

Tales of Tales Jumpchain



by Faucheusestar

Welcome to a world somewhere between fairytales. Although which version remains to be discovered

Take **1000 Choice Points** to fund your adventures.



Starting Location

Roll a **1d6** to determine where you start or take the location linked with your Origin, otherwise pay 100 CP to choose your Starting Location.

1• Wonderland

A wonderful place that seem to come out of a dream, but you had to be careful not to lose your head

2• Forest

A thick forest although a path seemed to lead off a few ways and was that the howling of a wolf?

3• A Castle

It's a castle, who lives there? If even someone is doing it you don't know but maybe you'll soon find out.

4•Library

It's a cozy library filled with enchanting books telling stories to anyone who wants to hear them, what's more delicious cakes and a cozy fire.

5• Land of tales

Maybe there's a place in a fairytale/a game/story or any media related to tales that particularly speaks to you. If that's the case, you'll appear there. What's more, at the end of the jump you can add it and all its contents to your warehouse.

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop in (Wonderland) [Free]

You appeared from nowhere, with no past and no ties, as if you'd just fallen down a rabbit hole or through a mirror.



Little Red Riding Hood [Free]

You'll be roaming the forest, perhaps to take a basket to your grandmother, or to eat the delicious little girl in red, or to save her from the big bad wolf.



Snow White [Free]

Do you have problems with your mother-in-law, or perhaps you're a miner and an experienced dwarf craftsman?

Goldilocks and the Three Bears [Free]

Perhaps you like to eat people's desserts and sleep in their beds like a creature of rare dissent. If yes, this for you!



Race

Jumper isn't reduced to the lifespan of a normal thing

A little animal from a tale [+200 CP]

You're a little creature like a baby wolf. If you couldn't talk, it would be hard to tell you apart from a normal little wolf. If you want to take a bigger like a wolf or something similar you can but you don't get the +200 CP

Anthropomorphic object/animals [free]

You may stand on your claws, you may look like an anthropomorphic rabbit or maybe it's just your head with a human body the size of an adult human... What is a human? Maybe it is a cryptid.

Human or similar [free]

Your current race or a human or equivalent that might be appropriate, such as a dwarf for example, or someone with ears and a wolf's tail, it's up to you.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Drop in (Wonderland)

Everyone's crazy here [100 CP | Free for Drop in (Wonderland)]

But come on Jumper, everyone's crazy here, there's nothing strange about a bit more madness from a supposedly other world! You can use things that are astonishing, to say the least, and shapes that clearly don't belong in the decor, no one's going to say anything, it's probably a costume after all!

Whether pawn or queen, Alice is Alice [100 CP | Free for Drop in (Wonderland)]

Origins are as strange as Wonderland itself, why can't this strange creature named Jumper fit in wherever he wants and must always go into Drop in to keep his quirks intact? Whether you're a queen or a pawn, you're still Alice after all! With this all Origin can be taken as if it's Drop in, you won't have any past or annoying new memories!



Dormouse [200 CP | Discounted for Drop in (Wonderland)]

Aww, what an adorable sleepy rodent you are! Just like the dormouse from Alice in Wonderland, you can do whatever you do awake while you sleep whether it's moving around holding conversations, plus you're incredibly comfortable to cuddle making you the best plushy ever!



Wonderland's pastry chef [200 CP | Discounted for Drop in (Wonderland)]

You're probably wondering where the delicious cakes that make you grow and the drinks that make you shrink came from? Well, it's probably from you, as you excel in the arts of pastry-making and magic tea.



Cheshire cat [400 CP | Discounted for Drop in (Wonderland)]

I've often seen a cat without a grin, but never a grin without a cat! You can appear and disappear at will and make yourself invisible



Card [400 CP | Discounted for Drop in (Wonderland)]

Jumper you are a card, able to take on a hybrid humanoid card form to draw the full potential of a power linked to the symbol of your card, be it the spade, the club, the heart or the diamond, but also the old version of this game with the coin, the scepter, the cup and the sword. This power also works without taking the form, but will be slightly weakened. You can change your symbol for another at any time to benefit from its version of the perk.



Alice [600 CP | Discounted for Drop in (Wonderland)]

You can travel in your dreams as well as in books and mirrors to live adventures and although the environment may seem strange to the point that everyone will get lost for you who had walked so many strange lands. Dreams and non-Euclidean environments could well be a straight line with no detours. What's more, you're supernaturally adept at using all the strange objects you find there, whether it's measuring out the right amount of eat me cake or making that strange object found in one of your most nebulous dreams work!



Rabbit hole [800 CP| Discounted for Drop in (Wonderland)]

You can create burrows that lead to other dimensions or worlds that you've already visited, but be careful not to fall down or let someone else accidentally fall inside.



Little Red Riding Hood

Disguise master [100 CP | Free for Little Red Riding Hood]

Just like the big bad wolf, you're really good at dressing up. Just don't show off your big teeth!



Therianthropy [100 CP | free for Little Red Riding Hood]

You can transform yourself into a wolf or, if you are a wolf, into a wolf girl or an anthropomorphic wolf.



Alliance improbable [200 CP | Discounted for Little Red Riding Hood]

You're really good at making friends, even when they're destined to destroy you! The prophecies will find a cuter and friendlier way to be interpreted, and this works even more so for the wolves.



Big Bad Wolf [200 CP | Discounted for Little Red Riding Hood]

You are the Big Bad Wolf, a celebrity for sure, you appear in many tales, making you the Boogeyman, and you inspire the terror that you would expect from such a prestigious position. Despite your reputation, if you disguise yourself or try to deceive them, people will lower their guard, even if your disguise is ridiculous.



Ranger [400 CP | Discounted for Little Red Riding Hood]

The forests are your domain and you can walk through them with ease, knowing the best crossing points, as well as the tracks of dangers and edible plants if you encounter them. You'll also notice that you have a few druidic abilities at first, simply creating delicious Good berries, but who knows in time you might be able to hunt the Wolf with the help of nature.



The hunter [600 CP | Discounted for Little Red Riding Hood]

It seems that what happens at the end of Red Riding Hood is considered too much even for the children of the time and well when you are finished or had just died and that once per jump. A hunter appears and tries to kill your assassin. Although this hunter is not supernatural, he makes his target just as non-supernatural as he is, turning the battle into one of experience and skill. If he succeeds in killing his target, you will be resurrected as if you had never died in the first place. What's more, you yourself can save (resurrect) the last victim killed by someone else by killing their assassin and are able to sense when someone you want to save is in danger.



Red Riding Hood [600 CP | Discounted for Little Red Riding Hood]

Sometimes Little Red Riding Hood doesn't wait for the hunter... because she's the hunter and the wolf too! You're exceptional when it comes to hunting and the use of weapons linked to the hunter, the lumberjack and the Snow White Little Red Riding Hood, such as shears, axes and rifles... Baskets and galettes! You're the terror of the woods because your attacks are now wolf slayers, inflicting enormous damage on wolves and other doggo.



Snow White

White as snow [100 CP | Free for Snow White]

You're so beautiful that the magic mirrors could say you're the most beautiful in the kingdom.

Maid [100 CP | Free for Snow White]

Your maid skills are truly impressive; it would only take you a day to transform the dirtiest and most untidy of slums into a perfectly clean and dust-free home.

Dwarf [200 CP | Discounted for Snow White]

You're an excellent miner and craftsman who knows how to get the maximum amount of ore/crystal without damaging the merchandise and create magnificent works of art such as glass coffins. What's more, you'll find that you always manage to extract a little more ore and precious stone than is actually in the vein.

Singer [200 CP | Discounted for Snow White]

You have a beautiful voice and can spontaneously create new songs. What's more, your voice is so beautiful that animals other than humans and the equivalent will come and help you with your task when you're singing. Besides, singing makes all tasks much less tedious!

Return with her lungs and liver... No? [400 CP | Discounted for Snow White]

Maybe because you're far too adorable or because the local big bad treats his henchman badly, but the latter are far more likely to decide to spare you and make it look like they really did manage to kill you.

The Evil Queen [600 CP | Discounted for Snow White]

Why do you need his heart and liver?! Chomp... To eat them of course! When you eat these organs you gain some of their owner's properties, although in the vast majority of cases it's their beauty. In addition to this, you are well versed in the art of sorcery, being able to create poisoned, enchanted and other objects. As well as changing your appearance and other sinister tricks.

Snow white [600 CP | Discounted for Snow White]

The most beautiful in the kingdom, I said? Well, the kingdom in question must really be huge! You're really lucky when it comes to love, because even if you do absolutely nothing, your soulmate(s) will usually appear to save you from a desperate situation. Your singing is even better than before if you have the Singer perk, this will even apply to humans to a certain extent.



Goldilocks and the Three Bears

Nasty thief [100 CP | Free for Goldilocks and the Three Bears]

What a nasty thief you are, it really isn't done... at least steal their food! You'll notice that good people have too much faith in others, wrongly thinking that nothing can happen to them, and make big mistakes like leaving their door or window open.



Porridge [100 CP | Free for Goldilocks and the Three Bears]

Just as porridge has an important place in this tale, your skills in preparing it are incredible, as are other dishes to a very lesser extent.



Walked out into the wood [200 CP | Discounted for Goldilocks and the Three Bears]

Waiting for things to be ready is boring now instead you can go for a walk which will greatly increase the speed at which things get ready like porridge reaching the perfect temperature for example. You'll always arrive at the right moment if you're running over time because of that perk, so there's no chance of missing what you've paused for.

Thieves are dumb! [400 CP | Discounted for Goldilocks and the Three Bears]

With this you will notice that thieves are people who take far too much confidence when they try to steal from you. Instead of escaping they do silly things like sleeping in your bed! Well at least it's easier to catch them and get your stuff back!



Goldilocks [600 CP | Discounted for Goldilocks and the Three Bears]

There are people who hesitate and then there are you! Not only can you not be embarrassed by a sudden panic when your back is against the wall because your victim has just found you, but you can momentarily deactivate your sense of embarrassment to completely wallow in impudence like eating their dessert and sleeping in their bed. What's more, you'll notice that whenever you steal something, it's more likely to be perfectly adapted to you, as if it had been made to measure, and if you find three copies of a similar object, one will automatically find it. What's more you'll find it easier to find an escape route.



Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

General [Undiscounted]

Book collection [100 CP]

It's a vast collection of storybooks, all accessible from any of these books.



Fairy-tale costume collection [200 CP]

This is a collection of costumes based on fairy tales such as Alice and Little Red Riding Hood. When you wear them, as well as being adorable, you can use a lesser version of the power that you'd expect from these tales. What's more, when you go in a new Jump you get a new outfit on this theme with a similar power to these.



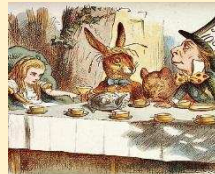
Drop in (Wonderland)

Wonderland items [100 CP | Free for Drop in (Wonderland)]

A collection of perfectly normal objects such as a pink flamingo used to play croquet and other objects from Wonderland. You can make them appear in your hand at any time and they won't get damaged.

Tarts treacle [100 CP | Free for Drop in (Wonderland)]

Everything you need to celebrate your happy unbirthday with your favorite tea, scones and treacle tart, all served in a magnificent tea set, which is topped up every day and helps you fall asleep better if you wish.



Painting the Roses Red [200 CP | Discounted for Drop in (Wonderland)]

Here is a brush and paint pots ideal for repainting red roses or anything else you want in your favorite color in a single brush stroke.



Drink me Eat me [200 CP | Discounted for Drop in (Wonderland)]

Here's a box of these delicious objects just for you, enough to become gigantic or tiny you also get a recipe book to make more.



Dormouse fur [200 CP | Discounted for Drop in (Wonderland)]

This fur is incredibly fluffy, ideal for making pillows, blankets and other plushies so you can fall asleep with ease and have sweet dreams, you'll find new ones under the sleeping mouse.

Alice blue caterpillar [200 CP | Discounted for Drop in (Wonderland)]

A water pipe from which comes the smoke made from the hallucinogenic mushroom used by this Caterpillar. It has no harmful long-term side-effects, is not addictive and has a strangely pleasant smell. Every time you take a breath with it you find yourself concentrating more, plus it makes you look wise... Or not!



Card deck [400 CP | Discounted for Drop in (Wonderland)]

At first glance, this is an ordinary deck of playing cards... In fact, nothing here is normal, or maybe everything is! Each card can be transformed into a strange character whose body is a playing card at your command. Clubs are soldiers, spades are gardeners, diamonds are courtiers and hearts are royalty, although you can reverse everyone if you think it makes more sense. You can also turn any card deck into this one.



Crown [400 CP | Discounted for Drop in (Wonderland)]

Anyone can become a queen! All you have to do is reach the other end of the chessboard, which in your case is the enemy base. While you're at it, a pretty black or maybe red crown can be found on your head or above it if you're worried about losing it if it gets cut off! With this crown you can move really fast and turn people you shake for too long into adorable kittens!



Jumper wonderland [600 CP | Discounted for Drop in (Wonderland)]

Your own wonderland you can get there in your warehouse or by jumping down a hole like a rabbit hole for example. It will reflect your psyche, although you can also get a more classic version if you like. What's more, you can confront your traumas here, and overcoming them will help you feel better. As with another Alice from a darker world, if you lose your memory in any way, you may find it again on your journey there.

The vorpal [600 CP | Discounted for Drop in (Wonderland)]

The legendary vorpal sword, the sword that can kill the Jabberwocky! As well as being a great sword enchanted with the legendary vorpal effect, it can kill creatures without weakness and slice heads more easily.



Little Red Riding Hood

Little red's basket [100 CP | Free for Dogs Tales]

A basket full of wine and cakes he fills every day for some reason he comes in a red cape



Lumberjack's Axe [100 CP | Free for Little Red Riding Hood]

Here's an axe and a shear that belonged to the hunter/woodcutter in the tale, both of which seem more effective on wolf-like creatures.

Hunter's gun [200 CP | Discounted for Little Red Riding Hood]

It's dangerous walking in the woods! Take this gun! It uses silver bullets dipped in wolfsbane, which are highly effective for hunting all kinds of problem wolves and never run out of ammunition.



A house in the woods [200 CP | Discounted for Little Red Riding Hood]

It's a pretty forest house that comes with a forest ideal for your walks because, if you wish, this house will mysteriously appear when you seek shelter in the woods. It has a few provisions, mainly food belonging to the tale such as cakes, which reappear every time you leave the building.



Red mantle [600 CP | Discounted for Little Red Riding Hood]

It's the same type as those worn by Little Red Riding Hood except that it's made from the Big Bad Wolf's fur, allowing you to use the same abilities as the Big Bad Wolf, such as blowing hard enough to destroy a house or transforming more easily into someone else, as well as all the powers of the Big Bad Wolf from different tales.

Snow White

A pickaxe [100 CP | Free for Snow White]

One of the sad things about mining is realizing that the incredible ore or the magnificent jewel can't be recovered because of a lack of suitable tools. That's no longer a problem with this indestructible pickaxe, which mines things incredibly well and damages them much less easily when it comes to the things you want to keep.

Magic book [100 CP | Free for Snow White]

Here is just for you a collection of magic books belonging to the Evil Queen, ideal for making your own poisoned apples and other enchanted combs.

Laboratory [200 CP | Discounted for Snow White]

A laboratory full of strange and terrifying ingredients, steaming cauldrons and lots and lots of apples, although we advise you not to eat them!

7 Jumper [200 CP | Discounted for Snow White]

These are 7 mini versions of yourself or one of your companions, or even dwarves if you like. They're all obedient to your orders, and aren't worth much in combat or most of your perk, but they're good at a job like mining/crafting, for example, and really enjoy doing it!



A Jewel mine [400 CP | Discounted for Snow White]

A mine that never runs dry filled with magnificent jewels and ores, each of which may be ordinary or come from a world you've visited. You'll also find that a small railway leading directly to your warehouse has been added (only what you want can go in there).



Magic mirror [400 CP | Discounted for Snow White]

A magic mirror that answers the questions you ask. Although it's just a question of finding out whether something is in a particular place, or asking who's prettiest in a particular kingdom, or something similar, the wording is important.

A kingdom [600 CP | Discounted for Snow White]

Your own kingdom comes complete with a pretty castle and everything you need to run it, from people to buildings.

Goldilocks and the Three Bears

Porridge [100 CP | Free for Goldilocks and the Three Bears]

Three bowls of delicious porridge, one too hot, one too cold, but the one in the middle is the perfect temperature. The bowls and the food they contain will not spoil over time and are endless. Pouring a spoonful of your favorite porridge into the bowl will change the flavor of the porridge.



Perfectly fitted furniture [100 CP | Free for Goldilocks and the Three Bears]

A storage space filled with furniture, each perfectly fitted, some for you and some for your companions. You'll be able to tell them apart easily because your name/username is written on them.



A house in the woods [200 CP | Discounted for Goldilocks and the Three Bears] It's a pretty forest house that comes with a forest ideal for your walks because, if you wish, this house will mysteriously appear when you seek a shelter in the woods. It has a few provisions, mainly food belonging to the tale such as cakes, which reappear every time you leave the building.

Three Bears [400 CP | Discounted for Goldilocks and the Three Bears]

Well, yes, it would be a shame not to get the three bears that give this origin its title, so here you are with the three bears of the tale, which consider you a member of their family and will follow your orders.



Companions

Companions can purchase more companions.

Companion Import [50-200]

Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]

You want one of the canon characters as a companion like Alice then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift and the appropriate origin

Big bad wolf [200 CP | free for Little Red Riding Hood]

When we said a wolf wanted to eat you, we never said how! This pretty wolf girl is in love with you and stalking you, she has the origin **Little Red Riding Hood** as well as 800 CP

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]

You can use this Jumpdoc as a supplement

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years

Give me back my bunny [+100 CP]

They dared someone in that jump stole your cuddly toy, Yes they dared to steal a Jumper's favorite cuddly toy the audacity, you have to get it back or you'll be sad and irritable for that jump don't worry Alice understands you

I'm late [+200 CP]

You're always late. Let's hope you don't get your head chopped off!

Stones are not tasty! [+200 CP]

You shouldn't have eaten that cute red snack, because a lumberjack took it the wrong way and filled your belly with stone. Strangely enough, it doesn't kill you, but it's particularly uncomfortable and makes you feel very heavy.

Partial Lockdown [+400]

But of course there's a talking cat, magic and then there's jumping through dimensions every ten years? Go to bed, you've had too much to drink my friend. For this jump, any supernatural or improbable power doesn't work in the real world. I hope you'll stop thinking about it. There are enough lunatics in this town!

Off with Their Heads [+400 CP]

Perhaps you arrived late? In any case, the sentence delivered by the queen is clear: Off with Their Heads! She'll send all her cards to your kit, so good luck!

The Hunter [+400 CP]

You are being pursued by a hunter who has a gun and an axe and is particularly skilled. Although he is not supernatural, he can kill you, so don't underestimate him.

Mad as a hatter [+600]

You are disturbingly irritable, depressed or perhaps apathetic, you are seized with tremors. Look no further than that hat on your head you are afflicted with the illnesses that have given rise to the expression mad as a hatter fortunately not at a fatal level but perhaps you should return Alice's rabbit cuddly toy instead of serving her a cup of tea.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Update log

- 21/11/2024 Additions of:
Goldilocks and the Three Bears Origin