

Grimms' Fairy Tales

Introduction

Once upon a time there was an enchanted land, full with talking animals sharing wisdom, cruel witches casting spells, and gallant heroes facing daunting quests.

As you step into the world of Grimm's Fairy Tales, be

prepared to traverse the dark and mysterious forests where wolves converse with little girls, enchanted princesses and princes wait to be saved and evil stepmothers prey on children. Venture into lands where cleverness triumphs over brawn, and where the ordinary becomes extraordinary with the wave of a wand or the whisper of an incantation.

Here reality intertwines with fantasy, where morals are hidden like precious gems within the folds of each story. So, jumper, brace yourself for a journey into a world where the mundane is spun into magic, and where every rustle of leaves may reveal a hidden doorway to adventure and enchantment. Welcome to Grimm's Fairy Tales, where the ordinary becomes extraordinary, and the extraordinary becomes timeless.

Age and Gender

Roll **2d10 +10** for your age or to choose for free. Keep the gender from your last jump or change for free.

Origins

Good child +100

You're the poor orphan, the pious virgin, the kid who listens to its parents. You're a good kid and good kids in these tales most certainly have to face some of the hardest challenges and suffer the worst kinds of fates once they step astray. Trust in god and your parents (given you have some and they're not evil) and you might come out of this experience alright. Roll 2d6 +6 for your age

Lucky Fool -free

You're the third son, the apprentice, the carefree wanderer, the poor farmer. You're not necessarily a fool, but it's a common trait associated with that archetype. You'll most likely face your challenges without much actual effort on your part. A (magical)

companion might help you or fate itself. Someone or something is smiling upon you and sometimes laughing at you.

Trickster -free

You're the smart cat, the tricky farmer girl, the tailor. You're smart, you're clever and cunning. Mostly, but not necessarily of lower social status, you are gifted with a bright mind and a gift for trickery and humor. You can come far in these lands with just your quick wit and ingenuity alone.

Evil one -free

You're the mother or the stepmother, the robber, the witch or the witchmaster, the devil. You are the villain of the story and every good story needs one, right? You'll most likely be the foil of the hero and the bane of your adopted children's existence. You may very well have concrete plans in place for climbing socially and/or in power through manipulation and violence.

Monster -free

You're the wolf, the giant, the beast, the force of nature. You're the monster that parents warn their children about when they venture into the unknown. While the "evil one" tends to be the more hidden threat of the scheming villain, you are the raw physical threat of the devouring beast. Can you manage to overpower the promised hero with sheer brutality?

Fairy Godmother -100

You're the fairy godmother, the saint in the woods, the wise old man...or the mysterious dwarfish man that offers help. You're a, often but not always supernatural, helper. One that assists the princes and princesses on their search for love. One that gives the heroes the tools and tells them the secrets they need to succeed in their quests. One that helps the poor mistreated orphan in their time of need... One that makes deals with the poor and desperate in return for something truly valuable. Oh you thought this was a background only for the spirits sided with good? The fey always were a fickle kind. You may play your role as a true benevolent spirit, as an opportunistic dwarf or as an insidious devil.

Hero -100

You're the soldier, the young man trying to prove himself, the knight, the daughter or the youngest sister on a quest to save some loved one. You will be on a quest of some kind or pulled into one soon. You might be actively fighting for a cause, hunting something or for something or trying to save someone. Maybe you just want to prove yourself in some way. In any case, you'll be faced with multiple challenges along your way.

Prince -100

You're the prince or the princess, the king's son or even the king himself, the count. You're a noble of some kind in any case used to a life of relative or outright luxury. In any case you naturally hold power over a lot of people for the duration of this jump. Use that power wisely.

For an additional **200 cp** you may select an additional background, as many of these tales' characters represent several archetypes simultaneously.

Race

You may freely choose your race. You can be anything from a normal human, to a magical being like a dwarf or elf, a giant or a talking animal to even something as absurd as an animated fried sausage. Special racial advantages or disadvantages, like a giant's strength as a giant, are naturally only available while in that alt form.

Perks

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds.

General

Forgiveness -free

If you're truly sorry and confess your sins you will be forgiven. Not necessarily forgiven by your fellow man or the courts of the land, but always before the court of god.

only obtainable for baptized christians (obviously)

Divine punishment... kinda -free

You get the ability to once per jump chuck a chair at a person from the literal throne of god in heaven. This means that from the target's perspective a chair will just appear and hit them squarely in the head. This will always hurt, never kill and be hilarious every time.

Old fashioned -free

You now have the ability to hit your wife without (social) consequences. (It's also funny to everyone)

Animal tongue -100

You're able to understand the language of animals and even communicate with them. They will often share valuable secrets with you. Where they get their knowledge from I can't tell you.

Animal help -200

If you treat animals with respect and occasionally help them in times of need, wildlife in general will help you out in some way. Animals may save you from danger, or lead you to riches or punish those that did wrong by you.

Second chance -200

Well, you fucked up and made some stupid bet or some sort of weird deal with a dwarf or something. By all rights your life or the life of your child belongs to him. Normally there's no way out of these kinds of deals, but now you'll always get a second chance that may free you from your debt and null the contract. This second chance may involve a specific sort of item or service you need to deliver, a riddle or test of sorts to solve or a challenge you'll have to overcome. You sold the life of your child? Just guess the name of the imp you sold it to and all is fine.

Alternatively you may settle with the other party, if both parties rather not go for an all or nothing sort of deal. Instead of losing your freedom or life you may for example just have to go into exile

Supernatural skill -300

You have trained for years under a great master and as a result you've gained such a skill in a single craft of your choosing that it breaks all logic. Examples:

- become such a good physician that you can cut out your own and others body parts, including the heart, leave them overnight and put them back without issue the next day. Using animal parts as a supplement will cause animal abilities to emerge and even result in changes of character.
- become such a good marksman that you can shoot out the eye of a fly at 2 miles distance and hit targets around corners
- become such a good swordsman that you can fight so quickly and skillfully that you don't get wet in the rain.
- become such a great tailor that you can stitch together living beings and knit anything back together even broken eggs (baby birds inside included) with them still able to hatch just fine

Can be taken multiple times

For an additional -200 cp you will gain the ability to master any skill or trade, art or craft to such a supernatural degree. As long as you train and try to master something with actual effort and discipline you will eventually reach this level within at maximum ten years. In any case the learning curve for new skills will be much lower and your growth much faster.

Godfather Death -800

During your time here you will surely be faced with certain concepts, phenomena and realities that are just constant companions of humanity, such as death and evil, hunger and poverty. Well, in these tales you will actually encounter and interact with these concepts in a much more personal way. You may encounter the anthropomorphized personification of death itself. This perk gives you the opportunity to interact with abstract concepts in this much more direct and personal sort of way. You may be able to trick, befriend or even punch Death or the devil, thwarting your own death or capture of soul, while also gaining great boons. How well this interaction with these concepts plays out in future jumps will depend on your own strength, cleverness and other qualities that might make you triumph, but also on the characteristics of these concepts in other settings as they won't necessarily need to be the same in each setting. While in some settings Death might be a jovial laid back guy, who is up for some games, he might be a cruel, cold and unbending and unavoidable monster in some other settings. For reference in this setting, Death can be defeated by being beaten by a strong giant, tricked into an inescapable prison (a magic tree, which no one can leave, which caused Death to cease on earth for that period of imprisonment) or made into a great and helpful but stern godfather.

Good child

Innocence -100

This and every consequent jump you start as a total innocent. Even though you may have committed some horrible acts in the past, you'll start with a blank slate. You'll have an unstained soul in the eyes of whatever (heavenly) judge you come before. If you remain an innocent depends on the actions you take.

Heavenly reward -200

As long as you continuously help those in need and share what meager possessions you might have you will not be punished for it with the harsh coldness of your fellow man and the indifference of the universe, but instead you'll be karmically rewarded. Normally giving your last meal away and all your clothes on a winter night to others in need would spell certain death, but for acts of such selflessness you won't have to suffer negative consequences and you may even receive a boon such as a shower of gold coins.

Touch no evil -400

You instinctively know how to keep supernatural evil at bay and combat it. Though your purity and your piety offer a natural protection against the dark forces on their own, you also know all the little tricks needed to thwart and protect against the dark arts, at least as best as possible. You'll know that to hurt a witch immune to lead bullets you'll have to use silver ones and other tricks to hurt, confuse and defeat evil.

This doesn't protect you against the mundane and often more horrifying evil of man however. You may know that the devil can't touch you if you cover yourself with water and/or tears, but that doesn't protect you against your father hacking off your hands.

Saved -600

Once per jump instead of dying you will be turned into an animal or something else. You may even be turned back into your normal form with some help from a loved one. This will also increase the likelihood of some karmic punishment befalling whoever did this to you.

Lucky Fool

True happiness -100

You have an incredibly positive outlook on life and your fate. You know what's truly valuable in life and you feel a deep satisfaction, serenity and elation just because you're alive. You may lose an incredible amount of money and still be content because you get to see your beloved mother soon.

Subject of the king -200

You tend to always fall in the good graces of lords, bosses, commanders and other forms of superiors. You may simply amuse them with your antics or actually impress them. In any case they'll more readily forgive any misdeeds. Should you even show any modicum of intelligence and skill you can expect to quickly climb a career path should one exist, under the protection of your lord and you may also be able to influence the lord's ways with your suggestions and advice. With truly grand showings of skill or strength or wit (or luck) you may even breach social taboos and marry the king's daughter.

Help wanted -400

You often get help from complete strangers, even the devil's own grandmother, without you even asking. They will hand you crucial bits of information and invaluable tools that are weirdly specific and just what you need at that moment, just because they like the cut of your jib.

Born lucky -600

You were born with a caul, which is a sign that your life will be favored by some higher power. You are simply extremely lucky in any endeavor. Even though you may be tricked and swindled at every turn, you'll somehow end up winning in the end. Fate simply smiles upon you. This won't guarantee that you're untouchable or invulnerable, but a happy ending is very likely if you don't go out of your way to throw yourself into danger and turn a lighthearted tale into one of caution.

Trickster

Musician -100

You're able to play an instrument so well as to enthrall even wild beasts. If you were given the right magic instrument or possess magic of your own you might even achieve more. With your music you may calm or excite others, even the aforementioned wild beasts, be they intelligent or not, but you can't directly control them with it.

Bluff -200

You are great at convincing others that you are way more important, mighty, skillful etc. than you actually are. You may convince others that you are some great hero or some noble, while actually being just a boastful but smart tailor.

Riddle me this -400

You're extremely talented in solving riddles or tests of creativity and intelligence. You are incredibly smart of course, but what is more impressive is the speed with which you can come up with ingenious and often humorous solutions to problems.

THE Trickster -600

You are the true incarnation of the trickster archetype. The fool. The clown. You are full of wit and guile and cunning. People will be dazzled by you, they'll be amused by your antics, attention diverted by your act and in general be your playthings. Your bluffs will be incredibly hard to tell and the traps you lay are almost unnoticeable. On the flipside it will be incredibly hard to trick you.

Evil one

Mask -100

In these lands ugliness is often equated to being evil. Monstrous aspects are often a sign of a demon's touch. You are able to hide quite well any obvious tells as to your moral alignment and intentions.

Stepmother -200

You have a knack for seducing powerful and wealthy men and women. A grieving widow might be swooned by you even though she just buried her husband.

Evil plan -400

You have a talent of thinking up incredibly intricate plans that you can project far into the future. You'll tend to be 3 moves ahead of most people without them even realizing that they're playing a game.

Manipulator -600

Outside of any magic power you have a knack for manipulating others to get what you want. You can masterfully use good old psychology, trickery, compulsion, plain argumentation, coercion and basically any trick you can think of to get information out of people and lead them in the direction you want them to go. You could get the unwitting fool tell you a great secret through lies and flattery and even manipulate loving fathers into abandoning, imprisoning or even killing their own children.

Monster

Victim sense-100

You have a sense of smell or some sixth sense for finding weak prey. You'll find the naive girl alone in the woods or the gullible goat kids left alone at home. How far this sense reaches may vary on how far your senses reach in general, but as a baseline you'd be able to reliably sense prey within a large forest.

Fear -200

You invoke paralyzing fear into your victims. Just the rumor of you approaching will make hardened veterans quake. The sight of you will automatically make people go into flight or freeze mode and even those few brave souls that are able to make a stand and raise their weapons will have a hard time keeping their hands steady. Only the toughest of heroes or purest and most innocent souls can bear your sight.

Monstrous form -400

No matter what racial background you took before you have a form that makes you even stronger and more terrifying. A giant wolf or dog, a colossal giant or a seven headed fire breathing dragon. The choice is yours, but just know that you'll be a true beast with all your physical attributes heightened.

Hero's bane -600

Don't you find it unfair that the greatest monster here can rather easily be defeated by a weakling, a woman or a child just because of some hidden weak spot revealed or a specific item granted by some mysterious helper? None of that anymore. If the hero wants to beat you he'll have to do it with his own strength and skill, he can't rely on cheat items, plot armor or similar unfair advantages. There are no shortcuts to defeating you.

Fairy Godmother

Wisdom -100

You are a well of wisdom and are able to effectively impart that wisdom into others.

Judge of character -200

Great at instinctively guessing the nature of another person, their moral strengths and weaknesses. You also have great skills in setting up tests and challenges, which confirm the content of character of others and also may teach them some lessons and lead them on the right path, or better the path you intend them to travel on.

Help needed -400

You'll instinctively know where people in need are and what best you could do to help them. On the other side you'll also know how to best use that need and want to your advantage so that you may easier pressure them into what you want.

Deal with the jumper -600

You can create and enter contracts with others, where you can exchange anything, be it time, labor, power, lifetime, the life of an yet unborn child or even a soul (you will have no claim over the soul of that sold off child however or in fact anyone who hasn't directly traded souls with you themselves). Any contract someone enters with you will be completely and supernaturally binding to the last letter or word. This will also apply to your part of the contract however, so be careful. To help you in this regard you get a natural talent with setting up contracts and finding loopholes in legal documents. You are still able to add addendums to your originally drafted contracts or set up revisions as long as all involved parties agree.

Hero

Call to adventure -100

You have an innate sense of where to find the next great adventure, the highest chance of risk, but also the highest reward. A challenge that would make you grow. If you'd only heed the call, your life will never get boring.

Fearless -200

Beyond bravery you simply do not experience fear or anxiety in any way. You're even unaffected by jumpscare. This won't hinder your ability to actually gauge danger and react to it accordingly.

Will of iron -400

You have extraordinary willpower. You'll be able to freely undergo horrible pain and torture and never flinch and never bulk, but stoically endure it.

Unrelenting strength -600

You're as strong as the strongest of giants. You can rip out trees and toss them farther than a man can toss a stone. You're also tough enough to take a couple of trees tossed that way to the face.

Alternatively you have some other sort of supernatural aspect and ability as it were. Examples include the ability to blow with hurricane strength, run as fast as the fastest wind, greatly increase in size and drink out entire lakes or eat actual mountains in no time, hear all the happenings in the world, see all that's happening in the world through all obstacles, make things explode by looking at them (may require blindfold), be immune to the hottest fires and coldest environments. Can be purchased multiple times (at a discount)

Prince

Beauty -100

Skin white as snow, lips red as blood, and hair black as ebony or whatever beauty standard is more to your taste. In any case you're stunningly beautiful and grow even more so as you mature into your prime.

Un-Usurped -200

In these tales the true prince or princess is often usurped or replaced by a false prince or princess through evil trickery and no one believes the real one that they're the true heir. Whenever you have a true claim on something you will never be doubted. If a witch were to curse you into a hedgehog and turn her ugly child into your likeness, your subjects would never doubt that you are the real deal.

Loyal subjects -400

All of your followers, subjects and even companions will be extremely loyal to you and whatever causes you may have. It is also easier for you to find exactly such people with aligned interests and even to find genuine friends. Occasionally you will also find people so devoted to you as to face horrible pain and death for you and your loved ones.

Curse breaker -600

You're the promised prince. The one who is said to be able to lift the curse that has plagued the land for decades or the one that holds a sleeping beauty for a century or the one destined to slay the dragon. You won't be able to undo all magic with a touch. You merely will always step into the role of the one that is destined to undo a great curse or evil or something similar. You must still overcome challenges if they present themselves, but you will at least be the one who could potentially succeed while others straight up couldn't.

Magic

Magic is everywhere in these lands. Everyone might possess it, gain it in times of need or just receive it as a reward. Magic items are seemingly at every corner. Magic is confusing and capricious and fickle. An apparently powerful witch can do nothing more than change shape while a simple fish can alter reality on a global scale without being able to free itself from a net.

By purchasing magic and magic related perks in the section below you'll turn into a magic being of sorts. A wizard or witch, one of the fey or something else. In any case you may freely use magic powers at any point without having to wait for divine grace or something else to grant you (temporary) magic powers for plot purposes. You will also not be limited to a single feat of magic within the category you've purchased, instead you may generally perform a variety of magic feats within the category purchased below. Purchased higher tiers include lower tiers naturally.

Again beware: Magic is everywhere here and it is often unreliable. It is not impossible that a magic action results in an equal opposite magic reaction. Curse someone to die and they might not only end up being saved, the curse lifted, but also sealing your own doom in the process. Proceed with caution.

Minor magic -200

Among other things you'll be able to disguise yourself magically, scry foreign places, induce sleep and do minor incantations...

Basic magic -400

Among other things you'll be able to heal others (with tears maybe) from severe disabilities and wounds, transform yourself and others into animals, curse someone with misfortune, transform others into stone...

Major magic -800

Among other things you'll be able to transform yourself and others into very elaborate animate and inanimate objects (like a church and bell or a lake and duck), resurrect the dead, control weather on a large scale, curse someone with death in a very specific way that will inevitably come to pass...

Grand magic -1200

You can actively and retroactively rewrite reality on a grand scale and among other things turn a woman into a powerful emperor and even the pope. Have massive castles just appear out of thin air and instantly create new actual human beings with souls and personalities and memories of your design with but a thought.

For the remainder of this jump this level of magic can only be used to grant wishes to others whom you owe or who you deemed worthy. You can't grant wishes to your

companions and vice versa. After this jump you're free to grant as many wishes to others as you like with the same stipulations as well as being able to cast grand magic 3 times per jump or every 10 years. For another 400cp you may cast grand magic at will at any point after this jump.

Crafting -200

You're able to create magic items, potions and other objects with your magic power. The level of power you purchased above will determine the level of power of the magic objects you create.

Counterspell -200

You hold the power to undo the magic of others. Lift curses and spells with your own magic powers. Should you face magic equally as powerful as yours or even more powerful than you know how to lessen its power. You could manage turning an unbreakable curse that twists fate so that someone might die in a specific way into a curse that merely puts them to sleep until the right prince shows up and saves them.

Items

You can get a 50% discount on 4 items per tier up to the 200 cp tier as well as 2 items per tier up to the 600 cp tier.

You can also forgo two discounts for another discount of a higher tier (Don't take the offer of 4 discounts on 100cp items to gain an additional 2 discounts on 200cp items etc.)

Discounted 100 cp items are free.

You may freely import any items as long as they are relatively similar in form and/or function. You may also freely combine items purchased here if it makes sense (to you)

Ghost Staff -100

A staff or stick that allows you to touch and hit ghosts and other spectral or incorporeal entities. Are you brave enough to actually do that?

Golden coin -100

You ate a magical golden bird and now as a result each day you'll find a golden Taler under your pillow. You won't have to worry about money during your time here.

Nuts -100

3 walnuts, which contain compressed in their shell incredibly beautiful, stunning and sturdy dresses or other pieces of clothing you like. They can effortlessly be fit into the tiny nutshells again.

Gingerbread house -100

A house made of gingerbread and other edible sweets. It's surprisingly stable structurally and won't dissolve in the rain. If parts of it are eaten it will just regrow these parts over time. Somehow children will always be drawn to this place, even if hidden deep in a forest.

Amphibian ship -100

A ship that sails on land as well as it does at sea. It's quite beautiful and able to drive itself

Wooden wings -100

Woods made of wood, that you can clasp on your back and let you fly as a bird, leaving your hand free, and also let you carry an additional person. The wings will never tire and will moves as if an extension of your body.

Food basket -100

A basket with a flask which will never run out. It is filled with a drink of your choice (wine is popular). Additionally there's ever replenishing bread and meat in there. Just for you, i'll also put a replenishing supply of fruits and vegetables in there, so you'll not suffer from some vitamin deficiency. The food in the basket will never spoil or go stale

Massive cock -100

You gain a massive rooster as a steed. It can run at great speeds as well as fly and if you know anything about roosters, you'll know that he's a ferocious fighter.

Gun -100

A gun which will always hit. As long as you can see the target you'll manage to hit it. This is a normal gun otherwise.

Rigged games -200

You'll receive a set of dice and a set of playing cards with which you will always win. For some reason apparently no one will notice or care to complain about the fact that you're obviously playing with magic dice and cards.

Cursed wells -200

A series of wells that transform whoever drinks from them into different animals such as a wolf or a deer. For you this will work even if you just bottle the water and give it

to someone to drink. Additionally there will also be a well that turns everyone back into their original state.

Pot of porridge -200

Makes delicious porridge on command ("cook, little pot, cook") and doesn't stop until the command ("stop little pot") is uttered.

If not stopped it is capable of drowning an entire city in porridge in an afternoon.

Waters of life -200

Cures all illness and disease, even terminal ones. Will replenish daily.

Mirror on the wall -200

Magic mirror that can scry even hidden places and will always tell the truth.

Seven league boots -200

These boots allow you to traverse seven leagues in a single step.

Strength Potion -200

This potion will greatly boost your strength for a time so that a normal man could become the strongest man in the world and wield a massive dragon slaying sword. Will replenish weekly.

For an additional 100 cp you'll instead get a ring of strength which will boost your strength so much that you can defeat the mightiest of giants as long as you wear it.

The table, the ass and the cudgel in the sack -200

A table which will make delicious food appear out of thin air, an ass that shits gold and a cudgel that can be called out of a sack and beat up people for you.

The good rag -200

A rag which turns every inanimate thing covered with it into gold.

Alternatively you'll get another magical rag which turns every inanimate thing covered with it into silver but additionally also heals all wounds which are covered with it.

Cloak of invisibility -200

A mantle that turns its wearer invisible.

Golden key -200

A small key that will open any and all doors and locks.

Magic instrument -200

A magic instrument of some kind. You'll automatically know how to play it. It will force anyone who hears it to break out into dance, and they can only stop once you stop playing.

Killing sword -200

A sword which can kill anything. This doesn't mean it will automatically kill anything its blade touches; you'll still have to work for it and do the killing yourself, but it will let you cut down the fiercest of monsters and giants if you manage to cut it hard enough.

Magic healing plant -400

Three magic leaves or a root or similar which will perfectly resurrect the dead and heal all their wounds and injuries, even if completely dismembered, if placed on a dead body.

Wishing ring -400

Transport yourself and others wherever you want instantly . You can also call companions and friends to your side.

Magic tower -400

A great and massive tower contains twelve windows with which one can see anything above or under the earth all over the world. It will even show you things which are hidden in some way, such as magically put into a birds egg

Flying sword -400

A sword that can move on its own and fly swiftly through the air as if led by a masterful spectral fencer. It will only follow your commands. The blade is strong enough to cut down trees and giants and swift enough to decapitate all the attendees on a royal wedding before any can flee.

The Knapsack, the Hat, and the Horn -400

The Knapsack, which can summon 3 extremely strong soldiers that can defeat an army, a hat that can create artillery bombardment and a horn creating a sound to make walls crumble like the trumpets of Jericho

Winter hat -400

By pushing this hat on a specific position on your head you will instantly drastically lower the temperature in a great area. Birds will fall frozen from the sky, rivers will immediately turn to ice and raging fires will stop. Your allies and other targets which you don't want to freeze will be left untouched.

Blue flame -400

A lighter with a blue flame. Once lighted it summons a shadowy man that follows your command; This man is just incredibly strong and seems to be quite resistant to damage (i guess). This being doesn't seem to have other supernatural abilities

otherwise, but it is quite efficient in dealing with enemies, kidnapping people without notice and various other difficult tasks.

Terrain seeds -400

You get 3 common and mundane objects of your choice. Something like a brush, a mirror and a thimble. Once you throw those objects behind your back they will transform into a large area of a certain terrain of your choice. The brush could turn into a large and dense forest, the mirror into a vast and deep lake and the thimble into a massive mountain for example. Good for significantly slowing down pursuers and magic shows. The terrains can be turned back into the mundane objects at any point you wish.

Mountain of gold -400

You gain a giant mountain with a massive hidden treasure in a mountain. The mountain magically opens and closes with a password

Magic rose -600

Well, more like an anti-magic rose. Holding this rose you'll be immune to the effects of magic on you. Magic flame and poison can't harm you, curses won't work etc. Touching a transformed being or object with this rose will return them to their normal form.

Satchel of holding -600

This is similar to the "normal" concept of a bag of holding, I'm sure you are aware of: You may hold an incredible amount of volume and weight regardless of the dimension of the bag and the weight felt. This satchel however has the added ability that you may simply wish anything that you see into the bag. This includes everything from grilled geese, to nine malicious devils to yourself. Once inside, trapped beings can't free themselves unless the satchel is opened. Applying force to the satchel, such as having a smith hammer on it, can damage everything and everyone inside.

Magic Kingdom -600 (*free for Prince background for the duration of this jump*)

You're now king of your own piece of the fairy tale land. You get a massive beautiful castle with servants and soldiers of your calling and you'll reign over several cities and villages and lands full of wonder, adventure, danger, magic and mystery.

Companions

Canon companion (variable): You freely take whatever normal human companion with you. Magical beings can either come with you freely having their magic removed or you want them to keep their magic then look up in the magic section where they would fall into and then pay half of that cp. Talking animals that don't have any supernatural gifts other than human intelligence and speech are also free. You can't take any personified concepts with you as companions like Death.

Examples:

Puss in boots -free

Snow white -free

Snow white's (step)mother -minor magic (change appearance, create poisons) -100

Rumpelstiltskin -basic magic (turn straw to gold) -200

Frau Holle -major magic (controls weather on large scale) -300

The flounder -grand magic (able to grant almost any wish) -500

OC companion (100 each): You can create a new companion. The specifics of their history and personality are up to you. They get 800cp to spend on background choice, perks and items. They can take drawbacks, but receive no points for it. They do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate.

Companion import (100 for 1, 200 for 4, and 300 for 8): You can import up to 8 companions. They get 800 cp to spend on background choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts. They can take drawbacks, but receive no points for it. They do get all the appropriate discounts. They can get more cp to spend for each cp you spend on them at a 1:1 rate (on the individual level, not the group level).

Trusty John -100

The most loyal of friends and the most trustworthy of subjects.

House elves -100

Two elves which will do all of your work for you overnight (as long as its not some really esoteric; supernatural etc. work)

Six soldiers of fortune -200

Your own superhero team. Each one of them will have a special gift based on the "unrelenting strength" perk

Guardian angel -200

Will protect you against most harm and guide you out of it, as long as you don't actively seek out the danger. Lay down in the mist and awaken close to a steep cliff, protects you in a forest against wild animals as long as you didn't actively go into the forest against better judgment for some sort of quest

Drawbacks

Cursed animal +100

A classic: you've been cursed and turned into an animal of sorts. Only someone special to you, a sibling, parent, a future loved one will be able to break the curse. For an additional +100 you'll be in this form for the remainder of the jump

Old ball and chain +100

You have a nagging bitch of a wife who simply is never not in a bad mood. You can not get rid of her. *insert boomer i hate wife joke*

Ugly +100

You were literally cursed by god to be black. Which obviously means you're incredibly ugly and frightening looking. Alternatively you'll have 3 eyes or something equally disgusting. People will avoid you and also judge you, since ugliness often stems from some moral failing in this world.

Stubborn bastard +100

Some people have to go through several painful life lessons before they actually learn. You're one of them. For some inconceivable reason you never heed good advice, even from magical beings which have proven right time and again in the past.

Curiosity +100

No, don't go in there! Why would you drink that without knowing what it is? Don't you open the forbidden door! Curiosity is a very dangerous thing here and sadly you now have to suffer from it.

Bad mannered +100

Yes, this is indeed a drawback. You aren't well behaved, you aren't courteous and respectful. In the best case this will just make you not very well liked, but more often than not this will lead you to be led astray or even punished by strange supernatural guides and helpers

Poor +100

Your only possessions are the (ragged) clothes on your skin, a stale piece of bread

and three copper coins, which was all you got for years of service of some kind. You'll never get any riches here and you can only hope to get some sort of little hut one day.

Vanity +100

Even if you are not much to look at or indeed ugly, you are very fond of yourself and the man or woman in the mirror. You'll likely buy and apply magical tinctures to become prettier and you might even make weird deals with strangers to satisfy your vanity.

Greed +200

You just don't know when to stop. One more wish, one more piece of meat, one more try. Be very careful that in the end you won't lose everything.

Amnesia +200

You've forgotten all that you are, your past, your loved ones and even what you're capable of.

Blinded +200

You've been completely blinded, probably through some gruesome act or punishment.

Trapped +200

You're trapped in some location and can't leave out of your own efforts. Towers and mountains are a popular choice.

Jew +200

I'm sorry jumper but for the remainder of the jump you're a *shudders* Jew. Obviously that means that you're an untrustworthy, backstabbing and greedy miser. Whether this is true or not, everyone will perceive you as such and in the eyes of the common people and you won't find much sympathy from others here, but rather Schadenfreude for your misfortunes. You're barely above being *vogelfrei*.

False friends +200

The friends you have or make here and even your own family will be only looking out for themselves and only have their own interests in mind. They'll use you whenever they can and if they manage to trick you they will steal from you all that you have.

Sloth +200

You're incredibly lazy, comically so. It seems the only times you'll invest any sort of energy is, when you try to avoid doing work. It will not be as bad as in certain stories, that you'd not even be willing to pull your feet out of a flame, because you're so lazy, but you are just a giant sloth.

Envy +200

You're very envious of other people as soon as they even show the promise of surpassing you in one aspect in any way. This envy will poison your relationships and in the worst case even lead to murderous plots.

All the king's men +400/600

A powerful king has heard in a prophecy that you are a major threat to his line and kingdom. He'll take every measure necessary, willing to spend every last bit of his vast treasury and the life of all his men to stop you once and for all.

For an additional +200 several great heroes will heed the call of the king to rid the lands of the menace that is Jumper. They will come equipped with powerful items and advice by various supernatural helpers, ready to slay you.

Bad advice +400

You know how in these fairytales some mysterious helper gives you very specific advice on how to beat a problem? Like going into a creepy castle, never acknowledge or talk with the ghosts that torture and kill you so that you may win some great prize? Well now all advice you're being given may or may not be true you'll never know heeding bad advice or not heeding good advice will have equally disastrous consequences.

Dunce +400

You seem to be clinically and comically stupid. Just really fucking stupid. Your antics would be more than just infuriating to a potential spouse and those around you. You won't automatically die just because you're so very dumb, but you would doubt your own identity should you wake up with the wrong clothes.

Stupid kid +400

You're extremely naive and gullible. You'll be easily tricked by the most obvious of disguises and fall for the most obvious traps. You'll be tricked into losing wealth and fortune or walk smiling into a death trap. You're also not likely to learn from your mistakes but fall for basically the same ruse several times.

Animal fiend +400

I don't know what you did, but animals fucking hate you and not in a cute way. They're willing to stalk you, enter your home and torture you to death.

Schwank +400

The world turns into absolute ridiculous insanity without any rules of society or even physics, just like in the Schlaraufenland. It may be quite humorous, but it will test your sense of reality, sanity and the self.

Pride +400

You are full of foolish hubris. You are constantly boasting about your supposed deeds and you take on most challenges and trials. You're very likely to walk into your doom because you won't be able to admit any weakness or trepidation. You're also very easily hurt and insulted and you constantly expect others to recognize you as the amazing man or woman that you believe you are.

Catastrophic mishap +600

You have incredible bad luck that will cause extreme consequences for even the slightest mistake on your part in a ridiculous Rube-Goldberg kind of way.

Average german bedtime story +600

Once upon a time two children saw a pig being butchered. They played slaughter and the older boy killed the younger boy. Enraged, the mother stabbed the older child in the heart. In the meantime the baby drowned in the bathtub. The mother committed suicide and the father died of grief... good night.

During your stay here you'll have to witness the most horrifying and tragic parts of german/european fairy tales and folklore. This will also mean that you'll experience the original versions of the tales, which the brothers Grimm already sanitized believe it or not. All the evil stepmothers turn into evil mothers; wolves don't eat victims alive and whole but brutally butcher them and slice them up; and in general there will be much more rape, torture, murder and cannibalism than there's already. More often than not you'll be roped into those insane plots

Devils darling +600

The devil wants your soul more than anything else. He'll do anything in his power to force you to sell it to him. He'll try to seduce you and offer you all kinds of precious things. He'll send his agents in various forms to trick you. He'll threaten your life in various ways so that the only way out of a hopeless situation would be to strike a deal with him. If you refuse his offer time and again, he'll make sure that no one else can have your soul and therefore will do anything in his power to destroy you and end your chain.

Jumper ungetrüb -600

Someone else entered this jump. A morally opposite jumper with all your skills and abilities and items, though not companions of his own. His only goal is to completely ruin you and end your chain.

Scenarios

You are free to take on as many scenarios as you think you can manage
Monster hunter

Instead of just slaying a beast to gain their treasure or in order to save a princess you now actively have to seek out dragons and giants and wolves and witches and whatever else evil is around and preys on the innocent. Beware, while soon you will become a hero of the common people, you'll also naturally draw the notice and ire of Evil. Covens of witches will band together, giants take up arms, dragons combine their flame against you and potentially you'll even have to face off against the prince of darkness himself. You have to actively rid at least an entire kingdom of all evil creatures and secure that status until the end of the jump for this scenario to be fulfilled. Should you fail your additional boons are taken away again.

Gain an additional 300 cp to spend on perks and 300 cp to spend on items to help you with your fight.

This scenario may also be taken by the side of evil. You have two choices for that version. Either you still hunt down all the evil in a kingdom and become its sole big bad guy, the undisputed prince of darkness or you instead hunt down all the heroes, tricksters and other do-gooders which would stand in the way of evil and ruin. Turn a kingdom into a place of nightmares and you win this scenario.

Save the princess

Ah, a classic. You must save a damsel in distress (this may also be a damsel (male)). The exact nature of her distress isn't fixed in stone. Maybe she was kidnapped by some monster, turned into an animal, forced into a marriage with a cannibal, forced to flee or banished from her kingdom... in any case, should you chose this scenario, it is your duty to find the princess, save her from whatever peril she's in and return her to her proper place.

The challenges you face on the way will be fitting to your own background and build and truly be a challenge for you:

A hero may need to defeat a couple of monsters and face some trials of courage, maybe even some tests where he'll need to prove his willingness to sacrifice and even his willingness to sacrifice his own life. A good child may instead be forced to endure and resist. Resist all temptations in a dark forest, be unwavering in their faith and potentially even endure torture without selling their soul. A trickster may face incredible odds and only be able to rely on his wit and guile to defeat giants, solve puzzles and trick robbers and any show of force would count as failure. A lucky fool would just need to rely on his luck. Just like the good child needing to keep faith and purity throughout horrible trials, the lucky fool needs to keep purely trusting his luck while keeping up high spirits and good morale while facing great difficulty....

Should you stay true to your character you'll be able to overcome the trials, save the princess and get her back to her rightful place. Should you fail the princess will be lost, great shame will befall you and the physical and emotional wounds of your trials will remain and linger for the remainder of the jump.

For saving the princess you will get the choice between two rewards:

- Either you stay with the princess (marriage optional) and gain her as a companion (with 800cp to spend in this jump for customization) as well as the magic kingdom item for free and 200cp to spend on items.

- Or you go your own way without taking any reward from the princess and her father. You faced some great challenges and grew from it. Gain 600cp to spend on perks and magic, representing your personal growth.

Servitude

You have entered a contract with some magical being or king or some master of some craft, a cruel stepmother, or some other powerful, wealthy or influential figure. This might even have been the devil himself. For the next 7 years you'll have to serve your new master diligently and follow his word to the last letter. What your servitude entails is up to you and what master you have chosen, but it will be arduous work as well as a test of character and discipline. You may have to do all the menial tasks in a big household for a master that expects excellence in everything. You may have to carry heavy loads all day for some miller. You may have to hunt down souls or torture for the devil while also never washing or otherwise clean yourself or only ever speak a single sentence for the duration of the servitude. As your servitude progresses so will the workload but also the temptations to falter, to slack off or to not do as good a job as you're supposed to and even the threats on your life. If you fail only once you will immediately let go of your service with no pay and you'll even be punished in some way. You won't be harmed and your soul won't be taken, but you'll have to at least bear some sign of shame, like being covered with pitch which won't come off.

Should you prove to be the perfect servant and apprentice you'll gain 600cp to spend however you want.

Golden shower

You start with nothing. No items and no supernatural powers of any sort, no companions to help you and no measure of wealth in this world. You are simply put quite poor. Your goal is also rather simple: to get rich. How you'll manage to get rich is up to you. The chances to get rich will be probably ample, yet they will always be tied to some sort of personal challenge. You won't be able to solely rely on your luck and plot armor, no magical being will just shower you with gold coins for no reason at all. You will have to work for it. Marry a rich man and kill him, defeat a dragon hoarding a great treasure, save a kingdom and a princess and hope for a great reward by the king, enter a deal with the devil and trick him, perform hard labor for a generous master.... Not only do you have to become rich, but also remain rich in these 10 years, which may not be as easy as it sounds (once you become rich, your powers will return however).

You may complete this scenario on its own or in combination with another scenario, but combining this with another scenario will automatically mean that for that other scenario you also won't have access to supernatural powers, items or companions.

If you manage to become and stay rich, you'll get 600cp to spend on items. Should you fail there will be no negative consequences other than you being without power or items for the remainder of the jump.

And like all German fairy tales, we don't end this jump with the incorrect translation of "and they lived happily ever after", but with the correct one: "And if they haven't died, they are still alive today."

-v1.3

-HDManon