

The Jumpchain Holiday Special!

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It's the most wonderful time of the year jumper, and you've earned a little "vacation" for the winter holidays. So pack those bag and get ready to have some winter holiday fun!

You have 1000 CP to Spend



Origins

You are free to choose a new gender and age for free within reason if you wish. All origins can be taken as Drop Ins. Choose one Body Origin and one Holiday Type.

Body Origin

Choose One and pay the CP or Roll 1d10

1	<i>Free - Your Body</i> You come into this jump as you were in the last jump or any previous form that you were comfortable in.
2	<i>Free - Human</i> You are a bog standard human. You do human things, whatever it is that humans do.
3	<i>50 CP - Christmas Elf</i> You are a Christmas Elf, a diminutive little fellow who typically dresses in green and has pointy ears. You have a small amount of innate magic power that is at your command.
4	<i>50 CP - Magical Reindeer</i> You are a magical reindeer, you somehow have the power to fly along with the ability to speak. You also very much like carrots now. For another 50 CP you can gain a glowing nose or another special/unusual attribute.
5	<i>50 CP - Animate Snowperson</i> You are a living magical snowperson like Frosty the Snowman! You have some innate holiday magic animating you but beware high temperatures as you can melt. For an additional 50 CP you are not really a snowman but a sentient Magical Hat able to possess and animate any inanimate object you are placed upon.
6	<i>50 CP - Christmas Monster</i> You are one of the monsters who hunt and punish naughty children or tradition breakers during the holidays like Krampus, The Yule Lads, Jólakötturinn, and Namahage. You have some innate magical ability to assist you in this task.

7	50 CP - Animated Toy You are a toy or a nutcracker animated by magic. You have some innate magical ability due to your nature.
8	50 CP - Grinch You are a green furry person with a very grumpy personality. You generally don't like the winter holidays.
9	50 CP - Winter Spirit You are an incorporeal spirit with powers related a specific part of winter such as Ice and Cold in the case of Jack Frost. This also includes such spirits as the spirits of Christmas Past, Present, and Future. You can also temporarily take corporeal form when you wish for an additional 50 CP.
10	50 CP - Mythical Creature you are a mythical creature joining in the festivities. You may be a yeti, faun, nymph, sasquatch, dragon, kelpie, or another random creature.



Holiday Types
Choose one or roll 1d8

1	<p><i>Celebrant</i> You are a just here celebrating the most common winter holiday of your culture or your location. What is important for you to relax and have some fun.</p>
2	<p><i>North Pole Native</i> For you the winter holidays are a season of magic and wonder, in fact you may even be a little magical yourself. Wherever you go you seek to spread joy and wonder to the children of the world.</p>
3	<p><i>British Traditionalist</i> For you the best version of the holidays is that celebrated by the folks in the British Isles. Your holiday celebrations include a number of folk customs that other might see as quite quaint.</p>
4	<p><i>Japanese Lover</i> In Japan the winter holidays are a bit different. Christmas is more of a holiday for lovers and the New Year takes center stage. Hope you have a very romantic Christmas.</p>
5	<p><i>Roman Holiday</i> For your holidays only the classics will do! You like to have a blast from the past and celebrate Saturn's Golden Age like the Romans did.</p>
6	<p><i>Northern Traditions</i> Yule is your holiday! You enjoy the traditions of the Norse and their modern descendants.</p>
7	<p><i>Maccabean</i> Chag Urim Sameach! Your holiday of choice are the eight crazy nights of Hanukkah and the celebration of the Maccabean revolt.</p>
8	<p><i>Sci-Fi Holiday Special</i> Have a Timey Whimpy Life Day in space! Several major sci-fi franchises have turned themselves into holiday traditions and you prefer spaceships to sleighs.</p>



Locations

A proper holiday needs a proper setting.
Choose one or roll 1d10

1	<p><i>Home for the Holidays</i></p> <p>The holidays are best spent with family and friends in a familiar setting. As a special holiday gift you may return to a world you have jumped to before or your original home universe to celebrate the holidays in this jump. Or you can even use this jump doc as a supplement in a new setting you want to celebrate the holidays in. Go relax with your friends and/or family jumper, you have earned it.</p>
2	<p><i>Winter Wonderland</i></p> <p>This is a wondrous world filled with holiday magic! There are elves, reindeer, animated snowmen, and other magical creatures roaming around and living in fantasy holiday villages. There is also an extensive magical workshop at the North Pole in this world where Santa Claus or your choice of Holiday Figure resides. It is always “winter” but the environment always feels comfortable somehow despite all the snow and ice. All needs are provided for by magic and food, drink, and cheer are plentiful in this wondrous setting.</p>
3	<p><i>Picturesque British Village</i></p> <p>You find yourself at a picturesque rural village somewhere in the British Isles. The era and exact place are up to you!</p>
4	<p><i>Japan</i></p> <p>You find yourself in a city or village of your choice in modern Japan.</p>
5	<p><i>Rome - Saturn's Golden Age</i></p> <p>The Roman Festival of Saturnalia was aimed at temporarily recreating the god Saturn's golden age as described in Roman mythology. You find yourself in a mythical fantasy Rome/Latium during Saturn's Golden Age. Saturn rules as a</p>

	king and is unbound and everyone is happy. There is no slavery during this age and no real private property with everything major considered to be held in common trust (personal property of everyday items still exists though). Thanks to the bounty of Saturn there is no scarcity of anything and people spend their days enjoying life and luxury as they engage in merry making.
6	<i>Scandinavia</i> You find yourself in Scandinavia for the holidays. You have a choice of ether modern or ancient/ medieval Scandinavia.
7	<i>Maccabean Revolt</i> It is 167 BCE in Ancient Judea and Antiochus IV Epiphanes has begun an effort to assimilate the region into the Seleucid Empire. His decrees stepping on traditional Jewish practices has ignited a revolt that now grips the region. It is from this revolt that the traditions of Hanukkah are born.
8	<i>Trenzalore</i> The planet Trenzalore is tundra world covered in snow with a ring system and two moons, Soror and Frater. Its main settlement is the little town of Christmas where the special snow is farmed. Trenzalore is also home to a crack in space-time allowing travel to other universe. Choose your preferred sci-fi universe and Trenzalore will start in that universe and stay there for the duration of your jump unless you mess with the space/ time crack. Beware though, thanks to the crack occasionally things may stumble in from other universes to wander the planet.
9	<i>Comfy Cabin</i> A comfy private cabin in the woods at a generic ski resort.
10	<i>The Holiday Jump-Train</i> You find yourself on a mysterious steam powered locomotive and in a private car. In other cars are people from various other universes and as the mysterious train travels it jumps universes always entering universes during the the winter holidays. The train jumps monthly and allows you to get off and celebrate the holidays in that universe or time. If you have any drawback or scenario effects that happen yearly or during a winter holiday they now occur on the holiday every month.

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May this Christmas
blessings bring.



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100 CP - Holiday Cheer

You have the power to inspire joy and celebrations around you. Additionally, you can inspire whimsy and good will in those who are normally holiday grinch.

200 CP - Ho-Ho-Hold up for a second

You can stop time. To be more exact, you can extend a single day each year enough to deliver presents to every child on the planet.

300 CP - Chimney Travel

Much like Santa Claus, you have the ability to magically travel up and down chimneys, smokestacks, and chutes no matter how small they are.

400 CP - Winter Powers

You have innate magical powers related to ice, snow, coldness and all things winter. You can summon snow or use the power of ice to freeze your foes.

600 CP - Spirit of Christmas

You are related to the ghosts of Christmas Past, Present, and Future. Choose one to gain powers from. With relation to the Spirit of the Past you can gain the ability to manifest the shadows of someone's past as represented in their memory and the ability to suppress their memories. Being related to the Spirit of the Present allows you to manifest shadows of the present and very near future along with the ability to calm fights and bring about merriment. With a relation to the Spirit of the Future, you can manifest the shadows of the most probable future and chart how event will most likely unfold.

600 CP - Clause Contract

Once per year in a jump, by offering Santa cookies and milk and then leaving the name of your target on the provided notepad, you can

enlist the help of Santa Claus to assassinate your target.

He will ride on his enchanted sleigh and wield weapons created by his elves. Santa, his reindeer, and an elf riding shotgun will try their absolute best to kill your target using every means available to them for 24 hours. While Santa is exceptionally skilled at tracking and finding his opponents, there are some enemies too powerful for him to defeat and it's possible for him to fail.

If Santa is defeated or the target somehow escapes, Santa won't answer your call for the rest of the jump.

600 CP - Together for the Holidays

You now can summon up to five people or beings you have previously met in a previous jump or from your home universe who will appear in a flash of light. The beings summoned this way will be able to stick around in the current jump for two weeks until they are automatically sent back to their home reality in a flash of light. You can only do this once per year (or the the jump equivalent).

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British Traditionalist

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100 CP - Hospitality for Unexpected Guests

Whether it's a bunch of rambunctious carolers, wassailers, wrenboys, rapping skeleton horses, or just unexpected guests you tend to have a lot of people and creatures knocking on your door demanding food and drink. With this perk you will always magically have excellent quality food and drink for any unexpected guests that turn up at your door.

200 CP - Boy Bishop

The Boy Bishop was a particular medieval tradition. Historically in England a Boy Bishop would be elected on St. Nicholas' Day and his

power would last until the feast of the Holy Innocents. During that time he was dressed as a bishop and invested with authority along with other children who acted as priests. The boy and his compatriots took control of a cathedral and performed almost all ceremonies and offices for the bulk of December. With this perk once during a jump you may take full control of a religious building, shrine, or property and be invested with recognized religious authority equal to a mid-level official in the related religious system. You can also extend religious authority to your companions as your underlings.

400 CP – A Glorious Holiday Feast

During holidays and major celebrations you have the power to conjure a magnificent feast which is more than enough for everyone you have invited. If more food and drink is needed it will magically appear to ensure a good time is had by all.

600 CP – There'll Be Scary Ghost Stories

"Whenever five or six English-speaking people meet round a fire on Christmas Eve, they start telling each other ghost stories, Nothing satisfies us on Christmas Eve but to hear each other tell authentic anecdotes about spectres. It is a genial, festive season, and we love to muse upon graves, and dead bodies, and murders, and blood."

~Jerome K. Jerome, Told After Supper

Christmas in Britain often takes on a spooky twist with tales of ghosts roaming the earth. You now have the power to summon spirits of the dead for a twenty four hour period (or local jump time equivalent) in order to converse with them or to have them haunt and terrorize a target of your choice.

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Japanese Lover

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100 CP – Romantic Atmosphere

Christmas in Japan is often a romantic holiday with couples going on

lavish dates and spending time together. In the spirit of this you have the power to conjure a romantic atmosphere around you which is perfectly suited to the tastes of a target's ideal of what a romantic atmosphere is. The weather will be perfect for them and they will see things in a new light. Events will somehow happen to enhance the time you spend with the target. This can be toggled on and off.

200 CP – Syncretized Traditions

Christmas is an adopted holiday in Japan that has been altered and syncretized to fit into the local culture. For instance most of the religious elements have been stripped away as only a small minority in Japan are Christian and Hotei, one of the Seven Lucky Gods, is often depicted as a Christmas gift giver. You now have the power to introduce new holidays or traditions into the settings of your jumps. These holidays or traditions will be altered to fit in with the setting and the religious/philosophical views that people in the setting hold.

400 CP – No Expiration Christmas Cake

One thing people do not want after Christmas is Christmas Cake. The tradition of eating Christmas Cake before or on Christmas has taken on a dark side in Japan becoming slang for a misogynistic idea in Japanese culture, namely that women over twenty-five are too old and are at best considered “used goods” for marriage, love, and other purposes to men's eyes. With this perk your body will never physically age in appearance or health over twenty-five years (or the equivalent of a young adult in the species). This can be toggled on/or off per jump.

600 CP – A Date For Christmas

No one wants to be alone for Christmas and some people hunt for a companion specifically for Christmas. With this perk you can at anytime summon an ideal lover or companion for your current exploits for a maximum of forty-eight hours. This temporary lover/companion is just a construct of holiday magic and has no real will/soul of its own as it exists solely to please you (don't expect anything deep from it). After this time or when you will it they will

600 CP – Commander of the Wild Hunt

In the northern counties it was believed that the Wild Hunt or as it is sometime known, the Asgardsreia, the ride of Asgard, travels about during this season. A number of spectral riders in pursuit of something or sometimes armed and riding as an army in the case that they are an omen of war. They are often lead by Odin or other mythical figures. You are now the commander of the Wild Hunt and can summon the hunt at will. At your command they can be outfit to help you hunt/track something/someone or they can be dressed for war in which case you have a mighty supernatural cavalry at your command.

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Maccabean

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100 CP – God Supplies

When the Maccabean revolt was victorious and the Temple reclaimed the rebels lit the sacred Menorah. They however only had enough pure sanctified olive oil to burn for one day and it would take eight days to get more. By a miracle the olive oil lasted eight days until they got a new supply of olive oil. With this perk if you are running out of something that you need you will find that your supply of that thing supernaturally extends until you can find a new supply or eight days (or an equivalent amount of time) has gone past.

200 CP – Judith's Disarming Charm

A version of story of Judith is often inserted into the Hanukkah narrative turning her into a Maccabean rebel who seduced and then killed a Greek general. Judith did this walking into the enemy camp, seducing the general, getting him drunk, and killing him with his own sword before sneaking out with the head for the rebels to display. You now have the charm of Judith and you can charm enemies to the point that they will not consider you a threat and let you roam around even the most restricted areas unless they see you openly act against them.

continuities. In this spirit you can freely incorporate bits from fan-fictions, weird toy/merchandise only things, tie-in advertisements, and other things generally considered to be wildly non-canon into any jump.

600 CP - Holiday Aid

Once per jump, during your darkest moment when all seems lost you are guaranteed to receive the aid of someone famous/important in the jump (or a version of the Doctor from Doctor Who if there is no one else possible). This person will come to your rescue just in the nick of time and help you turn things around.



С НОВЫМ ГОДОМ !

Items

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Celebrant

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50 CP – Endless Jug of Eggnog

An always full jug of eggnog, now you will never run out of nog in the middle of your holiday party.

50 CP – Endless Milk and Cookies

Om nom nom. COOKIES! You now possess a glass that is always magically full of milk and a plate filled with your preference of cookies that is always magically covered with cookies.

100 CP – Ugly Christmas Jumper

An extremely ugly and garish Christmas jumper – exactly how it looks is up to you but it always is garish. When worn this jumper keeps you always warm and comfy regardless of the external temperature. It could be near absolute zero and you would still be warm and comfy while wearing this jumper.

200 CP – TurboMan Doll

Put that cookies down, now! You now have acquired the hottest toy of the holiday season: a TurboMan doll! As a free bonus you also get a full perfectly fitting TurboMan or TurboWoman super suit with an attached rocket pack, collapsible turbo boomerangs, helmet with voice modulator, and a wrist mounter Turbo-Disc launcher! You also get vastly enhanced strength and durability while wearing the suit. It's Turbo Time!

400 CP – December Calendar

A prize calendar that each day of December will open revealing a toy

that will symbolize a gift or event that will happen to you on that day each will be beneficial even if not at first.

600 CP – Multiversal Shopping Catalog

A magical holiday shopping catalog that updates as you travel. With this item you can freely purchase items and perks from jumps that you have already completed (free items cannot be purchased and items must be undiscounted). But that's not all! You also get 50% off on item or perk of your choice (the discount can be used only once and can not be used again – use it wisely).

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North Pole Native

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100 CP – List

A list of every individual in your current universe. The List will show all the info you need about a chosen individual. Yes, including their level of naughtiness and crimes.

200 CP – Enchanted Holiday Storybook

A storybook containing many traditional holiday tales and plots of holiday films. This particular book is enchanted and when a story is selected events will conspire to make the events of the story manifest in the world in someway so that you experience an adapted version of that holiday tale that fits your current world.

400 CP – Magic Snowglobe

When you wind the snowglobe up you are transported to the winter wonderland town depicted within the snowglobe. The people of the town are always kind, caring, and giving. In order to leave the wonderland you simply need to head into the surrounding forest. Only gifts given to you by the villagers can be taken out of the world. Additionally if you shake the snowglobe you can see things that are

50 CP – Super Christmas Cracker

A powered up version of a normal Christmas cracker. When it is opened this cracker produces a blast as loud as a cannon and a great quantity of smoke. When the smoke clears you are left with a paper containing a terrible groan worthy joke, a nice random hat, and a random gift (such as a chess set, a bicycle, toys, etc.).

100 CP – Wassail Bowl

This is an ever full bowl of Wassail, a hot mulled spiced cider, to share with friends and visitors. In addition to this it has special properties: When the Wassail is pored on plants it "wakes them up" causing an immediate growth spurt. If the plant produces fruit it will cause the plant to produce a massive bounty of excellent quality fruit within minutes.

200 CP – Rowan Twig

A special twig of rowan wood. When burned this eliminates any bad feelings of jealousy, mistrust, or hatred between you and anyone within 10 meters.

300 CP – Ashen Faggot

A bound bundle of ash sticks and branches. When this bundle is burned it creates a sudden festive and jolly party atmosphere in the surrounding area for as long as it burns. Additionally, as long as it burns it wards away hostile spirits and everyone near it has their happiness and luck boosted for the next month.

400 CP – Blessed Chalk

One tradition of the Twelfth Night is 'Chalking the Door' with the following pattern XX † C † M † B † YY written upon the front door to a house with XX being the first two digits of the year and YY the last two digits. CMB stands for the Three Wise men and/or the blessing Christus mansionem benedica (May Christ Bless this house). This mark is said to bless the house and prevent evil spirits from entering

the home for the year. You now have your own blessed chalk and by marking on the door of any structure with a mark by the chalk the structure is protected by an invisible magical barrier for one year. This magical barrier prevents entry into the structure by any hostile supernatural entities and can withstand powerful supernatural attacks.

600 CP – Quack Medicine

In the traditional Christmas English Folk Plays featuring Saint George there is often the character of a Quack Doctor who has a wondrous medicine that is able to raise the dead and heal them of all injuries. You get a vial of this wondrous medicine and with it you can raise someone from the dead and heal them of all injuries. If you are killed it will automatically be applied to you. You however only have enough of this medicine for one dose per jump so be wise with it!

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Japanese Lover

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100CP – Endless Christmas Party Barrel of Kentucky Fried Chicken

In 1970, Takeshi Okawara, the manager of the first Kentucky Fried Chicken restaurant in Japan had a dream which inspired him to create a Party Barrel of KFC Chicken and tie it to the rising popularity of Christmas. It quickly became a massive Christmas tradition with orders having to be put in six weeks in advance and people often waiting hours to get KFC chicken for the now traditional Christmas meal. You get an endless party barrel meal of Kentucky Fried Chicken that is always fresh and hot. This also includes endless mashed potatoes and an endless bottle of white wine. You also have the option of changing out the normal KFC chicken for KFC's vegetarian “Beyond Fried Chicken” substitute option.

200CP – Endless Sack of Yuzu

In Japan the citrus fruit known as the yuzu is ubiquitous during the

holiday season. May foods and treats are flavored with the taste of yuzu. On the winter solstice one traditionally takes an yuzu bath with the cut up fruit steeped in hot bathwater. This is believed to prevent sickness and purify the body and mind. You get a sack of infinite yuzu fruit. Additionally, when the yuzu from this sack are used to create a hot yuzu bath it will cure any normal disease the bather has and protect them from any illness for one year (or the setting's equivalent).

400CP - Pair of Kadomatsu

From about the day after Christmas until January 7th in Japan people traditionally place a pair of Kodomatsu in front of their homes. These structures made of pine, bamboo, and occasional sprigs of ume are often understood as becoming temporary housing for the Toshigami (the kami of the year) and/or other protective kami in order to welcome and gain their blessings. You get a pair of Kadomatsu when placed in front of any structure it will bring supernaturally good fortune and prosperity to the structure's inhabitants. Furthermore the kami in the kodomatsu will protect the structure against attacks by hostile supernatural entities.

600CP - Special Christmas Cake

An important part of Japanese Christmas is the Christmas Cake. This is typically a sponge cake frosted with whipped cream and topped with strawberries. It has become a symbol of a return to prosperity and rejuvenation following the war years. You get a special Christmas Cake that when eaten rejuvenates the eater, returning their body to the youthful healthy form of a young adult. It also bestows extreme supernatural luck and prosperity on the eater for a year (or the setting equivalent).

800 CP - Okami Shrine

You now own a Shinto Shrine dedicated to an Okami. Okami loosely means "rain dragon" and can often refer to Kuraokami. Kuraokami is a legendary dragon in Japanese mythology and a deity who has powers over rain and snow. Under the umbrella of Okami are often

dinner gathering or special occasions. The Saturnalia was one of the few times extremely colorful and gaudy outfits could be worn while out in public without social stigma for the poor taste. You get a set of cenatoria (usually robes or tunic/mantle) these are customized to be as colorful, lavish, and/or tacky as you wish.

100CP - Saturnalia Candles

One offering to Saturn during the Saturnalia was the light of candles or lamps usually in the form of wax taper candles known as cerei. This represents the light of life and was used as a substitute offering instead of a human life to Saturn's consort Lua whom in war the captured weapons of defeated enemies and occasionally the lives of the slain enemies themselves were offered. You receive a set of special candles which when lit will illuminate the deepest darkness and inspire you and anyone whom the light touches with enough courage to face any obstacle or foe.

200CP - Sigillaria

A major tradition of the Saturnalia was exchanging gifts with friends, family, and acquaintances on the last day of the Saturnalia festival. These gifts ranged from friendly gag gifts to extravagant presents but one traditional gift was the sigillaria - a small wax or pottery figure. You now have a supply of sigillaria figures, anyone you gift a sigillaria to will become much more favorably disposed to you.

400CP - Pilleus Cap

A traditional pilleus cap was usually worn during the Saturnalia Celebration. This brimless felt cap was a symbol of Liberty and symbolized the freedom of the Saturnalia period. While wearing this special cap you are protected from any form of mental control, brainwashing, or hypnosis. Comes in your choice of color.

600CP - Saturn's Arena

During the Imperial period (specifically from the 2nd century CE and later) great gladiatorial games began to be associated with the

Saturnalia and the treasury of the Temple of Saturn usually sponsored the games. With this you get a special Roman gladiatorial arena empowered by the unbound god Saturn. Roman Gladiators will be randomly generated for matches but the roster be altered at will by you - want ninjas? you got it! A dragon to fight? yep! That super strong guy you fought once? He can appear for matches too. These generated gladiators are limited to the arena and have no existence outside of the fights. You and other people can take part in matches for entertainment or training purposes and anyone killed will be magically resurrected after the match. Additionally, any injuries taken during the match will be magically healed as well. Outside of this jump the arena will become a connected add-on to your warehouse and can be imported into future jumps. When imported you can turn it into an attraction and charge fees. Additionally when being run as an attraction it will be considered a legal business or the authorities will at least turn a blind eye to it.

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Northern Traditions

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100CP - Julebord

In the middle ages for people in Scandinavia it was customary to put out a table of food for the poor & travelers and/or to appease supernatural spirits. Nowadays the tradition usually takes the form of a company or organization setting up a traditional buffet for their employees or members. You now have a large collapsible table and when it is set-up a feast of any type of food you desire will magically appear upon it.

200 CP - Yule Log

A Yule Log. When this log is burned it creates a protective aura against supernatural creatures for as long as it burns in the area that the light of the burning log hits. Additionally, the remnants of the burned log can be placed in a structure to protect it and anyone inside it from misfortune and supernatural meddling.

A personal groomer and trimmer that has a number of other functions. Besides shaving and hair trimming it can remove any stain or substance from clothing or body. It can wash eyes, pierce ears, clean teeth, fix broken bones, and do nails. It can also act as a life support system for critically injured people. Additionally, it can search and recite/display any bit of the current law code in the local area. Also this special Jumper version never needs recharging.

300 CP – Sonic Screwdriver

Your own personal version of a Sonic Screwdriver with all the same functionality as the Doctor's Sonic Screwdriver from Doctor Who.

400 CP – Proton Chair

Also known in slang as a 'Mind Evaporator', this is a chair with an attached helmet that interfaces directly with your mind and allows you to enter into a virtual world. These were commonly used for both entertainment and education (such as pilot training). Included are some popular virtual reality programs and a book to give you the knowledge necessary to create new programs. It is powered by an everlasting proton pack.

600CP – Planet Christmas Cracker

Fear. Fear will keep the naughty children in line. Fear of this battle station. A long time ago, in a galaxy far, far away a certain Christmas figure went a little overboard. You now have a huge mobile battle station that travels the stars powered by Christmas Magic in the shape of a huge Christmas cracker. It is staffed with a variety of appropriate figures including Christmas elves and animate snowmen who are all loyal to you. The crew on board are always jolly and happy regardless of what is going on outside or what they are doing. On board are fabrication facilities, magical defense energy cannons, magic stables with magical Christmas reindeer (or another magical Christmas creature of your choice) , massive docking facilities able to take in capital ships, a winter themed fun area, holly jolly prison/torture facilities, and a massive Christmas themed throne room.

This heavily armed and armored battle station can also destroy planets. If you judge a planet to be naughty, at a push of a giant red naughty button the outer hull of the ship splits revealing a giant dish in the middle. The beam powers up and while it is doing so, a groan worthy bad joke is broadcast to the entirety of the targeted planet. The beam then fires a red beam with a white beam spiraling around it looking like a candy cane, upon impact the planet is reduced to rubble. If you or your targets are currently celebrating a winter holiday the beam become powerful enough to destroy entire systems from across many light years ala Starkiller Base from Star Wars: The Force Awakens.



Companions

Free - Free Import

The holidays are usually about spending time with friends and family. You can freely import as many companions as you wish however they will not receive any CP.

50-200CP - Traditional Import

You can import companions at the rate of 50 CP per companion or a bulk-rate of 200 CP for eight. This also includes the creation of new OC companions. All companions imported or created this way receive 800 CP to spend and they can be given more CP to spend at a rate of 1:1.

Special Companions

All special companions receive 800 CP to spend and they can be given more CP to spend at a rate of 1:1

100 CP - Untitled (Christmas) Goose

Honk! It's a mischievous goose with a festive red bow tied around its neck. This goose is a master of stealth and is a daring thief. Honk!

200 CP - Childhood Best Friend

It's sad to spend the holidays alone, luckily you have your childhood friend who just happens to be of your preferred gender. Also your friend definitely "isn't" secretly a royal from some abstract country that's hard to pronounce and sounds fake (Wink Wink).

300 CP - Santa Claus or Mrs./Miss Claus

You now have ether Santa or Mrs./Miss Claus as a companion. If you wish they may be single and/or interested in you romantically.

300 CP - Mari Lywd

With all your traveling another great traveler has decided to join up with you - the Grey Mare, Mari Lywd. Mari Lywd is a highly intelligent talking skeletal horse wearing a white shroud and who is also a phenomenal bard. Through song Mari Lywd will be able to persuade anyone to grant you free food and lodgings for as long as you need it. She can also persuade anyone again through song to let you pass through or enter into any normally restricted place.

400 CP - Krampus and Other Christmas Monsters

You now have Krampus or a related holiday monster figure that punishes the naughty or tradition breakers as a companion. This also includes such figures as Jólakötturinn the Yule Cat.



Scenarios

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A Holiday Vacation

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Perhaps you're in a holiday mood but don't want to spend 10 years focusing on the winter holidays. That's ok, you're here now just for one holiday vacation. You will only spend three months in this jump (or the local time equivalent) and as a result you start with only 300 CP instead of 1000 CP. You can still take as may drawbacks as you want and you still get the traditional origin discounts.

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A Mad Timelord Holiday

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Get ready for an adventure out of time and space Jumper! Sometime during the holiday season you will be swept up into a madcap adventure with a mysterious Timelord known as the Doctor.

Reward Item:

Superphone with the Doctor's Number.

As a reward for helping him in his adventures the Doctor has ether upgraded a smartphone you already have or given you one with "Universal Roaming". Your phone is now capable of making calls to any other communications device across time, space, and into other dimensions and is usable anywhere (note any calls which would result in a paradox will return a busy signal).

As an addition you also have the number of the Doctor's TARDIS

Reward Item:

Mirror of Compassion

A mirror of any size and design you desire. When someone looks into it for more that ten seconds it will begin to inspire compassionate thoughts in someone. If they have been greedy and selfish they will begin to question their choices in life and be thrown into existential doubt about their choices in life. It might even be the push they need to reform their ways.

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You are the Gift Giver

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The main holiday gift giving figure in this universe has taken a vacation and has decided that you will serve as their temporary replacement for this jump. You will be required to determine who is naughty and nice, create gifts, and distribute the gifts in a single night to the entire world. You do however have access to the gift giver's workshop/headquarters and all their traditional magical tools/vehicles.

Reward Item:

North Pole Facilities

You now are the proud own of a complex of facilities that includes a magical workshop/factory, magical creature stables, a holiday themed village, and a massive holiday themed mansion. These facilities are staffed by various holiday themed creatures such as holiday elves or similar appropriate creatures of your choice. These facilities are also protected by a bubble of magic which hides the facilities from normal view and keeps the temperature inside comfortable but still wintery.

These facilities follow you from jump to jump appearing in a polar or



Art by Wox

Drawbacks

+50/100 CP - *British comedian Djinni/ Christmas spirit*

Yeah, he'll help you but it comes with jokes. Double points if it's a British comedian.

+100 CP - *Overly Festive Elements*

The world is very festive, perhaps a little too much so. You will encounter a large amount of towns/settlements/planets with names like 'Cookie Jar', 'Garland', and 'Hollyvale'. Even normal everyday objects will have a weird holiday-twist to them and the colors red and green will be everywhere.

+100 CP - *That Sweater.*

Have you ever wanted to have to always wear the ugliest sweater ever and experience fiat backed holiday related chaos every year against all probability? Well... congratulations.

+100 CP - *Holiday Drama*

Some drama will always happen to you around the holidays. Either someone will dump you, a business you run will get into trouble, someone important will die, you need to organize a big holiday event in a short amount of time, a massive misunderstanding between you and your friends/significant other, or something else happens causing unnecessary drama in your life during the holidays.

+100 CP - *The Holiday Armadillo*

For some reason the holidays have taken a nonsensical and weird turn. Instead of normal holiday characters and traditions in their place will be odd ones like the Holiday Armadillo and people painting their teeth black for some reason. There is no rhyme or reason to it and you are just going to have to roll with it.

+100 CP - *Holiday Weight Gain*

Jumper you have bad habit of over indulging on food and drink during the holidays! Every holiday season regardless of any perks or item effects you will find that you have put on a fair amount of weight. The only way to get rid of this excess weight is the old fashioned way: Exercising, dieting, and being more physically active.

+100 CP - *The Nightmare Before Christmas*

For some reason everything related to the season has taken on a horror and frightening vibe. Maybe there is a reason behind this or maybe this is how it always been in this world.

+100 CP - *It's All Real!*

Santa Claus, Krampus, elves, the Yule Cat, and everything magical related to the holidays is real and known to be operating in this universe. This also means that each culture might have their own gift giving figure who are all running around at the same time. If you are naughty be prepared to deal with any number of random holiday monsters chasing after you as well.

+200 CP - *The Grinch has it out for you!*

Someone or something will constantly try to ruin your winter holidays every year often with elaborate and utterly complex mad schemes designed to make your holiday experience miserable.

+200 CP - *You Are The Grinch*

You really hate the holidays and you make it your mission to ruin the holidays for as many people as possible every year. Yes, this even includes your companions - if you're not happy why should they be?

+200/300 CP - *Tim Allen was Hilarious! why does he suck in this? And why the forced father and son plot?*

Every year you will have some ridiculous task to complete during the holidays with fiat backed legal action upon failure. You will somehow have less skills (at least a 25% debuff) and things will often turn slapstick. For an additional +100 CP family antics such as re-marriage, long lost children, or Immoral in-laws will complicate matters.

+300 CP - *Eternal December*

Every month of every year is December. The holidays will come every month and just after "New Years Eve" it will be December 1st again. No one ever questions this. If you have any drawback or scenario effects that happen yearly or during a winter holiday they now occur on the holiday every month. Note: This drawback can not be taken if you are riding *The Holiday Jump-Train* around the multiverse.

+300 CP - *Christmas in London*

The Doctor: Hello there. Obvious question. But, where's everybody gone?

Newspaper Seller: Oooh! Scared.

The Doctor: Right. Yes. Scared of what?

Newspaper Seller: Where've you been living? London. At Christmas. Not safe, is it.

The Doctor: Why?

Newspaper Seller: Well it's them up above. Look, Christmas before last we had that big bloody spaceship, everyone standing on the roof. And then last year that Christmas star, electrocutin' all over the place, drainin' the Thames.

Astrid: This place is amazing.

Newspaper Seller: This year, Lord knows what. So everybody scarpered.

Gone to the country. All except me. And Her Majesty.

TV: Her Majesty the Queen has confirmed that she'll be staying in Buckingham Palace throughout the festive season to show the people of London, and the world, that there's nothing to fear.

Newspaper Seller: God bless her. We stand vigil.

Something awful and massively disastrous always happens at Christmas and everyone knows it. In addition to holiday cheer people will be hunkering down in bomb shelters, making escape plans, or just being on edge waiting for whatever it is that is going to happen this year.

+300/400 CP - Pursued by a Holiday Monster

For whatever reason a holiday monster is after you to punish you for being naughty or breaking a tradition. The figure after you can be any traditional holiday monster such as Krampus, Jólakötturinn the Yule Cat, Gryla, the Yule Lads, Straggle, or any other traditional holiday monster. This holiday monster comes after you during the holiday season every year and cannot be swayed from its mission to punish you in the traditional manner of the chosen holiday monster. For an additional 100 CP the Holiday Monster scales to your power level.

+400CP - Last Christmas

This world or even this universe is doomed and everyone there knows it. Days after the last winter holiday you spend in this the world or universe it will be destroyed by something that the jumper is powerless to prevent (you will leave the jump right before the end). Your quest will be to spread a little holiday cheer in a world where all hope is gone. Expect some chaos to reign that you will need to navigate around.

+600CP - The Great Christmas War

For some reason this setting is in a perpetual state of war beyond all reason. Around the winter holidays the fighting greatly heats up especially in the area around the Jumper. Be prepared to evade hostile forces and spend your holidays in a secured bunker or castle. Half way through your Jump the entire setting will be utterly devastated by either general fighting or uncontrolled forces being unleashed (e.g. either a magical or nuclear apocalypse). Fighting will still continue after the apocalypse however, it will now be between ragged bands of survivors than conventional forces. The fighting will still heat up around you every year during the winter holidays as well.

* A HAPPY CHRISTMAS! *



* A hearty Welcome! *

Changelog

- 0.7 Added a changelog.
First released jumpable version.
- 0.8 Spelling and typo fixes.
Various changes in wording for clarity.
Added Okami Shrine Item
'Multiversal Shopping Catalog' changed to not be as pontentially OP.
Added Scenarios and made the 'Black Friday' perk a reward.
A number of Drawbacks became Scenerios.
Drawbacks revamped and a few new ones added.
"Eternal December" now gives 300 CP and causes yearly holiday drawbacks/scenario effects to occur monthly.
- 1 Spelling and typo fixes.
Various changes in wording for clarity.

