

Once upon a time....

Lorcana is a magical realm, where each star in the night sky is a story. Long ago, the Curator founded the Great Illuminary in the heart of the Inklands, to study and catalog these tales. For this purpose, he assembled the Illumineers, people of great imagination, able to shape the stories and give them life, and together they filled Lorcana with Glimmers, characters from the Disney stories, both Storyborn (canon) and Dreamborn (What Ifs created by the Imagineers).

The Curator and the first generation of Illumineers have vanished. So the Great Illuminary summons a new generation of creative Illumineers from Earth, such as you. Alas, shortly before you arrived one of your fellow newcomers, Martin, foolishly unsealed a sinister locked book, unleashing a flood of ink that transformed many Glimmers into the (even wilder) Floodborn, and scattered the lore and relics the Illuminary housed to the four winds. Now you must undertake the quest, Glimmers at your side, to venture into the wild Inklands and reclaim what was lost.

At the same time several mysteries nag. What was that book? What's with the purple seaweed left everywhere by the Flood? What happened to the Curator and the original Illumineers? Who are you protecting this lore and these relics for, and who or what are you protecting them from? Have **1,000 cricket points** (cp) to help as you follow your conscience.



INKS

Choose one or two colors to represent your craft

Amber - The ink of community and selfless love, Amber characters are highly supportive of others, Amber magic is good at healing and assisting.

Amethyst - The ink of magic, mystery and wonder. Amethyst characters almost universally wield powerful magic or are magical in some way. Amethyst magic is full of hidden depths and nuances.

Emerald - The ink of adaptability. Emerald characters are quick-thinking and flexible, if not necessarily book-smart, they still always land on their feet. Emerald magic is scarce, but versatile.

Ruby - The ink of courage. Ruby characters are invariably brave... but sometimes foolhardy. Ruby magics are simple and direct.

Sapphire - the ink of intellect. Sapphire characters are intelligent and creative, scholars and explorers, always ready with a plan or invention to save the day!

Steel - the ink of strength. Steel characters are physically powerful, imposing, sometimes armored. They can carry the day by main force.



GLIMMERS

There are countless Glimmers, or Disney characters and variations of the same here, many of whom are eager to become your Companions, either permanently or just for now.

Take any of a color matching one of yours for free, 50 cp to reach outside your color scheme.
You may find specifics at Lorcana Cardlist.
Broadly assume any Disney character is fair game.
For 50 cp, you may also create an Imagineer to be your Companion, or import any number of Companions with 800 cp of their own to spend. Companions cannot take drawbacks for more points.

SKILLS

Be Our Guest (-100 cp, free **Amber**) You are a fantastic cook and host, able to throw impromptu feasts and parties and make everyone feel welcome.

Control Your Temper! (-100 cp, free **Amber**) Whatever the provocation, you know when it would be disastrous to fly off the handle, and can control yourself appropriately.

Hakuna Matata (-100 cp, free **Amber**) It means no worries, for the rest of your days. You have the amazing ability to just… switch off. Not worry about the things you can't control and enjoy life without stress.

Support (-100 cp, free **Amber**) You get how to help people, when they need to vent, or need space, you know what to say and do so they know they are loved and supported.

Just in Time! (-200 cp, discount **Amber**) The best heroes always arrive at the perfect moment, whether they know it or not. Chance or fate seems to arrange that you are always in time to intervene in a crisis or ease (or complicate!) a situation. At least your life is unlikely to be boring.

Part of Your World (-200 cp, discount **Amber**) You can roam the land and the sea and the depths of the Etherium without issue, the better to make friends everywhere!

Healing Glow (-400 cp, discount **Amber**) You seem to have absorbed some of the powers of a healing plant, much like Rapunzel. Now with a small song you can heal and restore youth. Or with a different one, wither and destroy life. Maybe don't do that.

You Have Forgotten Me (-400 cp, discount **Amber**) Everyone gets a little lost sometimes, but you have an uncanny gift for reminding people of who they really are, that they can be more than they are right now. You inspire people to want to be better, and can give a heck of a pep talk.

Befuddle (-100 cp, free **Amethyst**) Never be afraid to have your mind boggled now and again. It might be all the magical whimsy, but it is extremely difficult for others to predict your actions, all the more so the more their reliance on sophisticated magic or powers instead of common sense.

Bestow a Gift (-100 cp, free **Amethyst**) You can bless your allies with temporary charms, great strength or speed, good fortune, that sort of thing.

Reflection (-100 cp, free **Amethyst**) Your reflection will not always show who you are inside, but that's okay, you already know. Know who you are, your strengths and weaknesses, and that you are worthy of love and respect.

Sorcerer's Apprentice (-100 cp, free **Amethyst**) You can do magic! Disney magic! Now, you're just a student so it may be some time before you can match the Fairy Godmother or Maleficent, but the potential is definitely there!

Friends on the Other Side (-200 cp, discount **Amethyst**) You make friends easily with spirits, and bargains tend to favor you heavily. Just starting out you can do a variety of parlor tricks, divination and transformation. With time, who knows how high your star might rise?

Legend of the Sword in the Stone (-200 cp, discount **Amethyst**) A legend is sung of when England was young, and knights were brave and bold. When you enter a new world you may choose to retroactively insert all manner of legends and prophecies to help unite people, or simply to perplex them.

Freeze (-400 cp, discount **Amethyst**) There's a storm inside you, specifically a blizzard. Like Elsa of Arrendelle, you were born with tremendous power over ice and snow, so why not let it go?

It Calls Me (-400 cp, discount **Amethyst**) You are everything you've learned and done, and more. When your need is great, you can call upon ancestral spirits, the forces of nature, even all the powers of hell for guidance or strength to see you through.

Bounce (-100 cp, free **Emerald**) Time to live up to the Jumper name! The wonderful thing about Jumpers, is Jumpers are wonderful things, their tops are made of rubber, their bottoms are made of springs. The bottomless chasms all over Lorcana are no threat, because you bounce.

Do It Again! (-100 cp, free **Emerald**) You are phenomenal at finding ways of wasting people's time, whether you're stalling for some scheme or just feeling puckish.

Stampede! (-100 cp, free **Emerald**) You know not to lose your cool in a crisis, but look for the opportunity. Shifting circumstances will almost always favor the player who always lands on his feet, and most of the time that's you.

Improvise (-100 cp, free **Emerald**) You can think on your feet, and are very good at coming up with solutions or talking your way out of trouble.

The Beast is Mine! (-200 cp, discount **Emerald**) You are an extremely skilled hunter, capable of stalking through the brush, laying traps, and a skilled marksman. More than that, you can declare a single animal or man your quarry or nemesis, all but guaranteeing you will meet again and have a chance to finish things, once and for all.

Vicious Betrayal (-200 cp, discount **Emerald**) A true king takes matters into his own claws. When you plan to betray someone, you will have to be extremely obvious for them to so much as suspect anything. Your time will come. You simply need to be prepared...

Mother Knows Best (-400 cp, discount **Emerald**) You are extremely charismatic and, at need, manipulative. You know how to get people thinking and feeling the way you want with nothing but a few lies and theatrics.

Steal From the Rich (-400 cp, discount **Emerald**) You are a master thief, with all the expected supplementary skills in acrobatics, disguise, pickpocketing, stealth and so on. The more undeserving a target is of their wealth, the more rotten their character, the easier you find it to steal from them as their security lapses and their egos get in the way. A wicked enough person and it's like taking candy from a baby.

Battle-Ready (-100 cp, free **Ruby**) You have training, maybe in the army, or the royal Musketeers, or as a knight. Point is, you are physically fit and capable in a brawl, not just hiding behind summoned Glimmers.

Cut To The Chase (-100 cp, free **Ruby**) You are very good at cutting through distractions and delays, whether bureaucratic or enemies trying to waste your time while their plan goes forward.

Energetic (-100 cp, free **Ruby**) You are bursting with pep, ready to take on the world. No time for slacking, there's adventure to be had!

Dragon Flame (-100 cp, free **Ruby**) The power to breath fire is showy, and usually good for a surprise. You have it now.

I've Got A Dream (-200 cp, discount **Ruby**) You know how to connect to people and motivate them, even over something that might sound silly from the outside, like everyone having a dream.

Rush (-200 cp, discount **Ruby**) The race doesn't always go to the swift, nor the battle to the strong. But they help. You have truly phenomenal reflexes, able to react far faster and more surely to chaotic or changing circumstances than your foes.

Strength of a Raging Fire (-400 cp, discount **Ruby**) You are probably the most skilled fighter in Lorcana, and that's saying something. You can engage multiple foes and expect victory. You are also very skilled in training others.

You Can Fly! (-400 cp, discount **Ruby**) All it takes is faith and trust, and a little pinch of pixie dust. Like Peter Pan, you fly as easily as anything, just think happy thoughts.

Get A Clue (-100 cp, free **Sapphire**) You are alert to the smallest hints as to what you seek, whether searching or researching.

One Jump Ahead (-100 cp, free **Sapphire**) You always have an escape plan, whether from a citadel or an awkward conversation.

If It Ain't Baroque (-100 cp, free **Sapphire**) Don't fix it. You have a profound sense for when to leave well enough alone.

Spirited Scholar (-100 cp, free **Sapphire**) You never forget a thing you've read, and have quite a broad education, everything from mechanics to oceanography to folktales. You are very good at explaining things.

Develop Your Brain (-200 cp, discount **Sapphire**) Knowledge, Wisdom, that's real power! You've got a knack for learning, picking up new skills five times faster than you otherwise would. Once you learn a skill or fact, you can integrate, generalize and find a use for most anything.

Repair (-200 cp, discount **Sapphire**) Just because something is made of magic or incomprehensible alien technology doesn't mean you can't rapidly figure out what the problems are and how to fix it.

How Far I'll Go (-400 cp, discount **Sapphire**) Sometimes you need to hit your limits and push through them, only later do you find you never really had any. Whatever your strengths and skills or knowledge, you find you can improve on them forever.

I Can Use That (-400 cp, discount **Sapphire**) Your sheer inventiveness and ability to make do is stunning and awe-inspiring. You could make a plane from spare parts, like Gizmo. Or invent something unprecedented, like Maurine's automated lumberjack.

Break (-100 cp, free **Steel**) You are very good at breaking things, even ones most people would call indestructible.

Grab Your Sword (-100 cp, free **Steel**) You can go from relaxed to action ready in half a heartbeat, and can always find or improvise a weapon.

Ransack (-100 cp, free **Steel**) You are very good at quickly searching an area. Less so at hiding that you did so.

Resist (-100 cp, free **Steel**) You are physically very tough, almost as if you had armor on at all times. You can keep going through extraordinary injuries and pain.

A Whole New World (-200 cp, discount **Steel**) Your character, that sense of childlike wonder, can endure whatever darkness or torments the world holds. You can show this vulnerability and wonder, to awaken the same in others.

Bodyguard (-200 cp, discount **Steel**) You command attention, and can force enemies to focus on you before your squishier allies.

Battle Plans (-400 cp, discount **Steel**) You are an experienced tactician, easily able to engage forces that outnumber yours, by leveraging your unique skills, or the terrain, you can accomplish great things.

Divine Hero (-400 cp, discount **Steel**) You have the raw physical power of a Demigod, like Hercules or Maui. Your strength is so great, it can warp reality and accomplish things no amount of strength should be able to, like wrangling a cyclone or holding up the sky.



ITEMS

Aurelian Gyrosensor (FREE!) A complex housing for a shard of blue crystal that will point you the way of lost lore and adventure! In future settings, this can be recalibrated to seek other things of plot relevance, just be aware it doesn't really indicate distance or the obstacles or hazards ahead.

Inkcaster (FREE!) Your own custom staff, that is also a pen. A few have even more functions, like a lute. The Inkcaster is what Imagineers use to animate Glimmers from the storybooks of the Great Illuminary. In future Jumps, you can use this to bring literary figures to life, as well as Dreamborn variations. Yours never runs out of Ink so there's a big issue down, but your choice of colors may influence the Glimmers you create down the line. Your Inkcaster can be combined with any other staff, cane or wand-like object.

Great Illuminary (FREE!) When you leave, take a copy of the Illuminary. It's a great place to store the tales of your adventures, the powerful relics you find. It also will continue to refine magical stardust to animate fictional characters.

Dinglehopper (-100 cp, free **Amber**) A combing device that some ignorant people call a 'fork.' While you carry this, people are much more likely to have a chuckle at any misunderstandings or faux pas and move on.

Lantern (-100 cp, free **Amber**) A paper lantern marked with a sun. Released into the air, it serves as a beacon of hope and love, reminding all who see it that they are neither forgotten nor alone.

Sleepy's Flute (-200 cp, discount **Amber**) A flute that is very good at producing a joyous or soothing noise, prone to inspiring people to dance or sleep, even against their will.

Ursula's Shell Necklace (-200 cp, discount **Amber**) A small sea-shell necklace, you can place any one quality or attribute you possess into it, like your voice, or your magic, or your might, for another person to use.

Dragon Gem (-400 cp, discount **Amber**) A gem for warding off supernatural evil, works on a national scale. It can also, once per Jump, bring someone back from the dead. Try not to break it.

Ursula's Cauldron (-100 cp, free **Amethyst**) Perfect for brewing potions in, you find you can skimp on ingredients and even skip a couple of the hardest to obtain and still come out with a workable potion.

Magic Mirror (-100 cp, free **Amethyst**) Mirror, mirror on the wall, who is the fairest of them all? This oracular device can answer many questions though its purview seems limited to a single kingdom and neighbors, nor can it predict the future.

Triton's Trident (-200 cp, discount **Amethyst**) A large pitchfork, symbol of the sovereign of the seas. With this, you can command the storm and the waves, summon a rainbow, bully the creatures of the deep or swell to enormous size.

White Rabbit's Pocket Watch (-200 cp, discount **Amethyst**) Why, no wonder you're late, this watch is two days slow! While you carry this pocket watch and keep it wound, you benefit from the dreamlike passage of time in Wonderland, where there can be a lot of flexibility in what order events happen in.

Genie's Lamp (-400 cp, discount **Amethyst**) Three wishes per Jump. There are a few caveats, some *quid pro quo*s. No wishing for more wishes. The Genie can't kill anyone, or make people

fall in love and he doesn't bring back the dead, it's not pretty. Still, within these limits, you can accomplish... anything.

Bare Necessities (-100 cp, free **Emerald**) Wherever you wander, wherever you roam, you can always scrounge up enough grub and good, clean water for you and a friend.

Dr. Facilier's Cards (-100 cp, free **Emerald**) A deck of tarot cards. They can give you hints about the future, and the past, but it's usually vague and veiled in layers of symbolism.

Money Bin (-200 cp, discount **Emerald**) Does anyone here even take the stuff? Probably Scrooge, at least. Ah well, in future Jumps you should be covered for everything up to and including buying a private tropical island.

Sky-board (-200 cp, discount **Emerald**) A board-like thing that can fly, or at least glide. Whether you take more after Kit Clodkicker's airfoil or Jim Hawkins' rocket parasailer, you'll be getting around in radical style.

Binding Contract (-400 cp, discount **Emerald**) A neverending magical scroll, deals laid out and signed on pieces of it are enforced by magic, even wildly esoteric ones.

Poisoned Apple (-100 cp, free **Ruby**) Not a very honorable weapon. One taste of the poisoned apple, and your victim's eyes will shut forever! Barring being kissed by their true love or something, anyways.

Shield of Virtue (-100 cp, free **Ruby**) A shield which is far more capable when wielded against an enemy more wicked than yourself.

Last Rocket (-200 cp, discount **Ruby**) A dragon-headed missile or surprising power. Whenever you need it, you can find it.

Sword of Truth (-200 cp, discount **Ruby**) Very nearly as powerful, magically, as True Love's Kiss, this sword is especially effective against the wicked and if thrown will fly true to their heart. And it doesn't even make you angry!

Maui's Fish Hook (-400 cp, discount **Ruby**) A divine gift, this oversized fish hook makes a fine melee weapon, and more to the point lets you turn instantly into any animal.

Basket of Coconuts (-100 cp, free **Sapphire**) An ever full basket. Consider the coconut, truly a gift from the gods. It can provide all the materials a person needs - including what you need to make more baskets!

Scepter (-100 cp, free **Sapphire**) A symbol of authority. In future Jumps, you may choose to be born into your choice of noble or royal families.

Eye of Fate (-200 cp, discount **Sapphire**) An eye that reveals the future, and can protect these images for others, and once you know the future you can perhaps change it.

Lucky Dime (-200 cp, discount **Sapphire**) One simple coin changed Scrooge McDuck's life forever. It will give you good luck as well.

Heart of Te Fiti (-400 cp, discount **Sapphire**) A gem with the power to create life, making plants bloom all over a large island, creating plants and animals to order, healing and so on.

Frying Pan (-100 cp, free **Steel**) It's a fine piece of cookware, but as a weapon it's truly stunning. Anyone you bash over the head with it will be rendered harmlessly unconscious for a time.

Musketeer Tabard (-100 cp, free **Steel**) There's no such thing as a lone musketeer. When you wear this, you inspire other adventurers at heart to take up arms. One for all, all for one.

Beast's Mirror (-200 cp, discount **Steel**) For one cursed prince, his only window to the outside world, this hand mirror can show you whatever you ask of it, whether that's Paris or a particular person.

Plasma Blaster (-200 cp, discount **Steel**) A reliable ranged weapon that never runs out of juice, and can blast apart large boulders.

Gizmosuit (-400 cp, discount **Steel**) An imposing suit of advanced cybernetic armor stands in the Illuminary, waiting for someone to speak the secret words.



PERILS

I Remember You (+0 cp) Have you done a Disney Jump before? Glimmers from that tale can recognize you and remember the good times you had. Unfortunately, some villains might bear a grudge...

Remix (+0 cp) Heavens knows, Disney has done enough adaptations, sequels, reboots... You may use this Jump as a Supplement to visit any Disney setting, whether or not they have a

Jump already. Or any Disney affiliate (Pixar, Marvel, Star Wars). If you're feeling really daring, you can supplement this to any setting with a trading card game.

Celebrating 100 Years (+50 cp) Normally you would be free to go after ten years or saving Lorcana from Ursula, whichever happens first. Now five years will be added to your stay in this magical realm. This may be taken up to five times.

Is That My Voice? (+50 cp) There's a serious dissonance going on with your voice, whether it sounds like you huffed helium, or is oddly deep, too fast, too slow, is Winnie the Pooh's... you will never quite get used to it during your stay.

One Year Later (+50 cp) It's *really* easy for songs to get stuck in your head.

Instant Karma (+100 cp) Much like the old shorts, you can count on any wicked or selfish deed you commit being punished by the universe in the next 20-30 minutes, often disproportionately harshly. So be good.

Olympus Would Be That Way (+100 cp) Something about this magical realm has thoroughly destroyed your sense of direction, without a guide you'll quickly be lost. Well, more lost than usual.

Perfect Lady/Gentleman (+100 cp) You are compelled to behave politely and respectfully to all, whatever your feelings. More than this, for the duration of this Jump there will be no cursing, sex, drinking, gambling or smoking. You need to set an example for the little ones.

Sinister Look (+100 cp) You might have a prominent scar, or particularly effeminate mannerisms, consistently dark clothes, a British accent... There's something about you that screams 'villain' and it makes it hard for the residents of Lorcana to trust you.

Sleepwalker (+100 cp) You go wandering off in your sleep, and will wind up waking in some very odd, occasionally dangerous, places.

Telling Lies (+100 cp) Oh, you *know* how this one goes. Any time you tell a lie, your nose will expand until you've recanted.

Tone Deaf (+100 cp) You can't stand singing and music, it all just sounds like a chaotic jumble to you. Boy, this is a really time and place to have that particular flaw.

Why Do We Even Have That Lever? (+100 cp) There seem to be an awful lot of comedic traps littered wherever you go, so be sure you pull the right lever.

Clumsy (+200 cp) Are you the comic relief? You seem to suffer an awful lot of pratfalls and silly antics, like more than Kronk.

Forgetful (+200 cp) You just... forgot everything you ever knew about Disney movies, and the stories they're based on. Hopefully you find a good book on the topic among the missing lore before you let Scar sit you down someplace.

I Want... (+200 cp) There is something deeply unsatisfying in life. You don't know quite what it is that you're missing, but you want something... more.

Vain (+200 cp) You... do know the magic mirror works better if you ask it a question, right? You can't help but try to present yourself in the best light at all times, and spend several minutes admiring yourself in any handy reflective surface. You're as bad as the Evil Queen or Gaston in this way.

Dark Deeds (+200/300/400 cp) A dark heart will perform dark deeds. You have a particularly hostile relationship with one of the villainous Glimmers. Each and every variant of them will make killing you their highest priority. Now, for 200 cp, this is a relatively mundane opponent, someone like Rourke, Captain Hook, Scar or Sher Kahn. For 300 cp, your enemy is superhuman in some way, probably a mighty sorcerer like Magica de Spell or Jafar. For 400 cp, your nemesis is as a god or force of nature - Hades, Ursula, the Firebird, Chernobog. This perk may be taken up to three times, at whichever level(s) you feel comfortable.

Chart Your Own Course (+300 cp) You're a sore loser, and your ego won't let you accept advice or correction from anyone, on matters great and small.

Infidels! (+300 cp) The lore you seek will often be held by some guardian, mystic or otherwise. Like the Cave of Wonders, Sher Khan, etc. Something about you offends these guardians and they will not simply give them over, you'll have to fight.

Secrets of Lorcana (+300 cp) What happened to the Curator and the Illumineers? What is the purpose of all of this? You cannot leave Lorcana until you have the answers, in fact, the Jump clock will only start then.

What Have I Done? (+300 cp) Freshly into Lorcana, having forgotten this drawback, you will do something terrible, possibly unforgivable. Were you lashing out blindly in a new situation? Or were you acting with the best of intentions, gone horribly wrong. Either way, you'll have plenty of cause to blame yourself and have a truly terrible reputation with most other Ilumineers and Glimmers.

Reckless (+400 cp) You are courageous, for sure. Excessively so. You are impulsive and charge into risky situations without thinking things through.

Too Old To Be Chasing Mice (+400 cp) Unlike most of the Illumineers, you are old and frail, your knees hurt before it rains, your eyes are shot and you tire easily. Hopefully your experience and treachery will let you keep up with the whippersnappers.

It's For the Best... (+400 cp) At some point in your time on Lorcana you will fall in love and fall hard. Maybe for a Glimmer, or a fellow Imagineer. Alas, they will not love you back but be besotted with someone else. Can you accept what makes your love happy, no matter how much it hurts?

Not Even A Glimmer (+400 cp) Illumineers are supposed to be creative individuals, but during this Jump you can't quite seem to click with the process of making Glimmers. Guess you'll have to get by on your own strengths and talents.

Floodborn (+600 cp) You have been altered by the Flood, transformed, your very history rewritten... and until you recover or leave this realm, you will have no idea how. More, you have been seeded with a bit of shadow that whispers corruption to you, trying to turn you to the powers of evil.

Storyborn (+600 cp) None of your purchased powers or items work here, unless they came from a Disney Jump. Knowledge and skills should be fine though.

THE END

Happily Ever After - So few people seem to choose to settle down and be content where they are.

Jumper Will Return - The next adventure beckons.

Was It All A Dream? - You wake up in your home, on your planet of Origin, and believe what you like.