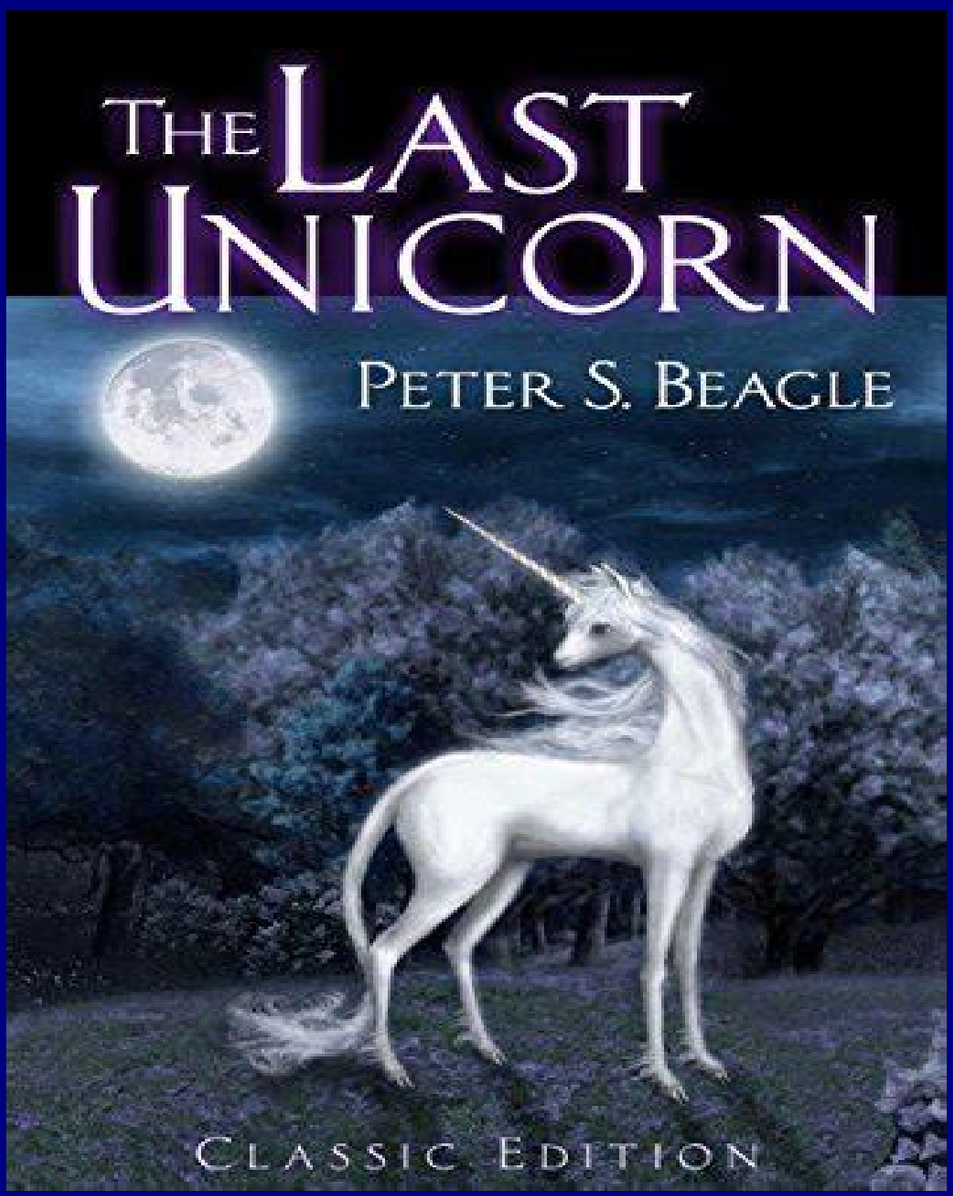


Book by Peter Beagle, Jump by Aehriman

When the last eagle flies, over the last crumbling mountain
And the last lion roars at the last dusty fountain
In the shadow of the forest, though she may be old and worn
They will stare unbelieving at the Last Unicorn.

When the first breath of winter through the flowers is icing
And you look to the North, and the pale moon is rising
And it seems like all is dying, and would leave the world to mourn
In the distance hear the laughter of the Last Unicorn

When the last moon is cast over the last star of morning
And the future is past without even a last desperate warning
Then look into the sky where through the clouds a path is torn
Look and see her, how she sparkles, it's the Last Unicorn!

One day, a unicorn overhears two hunters discussing how if she exists, she must be the last one. Curious, and more than a little frightened, she sets off to find any one member of her kind, setting her on the road to meet new friends, save the unicorns,

and taste what no unicorn has before, mortality and grief. This is a fairy tale world in the truest sense, and your home for ten years. Have **1,000 choice points**, and don't listen to butterflies.

ORIGINS

Unicorn - You are something truly extraordinary, a symbol and a relic of a bygone era. There are so few of you left, so be careful.

Magician - A worker of wonders and maker of miracles, with wisdom and insight few can boast. If only you could consistently make it do what you wanted! What does it mean to bring wonder into a weary world?

Every (Wo)man - You are ordinary, one more commoner. Does it follow then, that you are unimportant?

Hero - It's a fairy tale, so it follows there must be a hero to fight evil and win the hearts of maidens. Generally, you'd be the focus, less so in this story. The question lingers though, are you worthy?

Noble - You were born into wealth and privilege undreamt of by most men. But it was not enough. You had the finest education, lived a life of consequences. But it was not enough. Riches, fame and love attended, and you were left empty. It isn't enough. So what then, will finally fill the emptiness inside you?

RACE, AGE, SEX, ETC.

These things can mean a great deal. Change them as you like or as proves convenient.



FRIENDS

Who could charge for friendship?

Old Friends: You can import as many Companions as you like to share the road a while. Companions receive 800 cp of their own to spend, but for drawbacks may only take Forever Young, A Clever Magician, Hopeless Artist and Come to Ruin.

New: Feel free to invite anyone you meet to join your travels. The Unicorn, Molly. Schmendrick, Lir, or countless others who live entire lives untouched by this particular tale.



PERKS

Walking Man's Road (free)
You are perhaps uniquely suited to life outdoors. You can sleep in comfort and safety in any ditch or under any tree, content that no danger shall come while you rest. Insects do not bite you, nor wild animals attack. You can walk all day without weariness or discomfort. You can safely ignore hunger and thirst for a fortnight, and drink safely from any stream, consume any berries or roots you find and get all you nutritionally need from them. You know how to forage, find shelter, fish and hunt.

They Called Her In A Different Tongue (free)
Look, you can't be expected to learn a new language every time you cross some imaginary border or a few centuries of linguistic drift pass. So, to save on time and frustration, you understand all languages, spoken and written.

Beyond All Years (-100 cp, free Unicorn)
Unicorns know nothing of age, and little of seasons, for where a Unicorn resides it is always spring and though animals do age and die, they learn the trick of disappearing so there is little hunting. So it is with you, you do not sicken or age, and if you wish the seasons do not turn for some miles around you. Your memory persists perfectly through the aeons.

Nameless Wonder (-100 cp, free Unicorn)
The Unicorn has no name, she has never needed one. In a world where names have power, this can be an advantage, so take this, and none may use your name against you.

A Unicorn's Grace (-200 cp, discount Unicorn)
A unicorn is graceful in precisely the way horses can only dream of, deer barely imitate and goats dance in clumsy mockery of. You can dash up sheer icy slopes and through the thickest forest faster and longer than the finest thoroughbred horses can over a level road, and never miss a step or snap a twig or leave any trace of your passing.
A Unicorn's horn has great power to heal or kill, the Unicorn herself saved a poisoned king and slew a dragon with her horn. You may grow such a horn, if you could not already.

The Last Jumper (-200 cp, discount Unicorn)
The Unicorns had vanished from the world many years before the Unicorn heard of it. How unfortunate. You are dimly aware of all beings like you, whether that means fellow Jumpers, or sharing a nationality or species, in the world, their population and rough location. You are keenly aware of your friends, family and Companions, and will know the instant they are in danger or durance. Finally, you can feel it when something precious has been lost to the world.



A Maiden, Wondrous and Fair (-400 cp, discount Unicorn)
The Unicorn is, of course, turned into a woman and it is an ugly and horrific thing, to force humanity and mortality and emotion on a creature that had been pure and innocent for eons. So... let us skip that. You can assume a human form, if you couldn't already, and it is a most effective disguise, but remains only a disguise. As for all your transformations and alt-forms. If you are a dragon, you remain a dragon in all ways save those inconvenient at the moment, even if human shaped. You can access the abilities of all your alt-forms at all times.

Unfettered (-400 cp, discount Unicorn)
Once, unicorns were hunted with banners and bells. The only way to even sight a unicorn was to make the hunt itself so splendid they would have to take part in it. Still, they were pretty much never caught. You cannot be captured or held by mundane means, and even magic meant to contain you must one day fail, and sooner rather than later.

An Impossible Thing (-600 cp, discount Unicorn)
A unicorn is so much more than a graceful horse with a horn. They are beauty and wonder personified. To see a unicorn is a life-altering event, something that lets people carry magic in their hearts for all their days, makes the most committed cynic believe in beauty and good. You have a similar ability to inspire, your beauty is beyond

compare and stories and songs of chance encounters with you will be shared with the great-grandchildren of those you happened to meet. Where you walk, hope and courage are kindled, and the land itself can heal.

Heart of Magic (-100 cp, free Magician)
Even when the whole world mocks you and beats you down, you never lose that childlike wonder, the impulse to kindness and curiosity. Each sunrise and acorn, birth and meal remains a marvel no matter how many times you see them, for you can see the true beauty of the world.

Sleight of Hand (-100 cp, free Magician)
Magic is not always reliable, so you are skilled in small tricks that seem magical. You can do magic tricks and juggle well enough to impress bumpkins and earn your living on the stage, and have enough theatricality to make it all work. This is surprisingly helpful to your real art, so much of magic is finding the right words and props for the right moment.

A Pinch of Pixie Dust (-200 cp, discount Magician)
You are skilled in small magics. Starting a fire, shifting rolling dice, snapping a frayed rope. Things that could be, and look a lot like, coincidence but can make up for shortfalls in skill, time or materials. All without causing anyone to suspect your hand in it.

Riddle Me This (-200 cp, discount Magician)
You are the king of riddles and guessing games, since you have had to study language so hard. You understand many of the world's rules, like never to run from an immortal, and are extremely good at guessing names and finding the right words to say in any situation. You are also very well-versed in obscure folklore. All this knowledge updates in future Jumps.

Smoke and Mirrors (-400 cp, discount Magician)
Real magic is complex and difficult. Illusions are comparatively simple, if you have an eye for detail or insight enough to show someone something they so fear or desire that they never question the seams. You have both, in spades, and can master the senses of others. This power is best used with an eye towards subtlety.

Unruly Arts (-400 cp, discount Magician)
Schmendrick's greatest feats of magic come when he stops trying to control it and gives his magic leave to do as it will. In a crisis you can invite your powers the same way to do something almost always beneficial, but unexpected.

A Real Magician (-600 cp, discount Magician)

You really are, one of the last of the red-hot swamis. You can see the truth of the world and work your will upon it, no need for luck or elaborate theatrics, no issues of confidence. You are in full control of your magic and all supernatural powers you wield, able to affect the tiniest atomies with them, to understand their limits to the full. With the skill of Nikos and the power of Schmendrick realized, you can shuffle the seasons, turn rain to sun, reshape the world however you wish.
More than that, a wise man never stops learning. Through observation and experimentation of forces both natural and supernatural, your powers grow. Seeing a storm gives you great insight into how to shape the weather. An opportunity to examine a unicorn's horn could teach you much about how to heal and purify. Whatever forces you can witness, you can duplicate and master, it's just a question of time and probably not a lot of it.

A Good Pair of Hands (-100 cp, free Every (Wo)Man)
You're skilled in every art expected of a medieval homemaker who can't afford to replace anything. Cooking, cleaning, sewing, thatching, spinning and weaving, home repairs. You can find your way in a wilderness, set snares and forage for food and find or build shelter. You're great at stretching resources.

A Place At the Table (-100 cp, free Every (Wo)Man)
It is unwise to rely on the kindness of strangers... unless you took this perk. Wherever you go, people are willing to offer you a bed and a hot meal in exchange for some stories or light work or just to be hospitable.
Besides this, you can find common ground to bond with anyone, no matter their lives or stations. Everyone gets rained on, hmmm?

A Happy Ending in Time (-200 cp, discount Every (Wo)Man)
It's hard not to lose hope sometimes, but you manage. Not only can you not be discouraged, but when you put goodness into the world, it comes back to you. When you show kindness and hospitality you are rewarded, seldom immediately, but when it is most needed. If you want a happy ending, try and make the world a slightly better place, and it will come to you.

No Time For This Nonsense (-200 cp, discount Every (Wo)Man)
You won't be intimidated by wizards or kings or dragons. Theatrics and threats and various distractions do not move you, for you never let fear do the thinking for you, but remain clearheaded and focused on what needs to happen.

Wasn't Born Yesterday (-400 cp, discount Every (Wo)Man)
Some people get tricked and stay tricked, refusing to ever wise up lest they have to face the truth of being deceived. Then there's those who get tricked and learn from the

experience. You have an instinct for when you're being fed a line, or a bad deal, or a trick or a trap. A faultless sense for who can and cannot be trusted.

Someone Has To (-400 cp, discount Every (Wo)Man)
Whenever something shocking happens, it's no wonder everyone gapes about in shock or horror. You're more pragmatic than that, and already moving. To help, to hinder, to prevent the next shot. Whatever the situation demands. You don't need a second to steel your nerves when it comes to unpleasant necessities, you just roll up your sleeves and get to it.

Why Now? (-600 cp, discount Every (Wo)Man)
Little girls dream of unicorns and handsome princes, while women eventually resign themselves to a life of drudgery and whatever husband they can find. You, however, never lose sight of what's important in the humdrum of daily living, even when everyone else does. No matter how bitter or cynical a person becomes, you can still reach them and remind them of who they always wanted to be, and can still become. You also have a knack for meeting people of great significance, even if their importance is not always apparent.

Noble Bearing (-100 cp, free Hero)
You have a certain charisma, a *je ne sais quoi*, about you that marks you as special. In a burning building, people would instinctively turn to you for the escape plan.

Taste of Adventure (-100 cp, free Hero)
No sooner does Haggard's castle collapse than a maiden turns up, seeking help with a monster. Opportunities for adventure just sort of fall into your lap. This can be toggled off, for even a great hero needs rest.

Defender of the Innocent (-200 cp, discount Hero)
There are rules, a hero's strength is not to be wielded on their own behalf, but in service to others. When fighting to protect people, especially those closest to you, you are at your very best, dodging attacks with contemptuous ease, raining down bows like thunderbolts.

Skill At Arms (-200 cp, discount Hero)
A Hero must be able to fight, for he will surely be called upon to do so. You are extremely skilled in all medieval weaponry, able to match four or five similarly armed men in most cases. And as Lir, you were not some prodigy but learned the hard way, making you a skilled teacher in all combat arts.

Fortune Favors the Bold (-400 cp, discount Hero)

The tale was needing a leading man, now to keep him. You have the best of all armors, plot armor, and cannot die to a mischance or to an ignominious infection or random arrow. Only a worthy foe, though man or beast, can fell you. This protection does rely, however, on your heroic status to an extent, so do try and be chivalrous and kindly.

You Needed Worthy Opponents (-400 cp, discount Hero)
The enemy is the only teacher worth heeding, after a certain point. Only your enemy truly respects your strength, and only the enemy will show you your weaknesses. You improve extremely rapidly when you have a rival or suitable challenge before you - such as slaying a great beast or winning a maiden's heart. You also are fantastic at sussing out the weak spots and predictable patterns of any foe.

Heroic Sacrifice (-600 cp, discount Hero)
A hero can accomplish the impossible, but not always without cost. You can slay any one monster, win an impossible battle against overwhelming odds, break the curse that an entire world groans under... if you are willing to die in the process.
Mind death need not be permanent. As Lir was given a second chance at life, so can you return from Death once per Jump or decade, whichever is soonest, and this will not void what your sacrifice brought, for it was a true sacrifice even if undone.

Miser (-100 cp, free Noble)
You are very frugal and wise in the ways of raising and saving money. As well as how to exploit the money you have to make ever more.

Noble Privilege (-100 cp, free Noble)
You carry yourself as one whose words have great weight, and people respond accordingly, assuming you're someone important and your needs and desires are greater and worthier than most men's.

A Court of Fools (-200 cp, discount Noble)
Haggard sent away all who did not bring him joy, even the world's greatest magician, curious if instead the bumbler Schmendrick could delight him. Of course, first he needed to hire the world's greatest magician, and a witch who could raise a whole castle from the sea. You can recognize useless flatterers and lackeys, and who holds true potential. Any time you try and recruit someone, you find people who are singularly capable.

Enough Is Never Enough (-200 cp, discount Noble)
All his days, King Haggard never stopped searching for something to fill the void in his heart. You have a will that cannot be corrupted or diverted, not by torments or comforts. It drives you ever forwards.

Indifferent Overlord (-400 cp, discount Noble)
It is said they govern best who govern least. Haggard seldom issues proclamations and only sometimes wanders his domain by night, and - because of a curse - Hagsgate prospered beyond all reason. You find in positions of leadership that your people can largely manage their own affairs, and the more hands-off you are in matters of diplomacy, trade, and research, the more these projects flourish as the people you delegate to require little oversight.

True Tyrant (-400 cp, discount Noble)
You have a deep insight into the hearts of men. You thoroughly understand their hopes and dreams and fears... and exactly how to use these to control, manipulate, threaten or bully them into doing whatever you want. A wayward glance, a half-choked sigh can speak volumes to you about what a person is thinking or feeling.

For the King Who Has Everything (-600 cp, discount Noble)
Haggard wasn't born king of the lands around Hagsgate, he came across the sea and claimed the lands for his own. A witch warned the villagers if they didn't stand up to him at his first abuse, they'd never be rid of him, and she was right. Once someone has yielded once to your authority, no matter how small or reasonable or correct they were to do so, they find it all but impossible to defy you. Oh, they can offer suggestions, not being mindless lickspittles, but when your mind is made up, the command given, they fall into line.
A man (or woman) with this perk could casually become lord of all they survey, but will power and government bring you happiness?



ITEMS

Have +200 just for this section.
Discount one item per price tier, 100 cp discounts to free.

Black Cloak (-100 cp)
A voluminous black cloak. It can keep you dry and at a comfortable temperature whatever the weather or environment. And while it's no enchanted elfen cloak, it can make one a little harder to see or at least make out precise details of when the hood is up.

Cat (-100 cp)

A talking cat that knows many things, but will give you only riddles, and then only when he feels like it.

Map (-100 cp)
A map to some buried treasure, or lost city. Following it will lead to adventure, for sure, and likely some kind of treasure that will be more than worth your while to chase it.

Wine (-100 cp)
A bottle of wine that never runs out. Past that, it's rather undistinguished, *vin ordinaire*. But sharing it helps build friendship with remarkable speed. Or to get people drunk enough for you to trick or rob them.

Coin (-100/200 cp)
Enough money to live as a prosperous merchant, or enough to live like a prince. As a continuous, passive income. In future Jumps, this comes in an equivalent value in local currency.

Keyring (-200 cp)
A heavy iron ring with half a dozen keys on it. Whatever lock you face, one of them will open it, but it is seldom the first one you try.

Metatextual Butterfly (-200 cp)
Once per Jump, you can summon an author avatar for a single conversation. This may not be that productive, they may ramble or freak out, or be generally unhelpful. But you can usually get at least a direction to start in from them.

Castle (-400 cp)
Haggard hired a witch to raise him a castle from the sea, then stiffed her for the job and moved in only after she cursed the castle to one day fall into the sea. Said it wasn't a proper tyrant's castle without a curse. Yours needn't have a curse or be quite so... avant garde. But you have a castle obviously created with magic, and supernaturally secure against intrusion, with space for hundreds of people to live.



The Red Bull (-400 cp)
A creature far older and more powerful than the Unicorn or dragons. One that can scour the entire world at your command, endless in strength, to round up or kill whatever targets you name.

DRAWBACKS

Tales Upon Tales (+0 cp)
There is a timeless quality to the story of the Last Unicorn. It could work in a cyberpunk setting, maybe even better. You can supplement this Jump to any other.

Out Of This Tale, and Into Another (+0 cp)
You may depart when the tale of the Last Unicorn is ended, in triumph or in tears.

The Road Goes Ever On (+100 cp)
Sometimes an ending is just the start of a new chapter, as here. Spend an extra ten years in this world. This may be taken multiple times.

Forever Young (+100 cp)
Nikos sensed great potential in Schmendrick, but that it would take a lot more than one lifetime to achieve it, and so bespelled him to not age until he'd gotten a handle on his magic. Perhaps your circumstances were similar, but you are trapped all jump in gangly, clumsy, moody adolescence, and people react to you and (dis)respect you accordingly.

A House of Time (+100 cp)
Men scurry to and fro, treating one o'clock and Mondays like a real thing. They aren't. The Unicorn measures time not in hours, but in mountains eroded and the change of language. You have a touch of this gift, meaning, in layman's terms, you are absolutely hopeless at keeping track of the clock and calendar, and remembering how many years since you gave a friend a present for their birthday.

A Clever Magician... (+200 cp)
Perhaps you just have one of those faces, but people keep mistaking you for a paid assassin. It's hard to say which is worse, the people assuming you've come to kill them, or the ones trying to hire your services who are unlikely to take 'no' for an answer. Either way, expect no few miscommunications and scuffles over this.

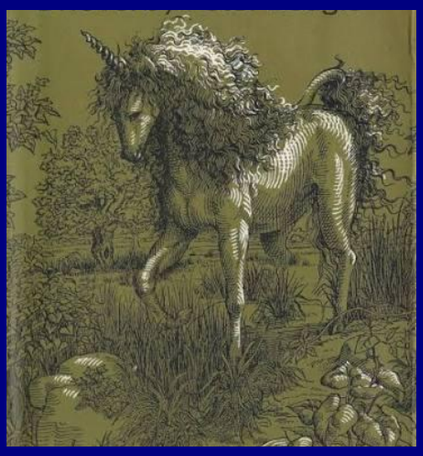
Royal Wrath (+200 cp)
A powerful king has decreed your death, and even should you escape his domain, you may find his reach long wherever men crave gold.

Sideshow Attraction (+200 cp)
You begin the Jump as a prisoner of Mommy Fortuna's Carnival of Mysteries. No power or art you possess can help you escape her enchanted cage-cart, you must rely on outside rescue. Your Companions will find it quite impossible to locate you by means technological or magical, but must rely on asking people if the circus has passed through.



Sot (+200 cp)
You like liquor, perhaps too much. A couple glasses of even piquette go straight to your head, and the hangovers are unenviable.

Empty Eyes (+400 cp)
Why, your eyes are as empty and lifeless as... as someone who has never seen a unicorn. You are blind to magic and wonder. If you beheld a unicorn, you would swear it was an old mare. The mightiest of magics, parlor tricks and coincidence. Even should you be a unicorn with the full powers of a magician, you will never work or observe any magic in this rotten world at all. Even your memories before this Jump, a fanciful dream, and nothing more.



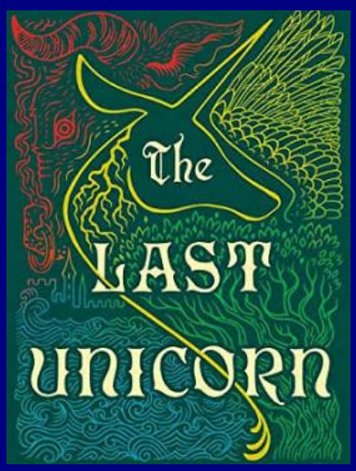
Hopeless Artist (+400 cp)
How frustrating to have great power, but be unable to wield it. Your perks and powers from previous Jumps are locked away, unavailable, leaving you only the Body Mod, your learned skills, and such abilities as fit the fairy-tale setting.

Come to Ruin (+400 cp)
Sometimes you must gain great wealth so you can experience great loss, ask the elders of Hagsgate. Your Warehouse is sealed, your treasures from other worlds lost to you until the Jump's end.

Magical Mishaps (+400 cp, requires some form of magical power)
Your magic tends to run away from you. Like Schmendrick, you never quite get it right. An unlocking spell might cause the container to shrink. Or you might animate a tree that falls desperately in love with you. Or all kinds of Wild Magic nonsense can happen whenever you try to use your supernatural gifts, from this Jump or otherwise.

Gives You Wings... (+600 cp)
The Red Bull is hunting you, it can sense when you are near and will go to the ends of the Earth to capture or kill you. There is no end to its strength, and no beginning.

No Joy (+600 cp)
Haggard is in his way quite the tragic figure, a man who spent all his life chasing something to fill the emptiness inside him. You are like him now, finding no pleasure in riches, or cruelty, or love, or power, or fine food, or friendship. Nothing makes you happy.



END

Oh, all things must end. Where shall you go now? Home, settle down, the next adventure?