are, the longer it will take for their powers to be depleted and once they are released, they will start to regain their powers. This is designed to keep people in rather than out, and the Item by itself does not stop anyone from sending others into the dungeon or communicating with those inside it, but anyone in the cells will be stuck there unless you let them out or they are broken out by someone outside it. Of course, you still need to get your prisoners into the cells in the first place.

400 – Ointment And Bandages – More practical than plotting revenge when it comes to getting hurt, these simple but effective medical aids can help reduce pain and stabilise even the worst injuries as well as prevent issues such as infection or allergic reactions. For best effect it would be a good idea to leave the treatment with these to someone with medical training, but even an amateur could deal with less significant wounds.

600 – An Army – Unlike certain beings with incredible magical abilities, you might not be able to fight your battles all by yourself. This is a large collection of well armoured, armed and reasonably well-trained humans that are loyal to you. It starts off as being average in terms of size and capability for whatever setting you are in, but you could train and better equip them if you put in your own effort as well as recruit more. They will never downgrade unless you want them to, and at the start of each Jump you can decide whether to use the setting-appropriate version you would be provided with or a version you obtained and built up in a previous Jump. Any losses are restored, damage repaired, and weapons resupplied at the end of each Jump, so they will be ready to fight right from the start of the next. You do not need to worry about housing, managing or maintaining them when you are not using them, and they will not go around doing anything you do not want them to do when they are active. These are Followers rather than Companions.

600 – Circular Surface – This could be a good place to hold meetings amongst those who are supposed to be equals and is particularly useful when trying to have peaceful discussions or negotiations. This Item ensures that peaceful meetings will occur between anyone that agrees to show up to talk or negotiate around this particular bit of furniture. To ensure that these interactions are truly equal, it blocks any sort of unnatural persuasion, supernatural charisma, abilities to alter or read minds, or otherwise unfairly influence the conversation and agreements reached that those sitting around it might possess. It also adjusts both itself and the internal size of whatever room you put it in to allow any number of people to comfortably sit around it, providing suitable seating for whoever joins the meeting regardless of their size and form. Regardless of the size, everyone can see, hear and talk to anyone and everyone at it clearly and easily. Curiously, nobody will find these unusual properties of the table as anything out of the ordinary or objectional.

Magical Being

100 – A Curse Upon The Land – You can place this upon any land which does not already have something built upon it. Once you have, it will become impossible for anyone else to construct anything on it successfully, any attempts collapsing and failing for inexplicable reasons. The land is cursed. Neither tower nor castle will stand. You can set conditions for this curse to be broken, but it must be something that is possible within the world without anything else you might have added to it or only made possible with your presence. You'd only be able to set it up so the curse is broken by mixing the blood of a man with no mortal father into the mortar if there is genuinely someone within the Jump that fits these requirements.

100 – Jumperian Legend – If you know anything about Arthurian Legend, you will know it is a complex mess of numerous stories by different authors over time, some adding their own characters and others combining or removing features and characters from earlier tales. It is a treasure trove for anyone trying to make something based on the legends of King Arthur as there is so much to choose from. This is a record of your own legend and adventures, composed of numerous versions by different authors that seem to have reinterpreted things, added or removed characters and altered events depending on their own views and those of their culture. There is also a single entirely accurate version of your adventures, should you want to refer to the real version. This collection, including written and filmed adaptations, will update in new settings to continue your story, expanding to include new versions of your legend made either in the style of prominent local authors and directors or the style of the Jump that you are in.

200 – Chest Of Gifts – Should you be visiting humans or others who value material goods, this could be useful. When opened, this large chest reveals it is filled with gifts appropriate for whoever you are visiting or intending to provide gifts to. If you intended to give something to royalty, it might be filled with jewels and silks. You cannot use this Item to generate things for your own use or to sell the contents for profit, but you can freely give the contents away and it will be ready for another round of gifting an hour after you've emptied it.

200 – Elven Entourage – They might not actually be elves, but they can certainly pass for humans if needed. Useful if you need to blend in amongst humans or need to lend somebody servants to aid in your plots. These five figures have their own setting-appropriate transportation and will somehow have a spare place for yourself or any allies you wish to bring along with you or take somewhere. Here, they default into wearing black-cloaks and riding on white horses, but elsewhere they might use different transportation or wear other garb that would cause them to pass for locals. If you prefer, you can keep them in this default form. These are Followers rather than Companions.

400 – Griffin Pack – You have obtained a pack of tamed Griffins, which in this world are hawk-headed creatures akin to hunting hounds that have some ability to glide and are agile enough to leap between tree branches. While they will only hunt what you direct them to hunt, either non-lethally or tearing them apart as you desire, they come with a set of caps that cover their eyes and calm them down if distressed. These can also be used to put them

into a slumber where they do not need to be taken care of, so you do not need to worry about a consistent supply of food or forgetting to take them for walks. They are not particularly fond of insects.

400 – Hunting Grounds – Perhaps you, your allies, or some manner of pet you own has unusual dietary requirements? By exploring this forested area, you or anything you send to find food in it will be able to find something in the ideal state for consumption. Should the diet be more predatory in nature, it will generate appropriate prey to be hunted that will not leave the area. Useful if you need to feed something with a questionable food source but do not want to hurt real people in the process.

600 – Hiding Place – With the creatures of the Old Ways fading away from the world, you might wonder if they are completely vanishing from existence or simply going somewhere else. Whatever the case might be, you now possess a realm in which supernatural or other beings that cannot exist for long in conventional reality can freely exist in and flee to if there is a ‘fading from the world’ situation or they are being hunted or somehow being driven away from the more mundane world. As the owner of this realm, you have control over what is allowed into and out of this sanctuary, and exactly how it is accessed. Maybe beings trying to enter it simply fade from the other world and into this one, or maybe there are hidden passageways deep within forests? The exact form of this realm is up to you as well, but defaults into something suitable for the setting and its occupants. Maybe it is some sort of garishly colourful place, or perhaps it is a shadowy duplicate of the normal world? It will always have the needed atmosphere or background conditions needed for its occupants to continue to survive and thrive.

600 – Frik’s Fairy Folio – While Frik’s plan of writing fairy stories so Queen Mab would be remembered was dismissed by his employer as unnecessary, now it seems that their work was far more complete than it would be otherwise. This book includes an in-depth guide to the Old Ways and various mystical beings that exist or previously existed within this world, as well as numerous stories about their actions. Once the Jump is over, it will include a record of the events that take place within this Jump as well as what would have happened without your presence, even including events or beings that would later be forgotten or have their existence concealed or erased. This collection will update with new volumes in future Jumps with details on any similarly forgotten and deliberately destroyed or covered up history. This Item also comes with protection against accidentally awakening, empowering, alerting or reviving things that need others to know about them to be active or have any power or influence. This also prevents beings that would sense anyone possessing specific knowledge or records existing from noticing you or this Item just because of the contents. You can remove this protection if desired by deliberately removing the small tags on the pages detailing such beings, so if you want to remove protection against something specific you can without accidentally removing it from all of them.

The Apprentice

100 – **Basic Garb** – It is not much to look at, but that is rather the point. Not only will these clothes fit in with whatever cultures and times you might end up in, you will be more easily overlooked or ignored as long as you don't try to get involved.

100 – **A Trade** – If you would prefer to make a slightly more honest living than just being a thief, this might be useful. It will not be much, but you will be able to earn enough to survive on. What the trade is depends on the location, and it might not be glamorous, but you will be able to do it competently even if you have never tried your hand at it before.

200 – **Sir Snout** – A surprisingly intelligent pig that has decided to tag along with you. They don't speak very often, but when they do they're surprisingly helpful. Exactly how a pig acquires the experiences and knowledge to provide advice on spiritual matters and farming is a mystery, but it seems to work out. What the pig says, goes.

200 – **The Morsel You Most Desire** – Name it, and it will be manifested in the perfect condition to eat on the nearest appropriate surface or table. Ask for a Rhubarb Pie, and it will appear nearby, piping hot or cold depending on your preference.

400 – **Spinning Axe** – It might be the result of enchantment gone a little wrong, but it could be useful. Throwing this after a target, or just mentally commanding it at them, will cause it to fly after them. It will even change direction around corners, spinning till it hits the target. They might be able to dodge or block it, but it will keep going until it gets one good hit, or you recall it.

400 – **Sack Full Of Distraction** – Sometimes you don't have vast magical power or the ability to defend yourself in combat. But you do not need to, because you can use this to escape the situation. It will be present in some form whenever you need to get away, providing one guaranteed opportunity to distract everyone else so you can flee. Perhaps you are being escorted through a marketplace at knifepoint, and your captor will walk you past a large bag of flour that you just know could create a large cloud if you did something to it?

600 – **The Land Of The Dead** – How exactly did you get access to this? This is not a kingdom of your own and doesn't give you any sort of control over the contents nor the ability to drag the dead out of it with this Item alone, but this Item does ensure that you can freely enter and interact with any sort of afterlife or equivalent in each Jump. You can do this without invoking any wrath or gaining any sort of attention of those that would govern such systems or guard and prevent access to them, which might be useful if you don't want to risk antagonising angels, demons, or other creatures and entities involved in whatever Land Of The Dead you are dealing with. You can access a Land Of The Dead at any time by speaking its name, allowing you to interact with those that have died and gone there, encountering those you seek upon entering and avoiding those you'd prefer not to interact with. If the name of the Land Of The Dead is hidden, unknown or unclear for some reason, you will become aware of it when you enter the Jump if you weren't aware of it beforehand. The one here is called 'Tartarus', for example.

600 – **The Holy Grail** – You could save Arthur and Galahad a lot of time and effort with this. This Item, which might look like a simple wooden cup or a more ornate goblet depending on the viewer's perspective, has the power to feed the hungry and heal the sick, allowing the spread of peace and happiness throughout whatever land holds it. It would bring spring and fertility to lands trapped in endless winter and with poor harvests, for example, and just by having it within your territory it will not only prevent plagues from spreading within it but steadily cure those afflicted by such things. You can decide whether to apply this to everyone, or just your own people. Additionally, once per Jump it can grant a truly unselfish wish, such as reanimating warriors on both sides of a battle. You could not just have it revive your friends and leave your enemies dead, as that would be selfish enough to not work and the wish is supposed to help everyone, not just people you like.

The Religious

100 – **A Good Habit** – And it is yours to have. You have your own distinctive set of clothing appropriate for wear by members of a religion of your choice. It is quite plain and simple, but relatively comfortable and includes enough extra material to cover up any uncomfortable wounds you might have.

100 – **Noble's Robes** – If you are not living such a simple life, you might need garments that give you a somewhat more noble appearance. That is exactly what these ones do, altering to be appropriate for a noble of your station within whatever culture you are supposed to be part of. As well as looking good, they are guaranteed to be practical and comfortable.

200 – **The Only Mirror In Avalon** – There usually aren't any, but this one can be found even in places where they aren't supposed to exist or are banned entirely. As well as acting as a mirror with all the properties you might expect, it can show whoever is reflected in it their ideal self. Someone who was horribly scarred might see themselves unharmed.

200 – **A Shortcut** – Useful if you need to get somewhere in a hurry but are not too concerned about hazards you might encounter. You will always find this when travelling, allowing you and your allies to reach your destination much faster than you would do otherwise. Just bear in mind that it could be more dangerous than the usual route you might take, but it could also lead to a more interesting experience if you take it. Maybe you could meet someone interesting should you decide to take it?

400 – **Full Moon** – It is as if someone plucked an image of the Moon out of the sky for you, but this is just a trick. If only we could keep everything as simple as the roundness of the Moon. Look at its simplicity, Jumper. Everything equal, no part more important than the rest. While you hold it, the actual Moon will be obscured, perhaps disappearing behind a cloud. This might not have a lot of practical use, but it certainly looks nice and could potentially act as a small light.

400 – **Hostage Position** – Even if they have killed men, women and children for the insolence you show, you know if they hurt you, they will lose whatever they are holding you to ensure. So do they. Now, if you are being held captive to ensure someone else's good behaviour, if that someone keeps up their end of their agreement your captor will never hurt you or allow you to be harmed, even if they were the sort of person who would strike down another without a thought. It might be more politics than ethics, but they would not have you killed even if it could provide a significant advantage, so long as whoever they are holding you hostage from keeps to their end of the deal. Fortunately for you, you will also be aware if said person goes back on their agreement, which will give you time to try and change your position.

600 – **Avalon** – Like Joseph of Arimathea, you have access to Avalon. Not with the Holy Grail, but perhaps with something much more precious to you. The monks here will pray and use more practical knowledge of herbs and potions to save anyone you might bring here. While scars might remain, they will be able to save the lives of even those with unhealing injuries or cursed wounds. Evil powers cannot hurt or corrupt anyone on this

island, though they are capable of communicating with new residents if they are unwise enough to interact with something obviously not of Avalon. You will not find any mirrors here, for instance, and if one appears it should be avoided or disposed of quickly. Hopefully nobody you bring here would be desperate enough to make a deal with dark powers.

600 – **The Door Of Magic** – Look. Look where you are. Doesn't it feel familiar? Located within a crevice is an idyllic paradise perfectly suited to you. Consider it a pocket dimension, a perfect place of safety and happiness for you based on your memories of the fondest times in your life. You could even have it adapt its contents to suit another inhabitant or find a compromise between multiple inhabitants. The downside for this paradise is that anyone who leaves it will not be able to enter it again within the Jump. Fortunately, this one will not be trapping anyone inside it, as anyone entering can leave it at any time. They just cannot go back in again afterwards.

The Wizard

100 – **Feather Coat** – It will keep you warm, and protect you against whatever environment you end up in. If you like, it can also make you look significantly wiser and more mysterious.

100 – **Home In The Woods** – Less a cabin and more of a stick hut, it's not much but it has a close connection to the natural world. It will default to being in the middle of a largely ignored forest, and you will find anyone living there will be able to sustain themselves using the produce of the wilderness around them, like find a goat wanders over whenever they might need milk.

200 – **Whispering Walls** – Less something to have, and more of a quality that you can apply to walls. You will be able to listen to the walls of a building, and they'll tell you everything going on inside it. Everything from rumours being passed around its occupants to a detailed record of events going on inside, which could be useful for staying informed about what is going on and about what people *think* is going on.

200 – **Sir Rupert** – They might have a different name if you prefer, but this is definitely a talking horse. If that was not enough to suggest they have some magic about them, they don't age either. As a horse they are a very reliable source of transportation and rather fast, able to travel long distances without rest at high speed. While they might not possess a wealth of useful advice for you, being a horse and having a somewhat limited perspective on things, they can point out when you are making a mistake that you might want to try to ignore. They will be there whenever you need them and know you well enough to stay silent when you'd prefer peace and quiet, or just want to avoid questions about owning a talking horse.

400 – **Wizened Staff** – Made out of a branch with a glass orb attached near the top, this is a very useful walking stick and can certainly attract the attention of others when you need it. It is also very good at getting others to leave the area without a fuss by hitting the ground with it and commanding them to leave, which could be useful if you need to talk to someone in private. This does not banish away anything actively posing a threat though, you can't just stop someone trying to fight you by telling them to go away with this thing.

400 – **Summoning Site** – Sometimes you need a word with something, but direct interaction with them could be impossible or cause significant problems for you and others. This works around those sorts of problems. Now, you will be able to easily find locations where you can easily get in contact with powerful forces of the setting, but they cannot do anything to harm you during this even if they would want to, and they will not use the contact to track you down if you do not want them to. It could be a beach, an idyllic lake, or a mountaintop, some location you can easily reach and has some tie to whatever you are trying to get in contact with. You will know what to head towards based on what you are trying to get in contact with, and unless you want an audience, you will be the only one there when you start calling upon whatever you are trying to get in contact with. When whatever you call upon answers your call and is paying attention, the otherwise natural location will take on some sort of unnatural property to show contact has been made. The beach might develop

an unnaturally fast rising tide, or a sudden storm might surround the mountaintop. When you cut off contact, the location will return to normal.

600 – Natural Advantage – While you might usually be able to turn features of the natural world to your advantage, it could be a problem if you end up somewhere with nothing you can use. Now that will not be a problem, as some natural feature that can provide an advantage in any situation you might end up in will always be available, allowing you to even the odds against any opponent no matter how outnumbered or overpowered you might be. It could be a source of water you could turn against a fire breathing dragon, or a hive of bees that would be certain to drive off monsters sent by your enemy. This will not necessarily make it easy or guarantee victory, but sometimes an advantage is all you need.

600 – Round Arena – It may or may not have a table in it of the same shape, but when it comes to your final battle your enemy will inevitably come here for your final confrontation if you intend to face them yourself. You will know when your nemesis decides to face you themselves and come here to fight you in person, even if they would usually combat you through schemes and subordinates. While you will have to face them yourself, you will have the added benefit of avoiding any collateral damage from the battle. Even if your foe throws a fireball that could incinerate a crowd of people just outside, it will end up harmlessly flying into a nearby lake and dissipating while everyone miraculously dodges the projectile and are not even singed by its presence.

The Fairy

100 – **Fae-ly Large Wardrobe** – You have a variety of outfits that can fit with any sort of mystical, benevolent or intimidating appearance you are trying to get across. Perhaps you want a dark ensemble with decorative stones, or a glowing robe and floating fish necklace, or even something like armour suitable for gaining the audience of a tyrant to propose an alliance? Whatever the occasion, you will look the part and will not be suffering from any issues of discomfort or impracticality regardless of the appearance. Just bear in mind that even what looks like armour in this collection does not really have any defensive properties like proper armour might.

100 – **Glowing Horse** – Is it time to retrieve someone, but one such as you can't just go off into the woods to pick them up like some sort of servant? Maybe getting them to wherever you would be difficult, dangerous or even impossible usually. This impressive steed might be a solution to such problems, as you can send it out to bring those you are seeking to your own realm. They have to get onto the horse of their own will, which might be an issue if they don't trust or expect a mysterious glowing white horse showing up, but if they're the one you intend to retrieve then they'll sense they're supposed to get onto it. You can also send the horse to take them part of the way, and they will be able to figure out where to go next with no issues.

200 – **Your Element** – You are in it. Or more accurately, you can put your image into it in order to communicate with others no matter where they might be or if efforts have been made to keep you out. You can even travel through it with the right abilities, finding it much faster and easier to travel via this than whatever usual means you might use. Whichever element you choose will be able to be used as this so long as it is present, so picking water might allow you to show up in ice, or darkness allowing you to emerge from shadows. You can disappear into your element in the same way, so you might vanish into the water of a lake or dissolve into smoke.

200 – **Your Ship** – Travelling on this thing is almost like a dream. It can travel incredible distances in a very short amount of time, so long as its occupants are asleep. It is easy for the willing to fall asleep on it as well, and quite comfortable, with the occupants not needing to worry about food or other issues while they are in this state. No harm will befall those using it in such a way, even if the voyage would be difficult or dangerous normally, encountering no storms or other threats that might face others on such a journey. The occupants would not even feel cold, overheat or encounter rain on the journey. You just need to tell it where to go, and it will take those using it there without any guidance or incident.

400 – **Black Stone** – They will have a weakness. This will make sure of it. All you need to do is ensure this stone ends up in their crib for even a moment or hidden in their bed or where they sleep for at least one night should they be somewhat older. The stone will vanish once it has worked its magic and return to you for another use after a week, weaving a subtle but crucial flaw within your target that will become prominent at precisely the right moment. Someone fated to be a perfect king could be given a flaw of impulsiveness, leading to them

sleeping with someone when they really should not or leaving on a quest when they should stay and manage their kingdom. Whatever it is, you will know precisely how to exploit it.

400 – The Great Dragon – While it is debatable how terrifying this creature looks; it is definitely very large and very dangerous. Not only is it as monstrously strong as its size suggests, but the fire it creates cannot be manipulated, blocked or resisted by others even if they should possess some ability to do so with ordinary or magical fire. The most powerful wizard in the world can wave their hands all day, but they will not even be able to slow down a gout of fire this creature unleashes. Nor would they be able to heal or conceal the burns it can cause. It comes with its own canyon and place of sacrifice should you want to use it for such purposes.

600 – Crystals Of Creation – Will you be able to create monsters? Amongst other things, yes. This cavern is filled with crystals that allow you to create life by envisioning it within them. You could create anything from hawk-headed hunting hounds to enhanced humans. Should the latter need a mortal mother, a suitable one will give birth to the infant form of your creation the moment you are finished designing the offspring, as they will have already gone through the process of carrying the child, so you do not need to wait several months. Use of a crystal causes it to crack and splinter as it uses up the power within it, so you can only use a single crystal for a single being. Whatever you decide to create will vary in potency depending upon the crystal used, with one crystal available here that could create something with the same potential of Merlin. The cave and its contents are restocked in each Jump, so if you run out, you will just have to wait till the next.

600 – The Land Of Magic – A hidden kingdom of your very own. This is a vast underground cavern, filled with Fae creatures under your command. This place cannot be found by others and is only accessible via your own magic and by boats you deliberately allow into it through a series of tunnels that only seem to be present when you wish it. This cavern also features a palace containing all the luxuries you might expect royalty to have, and a host of more practical than usual Fae that can keep the place clean and its occupants appropriately accommodated for. Finally, this palace features an extensive library that will update in each setting. All the magic of the universe and all the spells you will ever need are in these books, Jumper.

The Servant

100 – **Gnome's Garb** – It does not matter if they are one of the tall ones or short ones, this one will fit its wearer regardless of their size. It is so accommodating that it makes using any sort of illusion or disguise significantly easier for its wearer to use.

100 – **Midwife's Materials** – Comfortable and warm not just for the wearer, but anyone they might be in contact with. As well as everything you might need to aid the birth of a child, this includes a cloak that will keep its wearer warm on cold nights.

200 – **Tutoring Tools** – A set of equipment, books and other apparel that could aid in teaching even the most reluctant and lazy student. It also instils the same ability to teach in them, and those they teach, and so on.

200 – **Child Raising Kit** – You need more than tricks to raise a child. You also need a few more material possessions, as love and kindness are important but not exactly edible or warming. You have everything you might need to raise one or more children up to young adulthood, including a source of food, clothes, and even medicine if needed.

400 – **Lump Of Wood** – It might not be a fancy sword, but what this improvised weapon lacks in appearance it makes up for in practicality. Others you might be fighting will underestimate you if this is all you seem to wield. It is deceptively heavy and durable when swung, and even untrained flailing with it is surprisingly effective against an armoured opponent if you can catch them off guard.

400 – **The Moment** – Have you been dreading it, all these years? It is time. Exactly what it is time for depends on what you were waiting for. It will be some sort of indication of when something you are expecting will have happened, with no room for misunderstanding or mistakes. If you've been raising someone and known that one day they will be taken away from you, when that day comes you will know if for sure. If it affects anyone else, they will immediately understand what this moment you were waiting for means for them when it comes.

600 – **Your Notice** – You can hand over, or at least fill this in even if you do not dare give it to them in person, before leaving any employer or superior no matter how powerful or cruel they might be. They will not come after you even if they would normally be inclined to do so, and neither will any of their allies or subordinates. They might not give you any references if you have annoyed them with an unexpected absence, but they will not do anything any worse even if they really want to.

600 – **Choice** – They might not have any choice. They cannot fight it. Not yet. But with this, you can ensure they can. Even if someone has been destined for a specific fate or raised with the expectation of fulfilling a specific purpose or destiny, with this they will be able to avoid it. It is still up to whoever has this to make such decision, considering what it is, but they could become the opposite of what they were intended to be even if it should be impossible. Someone intended by their creator to become a powerful leader that would

bring the Old Ways back into dominance could instead decide to only act as a guide and fight to end the Old Ways forever, even if it would be against their very nature to do so.

The King

100 – **Armour Of The Dragon** – Which colour? That is up to you. This suit of armour is of a style suitable for you, which can fit into any culture you might want to be part of. Perhaps chainmail, or perhaps something of a more Roman style? It is rather tough and helps you give whatever impression you want to, whether it be threatening or reassuring. It comes with a suitable sheathe for any weapons you might have, and you would be able to retrieve that weapon and use it even if you had been dragged to the ground.

100 – **Jumper's Crest** – Perhaps it is some form of Dragon? Maybe it is something else? Whatever it might be, it is very clearly your symbol, and can be found on any of your possessions, carried by soldiers you lead, and will be marking any territory you control. Perhaps it can become supreme if you have the right allies?

200 – **Fresh Air And Light** – Is that all? Well, this will take the form of something any prisoners you might have need to remain healthy and usable. Maybe a wizard you have captive needs certain conditions to be able to dream dreams and see visions that could be used to help you, but you do not want to risk them escaping? You can use this to provide it to them, get what you want out of your prisoner without giving them an advantage you don't want them to have. Prisoners do not seem to try to escape or cause you problems while they're being provided this either, which could be useful.

200 – **Fresh News** – Well, is it good or bad? That depends how you use it. Whenever your enemies are doing something you are not expecting, someone will show up with news that reveals it. Perhaps your enemy's enemy is your friend, and they think you would make a fair to decent king?

400 – **Winter Is Our Ally** – Your enemies seem to have a predictable habit of not attacking before the spring, thinking that fighting in winter is unacceptable. Good. You will take them by surprise. With this, cold temperatures and the conditions of winter will not cause you or your forces any of the problems you might expect if you tried doing anything in winter. They can move just as easily across terrain in winter as they could in summer, and their equipment will be in no worse condition than it might be normally. Your enemies, however, will default to following rules of war dictating that they fight in summer and rest in winter, which is probably a good thing for them because now they will be facing all the predictable problems of fighting in winter at a far greater severity. They might defend themselves in winter if they find out what you are up to, but they'll be facing all those problems that your alliance protects you from, like difficulties moving around and equipment not working as well in these conditions.

400 – **Tintagel Castle** – A strong fortification located on the peninsula of its own island. Three months siege by all the forces of a Kingdom still would not have taken it. There is no way for your enemies across the causeway, Jumper, and the best advice for any mundane assault is to give it up. The territory of anyone assaulting this place will steadily fall apart while their soldiers are torn to pieces trying to take yours. It would be madness to keep trying. Just make sure you do not immediately follow such forces if they seem to break camp, trickery could still work even if force of mortal arms cannot.

600 – **Frozen Tear** – Even if no other tears are shed for you, it would be wise not to cast this one away. If someone was to carry this on them, they can be mobbed and stabbed by enemy soldiers with no issue as it protects them and their equipment from harm from any mortal weapons. Just bear in mind this does not extend to weapons created by creatures like Fairies or more natural sources of harm like falling beneath the ice of a frozen lake.

600 – **Favourable Battlefield** – Even if the winter is their ally, this location will be yours. It might be on a river, where your enemies will have to come down a pass and cross. It is where you will meet them and crush them. It will give you a noticeable strategic advantage should there be a battle here, though exactly what this might be could change based on the properties of this location. For example, if it is a frozen river then the enemy charge could be disrupted by slipping on the ice, and a pass would force your enemies to meet your own armies head on rather than trying to get around them or assault less defended settlements.

The Hero

100 – **Golden Armour** – Defaulting to a golden armour with a red cape, this makes anyone who wears it both regal and approachable despite any position of authority they might have. It is quite good protective armour that defends the head of the wearer even if they do not wear a helmet and allows any innate nobility and positive qualities of the wearer stand out to all who observe them.

100 – **Foster Home** – It is not a heck of a lot, but it is somewhere you or others could be raised and taught practical and useful matters. Even if those brought up here move on to greater things, they will always look back warmly on the memories here and never forget the importance of what they learned. Anyone being raised here will be taught all the qualities and knowledge they need to be a good person, and though things like magic are not included in such lessons, ethics and morality are... and those are much harder to teach.

200 – **A Dream Worthy Of A King** – Do you need a goal to work towards? Good intentions can sometimes have unintentional consequences, so this might help as a goal that will not cause those sorts of problems. This is a clear idea of a better future for all, and some idea of how to achieve it. This does not guarantee that you will not run into difficulties trying to materialise this dream, and that others won't be resisting it for selfish or spiteful reasons, but should you manage to achieve it you'll find it's an ideal future for everyone you wanted it to be for.

200 – **A Claim** – Even the Sword of the True King would be yours, Jumper. This is an allowance to claim any one artefact per Jump that might normally be limited to someone with very specific qualities. Take it now, Jumper.

400 – **Tournament Grounds** – Do you need someone to do a very important job, or fulfil a very important role, but you're having trouble selecting someone appropriate? Then go for the classic solution and host a tournament! If you should do it here, which is conveniently set up for whatever sort of contest you decide upon, you will be able to find the most appropriate person for the position amongst the competitors. Even if the means of winning the contest is violent and might risk life and limb, there will be no permanent injuries or deaths from the tournaments held here. You will find the best person for the job winning at whatever the challenge is even if the tournament itself does not test the qualities involved, either being extraordinarily lucky or showing an unknown talent for the activity. This could be useful if you want to see jousting but the duty that you are selecting someone for does not involve any sort of combat.

400 – **A Quest** – Do you need a way to cleanse your soul and aid your people? Now there will be a solution even if there was not one beforehand. If there is a major problem facing your lands and causing issues for your people, going on this Quest will somehow resolve it. Bear in mind the difficulty and length of such a quest will scale with how significant the problem itself is, and there is no guarantee of your success. If you wanted to return fertility and health to a failing kingdom, the quest could be life threatening and take years to try to accomplish.

600 – A Golden City – Devoted to peace and charity, justice and compassion. A dream worthy of a King. This is not necessarily Camelot, but it would be equal to it, or at the very least equal to whatever the greatest city in the setting is. Maybe it is twinned with Camelot? It would easily be a beacon of wealth, happiness and hope throughout the lands, even if you are leaving others to run it in your place. It is entirely self-sustaining and self-maintaining, and its features will at least match the best infrastructure and facilities available within the setting, not becoming worse should you travel to one that is less advanced or developed unless you would prefer it to more closely match the rest of a less impressive setting. What you might also find useful if others do not approve of this beacon or seek to claim it for themselves is that this city cannot be invaded or conquered by others so long as you are still alive.

600 – The Sword Of The True King – Normally, Excalibur could only be used by a good man in a good cause... but as you might not strictly fit into these categories and you're paying for it, those restrictions can be waived. This does not have to be Excalibur if you do not want it to be, but it certainly has all the power of it regardless. As well as being an indestructible weapon of subtle beauty, it seems to almost sing in the mind of the wielder as it is used. This blade has incredible destructive power, able to break anything it strikes from an enemy weapon to the frozen surface of a lake, with this damage extending some distance from the point of impact if you desire it. It can also cut through anything with no unintended damage, even things that do not have much of a physical form, so you could slice the flames from candles in a display that would let them float up into the air and fade away. As it is not used simply to destroy, it can repair anything it has been used to destroy or damage, simply by moving the blade away from what it was used upon and the wielder willing it, which is useful if you need to seal up the frozen surface of a lake you shattered. This sword is yours, and even if you allow another to wield it, the blade cannot be used against you.

The Killer

100 – **Dreadful Ensemble** – While this wardrobe is not particularly varied in terms of style, mostly being dark clothing, it is all very easy to move in and helps you blend into any shadows and darkness you might find.

100 – **Lots Of Lovely Toys** – These might have been yours, or perhaps you could use them as presents for someone else? This is a collection of things to entertain children of any age, in any age and culture. They will adapt to be appropriate for the child, so you do not need to worry about giving them anything too dangerous or something they would consider boring.

200 – **Another Sin** – You can take advantage of your opponent's hesitation with this small, concealed but very potent weapon. Should they think you helpless, should they not strike you down, you will have the opportunity to use it to inflict a mortal wound. Just be aware that if it does not finish them off immediately, they might be trying to do that to you before you can try anything else.

200 – **Something Unworthy** – You are looking extraordinarily pleased with yourself. What have you done? Is it terrible? Do tell. I am sure it is perfect. Whatever form this takes, it allows you to remotely taunt others with your victories, problems that you have caused them, and any actions they have committed that would break the heart of others. It could be an image forming and flowing in candle wax showing your enemy's advisors that you have ruined their plans, or perhaps a glowing illusion in a mirror showing a foe's distant wife that their beloved is being unfaithful. While this is not of much more use than making people miserable, if you show them something terrible enough you could emotionally crush them or even break their heart in both a metaphorical and lethal manner. How absolutely delicious.

400 – **Very Clever** – Careful, my dear. These steps are very slippery. Others might be reluctant to ever let you go or try to keep you from your destiny and desires. But you do not need them anymore. You can use this once per Jump to get rid of an ally of yours through an accident that will claim their life. Perhaps they just slipped? In any case, what does it matter? As you can tell others later, they passed over into a better world. A great loss. One day they were laughing, smiling. The next, gone. Like a summer's breeze.

400 – **Mist Filled Forest** – It is on or near a certain hill? While it is more difficult for your enemies to navigate it, you are unnaturally aware of what is going on inside it down to the location of everyone within its borders and what they are up to, so trying to sneak up behind you might not be such a clever idea. There is a particularly gnarled tree near the middle, and should you lean against it and not directly participate in battle you will find that those you want to kill most will make their way towards it, and at the same time you will be ignored or overlooked by the rest of their forces. Why waste time killing knights when you would much prefer to kill their king? Other than your own amusement, of course. Just bear in mind that while nobody else will be able to interfere with this duel, you should probably still be careful you can actually win this fateful encounter.

600 – **Freedom's Flag** – You might not be the hero, but as long as you have this you could convince others that you are. The dissatisfied within any place or culture will rally to it, thinking you will be a solution to all their problems. Even if their problems do not seem very significant normally, this will encourage them to use force of arms against those they have worked beside for years if there is any sort of disagreement or conflict within their ranks. You could kick-start a nation-wide rebellion with the support you could gain with this.

600 – **Caliban** – They might still have Excalibur... but you have this. This weapon might appear to be a black sword at first, but it will change its shape into whatever is more suited for your desires. Perhaps a vicious looking axe is more fitting for your purposes? What is more, it will scale and alter itself to counter the properties and capabilities of whatever weapon your opponent might wield. Even if the blade of your enemy can shatter any other weapon on contact, this one will stop them in their tracks. They will need to be better at wielding a weapon than you, rather than relying on the power of their own to have any chance of beating you.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

Free – A Friend Of Yours Since Before The Dawn Of Time – It seems you have an old friend. A very old friend. The Rock Of Ages themselves. They have an interesting sense of humour, a rumbling voice... and happen to be a living mountain. They cannot move much and spend most of their time sleeping, but if you wake them up to chat you will see their mouth and an eye open above the ground. You can ask them to hold anything you have for you, until someone fitting the right specifications comes along to take it from them. No matter anyone else's power or abilities, they won't be able to take what you've entrusted to the Rock Of Ages, nor persuade your friend to release it to them unless they genuinely meet the restrictions given. Nor can anyone else deny whatever you have entrusted being given to the appropriate bearer. Just bear in mind that if there isn't anyone fitting the limitations you set, the Rock Of Ages could be holding it forever, if not longer.

100 – Little Helpers – It seems you have obtained the service of some Fairies that can be trusted with some limited practical manners. They can build things and help with chores with remarkable speed, though they do have some issues with lifting heavy things due to their size. Each purchase gets you enough Fairies to manage approximately one household's worth of chores simultaneously. They'll come whenever you call on them and vanish when you don't need them.

200 – Local – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e., they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – Perfect Partner – (Free for Drop In, Perks from Drop In) – You might be an outsider here, but it seems you have found someone that fits in with you. They possess talents and capabilities that are the opposite of yours but at the same time collaborate will with your own. If you were a sneaky thief, they might be a talented warrior.

200 – **Holy Helper** – (Free for The Religious, Perks from The Religious) – One of the residents of Avalon, perhaps? Wherever they might have come from, they have decided it is their god given duty to follow and aid you on your journeys.

200 – **Gentle Guide** – (Free for The Religious, Perks from The Wizard) – When you were lost, they were in the area and gave you directions. However it might have happened, they've grown close enough to you to ask to accompany you on your journeys. Maybe they are concerned you will try taking shortcuts you should not? They have considerable knowledge of the natural world and how to avoid its dangers, should you listen to them.

200 – **Attentive Apprentice** – (Free for The Wizard, Perks from The Hero) – Getting a student to listen and take in what you are trying to teach can be difficult even when it does not involve complex concepts. Fortunately, this one is as enthusiastic as they are studious, and would leap at the opportunity to apply the knowledge and skills you have given them in a way that would make you proud. Given time, and if you decided to teach them such things, they could learn to use weaker versions of your own Perks and abilities.

200 – **Willing Weapon** – (Free for The Wizard, Perks from The King) – You do not have to like them personally, but there is no denying that they align with your own goals. They will be the enemy of your enemy, and even if they are not a true friend, they will be useful to have as even a temporary ally. They will have a position of notable power in every Jump you bring them to, which you might be able to put to use for your own goals. It is up to you exactly how much additional power you will help them claim for themselves.

200 – **Suitable Servant** – (Free for The Fairy, Perks from The Servant) – If you are practically royalty, dirtying yourself with common tasks is surely beneath you. Fortunately, you have this fellow to do a considerable amount of work for you. Even if you decide not to treat them particularly well, they'll remain loyal and work to the best of their ability. Even if you don't have anything practical for them to do, they can still be amusing if you need such entertainment.

200 – **Grateful Godchild** – (Free for The Fairy, Perks from The Killer) – Whether or not you were responsible for giving them life or if you showered them with gifts, they are rather fond of you. Perhaps even more than they are of their actual parents, considering they would be happy to abandon them to join you. They will learn from your example, being cruel or kind depending on how you tend to treat others around them.

200 – **Able Assistant** – (Free for The Servant, Perks from The Servant) – It looks like you managed to find yourself someone who could help with practical matters. Whether they are a Gnome of any height or some sort of other creature, they will help you with whatever tasks you might take on or be assigned, happy to give you all the credit even if you're sharing the workload. Nobody else seems to mind if they do help, even if you normally would not be allowed aid.

200 – **Special Superior** – (Free for The Servant, Perks from The Fairy) – While you might not necessarily be in charge, sometimes having an employer has benefits. This one provides

them, treating you well and rewarding you should you work for them in an effective manner. While you work for them, they consider you under their protection.

200 – **Capable Captain** – (Free for The King, Perks from The King) – You might not be able to be everywhere at once, but fortunately this figure can act for you in your absence. They will make the same decisions you would make based on available information and do what they can to guard you in battle. You know each other well enough that either of you would immediately notice if someone is trying to impersonate the other or pass on false information claiming it is from the other.

200 – **Helpful Hostage** – (Free for The King, Perks from The Religious) – As much as you might hate to admit it, having someone around that openly disagrees with you can be useful at times. This figure is related to someone important in the world that cares greatly about them, and in future Jumps will have a similar background. If you are not using them to check your efforts for errors that your more obedient subordinates would ignore or overlook, maybe you could exploit their relative's desire to protect them to ensure their loyalty?

200 – **Talented Teacher** – (Free for The Hero, Perks from The Wizard) – It seems you have gained the aid of a particularly wise figure, who has decided to use their experience to help you out by providing useful advice. Somehow, they will accumulate a similar wealth of it in new Jumps so that it always remains relevant. While they provide what advice they can whenever asked, they consider your actions are ultimately your own decision, so will go along with them and not argue against your choices when you have made your final decision. They will certainly help out directly if you ask them to, but they prefer the role of a more passive advisor to you and your allies.

200 – **Suitable Subordinate** – (Free for The Hero, Perks from The Hero) – You needed help, and a pure hearted, heroic figure came to your aid. Perhaps you need someone to back you up on a dangerous quest, or to look after your kingdom while you are away? This is someone you can trust to do such things without being tempted by power or anything else you might be leaving for them to look after. They are brave, selfless, and have a knack for showing up when someone needs their aid.

200 – **Great Godparent** – (Free for The Killer, Perks from The Fairy) – Whoever or whatever they might be, they are definitely a bad person... but they have a soft spot for you. Even if they are cold-hearted towards everyone else, they would shower you with gifts and though they might hope you'll accomplish certain things that might aid them they don't mind if you don't. They might not quite understand the human perspectives of affection, but you can expect them to support you when they can.

200 – **Stable Sibling** – (Free for The Killer, Perks from The Killer) – Perhaps you have a half-sibling? While they might have some similar talents as you, they approach things in a complimentary manner. If you are more of an inspiring commander, they will be focusing on administration and logistics. If you are acting as an obvious threat, they will be more subtle. If you are the one working behind the scenes, they can act as an ideal distraction.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – Have You Noticed That When You're Miserable, Time Seems To Slow To A Crawl? – You do not actually have to be miserable, but if you like you can stay here longer than the standard 10 years. It would certainly be necessary if you want to remain from the start till the end of the tale.

0 – It's A Long Story – You might not want to stay here for a decade or more. Instead, you will be appearing not far from where an elderly Merlin is about to start telling his story to an audience, and only need to stick around until he finishes telling it to them. This should take a few hours at most. The downside is that you obviously will not be getting involved in the events he is talking about, as you've just shown up to hear about it. You also cannot take any Drawbacks that this would trivialise.

0 – Merlin's Apprentice – Did you sleep too long? Is this a bizarre dream? Is this even the same continuity, or perhaps another tale entirely? You are now in the 2006 *Merlin's Apprentice*, with all the differences and problems that includes.

0 – A Different Story – If you would prefer, you can enter a slightly different continuity of the events covered in the Miniseries. Perhaps you want to be in the Novelisation specifically? Or maybe there is another version of the events here made by a fan that you would like to visit?

100/200 – Kill All The Prisoners – It seems to be something of a trend here, and one you'll be noticing. Even if it would cause them or their allies' problems, should any enemies feel that their control is crumbling or their prisoners have been causing them any issues, they will not hesitate to kill anyone they might have in their captivity. If they have not got any prisoners, they will certainly stop taking them alive. Hopefully they don't get their hands on anyone you care about. For 100 additional CP, any means of non-lethally containing others you have are now unavailable, and anyone you try to just take captive without harming them will end up dead due to accidents, misunderstood orders, or other reasons.

100 – A Constant Curse – It seems that King Constant's last words had more significance than previously believed. The country will suffer from misfortune during your time here, the terrible years of darkness lasting far longer than they would have done otherwise. If it is not war, it could be famine or pestilence. Perhaps you can do something about it, or at least find a way to survive it.

100 – I Don't Like The Sound Of Your Voice When You Say That – You have the same sort of voice as Mab. While it could potentially be quite intimidating and mysterious, it might be difficult for some to listen to for very long, and it's going to hurt to talk for too long.

100 – Jumper Was Very Headstrong, Even Then – But I suppose all young people are. You are far less likely to listen to warnings, and it could get you in trouble. Warned not to leave the path? You will still seriously consider a shortcut.

100 – That Happened Because You Didn't Concentrate – Did you blow up a candle with your powers rather than just extinguish it? Well, this is why. You lack control and precision with your abilities and will need to focus to use things like magic. You can certainly learn or re-learn how to do this, but it might take longer with more complex or more powerful abilities.

100 – Did You Read My Report, Jumper? – Yes, yes, but you want their personal impressions. Or, rather, you have a tendency to ignore any written reports or records of things in lieu of people giving you such updates in person. If you would not be the one with subordinates to do this with, you will instead find that you keep having to give reports in person to some sort of superior as well as creating a detailed written account. Not only is this going to be more time consuming and make someone involved feel like they're wasting their time, but if the news isn't approved of you're going to be feeling the direct wrath of your superior the moment they hear it.

100 – The World Was Tearing Itself To Pieces And I Didn't Care – You don't really care much about the rest of the world, only yourself and those close to you. This could potentially cause a problem if the state of the rest of the world affects you, or those you care about can be affected by changes in the world.

100 – Anyone Can Have Visions. Don't You See Visions? – Not anymore. At least, not ones that are accurate. You have lost access to any useful forms of precognition, scrying, or other ways to see the future or places far from you. Now whenever you use them you will only see what you want to see, like yourself winning even when you would not.

100 – You... You Don't Believe In Anything – You might believe in yourself, but that's not enough to make you win. You don't have any real faith in anyone or anything else, be it a religion or the reliability of others. You're not likely to think anyone else can do things properly as a result, which could mean you'll be tempted to take matters into your own hands.

100 – Your Pride Condemns You – It is not guaranteed, but your pride is going to get you into trouble at the very least. You might consider an enemy insignificant compared to you and your forces or refuse aid when it is offered. If you can back up your arrogance this should not be too much of a problem, but if you cannot...

100 – The End Justifies The Means – Now where have we heard that before? Even if you would normally balk at certain actions, you now possess a willingness to do terrible things to succeed at your goals, even if you know you will regret it later. Even if you regret it as you do it, really.

100 – **Less Than Fay-re** – There is something about you that would make others consider you ugly, as well as noticeably altering your voice. Even if illusions are used to conceal the former, the latter will still be noticed.

100 – **They Have The Right Of Way** – Hopefully you're not in too much of a hurry, and that nobody travelling with you is, because you will wait for others to get out of the way before you proceed. While it might be the polite thing to do in most cases, this could run into problems if you are waiting for a snail to get off a path so you can continue along it. This does not affect you if something is deliberately trying to bar you, just if it happens to be doing so with its presence unintentionally.

100 – **We Thought We'd Come In The Traditional Way** – Your mindset doesn't really fit with that of an ordinary human, even if you're trying to accommodate them. You might try being polite and coming in through the door... only to not open it first. If you are not human to start with, you will instead have the same sort of difficulties fitting in with supernatural culture such as an ignorance of customs. In either case, it will not be enough to get you in any danger or trouble, but you clearly don't fit in with whatever society you're trying to be part of despite your best efforts.

100 – **The Precious Gift Of Patience** – It's not one you possess, which is immediately obvious to anyone that knows you. You are impatient and do not like having to wait for what you want or for people to do what you want. You will probably have a habit of rushing into situations or doing things without proper preparation, like trying to create a powerful entity that you hope will aid you obtain what you want without waiting to gather up your power. You might not quite get what you wanted in your hurry to get things done.

100 – **Beauty Is Always Only An Illusion** – Didn't you know that? Well, you will certainly be experiencing that now. Any means of making yourself or others look better than they really are no longer change them permanently. This could be anything from removing ungainly scars to fixing up hair to making someone's general appearance and clothing more appealing in some manner. Such means just become illusions that can be broken or seen through by those that know how, and should the power sustaining them fail or be removed the illusion will vanish.

100 – **I Judged Them Too Harshly** – You have an unfortunate tendency to blame others more than you probably should, even if it is not entirely their fault. When others disappoint you, even your own allies, you are not particularly forgiving.

100 – **He's Left My Employment. Without A Reference** – At some point during your stay here, either your own most valued subordinate will leave your service and potentially end up working against you, or your own employer will cast you aside and leave you without any of the benefits you once had. Either way, you will be lacking something you once took for granted, which could pose problems if you can't cope without it.

100 – **In The Midst Of Life, Et-Cetera, Et Cetera, And So On And So Forth** – You don't exactly have a lot of respect for the dead, even if it would really be expected of you. Unlike

others who might have the unusual capability to get away with this, you can expect this lack of respect to reflect badly on you socially.

100 – In The End, You Must Uphold The Law – Even if it breaks your heart and goes against your own moral code, you'll be forced to follow whatever has been established as an official and widely accepted law. Even if you would personally forgive someone for a crime, if the law says they must be punished then you will have no choice but for it to be carried out.

100 – Better To Be A Coward For A Second Than Dead For A Lifetime – That's what you seem to believe now, even if you normally would not. You are now quite cowardly and would rather run from danger than stay and fight threats even if you should.

100 – And Yet, Here I Am Fighting – You are either brave or foolish. You are now far more willing to head off into danger than you usually are, even if you would usually run from it and have good reason to. If you take this with the above Drawback, you will end up charging bravely into danger before panicking and trying your best to escape, which could put you at considerable risk.

100 – You Always Were A Dreamer, Jumper – It is not a good quality in this case, unfortunately. You are far too optimistic, thinking that other people will be at their best even if you should really expect otherwise, and believe things will work out well even if it clearly will not.

100/200 – Go Join Jumper In The Lake – Well, you might not be limited to the same place as the Lady Of The Lake specifically, and it's not necessarily a lake, but you are stuck in one general location. It might be atop a specific mountain, or in a certain meadow, or even inside a cave. While there is nothing stopping others from visiting you or preventing you from communicating with others by other means, and you will not need to worry about starving to death or suffering due to the environment, you will not be able to travel anywhere else in person. For an additional 100CP, you cannot communicate with anyone else outside this location either.

200 – Jumper Has No Power Over The Human Heart – It doesn't matter if you're using magic, technology, Perks, or some sort of special ability, you are no longer capable of artificially influencing the feelings of others. You cannot use supernatural means to make someone afraid of you, or mechanical manipulation to make someone act differently from how they would do otherwise. You might be able to convince people to change their minds or sway them towards specific actions by talking with them, but you would not be able to simply hypnotise others into doing what you want or acting in a way you desire.

200 – You Will Hold This World In The Hollow Of Your Hand – Despite perhaps your best efforts, you can't help but sound and look malevolent even if you're trying to be reassuring and helpful. You might be trying to encourage a student that they have great potential, only to make it seem like you intend for them to destroy the world or at least do it great harm. Probably best to leave the teaching to someone else if they are not inclined towards such things.

200 – **It Just Slipped Out** – You are almost incapable of keeping secrets. Particularly from those you want to keep them from. You could just show up to talk about something completely different, but accidentally reveal something you did not intend to.

200 – **Don't Provoke Me, Jumper!** – They are in no mood for your jibes! Being brave in the face of someone terrifying is one thing, but you are a little careless when it comes to this. Namely, you have a bad habit of belittling or insulting people that could easily do great harm to you, and anything that would usually prevent a bad response do not work. It does not matter if you are dying and old, if you insult a pagan goddess they are probably going to react badly to your taunts.

200 – **Oh They Hurt, Memories. Memories Of Love, They Hurt** – The good news is that you will end up in some sort of relationship while you're here. It might be a friendship, a friendly rivalry, or something else. The bad news is that despite all your efforts it will not work out for some reason or another, and you will spend a good portion of this Jump with only the memories of it to dwell on.

200 – **Jumper Of Nature** – You are closely connected to the natural world, particularly its forests, but as this is a Drawback rather than a Perk it doesn't give any benefits by itself. Instead, should you be confined into a place with artificial stone walls and a lack of natural light you will quickly begin to weaken. Probably best to avoid being thrown into a dungeon for too long, you might need to be carried out.

200 – **Others Think Before They Act** – You act before you think, and patience is not one of your virtues. While this means you might be a bit faster to do things than others, it also means you fail to think through your actions and decide if it is really a good idea. You are very impulsive as a result and might just punch a wizard who is trying to advise you than actually stop and listen to your advice. You also have a tendency to say things that makes you sound a bit stupid, having clearly not thought it through beforehand.

200 – **But The Warehouse Was Lost To Us** – And you have not seen it since. Well, it will be back for the next Jump, but while you are here you will not have access to the Warehouse and any resources from outside of this Jump. You will not be able to get it back any earlier by having a pure heart either.

200 – **We Don't Believe In Your Blasphemy** – Well that's their choice. It does not matter if they are Christians or something else, it seems your nature makes your aid largely unwanted, and presence disrespected. While this will not cause others to immediately consider harming you, they probably will not like it if you come along to try to help them or seek them out for help. Not unless you can provide something vital.

200 – **I Believe In You Jumper. How Great Is Your Power?** – Your allies looking to you for aid is not usually a bad thing. Now it is something that very well could be, as they'll be asking you for help in things you don't want anything to do with. You might find a King you recently aided in gaining the throne desires another man's wife and wants you to help them claim her, starting with asking for them to be bewitched, then perhaps asking you to kill the husband if you cannot or will not do that. They will want things you really do not want to

give them, especially things that are not yours to give. A further problem is that if you do not help with such matters, they will go on to try it themselves with far more harm caused than if you would have helped them in the first place, even resorting to war if they have the authority and might to wage it. Hopefully you haven't given them anything too powerful that they could use in their twisted goals, or you can retrieve such gifts before they're put to uses you never intended.

200 – Are You Really A Jumper? – You are... but you will never be able to prove how special you are to anyone else. Even if you are trying to show your abilities as proof, you'll end up only using easily explainable tricks that anyone could do. You are not considered very impressive, even if you try to show off.

200 – Reputation's Like Glass. Once Cracked It Can Never Be Repaired – Due to some mistake or action on your part, you now have a bad reputation. Others will always judge you for it rather than any of your other qualities or achievements.

200 – They're Not My Real Brother – Or sister. Or whatever you happen to appear to be based on your Origin. It seems that somebody has realised that you are not quite what you seem to be. Perhaps your Origin ensures you have a sibling who is somehow aware that you do not really share the same parents, or perhaps one of the servants suspects something about your actions, or you do not quite have the same appearance as the rest of your family. If you took the Drop-In option and do not have a family here, then instead there is something about you that marks you as an outsider or from a foreign land.

200 – A More Dreadful Attitude – As a child, it would not be much of a surprise if you threw knives at people. As you might be older, you could be much more dangerous to everyone around you. Even your own teachers or parents might not be safe if you get carried away at archery practice.

200 – You Would Think Of The Future – Because the past is too painful. Unpleasant memories you would rather forget will no longer be blocked by time or measures you would usually use to seal them away from your conscious mind, so you will have to live with your regrets and the nightmares from your past actions and experiences. If you do not possess such memories or had such experiences in the first place, you will gain falsified memories of such things that you believe to be real about traumatic events in your past.

200 – Isn't That Rather Unworthy Of Us? – You might not have human morals, but you do have standards. Unfortunately, those you might serve or work with are less strictly bound by such things, and even if they admit it is unworthy of them they won't like to be told. Hopefully they're not the sort that easily resort to violence.

200 – I Warned You. You Didn't Listen – Even if you're practically their shadow and constantly giving them the best advice that you can, it seems others keep ignoring it. Those you are trying to guide and act as an advisor for will keep making mistakes despite whatever wisdom you might provide, even when it really should be common sense to not do something you are telling them they should not do.

200 – I Wish I Told Them That. It Might Have Made It Easier – You are not particularly good at making others feel better about things that have gone wrong. You are rather bad at stopping other people from feeling worse due to things like terrible mistakes on their part. Even if you know they really should not just blame themselves, you will not be reassuring them that it's not their fault.

200 – What's Wrong Here? – At some point you will return to your Companions and allies after an absence, only to discover that one of them has done something unforgivable in your absence. Even if you do not actually blame them for their crime, everyone else has come to the conclusion that they must be punished.

200 – You Caught Me By Surprise – Even if you have inhuman speed and reflexes, someone could still slap you across the face. Perhaps you get distracted, or you are just arrogant enough to not believe they would strike you. You will underestimate others in combat, which could put you in danger if they intend to do more than slap you.

200 – Your Jumper... Doesn't Want You With Them In This Jump – At least, that's the message that your Companions and Followers got. They will not be joining you here, even if it would be very helpful for you and your goals.

200 – Why Didn't You Tell Me?! – Because of this Drawback, though they will not realise it. Other people, even your closest friends and allies, have a habit of not revealing vital information to you that would be very helpful in informing your decisions. As an example, they might not tell you that if you leave the idyllic paradise set up for your retirement with them, you'll never be able to return and they'll be trapped inside it.

200 – I'll Show You How Weak I Am! – You really will, unfortunately. You have a tendency to use attacks, spells and techniques that can be blocked, avoided and countered relatively easily, even if you have capabilities that don't have such limitations. You are also easily confused should your enemies use unorthodox or unusual tactics and abilities of their own.

200/400 – But I Was Intrigued That You Chose To Omit Certain... – At the end of Merlin's story, Frik notes that Merlin apparently did not include something within the story he told. Merlin cuts him off fairly quickly, telling him that it's the way they like it and that he wouldn't be believed if he told it the way it really was. This raises the interesting question of what Merlin decided not to include. In the novelizations, this is explained as the version of the story Merlin tells the audience where he doesn't include Queen Mab as he is actively trying to get everyone to forget about her existence and it wouldn't make sense to tell stories about her. If you do not take this Drawback, you can decide if that is the case or not. If you do take this Drawback, then either you only know a version of the events without Queen Mab in them, or that Merlin left out and perhaps altered other details in the story that you might know. Either way, this Drawback ensures your knowledge of events here will not be entirely accurate. For a further 200 CP, you can enter this Jump with no knowledge of any mythology or stories that might occur within this setting, having no idea about Merlin, King Arthur or anyone else. Maybe you will think it is just a generic fantasy setting?

400 – **No. I Only Let Them Die** – You might not have killed them, but you will not be saving them either. Either because you refuse to save the lives of others, or perhaps because you are unable to. Even if you could normally resurrect the dead or grant immortality, you are unable to heal others of mortal wounds or revive the fallen.

400 – **What If I Don't Want To Be A Jumper?** – What? Well, if you insist. Your Perks and abilities from outside this Jump are inaccessible while you are here.

400 – **But It Is Only An Illusion. Particularly In Jumper's Case** – When it comes to magic, or any other extraordinary abilities you have, it seems you are limited solely to changing the appearance of things. What was once shapeshifting might just be an illusion, for instance. It's still something, but you're not going to be throwing around balls of fire if you could have done so normally... at least, not real ones.

400 – **In Their Heart... Jumper Doesn't Like Magic** – Jumper *doesn't like it*? Apparently not. You will avoid using magic or other supernatural abilities whenever you can, and at most you'll limit yourself to magic on a level one less than you're capable of. You might be capable of the highest degree of magic here, but you would limit yourself to being a Hand Wizard.

400 – **Mab-y A Bit Petty** – You are as petty as Mab herself is, even if you do not have the same power to back it up. You have a tendency to taunt others and do things that really should be beneath you, like showing an enemy something you've done or arranged. You would do this solely to taunt them, even if keeping your activities hidden would be more beneficial.

400 – **The Foundations Are As Strong As...** – You were saying? Every time you try to build something, such as a castle, it will end up collapsing before it has even been finished. It does not matter if you are trying to build it with your own two hands, with magic, or ordering others to do it for you. If you are involved, it is like trying to build on water.

400 – **How Convenient, Jumper** – Did you just receive news from a messenger that would prompt you into doing something you would avoid doing normally, for political if not ethical reasons? Were they acting a little odd? You will have to deal with shapeshifting imposters trying to feed you and your forces false information or trying to prompt you into acts that would cause you problems even if it helps your allies.

400 – **Jumper, The Traitor...** – You aren't a particularly loyal person, and unfortunately for you others are aware of that. You will be far less trusted as a result. Hopefully you don't need to work with or for anybody that could consider you a threat or would want to take measures to ensure your loyalty.

400 – **...Who Changed Sides** – Your forces might certainly wish they could change sides... and now they will be able to. Any sort of absolute loyalty you might normally be able to hold or obtain from others will now be less certain, and for those who would be less loyal by default it is entirely possible that they could betray you. This does not guarantee that they will, only that it is now possible.

400 – Items In The Stone – It seems all those special Fiat-Backed Items from outside this Jump are being held by the Rock Of Ages. While nobody else will be able to claim them or even know about them, so you do not need to worry about your possessions being abused, you will not have access to them while you are here either.

400 – They’re Utterly Useless With Anything Practical – Your own servants, minions and other subordinates that you would usually rely on to tidy up, maintain and aid the construction of things. They will be clumsy and easily distracted, or otherwise incapable of doing these tasks, and any automatic cleaning and maintenance tasks that would automatically be performed for you will no longer function. If you want this sort of thing done, you will have to do it yourself.

400/600 – An Ouroboros – It might be impossible; it might be madness... but you will not be able to help yourself. Your kingdom might be falling apart as its people tear themselves to pieces. If it was for money, or love, or power, some could understand it. But all this? Perhaps spending too much time fighting, bloody days and cold nights has made you more than a little unhinged. You are strongly attracted to someone you should not be due to politics, or to those who are already married. You will go to great effort to be with this person, even if they wouldn’t normally be willing, and it will no doubt cause you and your allies problems in your mad pursuit. For an additional 200CP, as soon as you have what you want you’ll become similarly obsessed with someone else.

400 – The Classic Mistake Of Leaving A King Alone For Five Minutes – You might have thought you had finally achieved your dream, putting a good king on the throne before riding off... except you missed something important. It might not be the first time, but you keep making the same mistake of assuming you have fixed everything and leaving thinking everything is fine. You will be absent at crucial moments when your presence would ensure others don’t make terrible mistakes, and you will never stick around for long to ensure everything you’re working towards keeps going as intended.

400 – You Judge Too Easily, Jumper – And yet you will never learn. Whenever you are interacting with or observing others, you will only be able to see the surface of their character and any obvious personality traits they have. You will miss deeper or more concealed aspects as a result, even if you would usually see every facet of another’s character. You might think someone would be a good king, only to find out they are just as bad as the last one. And you will keep making mistakes like this instead of working on the assumption that everyone is terrible or hiding things as a precaution.

400 – Mab-y A Bit Short Tempered – It is not difficult to infuriate you, Jumper. You are easily angered and will lash out at whoever managed to invoke your furious temper. When others push an issue, you might end up pushing them in response... quite possibly down some stairs.

400 – As Clear As Lake Water – And much like lakes, this will vary and rarely be perfectly clear. You can almost never give a straight answer with all the details you should be including, which will inevitably lead to others making mistakes if relying upon you for advice.

400 – **With Evil All Around Me, I Can Do Nothing But Evil** – Even if you want to act in a benevolent, kindly and purely helpful manner, something about the bloodshed and darkness here has twisted you and your intentions. You might try to help someone but do it in a particularly cruel way even if you genuinely liked them. This Drawback cannot be taken with **That's Too Easy** Drawback below.

400 – **That's Too Easy** – Even if acting in a more malevolent or immoral manner would be a much more practical approach, you cannot do it anymore. Even if it would benefit you and solve all your problems, you are unable to bring yourself to be cruel to others. You can still do things like defend yourself, but if you knocked out an enemy you would leave them unharmed even if it would be pragmatic to eliminate them while they are helpless. This Drawback cannot be taken with the Drawback above.

400 – **So Many Years Lost** – While you might be young at heart and still mentally sharp as ever, physically speaking you are very old. You will not be dying of old age, but you are visibly wizened and far less physically capable than you would have been in your prime. You cannot use magic or any other means to reduce your age or take on a younger form.

400 – **Lanced-A-Lot** – Well, at least a bit. Due to an accident, perhaps during some sort of tournament, you now have part of a shattered wooden lance stuck in your body. Because the three healers attending you could not stop arguing about which way to twist it as they pulled it out, it is now stuck there permanently. Fortunately, this is not immediately life threatening. Unfortunately, it is very painful and should it actually be removed it will kill you.

400 – **We Must Talk About It First** – Indeed, these are weighty matters fit only for experts. Trust us, if we treat a knight for a broken arm, that is what he will die of. It seems that all the proper medical care you and your allies have is replaced by the three 'healers' that 'attended' Lancelot, who will spend far more time debating over the best course of treatment than actually doing anything about it. It is probably best to try to avoid getting seriously hurt while you are here.

400 – **Jumper, I'm Leaving You With Your Misery And Pain** – Now you will wander through the world, ugly and alone, just as if you were human. More specifically, you are locked into your least attractive and most obviously inhuman appearance, and unable to change forms or fully disguise your appearance. To make matters worse, you will also be aging like an ordinary human even if you would not normally, and while you will not die of old age if you would not normally, you will certainly look old past a certain point.

400 – **Because That's What They Wanted Me To Do** – You have an unfortunate habit of leaving those whose lives you have ruined alive. While this might be crueller than killing them in some cases, this has a tendency to backfire. Because you gave them this cruel, unwanted mercy, they are almost certain to work against you in any way they can in revenge.

400 – It's Just One More Battle – Don't worry about Jumper, they've still got their Items. At least, you do not worry about it too much, when in reality you should. At some crucial point, the tool, artefact or Item you would depend on most will fail you, or your overreliance on such a thing will cost you.

400 – How Goes The Day, Jumper? – You have seen better. At some point during your time here, you are going to end up being involved in a brutal battle in which there is a chance of being badly wounded no matter how powerful, lucky or well-armed you are. You are not guaranteed to die, but you'll probably need some sort of medical attention afterwards, not to mention anyone who might be travelling with you.

400 – They Don't Believe In Jumper – Even if puny swords and axes would do nothing, you now possess one potentially crippling weakness. Your powers are now tied to others belief, acknowledgement and fear of you. The less of it you have, the weaker your Perks and abilities will become. While you will not fade away with this Drawback, you could potentially be rendered no more powerful than an ordinary human.

600 – Destroying You Is A Holy Cause – How convenient, they kill when it suits them. And killing you really would, even if others would usually have moral or legal reasons to not try to take your life and destroying your efforts. A force capable of invading a country has arisen with eliminating you as their sole cause. Should you have other enemies, you can expect them to work with this army to try to destroy you once and for all.

600 – Sacrifice Jumper To The Great Dragon – This is rather easy, regardless of ethics or politics, as it seems a powerful and dangerous king believes sacrificing you to this deadly creature will ensure they succeed in their endeavours. To make things a little more complicated, neither magic nor your Perks work on this beast. You will need help, or more indirect ways of dealing with an enormous fire-breathing dragon.

600 – I'm A Monster – The important thing is that you are alive. Not that this will matter much, as you have been horribly scarred across a significant portion of your face and perhaps more. Not only is this uncomfortable, but they cannot be removed or concealed by magic. Regardless of your usual opinions about your appearance, you will be ashamed of these wounds and do your best to cover them up even when you are around those who think you would always be beautiful to them no matter what you look like. You do not feel ready to face the world, and not sure when you will be.

600/800 – An Utherly Terrible Problem – Uther, or a suitable counterpart, desire something or someone you have or care about with the same madness that Uther had for Igraine and will stop at nothing to get it. Bear in mind that Uther was willing to go to war and ignore running their own country until he claimed what they wanted and had Igraine's husband killed despite having no reason to. For an additional 200CP, this crazed King has a wizard aiding them in trying to obtain what they want, though fortunately for you they are nowhere near as powerful or wise as Merlin.

600 – Honour And Goodness, The Words Stick In Your Throat – Not in yours, Jumper, but someone you're now working for. You have sworn your service to a King who is as bad as

Uther at his worst and compelled to aid them however you can in their quest for power so long as they live. You can't simply get rid of them either, as some measure of the pact you have made prevents you from harming them. Maybe you can find a way to redeem them or have the will to stomach their requests? They cannot order you to do something like harm yourself, make them a Companion or give up your Chain, not having any knowledge of it or interest in you personally, but they might want you to help them kill off a rival or capture someone else they want.

600 – Jumper's Cursed. I Want Everyone To Know In Good Time – It seems that someone has decided to inform this world of the mistakes you have made and any weaknesses that you have. Exactly how they found out themselves is a mystery, but you will find that everyone from the lowliest peasant to the most powerful of the Fae knows of your weaknesses.

600 – When I'm Near You, I Can't Control My Heart – It seems someone is interested in you, and unlike some Drawbacks they're the sort of person you'd genuinely be interested in as well. It could be quite a legendary romance. Unfortunately, for various political and social reasons you are not allowed to be together. Maybe one of you is married, or maybe you are on opposite sides of a war. But both of you will be very tempted to ignore all of that to be together, regardless of the consequences... which could lead to exile or even death should such things be discovered.

600 – I Don't Believe It. Jumper Would Never... – It seems an act you had rather never come to light has been revealed to the last person you would want to know about it. Maybe you were unfaithful to someone, and now they have been shown a vision of you betraying them. Whatever it is, do not expect it to be something they would expect to take well. If you have not done anything that would qualify, then should you do something during this Jump the Drawback will trigger and reveal it.

600 – Why Is Everybody Suddenly Against Me? – Maybe because you are a terrible enemy and a very poor employer? While you might have difficulty realising it, you can very easily be antagonistic towards anybody and everybody else. You might mistreat your own forces or cast aside allies you do not think will help you anymore. You would be surprised if everyone else starts turning against you or join your enemies, having no idea why they would do so.

600 – But With No More Magic Powers – You don't have access to any magic or Perks from this Jump. You can still buy them; you just cannot use any of them while you are here.

600 – Jumper Always Left Everything To The Last Moment – But then, my memory of Jumper is that they never got anything right. Your attempts to aid others are either too late or end up backfiring for those you try to help. You could rescue someone from a horrible death, only for it to cause a terrible political schism that creates a disaster for someone else who wanted you to rescue the one in danger.

600 – I Have To Warn You Jumper, If You Go To This Place, You Will Never Leave It – But you will still be tempted to go there regardless. At some point during your stay, you will be lured to a place that you could consider a paradise for you and those you care about... and it

genuinely would be. Unfortunately, should you willingly enter and remain in this place within the Jump itself, it will count as a Chain Fail. At the end of this Jump, should you have taken this Drawback, you will be offered the opportunity to remain there if you pick the Stay option for this Jump.

600 – Close My Books, Break My Wand, And Retire – Circumstances will occur during your time here that will offer great temptation for you to voluntarily end your Chain, either picking the *Stay Here* or *Go Home* option. There is no compulsion to do either, just reasons that you would seriously consider picking these options for. Maybe if you're considering retirement you'd take this Drawback to give you a good reason to follow through?

600 – I'll Be Back Very Soon. Very Soon, I Swear! – It might be best not to make that promise. At some point during this Jump, you will leave someone important to you behind and never see them again. Not even after the end of the Jump, unfortunately. You will forget you took this Drawback, so there is no way to avoid the consequences of taking it.

600 – I Cannot Save You. Don't Die, Jumper! – It might be the last thing you shall do. Any One-Ups, additional lives, ways to revive you from death or reverse your demise are not available or do not work during this Jump. If you die, it is a Chain Fail even if you would normally have a way around it.

600 – The Smile Of Desolation – Even if you have won, and you're trying to smile, this is all you'll be able to conjure up. Inside you feel only the pity, and the terror, and the waste of it all. You will be depressed, Jumper, and even victory will only lead you to dwell on those that were lost in its pursuit.

600 – All Gone, All Gone Down – With this Drawback, you are going to be having a bittersweet ending to this Jump at best. Everyone you ever loved and whoever loved you are going to die or otherwise become inaccessible over the course of the Jump even if they would usually be able to return or respawn. You will be able to get Companions and those with similar Fiat-Backed protection back again after the Jump ends, but you will have to wait until then. Any other close friends, family and loved ones will not be so lucky.

600 – 50 Years? How Could I Have Slept For 50 Years? – You have woken up in a bad future, where anything you sought to prevent has happened, though this doesn't include consequences of failing a condition in a Drawback so you don't need to worry about immediately Chain Failing by picking this Drawback and another. However, do not think you can avoid specific enemies with this option, as the ones that are not ordinary mortals will still be around and those that were mortal will have equivalent replacements.

600 – A Foul Fae Foe – Mab or a suitable counterpart now has a similar opposition towards you and your activities that Mab does towards Merlin. They will not be coming to fight you directly until close to the end of your time here, but until then you can expect plenty of scheming and plotting against you. They will take every opportunity they can to ruin your life and those of anyone close to you.

600 – **Jumper Poisoned My Streams And Drained My Lakes** – The Lady Of The Lake is no longer neutral and certainly not intending to help you, as you’ve managed to earn their wrath somehow. An equal to Mab, albeit with different focuses and capabilities, they will now do everything they can to destroy you.

600 – **Blood Oath** – Either you were careless or had the misfortune to start your Jump with your abrupt arrival causing an elderly and rather ill woman to die from a heart attack. There is no way you can stop this from happening or revive them even if you would normally have such abilities. Having the death of an innocent on your conscience may or may not be bad enough, but that old woman happened to be Ambrosia, the midwife at Merlin’s birth, the one who raised him, and closest thing they had left to family after their own mother died in childbirth. Merlin now blames you for this death and has sworn a blood oath on Ambrosia’s grave to defeat you. Should they be unable to do so alone, they might even turn to Mab and other sources of power and allies for aid even if they would never normally do so.

600 – **Stoned** – Someone hid a black stone in your crib or point of arrival, creating an exploitable flaw or weakness in you. Maybe you could be easily seduced by the wrong person, or there is a hidden gap in your defences, or you’ll make a critical oversight at the wrong time.

600 – **Something That Could Finish Your Chain** – It is a very real possibility that they could. You seem to have your own personal Mordred, created and trained to be able to take you down, alienate you from your allies, and penetrate any defences or capabilities you have. They will pose a deadly threat to you no matter your power or capabilities and will do everything they can to destroy you.

600 – **I’m A Jumper Too!** – You are not alone. It seems you have picked up an acquaintance in the form of a stranger with similar capabilities as your own. They have many of your Perks and abilities, albeit much weaker and no training in using them. They are somewhat incompetent in that regard, as enthusiastic as they might be. They probably will not start off using their powers in a way you particularly agree with either. Fortunately, they do not default to being a threat to you unless you deliberately antagonise them and drive them to such a state. Unfortunately, if they happen to die then it will count as your death and thus failing your Chain. You might want to keep the closest thing you have to an Apprentice safe while you are here.

600 – **No, Jumper. We’re Just Going To Forget You** – Maybe you should start writing down a few stories about you and your adventures, because you now possess the same vulnerability as Mab and the Lady Of The Lake. Namely, your existence is tied to others belief, acknowledgement and fear of you. The less of it you have, the more you will fade away. If you reach the point of fading away entirely, you will Chain Fail.

600 – **And So Ends My Story** – Hopefully you had an interesting stay. At the end of the Jump, before you get your usual options to Go Home, Stay or Continue, you will have to tell the story of your activities and adventures within it to an audience. Unlike Merlin, you are not allowed to do anything but tell the tale how it really was, and though you can skip the boring bits or summarise them you cannot lie and make things up or hide important and

unpleasant details such as your own mistakes. While having to speak to an audience about what you have done might be intimidating enough for a Drawback, you will also have to ensure they were at least moderately entertained by your story. Now, if your story entertained or enchanted, they will show their appreciation in any way they see fit, but particularly with letting you continue to your next Jump. But if your storytelling falls flat, or your story is not entertaining enough, then you will be failing your Chain. To make this somewhat more viable, this session of storytelling is guaranteed not to allow anything to return that should have been forgotten, even if you describe it in detail.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards. Failing a Scenario does not mean you will end your Chain, but you will not receive the Reward you would have gained by winning at it.

Have A Care, Young Jumper

At the end of this Jump, you will find yourself briefly meeting an apparition of your younger self and given the opportunity to provide advice to them. They will vanish, and you will find out what would have happened if you really got that advice when you started the Jump. If it turns out to be beneficial, causing your hypothetical younger self to succeed at least as well as you did without the advice, then you will succeed at this Scenario. If they would be worse off, then you have failed the Scenario and at giving or using useful advice, which might be something for you to work on in the future, but there is no consequence other than not getting the Scenario Reward.

Reward = You have earned the Perk **That's Another Thing To Watch Out For, Young Jumper**. At the beginning of each Jump, you will encounter an apparition of your older self who will provide some potentially useful advice based on their experiences. Even if it is just *'don't start giving advice'*. They cannot tell you anything specific or reveal future events, even if you know you would try to sneak such knowledge to yourself in some way. At the end of the Jump, you will be able to return the favour as you encounter an apparition of your younger self and be allowed to provide advice based on your own experiences, with the same limitations as the advice you were once given. Somehow, this will not cause issues like paradoxes or other disruptions to the timeline.

The Changing Of The Ways

The competition between the Old Ways and the New Ways is the main conflict within this setting, and even the long battle between Mab and Merlin is part of this. In this Scenario, you will be working to ensure that the side you pick wins. You can side with Mab and ensure that the Old Ways remain dominant in Britain over the period the series covers, or you can side against her and ensure they are replaced by the New Ways. Either way, you win at this Scenario by ensuring your side triumphs.

If you side with Mab and the Old Ways, Merlin will be far more cautious in their quest against the Old Ways, not leaving the same opportunities Mab was able to exploit, and what Merlin lacks in power compared to Mab at the start of this conflict they more than make up with in wisdom. The Lady Of The Lake will also be more helpful towards Merlin and others combatting the Old Ways, being more specific with the advice she shares as she cannot afford to be vague with your presence muddying the waters.

If you side against Mab, she will be far more ruthless than she normally would be and take the threat you present seriously, being far more proactive in creating opportunities to exploit rather than relying on the long game. She will attempt to undermine you and your efforts with patsies, and if you pose enough of a direct threat will take you on herself if she can. You will find she is noticeably more powerful than she normally would have been due to your own unnatural presence in the world.

Reward = This depends on which side you chose, so long as it won in the end.

If you sided with Mab and the Old Ways, you earn the Perk **Champion Of The Old**. You have become everything Queen Mab intended Merlin to be, and more. The supernatural world here and in future Jumps will treat you with a sense of reverence, sensing in some way that you are their protector, and giving you a degree of authority within it. You can prevent magical and supernatural things from fading from existence, or otherwise being locked away or banished even if that's how things 'should' go. You defeated the New, protected the Old, and the magic will not be going away while you are around.

If instead you sided against Mab and the Old Ways, you earn the Perk **Hero Of The New**. The cycle of death and darkness ended, and so does their story. They cannot fight you or frighten you, they're just not important enough anymore. Supernatural threats within the setting can join the others in myth and be forgotten as you and the rest of the world turn your back on them. No amount of pleading or threats will stop them from just fading away into nothing. That's it. That's the end of magic.

Camelot's Caretaker

The Golden City... still needs to be finished, and in this Scenario that duty has been awarded to you, Jumper. You will need to build, run and protect Camelot during King Arthur's absence in his quest for the Holy Grail. You will need to finish off the construction of the city, then run it effectively and defend it against all threats from without and within until King Arthur gets back and encounters a welcoming celebration. You will need to organise that as well.

Getting into relationships with anyone is discouraged, because you are going to have a lot of work on your hands you really should not be distracted from, and there may be political issues involved depending on who you or others might get involved with. Bear in mind that there are those who would rather see Camelot fall or want to take advantage of King Arthur's absence, and Guinevere is going to be lonely due to it. If you like, Lancelot can still be around as a visitor that came to lend their aid for the Grail Quest but arrived slightly too late.

Rewards = This depends on the outcome of this Scenario.

If you succeeded in building up and protecting Camelot and its people, you will earn the Perk **King's Caretaker**. With this, you will be trusted with looking after even the most precious possessions of others or performing their duties in their absence. You will always be able to keep such things maintained at least as well as they would expect you to manage in the original owner's absence. Even if you had no idea of what you were supposed to be doing or had no real capability to do what they expect, somehow, you will manage to keep things running smoothly until they get back.

If you failed, you will not be getting the Perk, but at least you will not face any other penalties such as legal punishment or something like Chain Failure. Depending on exactly how you might have failed, you can bring either Guinevere or Lancelot with you as a free Companion... or both. That sort of thing really depends on what you were up to when you failed this Scenario.

The Search For The Holy Grail

Despite his efforts, King Arthur would ultimately fail in his quest to retrieve the Holy Grail, while Galahad would eventually succeed. In this Scenario, the burden of retrieving the Holy Grail lies upon you. You will receive information of where to begin your search upon accepting this Scenario.

This will not be an easy quest no matter your power, and you will encounter several challenges upon it that will test not only your martial might but strength of spirit and your will to keep going in the face of difficulty and danger. If you persist, you will find the Holy Grail, at which point all you need to do is bring it to Britain to win this Scenario.

Reward = You have earned the **Holy Grail**. If you bought the version available in this Document, which does not count as the one you are searching for in the Scenario, then the CP you spent on it will be refunded and you can purchase something else. If not, then you will receive the **Holy Grail** as a Fiat-Backed Item as described in the Document. In either case, the **Holy Grail** will attain a new capability not covered in the original description. Namely, should anyone not meeting specifications you set pick it up, attempt to interact with it or claim it for themselves, they will instantly turn to dust without chance of survival or revival, and the **Holy Grail** will return to where it was before their poor choice was made. You and those you allow will still be able to interact with it safely, but not those you have decided are unworthy of it.

A Third Flag

It seems that in addition to Uther and Vortigen, there is another symbol involved in the battle over England. Yours. And it will be up to you to defeat the others with your own might and your own forces. You need to take over England, defeating both Uther and Vortigen in the process. You can conquer and hold other areas as well, but only need England specifically to win this scenario.

Reward = The Kingdom – You keep what you conquered, and you can take the Kingdom with you in future Jumps either as a retroactive addition/alteration to the world or another land accessible through a veil of mists in a pocket dimension. This will expand to include anything else you conquer. Your lands will match you, your personality and your approach. A brutal tyrant might rule a dark land with vicious armies at their disposal, while a kind ruler might rule a brighter country where the people live in harmony. Occupants of **The Kingdom** that you have not turned into Companions will count as Followers.

Where's The Wizard?

Merlin, or at least the one you would have expected here, is mysteriously absent. Maybe they are taking a long nap? You will need to attend to things in their absence to succeed at this Scenario. You do not have to do things the same way, and you do not have to get involved in the war between the Old and New Ways. That is a different Scenario. But you *do* need to decide which way the war between Vortigen and Uther goes and ensure that the one you choose wins, eventually ensure that someone suitable ends up on the throne after they are gone, and that their reign is at least moderately successful for at least a decade. That king can even go off on a quest like Arthur would have done in this tale as long as you make sure the kingdom doesn't crumble in their absence. The main restriction is that you cannot take the centre stage by yourself in any of this. You cannot win the war for yourself with your own forces, and you cannot take any thrones by yourself. You must be a guide and advisor like Merlin would have been, not a direct leader.

You can take this Scenario at the same time as A Third Flag, though rather than raising up a third faction by yourself you will need to find somebody else suitable to do the conquering and ruling for you. You would still have to stay in the advisory role this Scenario requires rather than doing it all yourself, and still fulfil the other conditions of this Scenario in order to win it.

Reward = You have earned the Perk **Jumper The Wise**. You have become a supernaturally good advisor and will find that getting people to listen to your advice has become significantly easier as they will have the sense it will genuinely help them. It would be easy for you to gain and maintain the ear of the powerful and influential as a valued source of advice and guidance. They might not like what you have to say, but if you are genuinely trying to help they will at least take it into account and won't do anything like punishing you for disagreeing with their approach to things.

Pending Dragon

In most stories involving Merlin, they are usually a teacher of King Arthur. That would usually be the case here as well, but in this Scenario, they will only be available to teach them half of the time. Maybe they need to be spending more time with Nimue, or maybe they are busy counteracting other schemes of Queen Mab? Whatever the reason might be, Merlin requires some assistance in teaching the future King, and you have stepped forward.

Your task is to aid Merlin in teaching Arthur to be a capable King, and more importantly a good man. While Arthur does not need to be entirely flawless, they must be capable of taking the Sword from the Stone without any sort of aid or interference making it easier. Once Arthur has claimed Excalibur, you will have successfully completed this Scenario.

There is an alternative, if you are not inclined to raise a good king or it would be contrary to your own ends. Shortly after Merlin leaves you to prepare for this task, Queen Mab will contact you to make a counteroffer; See to it that Arthur is raised to become either a tyrant or at least as bad as his forebears. Perhaps you could even manage to turn them into a willing servant and supporter of the Old Ways? Either way, you must turn Merlin's latest attempt to combat Queen Mab against him. This may be a more dangerous path to take than the first. Though Queen Mab has seen to it that there are flaws within Arthur's character to exploit, Merlin will not be entirely blind to obvious efforts to corrupt his ward. You will need to find a way to conceal your efforts to darken this shining champion, be it through clever obfuscation or ensuring Merlin is unable to interfere even if he suspects what you're up to. Then, when Arthur seeks to claim Excalibur for himself, you must find a way for this never-risen hero to take the Sword from the Stone despite no longer fulfilling the conditions required. Finally, they must claim the throne itself, even if they are no longer able or willing to achieve it via the bloodless route they would have taken under Merlin's sole guidance. Once your student and Queen Mab's new tool is on the throne, this Scenario has been completed. Feel free to stick around the court until he mentions something about killing prisoners, it seems to be a trait that runs in the family.

Reward = This depends on which path you took to succeed at the Scenario.

Merlin always believed that Arthur would be a good King, and in this continuity, he is proven right... aside from one notable mistake, but nobody is perfect. Whether Merlin's belief was due to their own visions or just a feeling in his heart, or perhaps both, is unclear. But you have earned something that will help judge such things from now on in the form of the Perk **Seeing A Bright Future**. When you use this Perk and observe someone through whatever means you might have, you will be able to get a sense of whether they have a particularly heroic, generally beneficial or benevolent future ahead of them. If you focus on them, you might even be able to catch flashes of particularly important actions they perform or key roles they might play. It might be something as pivotal as becoming a just ruler, or as small as lending someone help when they need it. Both are good and both are important. If someone is likely to do a lot of good acts, the visions will focus on the more far-reaching ones before including more personal acts. To avoid you worrying about your mere presence in the Jump accidentally preventing someone from accomplishing something they would have otherwise done, these visions will be of things that are likely to occur unless you

deliberately try to avert them. This could be a useful ability to have when looking for prospective heroes, working towards somebody succeeding at a specific goal, or just trying to reassure yourself that people can be capable of doing good in the world. Just bear in mind that the general sense weighs up all the good and bad they are likely to do, and the specific visions will not show you any bad acts, failings or mistakes they might make.

If you took the second path, you have managed to corrupt one of the most well-known heroic figures in British mythology into a monster. Symbolising your impressive achievement, you have earned the Perk **Blackening The Dragon**. Now, no matter how shining the hero or what promise someone may have for being a champion of good, you can corrupt them into something more fitting for your own schemes. This process is faster and easier the earlier you get to them, so meeting them when they are still inexperienced will be much easier and have faster influence than trying to convert them once they are more set in their ways. But even in the case of a veteran it would be possible, given enough time and effort on your part. You can cultivate whatever flaws you want in your targets, or even work to remove or reduce ones that would be unhelpful to your plans. Maybe you would find it convenient if they were short-tempered, but it would cause problems if they were greedy? Or maybe you want them to be brave so you can rely on them in battle, but not so bright as to have no need to rely on your advice in political matters? What is more, you can entirely mask your own ill intentions when corrupting those who might have otherwise been great heroes, avoiding any suspicion that you might be a bad influence on them. With a bit of work, you can conceal the flaws and failings you have woven into their character, so you do not need to worry about someone you have subtly corrupted being obviously evil to everyone around them unless you want them to be, allowing you to hide the mind of a monster behind the veneer of a noble knight. If morality or character traits would usually affect appearance, you can ensure that it only matches what they appear to be, rather than what they are really like, and can apply this last feature to yourself and your allies if needed. No need for anyone to wonder why the advisor for some angelic looking ruler looked like a twisted demon, or for suspicions to be raised by the supposedly good King looking increasingly haggard.

A More Or Less Dreadful Future

This Scenario has two paths to take, both of them involving guiding the development of Mordred in some way.

The first path starts somewhat earlier. Mordred has recently been born, and though he will grow up unnaturally quickly he will still need to be raised like any other child. In this Scenario, Merlin has decided he needs to try and stop Queen Mab from raising the child as a threat to Arthur and the New Ways. As he is occupied with guiding Arthur and Camelot, not to mention not being particularly welcome in Morgan's home thanks to the last time he interfered there, he has asked you to go there in his stead, ideally influencing Mordred's development so they do not grow up to be a particularly twisted sociopath that would bring the destruction of everything Arthur and Merlin hold dear. You need to ensure they are at least neutral to Arthur and his forces, even if not allied with them. This is going to be a difficult task, not only because Mordred's nature leans towards more malevolent actions (throwing a knife at Merlin as an infant as just one example), but because Queen Mab will be regularly visiting to dote on 'her' child and may notice your efforts if you are not careful. Once Mordred reaches adulthood, which should be some time after Arthur would leave on his quest for the Holy Grail, this Scenario reaches its conclusion. As long as Mordred is, at the very least, not the sort of person who would be annoyed enough by comments about not being perfect to lash out with potentially lethal force, seriously consider killing their own mother, or would find it particularly funny to cause someone to die of heartbreak, you will have succeeded at this Scenario.

Reward = You have managed the impressive feat of ensuring someone that would have otherwise been a monster was raised as at least a semi-decent person despite everything. To make such goals somewhat easier in the future, you have earned the Perk **A Less Dreadful Upbringing**. Now, even if someone or something was inclined, destined, predisposed or created to be evil, you will be able to ensure they are brought up in such a way that they will be good. Worried that somebody you encounter is destined to be a monster that will cause great harm to others, but is still a child and you would prefer not to resort to extreme measures to prevent the threat you know they would become? Now you can ensure they do not grow up to be a monster, regardless of any bad influence others might have on them, or if others are actively working for them to become a monster.

The alternative path to this Scenario takes place after Mordred has grown up and left his human home behind. As Frik may no longer be working for Queen Mab, or would have other reasons to be occupied elsewhere, she needs someone else to do the part of the work her servant would have once undertaken. This duty, which involves training Mordred in all the things they need to know and be able to do to overthrow Camelot and kill Arthur, falls to you. Mordred needs to be able to win the final conflict with Arthur one way or another, and while you can lend your student support and guidance throughout their campaign, they will need to fight that final battle with their father by themselves. As there may be an element or risk in simply being around Mordred, this route of the Scenario is made a little more palatable by guaranteeing that Mordred will not try to kill you even if they would normally be inclined to do so. Auntie Mab told him he is not allowed to damage his teacher, since it would be rather difficult to get a good replacement.

Reward = Your proud student waltzes back from the battlefield victorious, presenting their favourite teacher a token in gratitude for all of your hard work contributing to their success; The sword of the now-defeated King Arthur, **Shattered Excalibur**. While the broken blade is no longer as large as it was originally, it is still just as sharp and could be used as a particularly large knife or short sword, and it has lost the ability it once possessed to repair that which it sundered. Where it once sounded beautiful as it moved through the air, its song has transformed into a mournful wailing, as if it is weeping for its former owner. This sound, while curiously not affecting you or those working with you, dredges up memories of lost hopes and failed dreams, every time success was proved to be a falsehood and a way to win was a mere fantasy. Any promise of victory evaporates in the face of this broke blade, leaving only the cold dread of futility where there was once hope. Using this in battle would bring all but the most steadfast and wilful of your enemies to their knees in despair. At your choice, you may have this weapon reforged into a new form, or even combined into the material of another weapon to grant it these properties in addition to any it already possesses.

Get Me A Different Architect!

Vortigen is having a bit of trouble trying to build an impregnable castle at a key defensive position. He doesn't trust anyone, in fact recently taking the daughter of one of his most loyal lords hostage as a guarantee. His spies have reported Uther building up an army to take the throne from him. His most recent attempt at constructing a fortress has just collapsed, and as the last architect is being dragged away you have stepped up to lead the next attempt. He is onto his third Soothsayer trying to figure out the problem as well. Vortigen gets through everything at an alarming rate.

The construction faces two main problems. Firstly, the land is cursed. Neither tower nor castle will stand. Second, it seems a stream runs into a great cavern below the construction site. You will need to find ways to deal with both and oversee the successful construction of the castle at this location that can hold off at least a small-scale siege. It might be best not to prove yourself to be too extraordinary around Vortigen either, he finds such people too dangerous to allow to wander around.

Reward = You have managed to build where it should have been impossible and did it without getting on the bad side of King Vortigen. It is difficult to tell which is the greater accomplishment. In doing so, you have earned the Perk **It Will Hold This Time**. Not only do you now have impressive skill when it comes to architecture and construction, even when limited to primitive resources, but you can find ways to build structures where it should not be possible. It would not be too hard for you to figure out how to build a castle on water, should you need to. Finally, nothing you build or oversee the construction of can be damaged or destroyed by natural disasters, so you will not need to worry about floods or earthquakes undoing your hard work.

I Offer You My Services, As A Jumper

Uther is in Normandy, raising an army and getting ready to sail for England. He wants to kill Vortigen, who killed his father King Constant. The conflict itself is not something that you need to be directly concerned with in this Scenario. Instead, your focus will be on this developing alliance, as it does not seem to be forming as successfully as it usually would. Perhaps Vortigen's agents have been interfering? To win at this Scenario, you need to ensure that Uther's alliance forms successfully and is able to reach Winchester without falling apart or fighting each other. From there, unless you have significantly changed things, Merlin will be able to guide the alliance to victory against Vortigen.

Reward = Uther's forces are rather traditional, strictly following established rules and traditions of war. Though this might cost them advantages that less traditional enemies would seize upon, commonly agreed rules seem to have helped bring the forces together under a shared banner. The Perk **No One Fights In Winter** causes your enemies to conform to whatever rules of combat that you and your own forces follow, so long as they were not established to give you a clear advantage when they are in place. If you refuse to fight in winter, so will your enemies. If you refuse to use cavalry, so will they. This effect weakens if allies joining you in battle do not follow the same rules and completely stops working against a faction if you break the rules yourself. That sort of thing just isn't done.

Prison Break Or Prison Make?

Taking the first route of this Scenario, it will begin after the death of King Arthur and Excalibur has been returned to the Lady Of The Lake. Nimue has been sealed away where even Merlin cannot reach her, and the wizard has sought you out for any aid you can provide. To win this route of the Scenario, you must somehow find a way to free Nimue from her imprisonment and allow her and Merlin to be reunited.

The alternative route of this Scenario begins somewhat earlier. Frustrated with Merlin's constant interference in her plans and concerned his presence would turn the war between Arthur and Mordred in the favour of the former, Queen Mab has approached you with a request to take her wayward chosen one off the board once and for all. Once key point to note for this route of the Scenario is that Queen Mab does not actually want you to kill Merlin, and to avoid harming them if you can. Both because that would be too easy, and because she still cares for him... in her own twisted way. You need to find a way to lure Merlin away from Camelot, and then imprison him where he can no longer interfere with the battle between the Old and New Ways. Once you have accomplished this, you will win this route of the Scenario.

Reward = This depends on which route of the Scenario you succeeded at.

If you took the first route, acting as a jailbreaker or finding some way to successfully release Nimue, you earn the Perk **Breaking Open The Doors Of Magic**. You have accomplished something that may have taken decades to achieve otherwise and will find such feats much easier for you to do in the future. You can now break any manner of magical seal or release any who are imprisoned through mystical means. Magical barriers would shatter, enchanted chains rust away, and more esoteric means of containment fail should you desire freedom for others or for yourself. Those you care about will not be ensorcelled away from you, nor will you be magically bound to prevent you from reuniting with them as you throw whatever doors separate you wide open.

If you succeeded at the second route, finding a way to seal away Merlin, you have earned the Perk **This Is All Jumper**. Luring the wisest into a trap, perhaps even one they were fully aware of, you will find it much easier to do so with others in the future. You now have an instinct for precisely what is needed to lure anybody into a trap and will have at least some notion of how to accomplish it. Even if what you have created is obviously a trap, or where you have drawn into it is obviously your own work, those you intend to use it on will dismiss such things far more easily and let down their guard even when they should not, allowing you to spring the trap successfully. Ensuring the trap is capable of containing or otherwise doing something to your quarry is still up to you, but you will be able to get them into the right place even if it is obviously a trap, should you be able to find the right motivation.

The Search For The Sequel

This is a different time, and a somewhat different place. The Camelot you will find in this Scenario is a downtrodden place, run by Lord Weston, and the Holy Grail that was once here has departed from the castle. Even Merlin himself has been absent for 50 years, and the Lady Of The Lake is no longer a neutral party. In fact, this Lady intends to destroy Camelot and is responsible for Merlin's disappearance.

There are three routes you can take here, and success on each will win a different reward.

The first route is to protect Camelot and its people against the barbarian army commanded by the vicious Rauskaug and serving the Lady Of The Lake. Should you need it, you might be able to acquire aid from a thief by the name of Jack. You might have noticed them sneaking into Camelot in a cart alongside their pet pig when you arrived at the start of this Scenario. Ensure that Camelot's people are safe despite the oncoming dangers, and that this Lady Of The Lake is defeated once and for all. Once that is accomplished, at which point Merlin will return, you will have won at this route of the Scenario.

The second route is to ally yourself with this Lady Of The Lake. In this route the Barbarian army lacks the strong leadership Rauskaug would provide, and it is up to you to step into their role. You do not have to be a barbarian yourself, as choosing this route will cause this Lady Of The Lake to vouch for you as her representative, earning some degree of their loyalty. You will need to find a way to invade and destroy Camelot, and eradicate its people, which is complicated by the powerful enchantments upon the city that prevent direct invasion and the recent return of Merlin himself. Though weakened and still trying to discover what happened, it would not be wise to underestimate the wizard, nor the allies he may be able to find here. Once you have completely destroyed Camelot and ensured it can never recover, you will have won at this route of the Scenario.

There is a third route, though this one is notably more difficult. Somehow, you need to bring peace between the barbarians and the forces of Camelot. Even if you can convince the two factions to lay down their arms and settle past grievances without any more violence, you will still need to persuade this Lady Of The Lake to abandon her vendetta against Camelot and become at least neutral to them if not an active ally. Finding a way to undo the damage Camelot's existence has unwittingly done to her realm and ensuring that no further harm is done might help considerably during such negotiations. If you can achieve a lasting peace between all parties, then you will have won this route of the Scenario.

Rewards = This depends on which route you took and if you succeeded at it.

By succeeding at the first route, you have earned the Perk **Our Once Noble Dream**. This Perk, symbolising the way you have protected the last traces of a once golden kingdom and aided in its ultimate revival, allows you to repeat similar feats in the future. Should you find some active remnant of any previously great civilisation, culture or kingdom, you will be able to start the process of building it back up to its former glory. The dream will not die when you are around to keep it going.

By succeeding at the second route, you have earned the Perk **Blood In The Water**. You have been able to find a weakness in Camelot's defences and exploit it, and in the future, you will be able to repeat the same feat even against strongholds that are thought to be impregnable. If there is any weakness within a defence, you will be able to find it. If you can locate or create a weakness, you will find that you and your allies will be able to easily exploit it in some way, even if it does not seem obvious or you have no way of sharing your findings. Those who seek to keep you out or patch up the flaw in their defences will find it significantly more difficult.

By succeeding at the third route, you have earned the Perk **An Untainted Future**. Poisoning the rivers and draining the lakes during the construction and operation of Camelot is what seems to have caused this mess. You will be able to prevent similar issues from occurring in the future. Now, you can ensure that any sort of construction, growth of a settlement or advancement of a culture will not cause unexpected or unwanted harm to the population or pollute its environment. If you find some culture, industry or development already established that is causing harm in such a way, you can now find ways to reduce this harm, and with enough effort will be able to negate it entirely. You can accomplish either option without reducing the quality of life, degree of development, or overall productivity of whatever you are trying to make sustainable.

Once And Future Faces

This is more of an unusual continuity option than a Scenario that you really need to win at, but it could end up making things a bit more confusing and potentially more dangerous. On the other hand, you will get something out of it if you decide to take this Scenario that you could use in future Jumps.

If you are familiar with works outside of the Merlin Miniseries, you may begin to notice a few things seemingly bleeding over from other realities. Perhaps this Merlin could be more of a thorn in your side during the final conflict, or maybe they remember dealing with some very unusual creatures that escaped from some lost world? Maybe Guinevere is not the best person to share the throne as there is no telling what games she might get up to, or maybe she's unusually untrusting of any sort of automatons you might create here? Maybe Morgan Le Fay has an unusual baking hobby? Maybe Mab herself has issues with some dark serpent that once worked for her, and Frik could tell you stories about two close friends of theirs? Maybe Vortigen is a bit battier than anyone here would expect, or the Rock Of Ages seems to have an unusual breathing pattern? Whatever the case might be, you might recognise some familiar characteristics cropping up amongst those who remind you of people in other worlds.

This does not adjust anyone's powers or abilities, so you do not need to worry about Morgan Le Fay casting some sort of unforgivable curse at you, but it does mean that some of the people here could potentially act like people they might remind you of, or perhaps even remember lives beyond this world if you encourage such things.

Of course, if you *want* the added danger and chaos that would come with so many alternative lives bringing in abilities and assets they normally would not have here, you can turn this into more of a Drawback and claim another 400CP. Just bear in mind that as a Drawback the new capabilities of certain characters here are going to be more of a hinderance and hazard than something easily exploited, so Mab might have a Headless Horseman at their disposal if she is your enemy, or Merlin might have somehow gotten their hands on Dinosaurs if you're up against them.

Reward = For taking this Scenario for the Jump, in either its relatively safe or Drawback-enhanced form, it seems you have picked up the Perk **Jumper's Sickness**. Contrary to the name this is not harmful to you, though it could certainly confuse others in the right circumstances. You can now awaken memories of 'other lives' within people if you happen to have been able to participate in a version of them, even guiding them to specific ones where you were present if you focus this ability. If you left behind someone in one world and met someone startlingly similar in another, you could cause them to 'remember the previous life'. Given time, they might even start re-awakening abilities that they 'used' to have. You can toggle this ability on and off on specific people you encounter, and if you toggle it off after actively using it on someone then the additional memories will quickly fade away and they will dismiss the whole thing as an idle daydream.

Ending:

The Jump is finished. Your adventures here are over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with allies and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Merlin* 1998 television miniseries and associated franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Additional thanks to SF Debris, as the review of the miniseries is what reminded the author of this Jump Document about the existence of the miniseries and may have inspired elements of this Jump Document. It definitely inspired the specific Drawback **The Classic Mistake Of Leaving A King Alone For Five Minutes**.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the three-part television miniseries originally aired in 1998 on NBC, directed by Steve Barron and written by Edward Khmara, David Stevens and Peter Barnes. This was followed by a sequel in 2006, *Merlin's Apprentice*, which was more loosely connected with traditional Arthurian legend and due to various differences wouldn't work as the same setting as this Jump would start off in. Hence the Drawback Toggle to go to the specific *Merlin's Apprentice* setting, and the Scenario **The Search For The Sequel** which is based on the events there.

-Regarding staff or other followers for properties or vessels you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Regarding the **So, Where Should I Begin** Perk: This allows a Jumper to start off their Jump after time skips within the narrative of the setting, rather than waiting around and potentially not being able to get to the point they're interested in within the Jump. For example, while by default you would be starting off here around the time Vortigen claims the crown from King Constant, you could instead start at the point where Merlin first meets Nimue, or later when Merlin is sought out by Vortigen as a way to successfully build his castle, or when Arthur comes to tell Merlin news of Uther's death, or when Camelot is being constructed, or even when Arthur returns from his quest for the Holy Grail. As long as you can justify your Jump's starting point as the beginning of a new 'chapter' or 'volume' in a grander story, and it's not before the 'main' story starts or after it ends, you can start there.

-Regarding the **But Remember, They Are Only Half Human** Capstone Booster: This is intended to represent Merlin's special nature, being born from a human mother due to the

actions of Mab and having no mortal father. You can have all the benefits described in the Capstone Booster whether you're a **Human** or **Magical Being**. While you could technically be some sort of hybrid if you can justify it with your Perks and abilities, you'll only have the benefits described in this Perk and the Capstone Boosting effect if you take this.

-Regarding the **It's Not Exactly The Way I Remember It, Master Jumper** Perk: This isn't intended as a way for Jumpers to give themselves advantages they can't justify with their Perks, Items and abilities, but instead a way of making elements of the setting make more sense if there wasn't anything established that would contradict it. It can also be used to avoid running into issues that would not be evident to anyone who is familiar with the source material, like the unanticipated existence of other beings like Queen Mab or the Lady Of The Lake, so you don't need to worry about something not specifically clarified as being a real danger within the source material being a threat. Essentially, if a setting lacks key details on something, then you can use your personal interpretation of things to fill in the gaps as long as it's internally consistent to the setting. It's also an excuse to interact with elements the original material doesn't cover or explain in detail by establishing your own things, rather than just avoiding anything not specifically detailed in the original material entirely because you don't really know anything about certain elements of the setting.

-Regarding the **Unseelie Sovereign** Perk: This essentially gives you equal authority to Queen Mab regarding magical creatures whilst you're here. You wouldn't be able to command her while you're here, being essentially equal in 'rank', because this version of Mab is a Pagan Goddess rather than just a Fairy, and because the Perk would trivialise her as an enemy for Drawbacks. The same applies to her sister, the Lady Of The Lake. In other Jumps any sort of Fae creature is fair game for the absolute authority the Perk gives you over them no matter how powerful they might be. The name of the Perk doesn't limit you to authority over specific type of Fairies and there's no mention of Seelie and Unseelie Courts in this setting, the name was just picked because it sounded good when this Document was being written.

-Regarding the **Jumper Will Be The Future** Perk and Capstone Booster: There isn't an exact scale in terms of how support will reduce the chances of the opponent, as it would become disproportionately powerful or uselessly weak in settings with very large or very small populations, so it's a case of what can honestly be estimated and/or justified. With the Capstone Boosted effect, this reduction of their chances of success is modified by their popularity as a character and desire of an audience to see them win, so a plucky underdog that the audience loved would actually be worse off against Jumper due to this Perk's Capstone Boosted effect compared to someone that doesn't have as much support outside of the setting. It turns the popularity and fame of a character against them, essentially. For an example outside of the Merlin Miniseries: most incarnations of Superman can be reasonably considered popular or even universally loved characters that the audience would root for, so with the Capstone Boosted effect their chances of success against Jumper will plummet to nearly nothing and it would be almost impossible for Jumper to lose against them. As might be expected, this Capstone Boosted effect will likely be much more potent against popular Main Characters of a given setting, as the audience is likely going to want them to win.

-Regarding the **Land Of The Dead** Item: You return from the afterlife you've accessed just as easily simply by saying the name again. You can't accidentally transport yourself to and from the living and dead worlds by saying the name, you have to intend to travel there. In *Merlin's Apprentice* there is a brief effect of thunder and lightning as the trip is made, and it's up to the Jumper if they would like to retain that effect, travel in a more subtle manner, or have something thematic for whatever afterlife they're trying to access.

-Regarding the **Once And Future Faces** Scenario: This isn't exactly a Scenario that fits into the Miniseries covered by the Jump Document, but given the subject matter including someone thought to one day return and someone else occasionally thought to age/remember things backwards, it was too tempting to not add something that allowed remembering things people haven't experienced, a bit like the idea of 'Merlin Sickness'. To be more specific, if the Jumper chooses the Scenario then they'll find different characters within the setting taking on characteristics that other characters their actors have played have, influenced by other 'lives' that the Jumper and their Companions know about. So if a Jumper and their Companions knew nothing about Blade Runner they wouldn't encounter Vortigen acting more like Roy Batty, but if they were familiar with Jurassic Park then Merlin might talk about some unusual visions they had involving the Dinosaurs. Overall, it's a Scenario to add a bit of harmless fun if the Jumper wants it. The Drawback enhancement to the Scenario that turns it into a bit more of a chaotic crossover event ensures that elements of these other lives will bleed over in such a way to cause more problems for the Jumper than providing solutions, so just by using the Drawback a Jumper wouldn't be getting the full backing of Merlin with powers of an apocalypse-generating Antichrist or fully stocked nuclear submarine if they had teamed up with him against Mab, but she would find herself acquiring the service of a suitably devious local incarnation of Blackadder. The assets and abilities acquired on either side of the conflict won't be game-breaking or overwhelming for the Jumpers 'power level', but they will add additional complications a Jumper would need to deal with if they're opposed to any particular faction. If they're entirely neutral, then a Jumper could potentially just sit back and try to survive the chaos.

-Regarding the **Jumper's Sickness** Scenario Reward: The Scenario Reward allows a Jumper to effectively 'wake people up' to remember their previous 'incarnations'. So if a Jumper went to the film version of Harry Potter they could use the Perk on Rita Skeeter, causing her to remember being Mab and/or the Lady Of The Lake (as the actress Miranda Richardson played all of these roles and the characters share a face and voice as a result), and if the Jumper made it specific it would be the versions that they personally interacted with. Exactly how this affects personalities is up to the Jumper and their own interpretations of reincarnations, additional memories or alternate lives, no horror/trauma/negative consequences intended... unless they want things to be that way for some reason. This is not intended as any sort of ruling on exactly how similar looking and sounding people populate different Jumps, and the explanation for how the effect works can be altered into something like 'different versions of a person being aligned on the same dimensional frequency', or whatever best suits the meta that any given Jumper or Jump-Chan is using.

-Regarding the **Something That Could Finish Your Chain**: This isn't intended as an 'enemy that is by fiat more powerful than the Jumper and they have no chance to survive against' Drawback, but rather something like the situation King Arthur had with Mordred. An enemy

perfectly suited to take them on, but needed to get them in the position where they would be vulnerable and even then only achieved a pyrrhic victory.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.