

Twisted

THE UNTOLD STORY OF A ROYAL VIZIER

JUMPCCHAIN

Perhaps you have already heard one version of this tale, the story of how a young thief named Aladdin falls in love with the beautiful princess Jasmine and sets out (with the help of the loveable Genie) to save her and her kingdom from the evil sorcerer Ja'far.

But there are two sides to every story. This is not the tale of Aladdin, this is the story of one misunderstood Royal Vizier and his quest to save his city from its bumbling sultan, an invading prince, and the most notorious thief to ever live! This is the story of Ja'far, as you've never heard it before.

Whether you intend to fix the kingdom's socioeconomic inequality, seize power from the Sultan, or just get the princess to take her clothes off, you'll be needing some assistance. Take this:

+1000 Drachma

ORIGINS

Choose one origin. You may select your gender now for free, and you may also choose your age range from those provided for each origin. Alternatively, you may take any origin as a Drop-In, in which case you may choose any age within your lifespan.

Vizier (30-80)

You're one of many royal servants working in an advisory role to the Sultan. These are the people responsible for trying to keep the Kingdom together, but equally, they are also the people blamed whenever things go wrong. Ja'far is currently working hard to try and save his people, but perhaps he could use a little help?

Thief (33)

You're the kind of guy that would risk his life (and the lives of about a dozen guards) for a loaf of bread. In another story you might have been thought of as a hero, but here you're just a leech, stealing from those who are barely getting by and otherwise taking advantage of the poor folks of the Magic Kingdom. What other option do you have? Get a job? As if.

Princess (13-21)

...or another member of the royal family. You may be a relative (biological or adopted) of the Sultan, living in luxury in the palace of the Magic Kingdom. Or you may be a member of another kingdom's elite, such as that of the land of Pik-zahr. Either way you have a great deal of resources at your disposal, although your royal duties may feel stifling at times, and you may even wish you could simply run away from it all.

PERKS

You receive a 50% discount on any perks for your origin, and the 100D perk for your origin is free.

Musical (FREE / 100D to keep)

Of course, this is a musical. And we all know what that entails. Song and dance numbers at every turn, elucidating every desire in your mind and often accompanying dramatic and pivotal moments in the plot. During your time here, you'll be able to produce fully choreographed songs at will for any topic you like, and everyone will get involved in the elaborate song and dance before going back to usual as though nothing had happened at the end. For 100D, you may keep this rhythmic power beyond this jump, having a *Musical* filter that can be toggled on and off at will to turn whatever setting you're in into a full-blown musical where no one finds breaking into song mid-speech to be strange at all - or, if you'd like, they could find it entirely strange but nevertheless still be compelled to sing along.

HERE'S JOHNNY! (100D)

The problem with living outside of time and space is that your references are often dated - as in, dated in the future. No one understands when you quote *the Graduate* or *the Godfather* in the year 900, or at least, they didn't before now. People no longer need to know where your references are from to find them funny, poignant, or whatever your intended effect is, and they instinctively understand why your quotes fit in the context in which they've been used. You also have a sixth sense for finding the best quote from all the media you've consumed to slot into any conversation. It never gets old. Somehow.

TWISTED (600D)

You've seen the tale of Aladdin twisted, but what about other stories? What if Scar was merely attempting to bring racial equality between the lions and hyenas, before being ousted by the return of the cruel monarchy? What if Ursula simply wanted to give women the right to become monarchs? Was Gaston really so wrong to try and rescue a woman clearly afflicted with Stockholm Syndrome? Now, upon entering any new jump, you may choose to *TWIST* the setting, causing heroes to become much less sympathetic, turning villains into misunderstood saviours, and otherwise generally reversing the usual world order of the setting. The clearer the 'good guys' and 'bad guys' of the world are, the more noticeable this perk's effects are, as the roles are flipped and nothing is as obvious as it first appeared.

The Golden Rule (100D, Free Vizier)

Always treat others like sisters and brothers, and they'll do the same for you. You're able to bring the best out of people, encouraging them to be the best and kindest version of themselves. However, this virtue you inspire in others seems to only apply to their interactions with others, and they'll still be as rude or cruel to you as ever. Still, it's fine to be the villain every now and again, if it helps everyone else get along.

It's Jumper's Fault (200D, Discount Vizier)

No matter what goes wrong, people love to blame you for their problems. Thankfully, you've learned a way to use this ability to twist the truth for your own ends. Whenever someone is in trouble for something, you may announce that it was your fault, using as convoluted an explanation as you like. You may choose who does and doesn't believe this admission of guilt, but by default only the person actually responsible will know that you're taking the fall for them, and all others will accept you as the true culprit of the crime. It's a selfless act, but it's also a good way to inspire gratefulness in those who have avoided a terrible fate thanks to your secret act of kindness.

Chemistry, Not Sorcery (400D, Discount Vizier)

You have a highly advanced understanding of chemistry that allows you to accomplish feats indistinguishable from sorcery to the uneducated. Create flashes of light and fill rooms with smoke with simple chemical reactions, and otherwise 'cast spells' to trick those around you into taking you seriously as a magical threat. Even those who should know better seem to instantly jump to believing these parlor tricks to be true magic, although it will be up to you to keep the illusion alive over longer periods of time.

1001 Nights (600D, Discount Vizier)

is not enough, nor is 1001 lifetimes with you. When you love someone, you're capable of maintaining that love forever. Even if you were stuck with your lover for all eternity in a tiny lamp, you'd never grow tired of one another. And even if one of you were to pass away, that love that you held for them would never fade from your heart. Some say storybook endings aren't possible, but you're the kind of person who could wait an eternity for love if that was what it took, and this power is reciprocal, applying equally to those who love you in return.

No Fucking Raisins (100D, Free Thief)

You gotta stop putting raisins in it man. I *hate* raisins. I was talking to Monkey about it and he thinks we should just kill you. And I was like *no Monkey, that's crazy*, but now I'm kinda thinking *yeah*. Despite your goofy and charming demeanor, you're able to change at the drop of a hat into being incredibly intimidating to the point that your average citizen will cower in fear, even if they were laughing along with you only moments ago. Your goofy antics will be forgotten the moment your tone shifts.

Orphaned At Thirty-Three (200D, Discount Thief)

How terrible for you, how tragic an upbringing. You have a special talent for eliciting sympathy from those around you, regardless of if anything has actually happened to you that would make them feel bad for you. You could drive others to tears with your reenactment of how you dropped your ice cream cone that morning, and no one will ever deny how much you have suffered, you poor thing.

Subliminal Messages (400D, Discount Thief)

Take off your clothes. Who said that? You're able to implant subliminal messages into the minds of those around you, simply by repeatedly leaning in close and whispering phrases into their ear. For some reason, though they may look around and seem confused by the sudden voice, they'll never piece together that you're the one planting these messages in their head, and sooner or later they may even decide to act on these ideas, convinced that they thought of it themselves. *Takeoffyourclothes.*

I Steal Everything (600D, Discount Thief)

Everything. And somehow, it always works out for you. Head into a cave full of traps and come out fine. Even if the river of gold turns out to be lava disguised with magic, you'd still find a way out with nothing more than a few light burns after diving in headfirst. This immense luck applies to any kind of stealing you attempt, and actually decreases somewhat when you put time and thought into planning your robberies. You're at your luckiest when you run in with no plan and just hope for the best, which is a fine way to live your life.

Tiger Fucker (100D, Free Princess)

It's easy to gain a reputation for things you've done, but how about for things you *haven't* done? Simply hint that you've accomplished something without saying it outright, and you'll quickly find word spreading of your false accomplishments as though they were certain facts. Not all will believe, of course, but the general masses will happily begin to call you *Jumper the Tiger Fucker*. ...Thankfully, unlike Achmed, you may choose when this power comes into effect, to prevent any embarrassing nicknames from taking form.

Everything and More (200D, Discount Princess)

You want everything... *and more*. Some would say it's a bad thing to never settle, and though you always have the option to rest on your laurels, you'll find it immensely rewarding to push yourself beyond your current circumstances, no matter what they are. You could be living in ultimate luxury, but you would still have the drive to improve yourself in every way. You'll never lose motivation so long as you keep pushing yourself upwards to greater heights. Keep dreaming big, and you'll be able to grab the world *and more*.

The Power In Me (400D, Discount Princess)

When you've lived a sheltered life, stepping out into the real world with no one to guide you is a terrifying prospect. But whether it's been inside you since birth, or nurtured by a kind caretaker, you have the power within you to reach out for a future you choose. You have all the traits of the perfect leader, and the force of will to step up and seize that mantle with the self-confidence to know that you can and *will* achieve great things. You have the power in you Jumper, you always did.

Everyone's A Princess! (600D, Discount Princess)

And everyone will have their own slaves! Your ideas may be hopelessly naive, but perhaps that's what this kingdom needs. Whenever you try and put into practice an idea which is hopelessly oversimplified, far too idealistic, or otherwise utterly impractical in the extreme, you'll find that circumstances align to gloss over the less possible parts of your plots. More ambitious plans may still take a great deal of time and effort, but your plan to turn every member of the Kingdom into a Princess will no longer be constrained by the basic logical flaws in that preposition.

ITEMS

You receive a 50% discount on any items for your origin, and the 100D item for your origin is free.

Djinn's Lamp (200D)

This ordinary-looking lamp has a magical power to it. By giving it a light rub, you can suck yourself and any willing allies nearby into a small living space located inside of it. Like the lamp of this world, this contains media from beyond time and space - meaning television, film, books and the like from all throughout history can be found within - even from the future. Unfortunately, you struggle to remember details from this media which directly gives insight into future events, although you'll know plenty of references from all the seasons of your favourite show which have yet to be released.

Fabulous Facial Hair (100D, Free Vizier)

There are a lot of strange 'staches and beards in this world, and with this mirror in your warehouse you may join their ranks. Simply by staring at yourself in the reflection and willing it to be so, you can give yourself any facial hair you like and it will remain in perfect shape regardless of bizarre or impractical designs. You could have multiple moustaches layered over one another, or a beard which curls into a spiral at the end, or both.

Parrot (200D, Discount Vizier)

A curious parrot to follow you around and repeat your words. They always know what to repeat and when to repeat it for optimal comedic or dramatic effect, and are highly trained if you ever need them to retrieve items or otherwise help you out. They can also take care of themselves when you aren't around and will always show up when wanted. You may also choose (and change your decision at will) whether they look like a normal parrot or a parrot puppet, complete with a human being that no one seems to acknowledge standing behind them and controlling their movements.

Scarab Amulet (400D, Discount Vizier)

The two pieces of an amulet which, when put together, creates an illusory image of a beetle which leads the holder to the Cave of Wonders, where the Djinn's lamp may be found. In future worlds, the amulet will split itself into two pieces again, and once a month can be pieced together to guide you to similarly hidden locations, prioritising those which hold great treasure. This does not take into account the danger of these places, so watch your step.

The 'Golden' Rule (600D, Discount Vizier)

The one with the gold, makes the rules. You have an immense supply of gold bars and coins, enough to bribe even the wealthiest of this world. Even better, it replenishes at the start of each jump, ensuring you can be filthy stinking rich in any world which appreciates the gold standard. Even in worlds in which gold is devalued, it will be converted into resources of an equivalent value for you to easily exchange for massive wealth.

Loaves of Bread (100D, Free Thief)

Your warehouse contains a row of baskets holding an infinitely replenishing supply of all the loaves of fresh bread you could ever hope to steal. They come in every flavour imaginable, besides raisin, because that's gross.

Monkey (200D, Discount Thief)

A friendly monkey to sit upon your shoulder and join you in your adventures. They're highly competent, if a little apathetic at times, and you understand everything they mean when they grunt at you. With that said, they could do with a little prompting, or they'll never get that screenplay written. You may also choose (and change your decision at will) whether they look like a normal monkey or a monkey puppet, complete with a human being that no one seems to acknowledge standing behind them and controlling their movements.

Cave of Wonders (400D, Discount Thief)

Your very own Cave of Wonders to store your treasure, complete with traps and a hidden entrance to keep out intruders. This incredibly well protected hideout seems to have a life of its own with its traps when people arrive with malicious intent, and will do a great job protecting your belongings, as well as being pretty well-stocked for a cave. After this jump, it can follow you into future settings in hidden but easily accessible locations or become a warehouse attachment.

Flying Carpet (600D, Discount Thief)

A true wonder of this world. This enchanted carpet is capable of soaring through the sky at incredible speeds, although it feels as though it's not moving at all when you're on it. It understands intuitively where you want it to go, and can appear from nowhere at a moment's notice when needed, often saving you from sudden danger. You may choose (and change your choice at will) if it appears as an actual flying carpet, or if it takes the appearance of a regular carpet being dragged by people making *woosh* noises. This choice does not affect its capabilities.

Grapes (100D, Free Princess)

Not only do you have an infinite supply of the finest grapes in the land in your warehouse, at will you may clap your hands and a woman will materialise at your side with a plate of them to feed them to you, being unable to do anything else before dematerialising when you shoo her away.

Tiger (200D, Discount Princess)

A vicious tiger to sic upon your enemies. They're highly dangerous but entirely loyal, and would never dream of hurting their master. They can also be made to hold back to only injure rather than to kill, and are even capable of deliberately inflicting embarrassing injuries, such as ripping through the back of a suitor's underwear. You may also choose (and change your decision at will) whether they look like a normal tiger or a tiger puppet, complete with a human being that no one seems to acknowledge standing behind them and controlling their movements.

Royal Palace (400D, Discount Princess)

An enormous royal palace fully stocked with fine silks and loyal slaves (or well-paid servants - in case you have moral concerns). This can become a warehouse attachment or follow you between jumps, but it is always perfectly maintained and incredibly luxurious in every way you could imagine, with plenty of space for you and all your companions - growing in size if necessary to suit your needs.

Stock in Pik-zahr (600D, Discount Princess)

This deed entitles you to a majority shareholder position of the familiarly named kingdom of Pik-zahr. Beyond giving you control of a powerful and wealthy nation in this world, this deed will update in future worlds to grant you significant shares (or an equivalent degree of control) in powerful organisations of the setting. You may be a board member of Pixar, have investments in the Greek pantheon from which you receive divine dividends, or other powerful positions appropriate for each jump.

COMPANIONS

Everyone and More (100D each, 300D for 8)

For each purchase of this option - with a bulk discount for 8 - you may import a companion. They gain a history in this world and may choose any origin they like, with 400CP to spend on perks.

A Story With No End (100D each)

For each purchase of this option, you may pick a single character from this jump to be guaranteed several favourable meetings with. If they so choose, at the end of the jump they may join you as a companion. The only proviso is that if the Djinn joins you, he will lose his cosmic power to grant wishes, although he will remain a powerful sorcerer in his own right.

Companion/Jumper TWISTED (100D/200D each)

For each purchase of this option, you may choose one of your companions to encounter their twisted doppelganger in this world. This version of them is very similar at first glance, but their morality is actually somewhat flipped. A good person might find this version of them to only be acting good for selfish gain, while an evil villain might find that this doppelganger only seems bad on first glance, while actually doing their best to help those around them. If you can convince this twisted version of your existing companion to join you, they may come with you as a companion (either in their own slot or sharing a companion slot with the original) in future worlds. For 200D instead of the usual 100, you may meet a twisted version of yourself, with as many of your existing powers as you would like them to have. The same rules apply, although make sure a version of yourself with a very different morality is something you want at your side before you commit to this choice.

DRAWBACKS

You may take drawbacks to gain additional points. You may only receive up to +800D from drawbacks.

Twisted Continuity (+0D)

Have you already been in the world of *One Thousand and One Nights* in one of its many forms? If you've encountered any of these characters before, in whatever media, you will find them closer to this portrayal, and they may even remember details of your pasts together. They will however retain aspects of their morality from this world, and so even if you've met Aladdin before, you'll still find him to be the villain of this story, just as Ja'far will remain the maligned hero no matter how wicked he may have been in your source material.

Young Ja'far (+0D)

Usually you would begin this jump at the beginning of *Twisted*, with an old and jaded Ja'far working as the Vizier. With this option however, you will instead begin in the time of Ja'far's flashbacks to his younger days, when he first joined the palace as the Vizier's naive but intelligent assistant. You may stay ten years from then, or extend your stay until ten years beyond the play's starting point.

Fuck You Jumper (+100D)

People here are incredibly rude to you, for seemingly no reason whatsoever. You'll be greeted in the street each morning with a chorus of *Fuck You*'s, and even when people help you they'll demean you all the while. When you get to know people, this effect fades away, but every stranger will get off on the wrong foot with you, and nothing you do will ever prevent this being everyone's opening when they meet you.

My Asscheeks (+100D)

Everyone slips up sometimes. However, most people's scrapes and injuries are less embarrassing than yours. Whatever problems you get into, you'll frequently find yourself suffering in ways that are deeply embarrassing to you and will result in humiliation from friends and enemies alike. You can only hope you aren't wearing your heart-shaped underwear when that tiger decides to rip away your robe.

Servant of the People (+200D)

As a true Servant of the People, you are quite possibly the most selfless person in the entire Kingdom, perhaps with the exception of a certain misunderstood Vizier. You feel compelled to help those in need and intervene to protect others whenever possible. While your intentions are noble, being a hero in these parts can be a highly dangerous endeavour, particularly when your goals do not align with those of the Sultan or his powerful peers.

I Did Not Fuck A Tiger (+200D)

And yet nobody will ever cease believing that you did. You have a rumour that follows you, something utterly horrific and humiliating, and no matter what you do you'll never be able to dispel it nor persuade anyone that it is untrue. It will be brought up constantly and no one will ever be able to take you seriously when it's referred to. Even your most loyal subjects will be unable to crack a giggle at a sly allusion to your alleged exploits.

Blame Jumper (+200D)

Everything that goes wrong seems to somehow link back to you. People are convinced that you're the cause of their problems and will treat you accordingly. You may even find yourself receiving punishments for serious crimes on the flimsiest of pretenses, although this drawback will never directly lead to your execution (unless you actually do commit a crime worthy of execution, of course, in which case this drawback will all but guarantee you'll be held accountable for it).

You're Supporting A Corrupt System (+200D)

Your naivety is... actually kind of impressive. You seek to live a life of poverty, but retaining all your luxuries, of course. You want to adventure and seek thrills and danger, but you'd rather be safe throughout. Your understanding of the world is very limited, and you'll frequently find that the reality of things don't live up to your expectations. You may eventually become more worldly, but it will be a slow and arduous process, and you'll often slip back into your childlike view of the world.

I'm You (+300D)

You have a second personality, a dark alter ego lurking within your body that commits vile acts in your name. This personality will take control when you least expect it, hurting those close to you and otherwise causing havoc. They will also have back-and-forth conversations with you out loud, with your demeanour and inflection flicking back and forth to indicate who is speaking at any given moment. After this jump, you may keep this alternate personality as an occasional voice in your head, although they will no longer be able to take control without your consent.

Djinn's Curse (+400D)

Phenomenal cosmic power... shitty, shitty living space. You have all the worst parts of being a Djinn with none of the upsides. You take the place of the existing Djinn, trapped within the lamp and forced to grant the wishes of those who temporarily free you. You must fulfill these wishes with your own powers, and failure to do so is a chain fail, although you may exploit ambiguity in the wishes to decide how you grant them, and you do not need to grant any wishes which break the rules in the guidelines, a handy copy of which is located in your lamp to help pass the time.

ENDING CHOICES

- **Happy Ending** - You may remain in this world, keeping everything you've gained in your journeys. Your affairs back home will be sorted.
- **Sands of Time** - All stories must come to an end. You'll return home, retaining all your perks and items you've earned in your chain.
- **Dream a Little Harder** - Your journey continues. Another thousand and one nights await you, and many more besides.

NOTES

- The Lamp, similar to how it appears in *Aladdin*, does exist in this world. However it requires someone with a powerful imagination to use effectively. Furthermore, while you may use it to cast whatever three wishes you like while you're here, these do not carry over to future jumps. Any items gained with these wishes will disappear when you leave this world, as will any changes to yourself or others gained through this magic.
- If you have moral objections to the use of *TWISTED* changing the setting itself, it can be re flavoured to having sent you to a twisted version of the world rather than affecting the original - the practical effect is the same regardless.
- A full performance of the musical can be found online on the official StarKid Productions YouTube channel - <https://www.youtube.com/watch?v=-77cUxba-aA>
- Changelog:
 - *TWISTED* companions can now share a companion slot with their original.
 - Added *Djinn's Lamp* item.
 - Option to have *Musical* filter still seem strange to the people around you.