



Jump

v. 2.5 by r/Nockthorn

Grow Up Edition

In an adventure that ain't for the little kiddies, (unless you have super cool parents, then whatever), you'll meet Gertruda six year old girl who has been stuck in the magical world of Fairyland for thirty years and will hack and slash her way through anything to find her way back home.

Join Gert and her giant battle-ax on a delightfully blood soaked journey to see who will survive the girl who **HATES FAIRYLAND!**

Jumper arrived on the same date as Gert and Larry sailed on the boat in the sky.

For starters Jumper gets 1000 CP (Choice Points) for your stay here.

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Origin

In this version there are some Origins to pick up for you. Any of those Origins could be taken as a drop-in option. Gender is up to you. Or you could flip a coin to determine gender in order to gain 100 CP.

-200 CP – **Guest:** You become a child full of wonder, dreams and... until it was grind away by over a few decades of stay in Fairyland. (5 + 1d4 dice to roll age.)

Free – **Citizen of Fairyland:** They come in many shapes, sizes and races. Mostly peaceful sort, until some Guest does change things around. (10 + 1d100 dice to roll age.)

Free – **Villain:** Mostly witches, bandits and any sort of Evil crowd found in fairy tales. (10 + 1d100 dice to roll age.)

+200 CP – **Civilian:** Just a normal person, having normal things to do, that found themselves in this mess. (15 + 2d20 dice to roll age.)

Location

Pick something, in the Fairyland it probably can be found. Even if you choose the bellybutton of Giant as a starting location, we don't judge.



Perks

Perks that cost 100 CP for respective Origin are free and get four discounts on other perks with different prices.

Free – **Fairytale aesthetics:** So many colors, so cute. These are words Jumper will use to describe visited worlds, because they would look like rainbow barf on them. Can be toggled on and off.



100 CP – **Fairyland censorship:** Violence will be changed so it will be more comedic and language will be changed to be more PG. Effectively that perk lessens the threat level of visited worlds but also limits Jumper the similar way. Can be toggled on and off.

100 CP – **Upgraded Graphics:** In simple terms, upgrade looks of the setting that Jumper currently is. Also come with a slight form of detection. If in a previous setting, one small error in hiding would pass unnoticed, with this perk it would stand out like a pimple on Prince(ss) face. Can be turned on and off at will.



Guest Perks



100 CP – **Happy Go Around:** Your spirits will not be dampened. Even the force of nature, like time, cannot affect your spirits in a negative way. Though spirits of liquid kind also benefit from it, but on a smaller scale.

100 CP – **Fairyland Wonder:** Unlike Gertrude, time spent in one place could not affect your sense of wonder and charm. Every new place could give new experiences and even if some place would give something that you already experienced, you will be happy to find that in the end it has its own unique “flavor”.

200 CP – **Odd's constitution:** Gert could survive a full blast of Rainbow Beam from Happy and subsequent collisions with trees, against Larrigon Wentworth III wishes. Now you can survive something similar. You will be in pain and most likely look like a zombie movie reject, but you will survive. It will not protect from subsequent effects of similarly exposed body to elements or soul/mind targeting technique. Hope you have a healing potion on hand or in whatever is left of it.

200 CP – **Klepto-People-Mania:** It is not a big perk, it just allows you to outright kidnap people and stuff them in the Warehouse. But there comes some limitations to it: with it you could only pick up secondary and background characters that do NOT push the main plot outright. Named secondary characters could be kidnaped, only if they are on brink of death/destruction and even then they will appear in such a state that would arouse the need for medical assistance or they would expire. In most cases they would have something to say about this nab business. For an undiscounted 200 CP, the complaints of kidnapping will be a thing of the past, reduced to mumbling grumblings.

400 CP – **Unexpected Timing:** A probability manipulating perk that grants the user the power to work outside any probability models. Any probability powers that would affect you, like manipulating it or reviewing it, will not work as intended. Seers and the like will find your actions different to determine with their visions, this will become worse as they employ more points of view. Long term effects of Jumper actions will be impossible to view by them. Those trying to manipulate probability, will find themselves unknowingly aiding you with their actions.

400 CP – **The Hell n’ Back:** As a former Guest of Fairyland, You are able to return to it at any moment. Well... not in a direct way at first. Jumper would need to travel through Hell in order to gain that privilege, conquer all tribulations and lengthy journeys. Post Jump it would allow Jumper to return to previous Jumps, but they had to go through similar hurdles. Most likely go through a major sub dimension connected to it, if something like that does not come by, then it would be provided with Generic Hell/Heaven that would fit the setting for You to cross.*

600 CP – **Guest Protection Spell:** Such a simple thing, but it will protect the Jumper from harm. This spell affects the head honcho of the local setting. There are limits to its power though: this only protects the Jumper when they are not considered as a Citizen of the affected beings domain, and even then they are free game for anyone else.



600 CP – **Rainbow Magic:** Can't be taken with **Power of One of Seven Evil DOOM's** and **Dark Magic**. Like how Happy is presented in the comics, this perk grants the ability to shoot rainbow beams whose strength is based on positive vibes. This version of the power also allows for the removal of negative energy, taint and emotions from the targeted area. The effects of buffing, cleaning and healing magics will be boosted with time and its power and affected area will grow with experience. May or may not cause small, cute stuff to show and go around Jumper, like some weird aura.



Citizen of Fairyland Perks

100 CP – **Prince(ss) Grace:** Jumper gain muscle memory of typical Prince(ss), allowing them to move with grace. In short it boosts Jumper agility, allowing them to perform any action with poise of Prince(ss).

100 CP – **Pareidolia:** It grants the ability to give life to anything, as long as Jumper draws a smiley face on it. It comes with caveats: objects will become sentient, they will gain necessary organs to live, but they will NOT be compelled to listen to Jumper and can ignore his/her orders if they do not like them. One more thing, Jumper must draw a face scaled to the object they intend to bring life, so no small scribble on the side of Lonely Mountain to bring it to life to fight against Smaug. Outside of that, living rock will still be as hard as rock, living lightning will still shock the Jumper, and so on. Also depending on the type of object, they will express typical behavior, like weapons will have more aggressive personalities and mountains can start to act like sages and old men.



200 CP – **Magic potential:** What we have here, is a spark. Well not The Spark, but a spark of Magic. Depending on Jumper alignment, date of birth, with feet is more prone to attract lego pieces and other strange attributes, they can get better success with one or more types of magic. Jumpers could be better at weather magic or even food thaumaturgy, it all depends on their style. If Jumper already has some magic, that type of magic will be refined. Spells from it will come easier and faster, in some cases even twice as fast. For those Jumpers that start here with magic stuff, perk will make it easier for Jumper to unlock complementing magic, like archers will find wind magic easier to use.

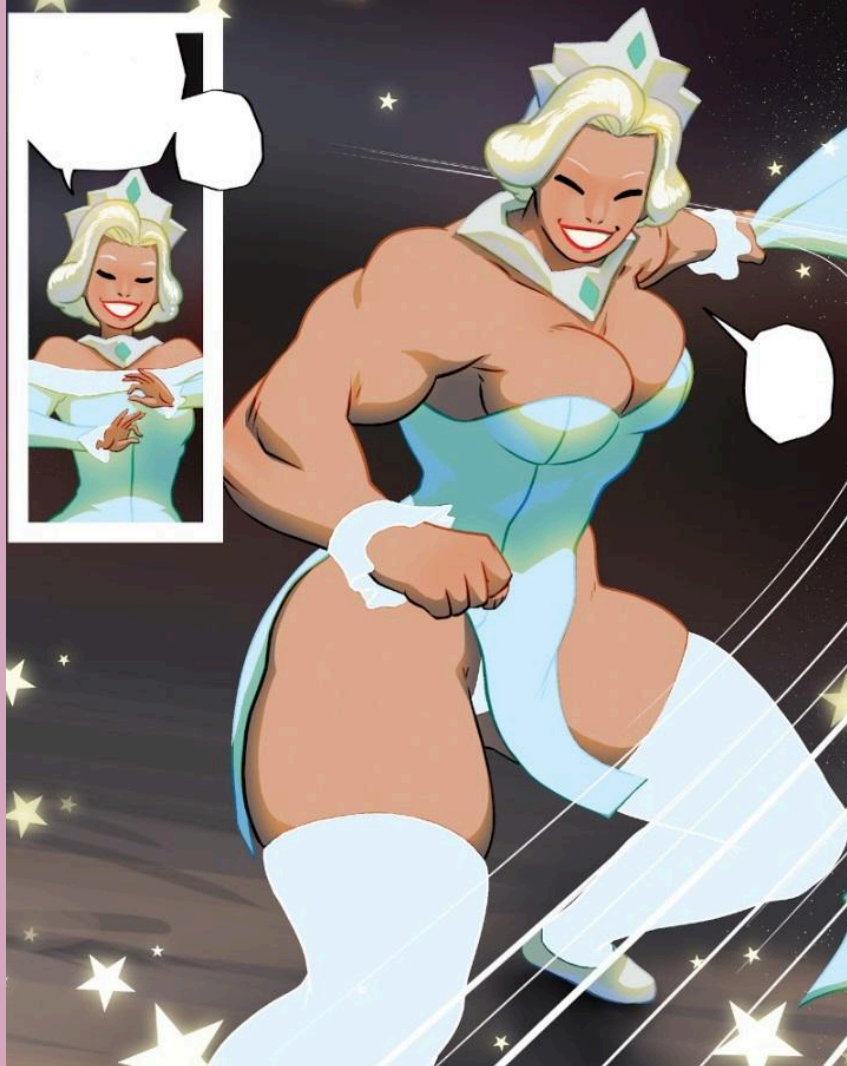


200 CP – **Fix Smoke Breath:** Sometimes there is a need for a quick fix up of yourself and/or the person accompanying you. With that you can, by using your own energy, to create smoke that will fix everything wrong, it will not be cheap. As is it would use up to half of your power. Alternatively Jumpers could use another medium like steam/smoke breath to reduce it's cost to just a fraction of it, just one millionth from your total power.

400 CP – **Packrat:** With it, Jumper can choose one theme and start collecting anything around it. With

it comes a swift eye, that can pick up even one needle in Smaug hoard if it is themed around Jumper choice. It also comes with a specific sort of charisma, allowing the Jumper to convince simple creatures to help with collecting themed items.

400 CP – **Perky Purty Pretty Peep:** Like a pretty person in that fighting tournament, you too can also easily conceal your absurd might under great looks. But this effect is small potatoes to the true power that this perk grants. Now, not only will the bottleneck be a thing of the past, but the other aspects of the Jumpers power will gain a third of the improvement of the main aspects trained gains. So if Jumper trains endurance, then their other aspects will rise by a third of it. Also beauty will now positively affect their combat skills of the perk holder. What it means is the better the Jumper looks, the more fluid his/her/its movement and coordination. Effect is enhanced with **Prince(ss) Grace**.



600 CP – **The Dream:** Twice in a year, you gain full control of your dream and gain vision of the future, based on Jumper knowledge and choices made up to the point of dreaming. The more information the user of this Perk has, the more detailed and more realistic their predictions will be.

600 CP – **Timeless Potential:** Time, one of the fundamental forces that without right stuff would wreck your time jumping around the omniverse. Thankfully just like Larry from another timeline, You too will reach incredible highs in any chosen category. From Ultimate Sorcerer, the High Warlord or Masterclass Smith, time will help you sharpen body, mind and skills to reach those highs as long as you put a token of effort towards them.

Villain Perks

100 CP – **Weapon Holding:** You right now are able to have a quite big arsenal of weapons on Your person. They will not stuck, snug or do anything that would diminish your combat potential.



100 CP – **The Voice:** You can, if you chose, speak in a dramatic way, give speeches, add echo quality to it, or just speak in a cool way.

200 CP – **Combat Prowess:** You are good at combat, like good good. A short amount of actual training with a weapon will make you proficient enough to use it easily. Jumpers can lay waste to casino security, leaving only chunky salsa. There is no telling what would happen with a truly long training montage. **Weapon Holding** will increase it even more so.

200 CP – **Cuddly as Cacti:** Now there is a thing, there are people that like cacti. Yes, they can hurt if not properly handled, but they can be rewarding with the right care. This perk does not boost your charisma, but makes sure that at least one person will be friendly to you. Or at least neutral depending on what horrid things you did on setting. Warning!!! It may or may not make Jumper more attractive to Yan and other -dere types.





400 CP – **Disaster trail:** Demolition crew would be jealous of your knack for destruction. You gain talent in causing unmeasurable destruction, having a touch in figuring out what to aim at in order to create Ruby Goldberg chains of destruction. With training and nurturing, Jumper could use simple mundane objects in order to destroy large areas similar to the area of Jacksonville, Florida USA. To reach that level he would have to pass at least six hundred sixty six years of intense training, without breaks, sleep and eating.



400 CP – **Plug and Play:** That name hides the true power of this surprisingly good perk. It's allowed to pluck any organ of another person/creature and put it inside themselves, no pesky organ incompatibility issues or the likes of it. Of course remember to use clean space for that type of operation and to keep organs clean. Do you know how annoying it is to heal up from that pesky infection?



600 CP – **Power of One of Seven Evil DOOM's:** Can't be taken with **Rainbow Magic** and **Dark Magic**. This power is based on one of Seven Deadly Sins. The wielder is similarly enhanced like Gert, and will be able to create constructs from the sheer power wielded now by its user and the manipulation of the environment. This power also comes with the ability to consume blast beams, no matter what type they are. The additional effect depends on which DOOM it comes from as it will grant a corresponding boon/power. Gert gained Sure Kill Blast Pillars, others would grant other abilities depending on their specializations.



600 CP – **Dark Magic:** Can't be taken with **Power of One of Seven Evil DOOM's** and **Rainbow Magic**. Who said that dark magic doesn't look good? Probably those who were on the wrong side of Evil lightning. But seriously, that perk grants user serious dark mojo. This increases the offensive power of any magic, making curses more potent and lasting longer. Also makes magic more potent, the more negative emotions the user feels. Come with an optional Dark style look for Jumper.



Civilian Perks

100 CP – **Weird Fashion Statement:** Like Dunkan and Queen Cloudia, no one will bat an eye for weirdness surrounding you, from looks you sporting to abilities. Even your miraculous feats of survival would be explained in a boring, mundane way.

100 CP – **Salesman:** You can think fast but talk even faster and sell anything, from items to ideas. Just sometimes really think before you sell something to a person that could easily kill you like a fly on flytrap.

200 CP – **Devil in the Details:** Like Vergil, Jumper knows how to make very good notes where it comes to note taking. But unlike him, your notes will not be a victim of random actions performed by the Universe.

200 CP – **Paper Pusher Powaaa...:** With that, Jumper is able to do anything using only the power of paperwork. Yet for this awesome power, the user must contend with typical hurdles of paperwork: lost forms, sending them in triplicate, sabotage... But you have other perks for that, right?

400 CP – **Eee...? Close enough:** As long as the Jumper is wearing a creature costume, they will with time unlock all traits of the creature. With that, even your wizz in your dragon costume could work as fuel for a car. Even if it was a silly looking costume, it will work. They may take it off for a short time to take a shower and similar stuff. After a long time, the Jumper's form will mutate in order to create an Elder/Destroyer form based on said costume. The costume must be worn for at least one day for the perk to work.

400 CP – **Pretendineer:** You got something going for science and engineering. With this perk you should not only understand magical phenomena, after performing a few scans (the best scanning results would be during said phenomena), but also replicate it through mundane means. First devices that replicate magic will be big, clunky and unwieldy. But subsequent iterations of them will be more optimised, ergonomic and easier to use. It was only a matter of time before the impossible became possible.

600 CP – **Business Mogul:** Some have a gift where it comes to business. Meaby it's education, birth in the right family or just plain luck that helps them. With this perk, you gain skills and knowledge that would help create, lead and develop a firm that could be counted among Top 5 in any place. It also comes with “business sense” that helps make best financial opportunities that are aligned with your moral compass.

600 CP – **Coupon Muncher:** As a businessman you mostly seek a way to make a good deal. Mostly it would be done by seeking discounts. In your case it would be your ability to buy one top tier perk at the discount in another (not chosen by You) Origin**. That perk comes with Coupon Sense that allows you to find discount coupons wherever they are. And the small bit on top of it, coupons now have the taste and nutritional value of actual chips.

Items

In this section one 100 CP item is free and Jumper gets four discounts on other items. All Items return to the warehouse one week after total destruction. Items regenerate in one day on site, if only a piece of them is used. Possible upgrade of items here become fiat backed after this Jump.

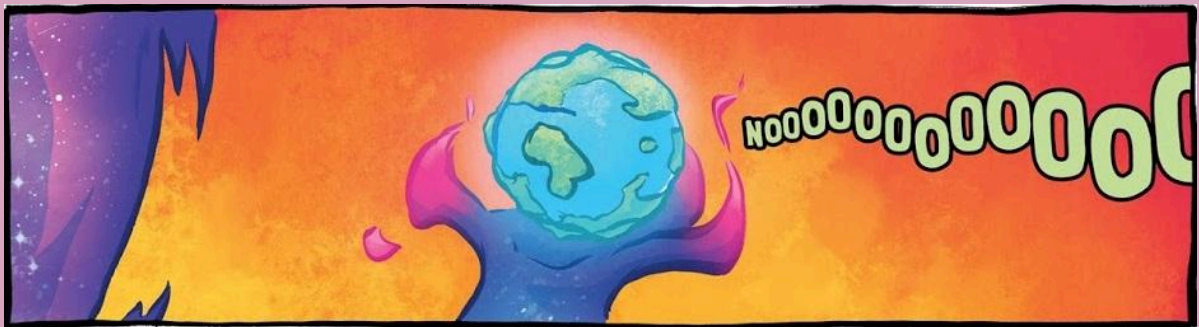


Free – **I Hate Fairyland Collection:** You gain a copy of the hardcover editions of the original “I Hate Fairyland” comics, side comics, gadgets, costumes and any stuff connected to it after the jump is completed, along with a complete second set of hardcover comics in the same amazing art style titled “Jumper Hates Fairyland” depicting your own adventures.

800 CP – **The Council Hearts:** Ok, we do not know how or why, but you get hold of that priceless “artifact”. Meaby it is the only thing that was left from the previous Council, but now it belongs to you. Here is what it grants you: increase the amount of your actual and future energies by a factor of ten; using one piece of it to regrow your organ/limb or anyone else; beam blasts generation of any size; grant ability to fly. Additionally it will change and gain additional functions depending on which 600 CP perks were taken. See in the Notes section. If perks allow that, it can be modified by multiple 600 CP perks. Can be placed in Jumper anytime he/she/it wishes for.



1200 CP – **"Small" World:** That item starts as a baseball sized copy of the Fairyland, similar stuff used by Bob. Post Jump, every planet Jumper visits will create a new baseball sized copy of it, with generic versions of people, animals, plants and other stuff in there if they wish for it. It also will provide retroactively marbles of places that Jumper visited, but they will not contain people. They can be entered by holding the required ball and willing it, for The jumper to interact with its content for anything ranging from resource gathering, animal taming/fighting, knowing local people or idea testing. They will continue to generate the creatures, plants and metaphysical energies of the original counterpart. Any being brought out of the marble is counted as a follower without fiat backing on their life, unless they are imported into a jump. The moment the Jumper destroys a world-copy, they are ejected and ball shattered. In order to regain a copy, they must visit the same planet once more.



Guest Items



100 CP – **M. K. L. - Map to all the Known Lands:** Simple as it is. It grants a map of Fairyland, and after Jump it updates itself to the local setting. It includes paths to other dimensions and stuff if they are available.

200 CP – **Head "Gear":** Quite

gruesome accessory, that used to be the head of your past enemy. It does not do much, but it makes for a great listener. You can tell anything to it and afterward feel great, like great weight was lifted from your back. Enhance effects of therapy.



400 CP – **Hat of Holding:** In simple terms it is a Warehouse for those that don't want to use traditional warehouses. Come with optional rope, ladder or lift. Also can be any type fedora, sombrero, fez or anything else, as long it counts as a hat. It also would provide means of sustenance to "acquired" Companions/Followers.



600 CP – **Getling:** That creature comes already attuned to Jumper, without the drawbacks (alcohol induced multiplication, cloning of owner, uncontrolled mutation, loss of prime power). It will help Jumper to find anything or anyone that Jumper wants to add. Getling will have matching combat prowess that is fit for Jumper. It also works as an assistant in any field, from scientific to magical and ending on household caretaker.

Citizen of Fairyland Items

100 CP – **Flying Boat:** Nothing fancy, only a flying boat with a sail. Moves at the same speed as a normal boat on a lake on a windy day. Can hold up to four people.



200 CP – **Blank Communication Orbs Case:** Case with eight communication orbs. They can be attuned to anyone in order to reach them. New orb will be added after each Jump and the Case itself will expand itself to accommodate new orb.

400 CP – **Vanity Gate:** That hand-mirror is a small portal to pocket dimension that connects to other mirrors in a local setting. User of Gate will subconsciously know who at the moment uses the mirror inside the mirror dimension.



600 CP – **FDS:** The Fairyland Delivery Service company comes under the control of the Jumper, and is a nice thing to have in order to generate income. It uses very secure methods in order to protect packages, which mostly involve dragons, and can be used to aid in indirect murder of some people. Anything that could raise questions, like usage of dragons, will be ignored. Outside of it, it will work like a normal firm.



Villain Items



100 CP – **"New Toy":** Copy of ax that Gert uses. When it is cleaned and sharpened, it deals more damage to the target. It may have engravings denoting the original owner of this ax.

200 CP – **Pimped-up Broom:** One of the fastest single person methods of movement. Faster than any standard flying broom, come with rocket nitro.



400 CP – **Spoiled Cursed Brain:** Some use curses, some viruses, but Jumper uses that item to start a zombie apocalypse. Zombies created that way and others infected by them, will not attack Jumper. Come with an apple disguise.

400 CP – **Witchhut:** Hut spoil hut, the place where you can stretch out wart covered legs. It contains a library covering many magical arts, mostly evil kind of course, but sometimes Jumper could find some grimoire on good magic. Come also with an alchemy lab. Rituals performed there cost only a quarter of resources needed to perform them. Can be deployed in Jump setting or become Warehouse attachment. Scary surrounding optional.



600 CP – **Balls of Redemption:** Pair of large magical marbles, capable of turning even the most evil creatures to the side of good, as long as they want to change, but for some reason something outside prevents it. They also could function as magical focus to cast spells at lower cost. They come with golden codpieces for easy transportation. Females will find them quite nice for discouraging male advances.

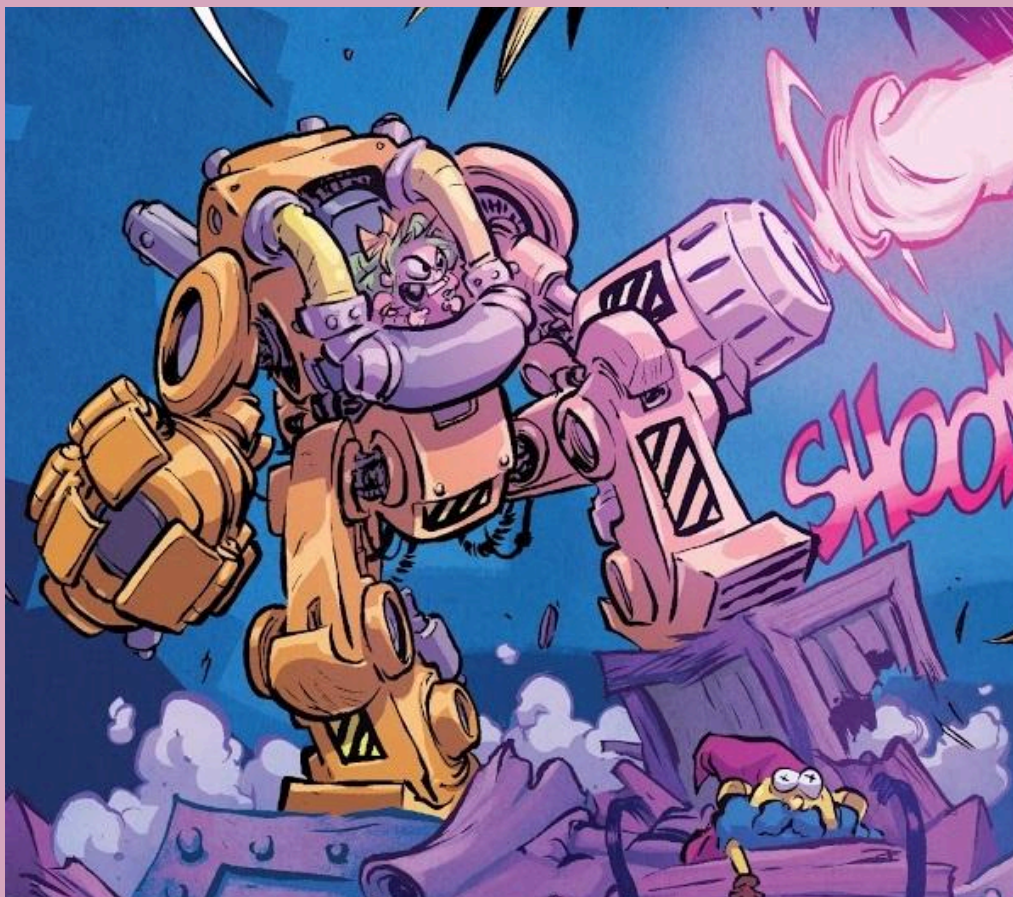
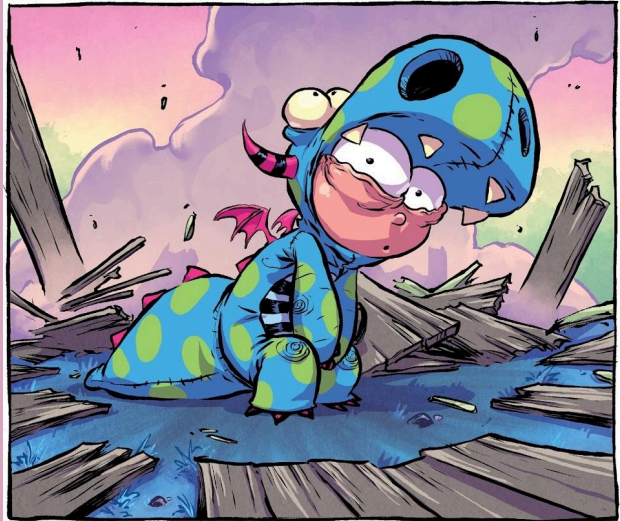


Civilian Items

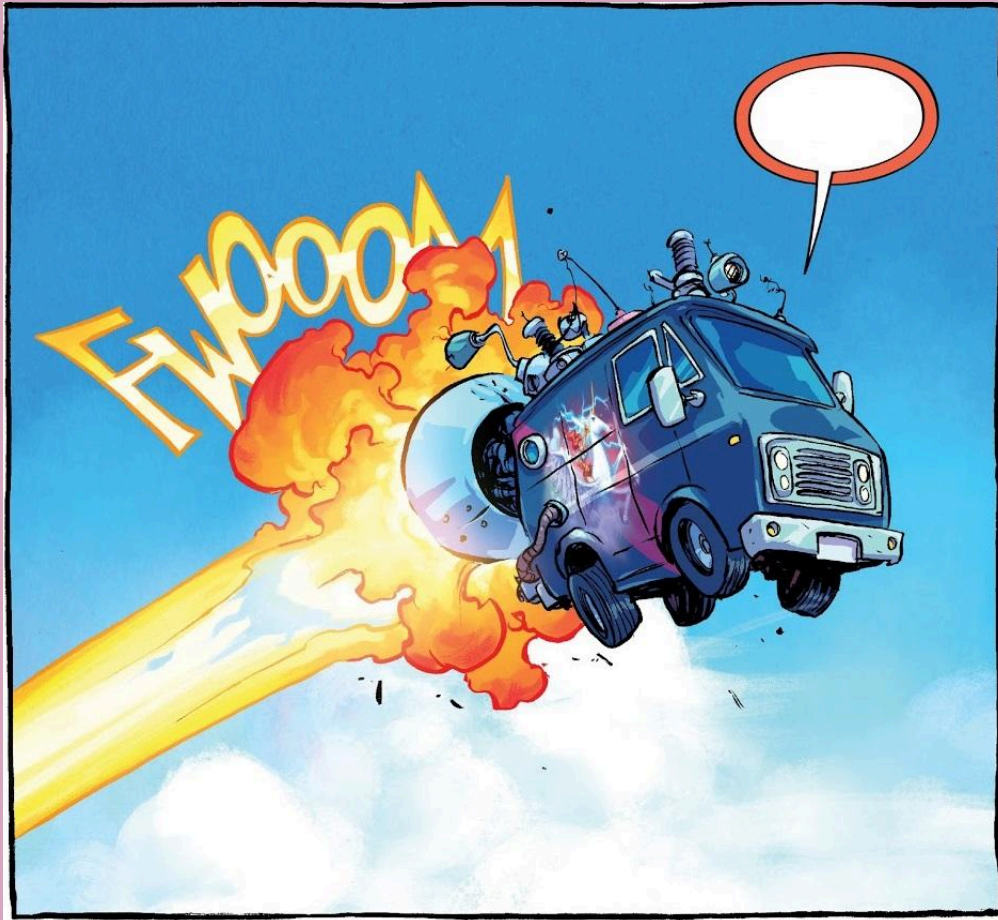
100 CP – **Bag of Holding:** For those that are more traditional sort, we have here a bag of holding, recreated by mundane means. Could be bought multiple times. Please do NOT place Bag into another Bag of Holding, it may result in: diarrhea, rash, **DEATH!**, baldness, tasting The Sound of Eternity, **DEATH!!**, blindness, skinning, **DEATH!!!** and many more. (Jump-chan is not responsible for improper use of Bag.)

200 CP – **(Not So) Great Looking Costume Collection:** This is a wardrobe with a collection of caricature costumes. At beginning it only has classic fantasy creatures, post-jump it will update with silly creature costumes from the local settings, if it doesn't have one already.

400 CP – **Box Loader:** This exosuit is perfect for transporting heavy duty goods, and its armor plating can withstand heavy machine gun rounds, even if its user is not protected by something that resembles a cockpit model: no front. For an additional 200 CP comes with a **Plasma Cannon** that can vaporize thick layers of metal easily.



600 CP – **MAG-van:** A beautifully decorated van, that with the right fuel can pierce barriers between dimensions. By right fuel I mean good old gasoline or dragon wizz. Comes with a Coat of Airbrush Wizardry.



Companions

100 CP – **Import:** You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 200 CP, you can import all eight companions and each of them get 600 CP to spend anywhere in this jump.

100 CP – **Canon:** For 100 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

100 CP – **Guide:** Person that will guide You in present adventure. It will come with wisdom and knowledge of each place, even outside this Jump. Come with **Magic potential, Combat prowess, Fix Smoke Breath, M. K. L. - Map to all the Known Lands, Hat of Holding**. Jumper can decide if the Hat will work as a new Warehouse. They can optionally look like a cartoon bug of jumper choice.



300 CP – **Catastrophon:** Cuddly blue furred cat like creature, capable of murdering a room full of other murderers. Loyal to Jumper, outside of that behave like a normal cat.



600 CP – **The Old Guard:** As a Companions goes, this is a big deal. Unlike what name would suggest, this team of six characters are a real deal. Made out of main Heroes out of Fairy Tales of Jumper choice they will come with 600 CP to spend and special things that would define them like for example Goldilocks would come with an army of Beata or Alice with ability to manifest beings and objects from Wonderland using smoke.

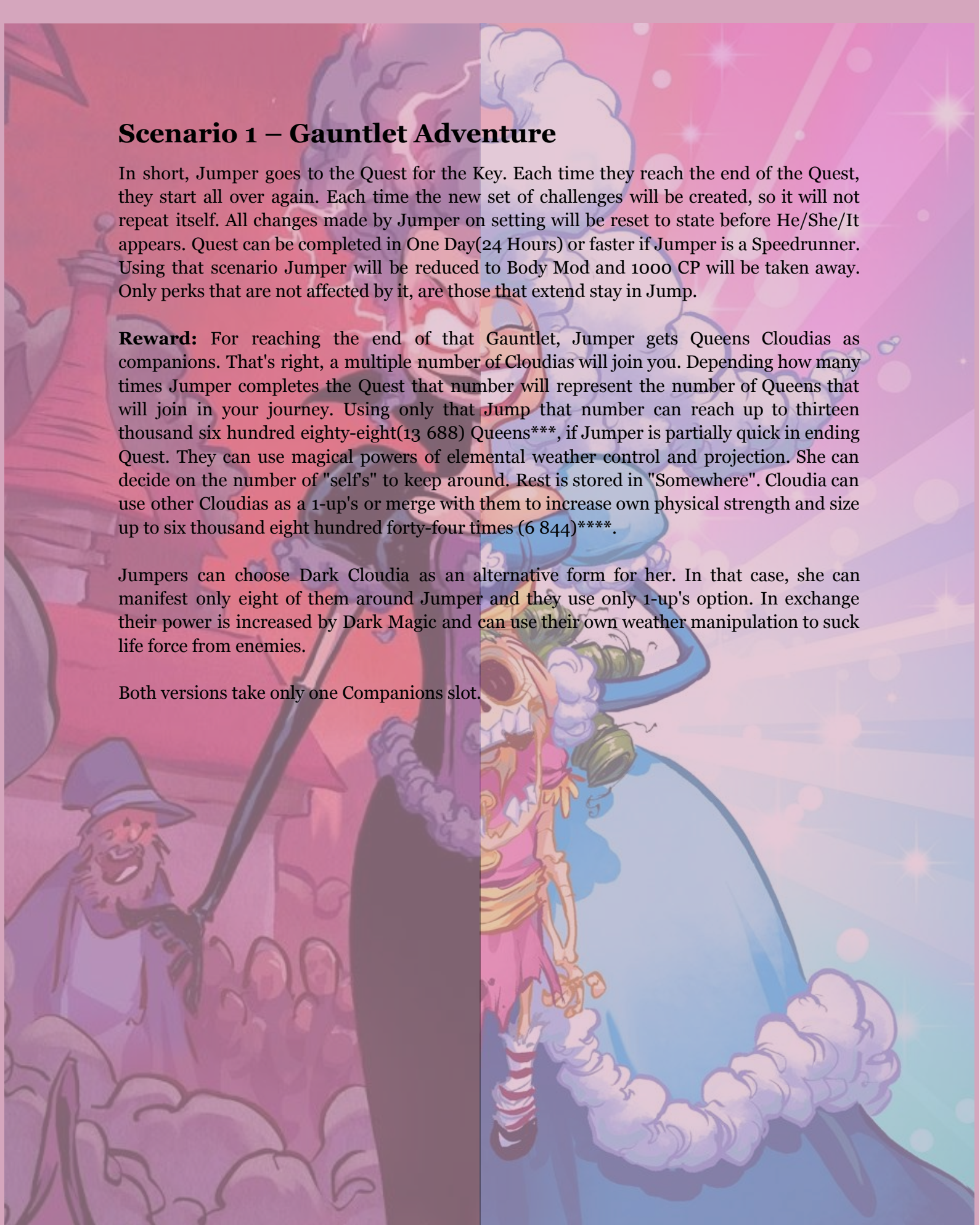
Scenario 1 – Gauntlet Adventure

In short, Jumper goes to the Quest for the Key. Each time they reach the end of the Quest, they start all over again. Each time the new set of challenges will be created, so it will not repeat itself. All changes made by Jumper on setting will be reset to state before He/She/It appears. Quest can be completed in One Day(24 Hours) or faster if Jumper is a Speedrunner. Using that scenario Jumper will be reduced to Body Mod and 1000 CP will be taken away. Only perks that are not affected by it, are those that extend stay in Jump.

Reward: For reaching the end of that Gauntlet, Jumper gets Queens Cloudias as companions. That's right, a multiple number of Cloudias will join you. Depending how many times Jumper completes the Quest that number will represent the number of Queens that will join in your journey. Using only that Jump that number can reach up to thirteen thousand six hundred eighty-eight(13 688) Queens***, if Jumper is partially quick in ending Quest. They can use magical powers of elemental weather control and projection. She can decide on the number of "self's" to keep around. Rest is stored in "Somewhere". Cloudia can use other Cloudias as a 1-up's or merge with them to increase own physical strength and size up to six thousand eight hundred forty-four times (6 844)****.

Jumpers can choose Dark Cloudia as an alternative form for her. In that case, she can manifest only eight of them around Jumper and they use only 1-up's option. In exchange their power is increased by Dark Magic and can use their own weather manipulation to suck life force from enemies.

Both versions take only one Companions slot.



Scenario 2 – Tower of Battle

Jumper is trapped in the titular Tower. He/She/It must fight in that Years long tournament in order to set themself free. Jumper will start with only Body Mod, after winning each fight, one perk affecting physical and combat prowess will be unlocked. No esoteric stuff like magic to help You. Stuff that can enhance your physical stats are allowed, but not emissions that they could make. The first perks that will be unlocked will come from this Jump, then one by one from one hundred points perks from other sources and so on. It will progress until Jumper unlock all perks, where in finals they fight Purty Pretty Princess. She will witness all jumper fights.

Reward: Jumper gains Purty Pretty Princess as Companion. She is one of the fanciest combatants, has incredible strength and technique that match Her beauty. She is capable of dish out two billion hits in short order. The Code that also comes with it, allows one to make any Wish and it will grant it. Comes with standard Disney Genie Rules.

Also Jumper gets the ability to deploy Tower of Battle. Tower can be used for training purposes for Jumper and his Companions/Followers, by using a copy of past Jumper enemies. Those enemies will be only slightly stronger than Challenger. The weaker the enemy becomes, the smarter they fight. Inside of the Tower cannot be destroyed by Jumper powers and His/Her associates. Or Tower can be used to organize Tournaments, that purpose is to generate cash flow for Jumper.



Scenario 3 – The Lynts!!!

This scenario, Lynts become a common sight in Fairyland. Imagine fusion between the Alien and the Critters and probably you will get the right image. Those creatures are spawned from clothes, so there is a really good chance they will spawn in folds of Jumper clothes. From time to time the Queen Lynt will be spawned and she is quite a hard nut to crack even with powers outside of this Jump. Outside of that their body parts made for great magical reagents, even if they are hard to kill. Now here what Jumper must do, either:

- Purge Lynts from Fairyland!
- Made them integrate with Fairyland. In a positive sense, do NOT fuse them with Fairland itself! (or their residents either!!!)

Reward: Depending on what direction Jumper take reward also will be different:

- **Purge:** You become a **SLAYER!** Being capable of fighting overwhelming forces against them, no matter if they have numerical advantage or are Beings capable of leveling armies and cities by themselves. Your all alt forms will become stronger, gain an incredible amount of stamina and have a much easier time learning everything that involves combat.
- **Integration:** Congratulations on integrating those bloodthirsty monsters! For performing said fest, You become a **St. Monstroso**. You become a patron of monsters or beings that could be considered monsters. And comes with a typical package when it comes to sainthood: healing, teleportation, projection, understanding of monsters and protection from harm that could prevent performing Saint duty.



Drawbacks

o CP – **"One day adventure..."**: Extend duration of Jump by twenty Years.

o CP – **Splatter-fest**: Censorship is not active.

o CP – **Into Dark Queen Gert-verse**: Jumper land in the version of Fairyland dreamed by Gert. Some perks and Scenario rewards may or may not change.

o CP – **"Once upon a time..."**: Jumper starts an adventure in time where Gertrude's face collides with Fairyland soil for the first time.

100 CP – **Weak Stomach**: Heights, speed, ship movement and many more, will cause locomotion sickness and subsequent barfs.

100 CP – **Fairyland "Citizen"**: Jumper becomes citizen of Fairyland, so there is no protection granted from **Guest Protection Spell**. Also outside Jump 1-up's do not work here. Only local versions can be used.

100 CP – **The Pee Sound**: Any sound mimicking the sound of peeing will cause Jumpers to seek the toilet and relieve themselves.

100 CP – **Running Mouth**: Talking is second nature to Jumper. You talk so much, that can annoy even mountains. And there is no filter, so good luck keeping your plans secret.

200/400 CP – **Resignation**: Heavy clouds hang above Your head. For the duration of the Jump, You will behave like stereotypical emo. You could double the amount of points granted by this drawback, in order to have literally a black cloud following you that will rain on you. Said rain will always bring down your mood.

200 CP – **Bad Landing**: Nothing much to say, You suck at this. Everytime Jumper tries to land, it will end up with broken bones and teeth that are hard to heal.

200/400 CP – **WANTED: Jumper!**: The ruler of Fairyland put a bounty on your head. Now criminal elements, mercenaries and bounty hunters will try to hunt you down. If taken with **Enemy of the State**, not only double the amount of points but also everyone in the cities will try their own Luck in taking you down.



200 CP – **Paranoia:** You gain quite an unhealthy level of paranoia, and you will not feel safe until all the surroundings nearby are secured up to the wazoo.

200 CP – **Fan:** Your Adventure attracts a fan. At first it will be helpful, but after some time he/she will amass the fame and goodwill of the Fairyland people. And will unknowingly ruin Your plans, no matter how big or small they are.

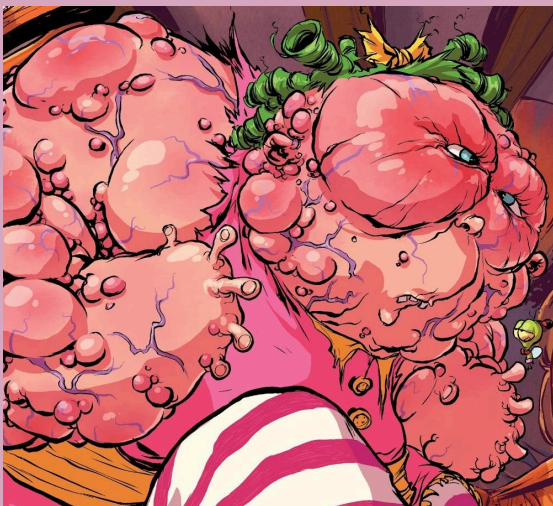
200 CP – **Jump-lings:** Like Gert, you mishandle the Getling that should guide you and now there are hordes of them roaming Fairyland. Do not worry, they only take looks from you. Your only worry should come from super mutants that spawn from time to time. They will have a copy of one random perk you have in person.



400 CP – **"Winter is coming...":** There will come time, that at one point that lady will come. She and her clipboard have power to reverse Jumper actions if they are not in line with rules.

400 CP – **"I'm bad at this..":** Somehow, meaby it's all those bad landings you have, you are not good at any job. Like at all. Attempts at gaining stable income are doomed to fail. Hope you like a life of crime.

400 CP – **"Faun of the Dead":** Horribella dropped her apples left and right in Fairyland. Now the newly made Fairy-Zombie-Land is filled with undead, especially the undead fauns. World now becomes something out of zombie b-movie classic, even with a right filter on eyes.



400 CP – **Diabetes Tumor Type 19:** There is type one and two. Now Jumper got type nineteen! You become massive, horribly fat and unspeakably ugly. And have all health issues with that type of body. Only "plus", is thanks to Fairyland magic, Jumper could not die from it. But you would rather wish for the sweet relief of Death, than "Live" like that.

600 CP – **Kaiju-mper!:** Jumpers have become a very big problem, one would even say Kaiju sized problem for everyone and themselves. For the duration of the Jump, you become enormous in size, but without typical perks that come with it. Unless you know how to sneak around, you will be spotted everywhere. Try to find a toilet fit for you with this.

600/1200 CP – **Enemy of the State:** Jumper becomes enemy of Fairyland, at least by all rulers there. For the duration of this Jump, only people living solitary lives outside of civilization will be able to host you in their house. For the rest, expect angry mobs and the military. If taken with **WANTED: Jumper!**, not only will double the amount of points granted, but those angry mobs will evolve into equipped angry militia with few hidden agents among them.

600 CP – **To Inferno and Back:** During transport to Fairyland something went wrong and now you land in the “Basement” of the Fairyland. Hell itself is at least ten times bigger than Fairyland, it is removed from the linear flow of events and has overpriced motels. Even if the Exit from it to proper Fairyland is just a revolving door, the Path to it is more complex than Quest for the Key by a factor of one thousand.

600/1200 CP – **Gert!:** Somehow that girl got a clue about your nature as a Jumper and now she will try to harvest your skin, blood, internal organs and stuff to perform rituals in order to return home. By the way, it will work for her. Good luck. You could double the amount of points, but in exchange the known variants of Gertrude will come for you. On top of that, every 2 years, the number of Gertrude variants that will hunt you, will double.

1000 CP – **Duncan the Dragon, the Destroyer:** The ultimate enemy, created by negligence, abuse and any other horrible stuff, Duncan reaches levels of power reserved for Primordial Elder Demon Gods. And even if somehow Jumper exceeds that power level, triple D will match him in strength. It will know all Jumper moves, so good luck.



Notes

Heart of...:

... **Aegis** (take **Guest Protection Spell**) – on top of all its gifts Heart gives, expand power of spell to include those who would take command in absence of the leader. It also provides protection from all matter of powders, grains, pebbles, pieces and droplets. They will just bounce off from your person.

... **The Harmony** (take **Rainbow Magic**) – on top of all its gifts Heart gives, make the minimal area you affect is the size of Washington, DC. Also time that takes for Rainbow Magic to take hold on the area is cut by half. Your mere presence is enough to create an area of absolute peace, until you take violent action.

... **Cassandra** (take **The Dream**) – on top of all its gifts Heart gives, now allows you to see how your actions impact the world around you. Like pieces of domino, you will see how performed actions cascade further beyond your expectations. You will also see roadblocks that would like to halt that domino effect. All of that, before you perform action. It is not advised to use it all around the clock, better use it for something that you know will cause a “big splash” in the pond so to speak. Other pre- and postcognition powers ease up use of it.

... **Cronus** (take **Timeless Potential**) – on top of all its gifts Heart gives, thanks to wibbly wobbly, timey wimey stuff (no relation to the bum from that blue box) time that is needed to realize and push up said potential is greatly shorter. Additionally comes (ironically) Time Manipulation Potential, that could be cultivated into full blown Time Manipulation. Knowledge and Perks related to Time will allow for faster realisation of this part.

... **EVIL** (take **Power of One of Seven Evil DOOM's**) – on top of all its gifts Heart gives, grant powers from six other Evil DOOM'S. You were expecting something more...? Fine, your mere presence will cause the environment to grow more dangerous. Plants will gain thorns, on corners will appear lego pieces with needles and so on. Later you can return it to normal if you do not want it that way.

... **The Darkness** (take **Dark Magic**) – on top of all its gifts Heart gives, allow one start to interact with the source of energies itself, granting also extra sense to “see” those energies. Your own negative emotions will be an excellent source of nourishment for your body and appetite.

... **Jin Chan** (take **Business Mogul**) – on top of all its gifts Heart gives, you will have a much easier time finding resources and wealth. Your Firm will be able to grow and expand to such size and wealth that Steve Jobs, Tony Stark and Lex Luthor would fight for the privilege of working as a janitor. Also your business becomes protected from ways that would undermine them, in the name of preventing monopoly or something like that.

... **El Dorado**(take **Coupon Muncher**) – on top of all its gifts Heart gives, unlike other gifts, this one is simple but more powerful in other ways. It affects the points pool in Jump or in Gauntlet, by expanding it by 500 points. During Gauntlets, the first part of the Heart is locked away in the Warehouse, but the Heart is still able to affect points pool.

"Small" World: In order to exit a copy, will it. Energy generated by world-copy could be used, the only requirement is to set up a transmission station on site and receiver on the Jumper side.

* During a normal Jump you can decide to enter Path to previous Jump. You enter the Path to the previous Jump and exit it as the same person without changes to the body itself. So no pulling Dragon Ball for training montage for the body. Experience gained on the other hand, will stay with you. Flow of time in them is different, that could be summed up to be 8 hours in Jump world would pass, where years could pass in sub-dimension.

** For example: In this Jump you pick-up a Civilian Origin, and now You can also pick-up **Power of One of Seven Evil DOOM's** for 300 CP from Villain Origin. That perk was made in mind for people that like that one top perk from other origins, but it would be on full price in normal circumstances.

*** Number calculated by use of that formula:

$$N = \{ [365 + (4 / 365)] \times t \} / C$$

Where:

"t" is the time in Jump in years. In this case using only 30 years.

"C" have only two values, for normal paced Jump is 1, for speed run 0,8. Here I use speedrun value.

**** Number calculated by division of " *** " by 2

Patch Notes

v. 2.5: Adding **Contents** section; Adding **Origins**, and moving/adding **Perks** and **Items** to said origins, Renaming **The Hearts of the Council** into **The Council Hearts**; adding **The Lynts!!!** Scenario; **Running Mouth Resignation, Gert!** Drawbacks were upgraded, adding “**Once upon a time...**”, **Jump-lings**, “**I’m bad at this..**”, **Kaiju-mper!** and **To Hell and Back** to drawbacks; adding **New Hearts** to the notes.

v. 2.2: Giving toggle option in **Upgraded Graphics**, adding capstone item and moving **"Small" World** to general items, changing its price from 1400 to 1200 CP. Add notes detailing the effects of Heart.

v. 2.0: Adding images, breaking perks and items into price sections, brake scenarios.

v. 1.0: Polish in some places, small buff of **Eee...? Close enough**, small tweak in **Guide** and dusting of some drawbacks. Adding **Notes** and **Patch Notes**. Send to Beta. Changes in **"Small" World** and **Companions** section.

v. 0.9: Jump creation.