

The
Liar Princess
and the
Blind Prince

A tiny tale of love in a faraway land

Once Upon a Time,
there was a kingdom surrounded by a deep, dark forest.

The forest was a frightening place, filled with beasts and ruled by a powerful witch. Even during the day, the forest could be as dark as the winter night. Because of this, humans rarely ventured inside.

As terrible as the forest was, a beautiful singing voice would always pierce the darkness when the moon shone.

The voice belonged to a large wolf. She would proudly sing towards the moon high atop a cliff every night.

The wolf's singing attracted an admirer, the prince of a neighboring kingdom. In time, the wolf fell in love with the prince but came to fear him discovering her monstrous appearance.

When the prince finally worked up the courage to approach the source of the singing, the wolf panicked and blinded him with one slash.

Feeling unfathomable guilt, the wolf sought out the Witch deep in the forest. The Witch was said to grant any wish, for a price. However, in order to heal the prince's eyes, he would need to meet the Witch in person.

In order to escort the prince, the wolf begged for the Witch to grant her a human form. The Witch obliged, but the price would be the very thing that brought the wolf and the prince together, her beautiful singing.

You will now have some role in this story of love, innocence, and tragedy. Take these **1000 Story Points** to prepare yourself.

~ Backstory ~

Choose only one. Decide age & gender freely. All origins can be Drop-In.

Kingdom Citizen (Human)

♦ Pay nothing

A resident of the local kingdom. For most of the creatures of the forest, a human like you is just a tasty snack. Why on earth did you wander in here?

Forest Resident (Monster)

♦ Pay nothing or 100sp or 200sp

One of the odd creatures that call the forest home. For Free, you're on the bottom of the food chain, like the diminutive caterpillars or moles. For 100sp, you are more than a match for any human and most weaker monsters, like goats or boars. For 200sp, you are an apex predator, like the prideful wolves, able to swat aside human soldiers like flies.

Practitioner of Magic (Witch)

♦ Pay 300sp

You are an apprentice of the witch of the forest. Perhaps you remind her of a little girl she once held dear, perhaps she just wishes to witness you try and fail to seize hold of her power. When the witch is in a good mood, she may teach you a thing or two about basic magic. Though, she's quite stingy with knowledge of her iconic wish granting magic.

~ Attributes & Abilities ~

No discounts.

Illustrations

◆ No cost

At will, you may apply this world's distinct art style onto your perception, even in future worlds. A mix of painted backgrounds and sketchy pencil drawings for living beings. The world will look like something straight out of a picture book. This also provides you with the full game soundtrack.

Royalty

◆ Pay 200sp or no cost with *Spellbound*

Even if you aren't actually a legitimate royal of any kind, as long as you are dressed as some kind of prince or princess, and introduce yourself as such, most will accept your claim at face value. As long as someone lacks proof that you aren't part of any royal family, they'll show you the same respect (or resentment) they'd show the real thing. If taken for free with *Spellbound*, this is only active while in your "prince/princess" altform.

Topography

◆ Pay 300sp or 500sp

The Forest is a strange place, filled with bizarre mechanisms and impossible earth formations. With a little effort, you can create similar structures. Drawbridges with no clear connection to the lever that activates them, platforms suspended in the air, caverns that don't have anywhere near enough support to avoid collapsing, and more.

For an extra 200sp, you are privy to a magic to create self-sustaining portals between nearby locations.

Wish Granting

◆ Pay 600sp, Witches only

As the name implies, this magic allows you to grant the wishes of others. Anything from controlling the weather, creating riches from thin air, healing incurable diseases, granting new forms or abilities, and so much more. Be warned that not even this mighty power can revive the dead.

Each wish requires you to take something of immense personal value from the other party. This price is usually their soul, but if you're feeling kind, you can take something of more personal, sentimental value. Such as a singer's voice, a scholar's knowledge, a warrior's strength, etc.

This price then takes the form of a crystal. The more valuable the price was to the owner, the more magic power these crystals provide you. If this power is disproportionate to the actual amount of magic needed to grant their wish, you may use the excess to empower any other spells.

For example, if you took all the memories that two lovers had of each other, in addition to their most prized talents, in return for healing the eyes of one of them, you'd have enough magic left over to heal an entire forest that had been burned to ashes.

You can't pull a genie and deliberately twist wishes to the detriment of the other party. They must provide their unambiguous consent with full knowledge of exactly what you are providing them, and what they must pay for it. You don't necessarily need to use any magic for wishes, as long as the wish is granted in both letter and spirit.

If someone wishes to regain something they gave as a price, that itself is a kind of wish. Meaning they must provide something of equal or greater value to facilitate the return. Unless someone else is willing to foot the bill.

~ Human Heroism ~

Discount Human.

Well-Read

♦ Pay 100sp or no cost for Humans

In any world you find yourself, you'll find a wide variety of setting-specific book knowledge. From botany to geography to local legends. Nothing particularly ground-breaking, but enough to gain your bearings

Shining Light

♦ Pay 100sp or no cost for Humans

Whether you're blinded and stranded in a deadly forest, or imprisoned by your own family, your light shines in any darkness. Not even the most terrifying situations can put a damper on your positivity or kindness.

Puzzle Pieces

♦ Pay 200sp or half-off for Humans

Memory isn't limited to vision. You have an almost photographic tactile memory. In other words, if you've touched something before, even briefly, you'll instantly recognize it the next time you feel it. Also assists greatly with forming mental maps or navigating without the use of your eyes.

Peacekeeper

♦ Pay 200sp or half-off for Humans

Your very presence seems to dull the killing intent of intelligent beings. Unless you provoke them, even those who would normally kill beings like you on sight will feel hardly any of their normal drive. Witches will be oddly forgiving, monsters oddly reasonable, murderers oddly docile, etc.

Unforgettable

♦ Pay 400sp or half-off for Humans

The human heart isn't an easy thing to silence. As long as an emotion, bond, or memory is/was important enough to you, not even supernatural forces can suppress them for long. If someone has these same feelings, memories, etc. suppressed, a single brief reminder from you can cause these to instantly flood back into them like a dam breaking.

I'm Sorry

♦ Pay 400sp or half-off for Humans

When you apologize to someone with the utmost sincerity, assuming they can comprehend the gesture, the other person will fully sense that you truly understand and regret what you did. This has a way of instantly quelling even the most blinding rages. This also grants you a slightly less acute sense of the sincerity of apologies directed towards you.

True Love

♦ Pay 600sp or half-off for Humans

Your actions have the power to instill love, friendship, or other "human" concepts in those that would normally find them incomprehensible. The gesture doesn't even need to be grand. A compliment can teach a soulless witch mercy, an act of compassion can teach a monster to consider getting along with humans, your company can teach a beast to love, etc. This won't have any effect if the gesture is done with impure intentions.

~ A Monster's Might ~

Discount Monster.

Bloodlust

◆ Pay 100sp or no cost for Monsters

You are able to instinctively sense the hostility (or lack thereof) of those in your line of sight. You can differentiate those genuinely at your mercy, and those feigning weakness to catch you off guard.

Siren

◆ Pay 100sp or no cost for Monsters

Like a certain wolf, you possess a singing voice of hypnotic beauty. You could win the hearts of royalty with your voice alone. This resembles a human's singing voice regardless of your current form.

Scout Ahead

◆ Pay 200sp or half-off for Monsters

It's almost commercial how quickly the Wolf can reach the Witch without the prince. As long as you are traveling alone, you are able to travel great distances in a fraction of the time. A path that would take several days to traverse with company would take only one day on your own.

Strength in Numbers

◆ Pay 200sp or half-off for Monsters

No matter how capable you are, or how incapable others may seem, those around you never fail to earn their keep. Whether that be a unique skill, valuable intel, or just a point of view that allows them to devise solutions that would never occur to you. Nobody is ever truly dead weight.

Spellbound

◆ Pay 400sp or half-off for Monsters

Through a magic spell, you are able to transform into a powerless human prince/princess. This is treated as an altform. Oddly enough, you can also safely eat raw meat in this form. This form cannot be maintained in direct moonlight. You also receive the ability to change between any of your altforms almost instantaneously in a cloud of black smoke.

Big Bad Wolf

◆ Pay 400sp or half-off for Monsters

As long as your current form is significantly stronger than a given wild monster or beast (even intelligent ones), they will acknowledge on an instinctual level that they can't oppose you. Even when backed into a corner or actively being attacked by you, the thought of lashing back at you won't even cross their minds.

Amends

◆ Pay 600sp or half-off for Monsters

Around you, fate seems to behave more like a fairy tale. Every step of a journey feels tailored to helping you through some kind of character arc. This doesn't negate the need for power or wit, but As long as you learn your lesson by the end of your journey, fate will allow for seemingly impossible "happy endings". The innocent will regain all they lost while the guilty will be punished however much seems fair to you.

~ Wisdom of the Witch ~

Discount Witch.

Fickle Heart

♦ Pay 100sp or no cost for Witches

Witches are often known for their capriciousness. You have no trouble switching between even extreme emotions as the situation calls for it. You never remain angry, scared, or depressed a moment longer than you wish.

Eye of the Beholder

♦ Pay 100sp or no cost for Witches

This isn't magic, but it may feel that way. You have a knack for reading people's reactions in order to uncover their greatest desire. This even works on you, as you are always fully aware of your own desires.

Stink of Sin

♦ Pay 200sp or half-off for Witches

Whenever someone has wronged you greatly (such as destroying your home and precious possessions) as long as they are within a mile of your current location, you'll be able to sense their exact location, even if you can't directly see them. Only lasts as long as your grudge.

What Has Been Given

♦ Pay 200sp or half-off for Witches

An admittedly circumstantial spell. Should you somehow grant someone a new form or transformative ability, you are able to cast a curse that locks them in or out of that form for as long as you maintain this. This requires your continuous concentration but doesn't require line-of-sight.

A Witch's Scorn

♦ Pay 400sp or half-off for Witches

Like the Witch of the Forest, in response to emotional extremes, you are able to assume the form of a colossal monster. You tower over the forest and even your magic spells are scaled up to match your form. This form is quite slow and rapidly drains your physical and mystical energy reserves. If knocked unconscious you will return to your original, smaller form.

Enchanter

♦ Pay 400sp or half-off for Witches

You are able to enchant mundane inanimate objects (books, brooms, cauldrons, etc.) with life. They gain an eye, the ability to think and speak, and some method of movement (such as legs or flight). As long as their lives aren't in danger, they are perfectly content obeying your every whim. There doesn't seem to be a limit to how many of these you can create.

Earth Shaker

♦ Pay 800sp or half-off for Witches

You have learned some of the Witch's magic for manipulating nature. From localized earthquakes to instantly growing and healing plants to breeding plants with mystical properties. You're sure to find even more applications of this with time and experimentation.

This also grants an offensive spell for summoning giant roots from the ground to impale your enemies. You can summon dozens at a time, either manually aimed, sent to home in on your enemy's location, or planted in a location to strike in repeating patterns. The spikes emit an obvious magic aura before they strike, making them relatively easy to avoid individually.

~ Supporters ~

Discounts do not stack.

Eternal Bonds

◆ Pay 100sp, can take multiple times

With each purchase, you may import or create a companion to join you. They gain *600sp* and can earn up to *400sp* from *Price of a Wish*.

Blind Prince

◆ Pay 100sp or no cost with Escort or Liar Princess

The kind-hearted prince who set this tale in motion. They are quite book smart, though lack much real-world experience. If they are still lacking their vision or memories, they will be restored at the end of the jump.

If you take this with *Escort*, you may take over the wolf's role in the story, as you embark on a quest to save the prince you blinded. If you purchased the *Liar Princess*, you naturally won't be able to take over her role.

Liar Princess

◆ Pay 200sp or half-off with Vision or Blind Prince

A mighty wolf who fell for a human prince. In order to interact with the prince, she sacrificed her beautiful singing voice to gain the ability to transform into a human princess at will.

If you take *Vision*, you may take over the human prince's role in the story, as you are guided by the same wolf who blinded you. If you purchased the *Blind Prince*, you naturally won't be able to take over his role.

The Witch of the Forest

◆ Pay 300sp

A powerful and capricious witch known for using her magic to grant wishes, at a price. In the past, she would take the recipient's soul as payment. However, after spending time with a kind young girl, she softened up and began to take aspects of a person other than their life.

However, those who resented the witch killed the girl when she was away. Enraged, the witch transformed into a great monster, before taking the girl's soul and hiding away deep in the forest.

Perhaps this is why she has a soft spot for children, particularly those who are selfless and willing to sincerely apologize to those they've wronged.

Despite no longer taking lives, her sadistic streak is as strong as ever. She clearly takes great pleasure in the suffering of those who come to regret their wishes, or the payment demanded for them.

~ Possessions ~

One discount on a single item of any tier. 100SP items discounted to Free.

Collection

◆ No Cost

As you journey, you will come across floating golden petals. Collecting these will reward you with artistic renditions of you, your allies, and the places and creatures you come across in that world.

Crown

◆ No Cost, requires Royalty

What is a prince or princess without a crown? Despite its size, this crown holds onto your head as long as it isn't intentionally removed. Whether or not you're an actual royal, with this you certainly have the air of one.

Lantern

◆ Pay 100sp or no cost with discount

In any wooded area, you will find these strange, almost organic lanterns just lying around. Wherever you find a lantern, you'll find a convenient fire to light it. Not only are many monsters scared of fire, there are a number of mechanisms in the forest designed to activate in response to fire.

Field

◆ Pay 100sp or no cost with discount

In every Jump, you will know the location of a beautiful field of flowers. The flowers within have an alien beauty to them. If you happen to enjoy eating flowers, they're also quite delicious. No matter how many flowers you pick, they'll be replaced by equally beautiful flowers the next day.

Hut

♦ Pay 200sp or half-off with discount

Fungal infestation optional. This small hut can be placed in a location of your choosing each jump. It isn't much to look at but has an odd way of repelling all hostile wildlife, to the point a regular human could live in relative safety within the forest. Doesn't protect from starvation.

Seeds

♦ Pay 200sp or half-off with discount

Seeds and spores of two native flora of the Forest. The seeds will grow into flowers that are able to launch seeds the size and weight of a human child when struck. The spores grow into stout mushrooms that can be used like a trampoline to increase your jumps or cushion dangerous falls.

Path

♦ Pay 400sp or half-off with discount

In any heavily forested area you find yourself, even ones that have never known the touch of intelligent life, you will find it littered with a variety of wooden mechanisms that exist solely to make it easier to traverse. From clockwork drawbridges to see-saws to primitive elevators.

Forest

♦ Pay 400sp or half-off with discount

Your own Forest to follow you between worlds. Large enough to surround an entire kingdom. It is filled with the same flora and fauna as this world's Forest. Even as a human, the monsters are completely docile towards you. This doesn't net you specific inhabitants, like the Witch or the Wolf.

~ Price of a Wish ~

Only up to 600sp may be gained, with the exception of Fragile.

Pride

◆ Gain 100sp

You are as stubborn and prideful as a wolf. You are set in your ways, and the thought you could be wrong about anything rarely crosses your mind until it's too late. You can push past your pride for those you care about.

Innocence

◆ Gain 100sp

You are naive to an absurd extent. You always assume the best of others and aren't particularly hard to deceive. Sometimes the faith you place in others is reciprocated, but not always.

Liar

◆ Gain 100sp

You have a nasty habit of telling lies to protect your image. Even when it would be just as easy to tell the truth. Your lies always come to light sooner or later, often at the expense of those you care about.

Shame

◆ Gain 100sp

Whatever you did to deserve it, you are an embarrassment to your people. As a monster, you will often be mistrusted or picked on, as a human, they may go as far as locking you away or banishing you to the forest.

Beast

◆ Gain 200sp, Can take multiple times

You are terrified of fire, or something similarly mundane. Just the thought of this makes you anxious, and the sight of it can make you panic. Fate will frequently twist and turn to expose you to the subject of your phobia. Can purchase multiple times for different phobias.

Dreams

◆ Gain 200sp, Can take multiple times

You turned to the witch to grant a wish of yours. The wish ultimately didn't pan out, but a treat you hold dear was taken as payment all the same. It could be your voice, your memories, your strength, etc. Traits are returned at the end of the Jump, but you won't know that until then.

Humanity

◆ Gain 200sp, Monsters only

Whether due to a blessing or a curse, all of your otherworldly strength and powers are bound to your monstrous form. This form is large, clumsy, and in your opinion quite hideous. You can change to a powerless human form at any time, which you will need for any problems demanding precision.

Allure

◆ Gain 200sp, Monsters only

Even if you aren't a human yourself, the monsters of the forest can't seem to tell the difference. You seem to emulate a scent that all monsters find irresistible. They will attempt to attack you without any regard for their own safety. No matter how many you kill, more always show up in time.

Vision

◆ Gain 300sp

You lost the use of your eyes in a horrible accident. In addition to lingering as a tragic memory, this has somehow also robbed you of any sensory abilities beyond that of a mundane human. You'll be just as vulnerable and clumsy as any other human who just lost the use of their eyes.

Escort

◆ Gain 300sp

Somehow, you've become bound to a blind human child. They have barely any means to defend themselves, and if they die, the heartbreak will take you with them. They believe you to be a normal human like them. If they find out otherwise, they are likely to feel betrayed and push you away.

Rage

◆ Gain 300sp

You have earned you the hatred of the witch of the forest. If her magic wasn't bad enough, she is able to transform into a monster that towers over the forest. You'll need to defeat her to even attempt to calm her down. Naturally, there's no guarantee she'll be swayed even if you do.

Fragile

◆ Gain 400sp, must be under 12 years old, ignores cap

This forest is no place for a child. Your body is absurdly vulnerable. Falling more than a few meters or getting hit even once by any of the monsters of the forest will kill you instantly. Your stronger alternate forms will be slightly more resistant, but for some reason you are unwilling or unable to assume any other form unless you absolutely have to.

~ The End ~

And they lived...

Happily

Go Home

Ever

Stay Here

After

Move On

~ Notes ~

Jump by Gene

Regarding Wish Granting:

Reviving the dead is the only thing the Witch's magic is explicitly stated to be incapable of. Still, at least try to be reasonable in wanking what other wishes are and aren't possible.

Regarding Topography:

If it wasn't obvious, this allows you to create the kind of physics-defying structures you'd only see in a platforming game.

Regarding Amends:

In the story the Wolf's lies are constantly making things worse. The way they finally make amends with the Witch is through an honest apology. The Witch takes their memories of each other in return for healing the Prince's eyes and the Forest, though they both get them back in the end.

The Prince is innocent, so he got back everything he lost and can continue being friends/lovers with the Wolf. The Wolf was innocent in the sense she had no ill intent, so she got to maintain her relationship with the Prince too. However, everything was ultimately her fault, so in the end she lost her ability to become a human and her singing voice she traded for it.

If this kind of karma isn't something you'd find desirable, this can be toggled off or on between Jumps.

Regarding Earth Shaker:

Yes, it is intentional that it costs more than the other capstones.