Sinbad Film Trilogy Jump

Version 1.0.1

Columbia Pictures made 3 films starring Sinbad the Sailor, using Ray Harryhausen special effects. This trilogy shares no continuity of narrative, but only of themes; Sinbad the sailor must break a curse on a local heir to a crown so that they may rule, and in doing so must travel to lost and magical islands, while competing against the evil sorcerer who laid the curse, and encountering beautifully animated monsters. In each film Sinbad has a new love interest, and a different backstory, but he is always a brave, daring, and bold figure who faces danger without flinching and follows his heart, even if that means a death-defying adventure.

Now you will be entering into the world of one of these films. You will spend 10 years living in the Muslim world of a long past caliphate, adventuring in seas not yet wholly charted, traveling perhaps as far as Hyperborea north of the Celtic isles, or to forgotten islands of monsters and demons. This is a world of demonic sorcerers, potent potions, and monsters enough to fill a menagerie. And now you will live in it. To help you with your time here have these:

+1000 CP

Location

Start either on (one of) the island(s) that Sinbad visits during his travels in the film, at the city that he must save, or on his ship. Really start wherever you want that feels appropriate, but starting in one of the secret treasure chambers or temples that the quest involves finding is a bit cheating.

Age and Gender

Select any age or gender you find appropriate for your given background.

Backgrounds:

Select one. You will get the appropriate memories and history in the world for that background. If you'd prefer to not have memories and a history in the setting then any background may be used as a drop-in, but the Drop-In background never gains memories or a history.

Drop-In: You are less of a character *in* the story, and more of one of those who fit for the backstage works behind making it. You are a being from the outside, a film-maker or film-consumer, now in the world of the film.

Adventurer: Breathe deep and smell the salt air. You are an adventurer, maybe a match for Sinbad himself, but certainly one who has seen many voyages in this world, and will still see many more. You'll need your wits, Jumper, but if you have them about you you could go far.

Creature: It seems you're not human, well most likely not human. Instead you are one of the real stars of these films, one of the creatures and monsters which populate the worlds shown. Whether an ancient statue, a dragon, or a prehistoric troglodyte you possess something that makes you stand out among humans, easily gaining a reputation of fear, and possibly even a fan base.

Ruler: Ah a future curse vict- I mean a wise and noble leader of men. You may not be the ruler yourself, but you are in a position of authority over some city or minor sultanate of this world. Maybe just a vizier to the king, or the sultan's lovely daughter. Keep a good heart, cultivate useful friends, and be wary of sorcerers, they have a tendency to curse the rulers of these lands.

Sage: A learned man (or woman) who is **not** evil!? Is that even allowed? Well apparently it is as you are here. You are a studied practitioner of the arts not of magic but of science, knowing much on alchemy, biology, and the studies of the human mind. Why you might even be capable of using telepathia to communicate with others. Yours is a mind that seeks knowledge… and might be sought out for for the knowledge you have obtained.

Sorcerer: But perhaps you prefer darker, more forbidden, knowledge. You are a practitioner of magic, sorcery, and witchcraft, or at least a student of its lore. You know the real powers of this world, and you are aware of those isles that other men would call tall tales and the treasures they actually contain for one bold and brave enough to claim them. Perhaps you will lay claim to a kingdom, or maybe you are after something far more valuable.

Race:

Your species for the jump. It becomes an alt-form after the jump. You may buy more than one, if you do you may change between them with a short chanted spell, taking a few moments to chant (5 or so seconds) before changing your form quickly.

One race is discounted to you if you have the Creature background.

Human (Free/50): You're a human. This is free if it is your only race, but you must pay 50 CP if you want to buy it along with another.

Baboon (Free/50): You are a baboon. You possess the capabilities of a real baboon. This is free if it is your only race, but you must pay 50 CP if you want to buy it along with another.

Homunculus (100): You are a small, demonic looking winged creature, a little larger than a man's hand. You are able to fly, but possess the strength that one would expect from your size.

Smilodon (100): You are a prehistoric saber-toothed tiger, larger than a tiger, and stronger as well. You possess the strength and abilities that would be expected of a smilodon, and you lack hands.

Troglodyte (100): You are a prehistoric humanoid, with rough skin, and a single horn on your head. You stand head and shoulders above a man, with strength and power greater than a man's, enough to wrestle a smilodon, though the tiger's claws and teeth would give it victory more likely than not.

Centaur (200): You are a centaur like creature with an equine lower body and a humanoid upper body with rough, almost scaly skin, and a single dominating eye. The upper body is slightly larger than a human's, and as a centaur you possess more than human strength and durability, enough to be equally matched with a griffin, though can still be killed by a knife in the back.

Griffin (200): You are a griffin. You possess the head and wings of an eagle, with talons on your forelimbs and the hindbody of a lion. You are as strong as one would expect from a lion, if not slightly stronger, and possess the ability to fly. You however lack hands.

Cyclops (300): You are a cyclops. Standing about 25 ft tall, you have goat-like legs ending in cloven hooves, hands large enough to wrap around a man's torso and strong enough to lift one with two fingers. On top of your head is a horn (or two), and you

possess a singular eye. You are roughly 16 times as strong as a man, and move as if you weighed only 16 times as much as a man (as opposed to 64 times as much).

Dragon (300): A great reptilian beast, close in size to the cyclops - although somewhat larger - but quadrupedal. Possessing four legs each ending with claws, a powerful whipping tail, and deadly fangs, you could slay a cyclops if it fought you one on one, your scales and natural weapons, as well as somewhat superior strength giving you a clear advantage. You also possess the ability to breathe fire.

Giant Walrus (300): You are a massive walrus, easily larger than even a cyclops and matching it in strength and power. While you may not be a match for a dragon in a fight, you possess the abilities expected of a walrus, that is to survive in a frigid place, and to swim through the water.

Roc (300): A great two headed bird. Each of your heads is the size of a man, giving you an idea of what size your body and wingspan must be. You are strong enough to fly aloft with a man in each talon (or your mouth) with no noticeable extra strain.

Living Statue (400): You are a living (hollow) stone statue which stands head and shoulders over a grown man. You possess 6 arms, superhuman strength (though less than a cyclops), and the durability of a creature made of stone. Any one handed melee weapon you wield in this form is duplicated for all your limbs (duplicates vanish if dropped). As an animate statue you do not need to sleep, drink, or eat, and you do not age.

Bronze Bull (500): You are a living bronze automaton with the head of a bull and the body of a man, about half again as tall as a man. You possess strength greater even than a cyclops's and the durability of a creature of living metal. You could pull and even lift a great block of stone tall as you are and as long as it is tall from its position, though should you fall it could crush you into destruction with its weight.

Genie (1200): You are a genie. You look human - perhaps even like a child - but you are an immortal djinn. Your exact powers are vague. The genie shown was not a superlative reality warper able to grant any wish, but instead could create a magic barrier of protection which could hold back a cyclops… that was then able to throw rocks over the barrier… could create a rope from thin air to allow allies to cross a location, could seemingly teleport himself, and could move a great mass of gold from a cave to a ship in about the same amount of time it took 2 people to run a similar albeit shorter distance. You possess magical abilities of a similar scale to these, though a genie's powers cannot be used to harm another. You also gain A Jumper Knows Many Things for free.

Perks

All perks are discounted to their associated background. 100 CP perks that would be discounted are free. General Perks are not discounted.

Drop-In Perks

Special Effects (100): You possess expert knowledge on the creation and design of practical special effects. This applies both to pre-1980s movie making techniques, and to magic tricks and other older forms of special effect shows. Post jump this will update in future jumps to give you the knowledge of a professional special effects artist of the jump in question.

Storyteller (200): You are an enthralling storyteller able to tell captivating stories. This helps you write new stories, inspiring ideas and helping you recognize a good plot from a bad one, how to tailor a story to your audience, or change it on the fly to suit the situation, but also helps you with oratory techniques, knowing the best rhythm and tempo, and how to give each character their proper voice and tone among other similar skills. Whether telling stories 'how they're supposed to go' or putting your own spin on them, you are an expert.

Animator (400): With your own inner spiritual power and force of will you may cause objects to animate and move on their own. This is easier when dealing with objects designed in the fashion of living creatures, as well as when you created the object yourself. The more massive an object is the more difficult it will be to animate; making a small clay figurine move will be easier than a lead one, and either would be easier than a giant made of clay. With repeated and prolonged use the effect can eventually become permanent, though the animated beings will have only the most rudimentary minds.

This ability only affects solid objects - no animating water, or air. Animated objects do not gain any particular special powers - animating a statue of a dragon wouldn't let it breathe fire.

Do You Have a Belief in Destiny (600): Well you seem to be able to make it more real. You may choose to selectively reinforce the weight and power of destiny, making events that would happen because they are 'supposed to happen' be that much harder to avert; if destiny was normally a gentle nudge it might now be a heavy push, if it was normally a powerful force that those with spiritual might or who were chosen could change and go against they'd now find it requiring much more might or effort to do so, and so forth.

Of course what is a setting's canon except how it's supposed to happen? You may use this ability to reduce the 'butterfly effect' of your actions, making the world seem to twist and bend somewhat to keep its original narrative course on track. Of course if you go out of your way to disrupt it you can do so, and even turn this on selectively for parts of the narrative. If you cause too much willful disruption it may not be possible for it to bend back to a canon path, but you will have a great deal of flexibility in your actions to keep it going to the canon ending you desire.

And yes, if you're time traveling, events playing out how they did 'originally' can be considered the 'canon'.

Adventurer Perks:

Eyes of the Owl (100): You possess excellent senses. Nothing truly superhuman, but your vision, hearing, olfaction, and senses are all near the peak for a human, and in the case of your night vision it almost seems to go a bit beyond that peak. Beyond merely being sharp-eyed, you have excellent situational awareness, helping you if you need to avoid an ambush, time striking a cyclops's eye, or duel an invisible sorcerer.

Cinematic Hero (200): You are athletically fit, near the upper limits of human strength, speed, agility, and endurance. Beyond that you know how to carry yourself in a fight, with a strong understanding of unarmed combat and the use of medieval melee weapons leaving you very skilled in a brawl or in a sword fight. More importantly you will find that your battles tend to have a certain cinematic flair and viewability about them. This won't make you - or your opponent - any worse in a battle, but you'll find that when you're performing cinematic sword parries and great arcing swings it's as highly effective as more realistic - but less enjoyable to watch - sword fighting, or that swinging on a rope across the battlefield will be a functional tactic in a fight instead of a bad idea. This also gives you the skill in athletic activities needed to do things like swing across a room on a rope, climb rigging quickly, or roll or cartwheel forward.

Trust in Allah, but Tie Up Your Camel (400): Fate may or may not be on your side, but if you simply sit and wait for fate to take its course you will not succeed. It is up to you to secure your own fate with your own actions. You seem to have taken this to heart more than most as you now seem able to defy fate itself. Your actions may change fate itself. The more impossible it would normally be to avoid the more difficult it will be to change, but where you're involved fate or destiny is no longer an absolute, and the future can be made by your actions and your decisions.

If you are actively trying to disrupt canon events (or history in a time travel situation) this will make it easier to do so. If there is a corrective force it will be easier to overcome it, and if there is not you may choose to have this actively increase the butterfly effect of your actions - though note that this can have unpredictable effects.

Captain (600): You have all the makings of one. First off, you are a master sailor, able to perform all duties on a ship at a level that would make you one of the best - if not the very best - in the world; this includes the **Sailing Skills** perk, though all skills are at a superior level to that one. Secondly you have the charisma necessary to lead men, know what to say to people, and are able to get a decent read on people. Third you have a good gut for making decisions, or maybe that's a good head; either way you think quickly on your feet, taking in a situation, and quickly arriving at a solution. You may not always get the best solution, but you're definitely better at figuring out the best way to react to a situation than the vast majority of people. This almost borders on premonition; able to easily - and subconsciously - pick up clues from the situation and act on them.

Creature Perks

Reputation of Terror (100): Many of the creatures of this world are known in whispers and legends. And now you too will find it easy for rumors of your terrible prowess and nature to spread. Survivors of conflicts against you will be prone to tell stories of your fearful nature, and these stories will spread easily through the population. Even if you do not leave survivors, those who bear witness to the evidence of your brutality will tell stories of the desolate land and the bones of the dead. Of course you do need to do things to incite this fear in the first place, but once you do the stories will spread like a fire.

Fan Appeal (200): These films are not remembered for their acting, or their plots. They are remembered for the creatures. Now you will share in some of the charisma these creatures possess. The more exotic, strange, and monstrous you are, the more people will find themselves drawn to you, and the easier it will be for them to find you cool, awe-inspiring, or just plain likable. They may still consider you a beast that must be killed, but even your greatest foes cannot deny there is something satisfying about watching you work your terror, and the removal of such a unique beast from the world.

Inhabitant of Colossa (600): Many of the creatures of this world are normal beasts but larger and stronger. Now, you are larger and stronger still than the rest. You are increased in size to triple your normal scale (that's 3x in all dimensions), increasing your strength considerably. Normally scaling up a creature simply doesn't work - the square-cube law - but it seems somewhat subdued in your case; you move with the same ease as at your normal scale when using this ability, you won't break the ground quite as much as would be expected (you still can with your weight, but it won't be because your foot is three times as narrow as expected), and you won't die of overheating unless you would at your normal size.

Ruler Perks:

Vizier (100): Or maybe you're a prince(ss), sultan, or caliph. Either way you have been taught and educated in the art of rulership and administration. You possess the basic skills needed to be lord of a city-state, or even a larger multi-ethnic sultanate or caliphate. This doesn't come with charisma, or natural talent, but you have a functional understanding of how to maneuver in a political system, local international politics, diplomacy, and the cultural rules of your society and how to use them to administer a territory. In future jumps it will update based on the cultural rules of your new home, and basic information that any would-be governor would know about the surrounding political situation.

Pure Hearted Adventure (200): Whenever you find yourself on an adventure you will find it easier to keep up your spirit and sense of wonder and happiness. Partially this is because this perks gives you a wellspring of joyful optimism, and a sense of whimsy enough to enjoy the brighter side of adventures, but partially because while your adventures will not be any less dangerous, they are now more liable to include small moments of joy and whimsy, little things to bring a smile to your face even if it's just as small as a need to go down a slide.

You Will Draw an Eternal Curse Upon Us if You Draw One Drop of Blood from Jumper (400): At least people seem to believe that. Your enemies find it hard to make themselves kill you. Maybe superstition says that to kill you would bring a curse to them, they find some reason you're more useful to them alive, or they want to interrogate you first, but whatever the reason your enemies are more prone to finding some reason that they would prefer to deal with you through non-lethal means. Pressed hard enough and this can be overcome, but you'll need to prove a real thorn in the side for that, or push someone into true berserker rage.

Only Destiny Could Have Brought You Here (600): You have a certain charisma to you, Jumper, that makes it easy for people to trust you, and find you to be someone they would like to call friend, ally, lover, or even lord; the sort of charisma that inspires loyalty in those you meet. Helping this you have a basic understanding of how an ethically and morally respected person would act in a situation, and while you do not have to follow this, doing so will help you come off as a good-hearted person.

Of course, many rulers find themselves nearly overthrown in these worlds by dark sorcerers despite such traits. The thing that these good rulers have in common is the timely arrival of good help. You find that luck, destiny, or happenstance seems to have a tendency to bring to your side those who would be useful allies of yours. The worse your need, and the longer it goes on, the greater the chance is that it will somehow attract useful comrades to help put it right.

Sage Perks:

Sagacious Knowledge (100): You have a basic knowledge of the scientific fields, physics, anthropology, chemistry, zoology, and the like. This is based upon the time, so will be a little outdated in the modern age, but you can still recognize even prehistoric animals - and ones which would be considered mythical in the real world - as well as ancient civilizations. In future jumps this will update to give you a basic understanding of the fields of science in the setting; similar to an undergraduate education which went for breadth instead of depth.

Telepathia (200): A Greek word for communication of the mind. You possess the ability to draw information from the mind of others. It is not a fast trick, taking concentration and time, but it grows easier the more familiar you are with the one whose mind you are trying to read. Range also increases with familiarity, allowing you to read the thoughts of your closest friends and allies from miles away or even further, learning what they learn in real time. With those less familiar and close to you it will take more time and effort, but you might be able to study a map in your enemy's memory if they were talking at you for a prolonged time.

Engineer (400): You possess an in-depth knowledge of structural and mechanical engineering. You could design a giant crossbow, pulley systems to contain a guard dragon, secret doors, sleds, ships, arrays of lenses to focus candlelight to heat a solution to boiling point, clockwork automatons, and more. You will find it easy to learn other forms of structural and mechanical engineering, and were you to possess magical powers you might be able to give your automatons life.

Reveal Your Secrets (600): What kind of sage would you be if you did not have opportunities to increase your learning and knowledge? Now you will find that the opportunity to discover something new and learn something more will always be available to you. In the first part this works to improve your memory, while you might still need to consult maps, you will never completely forget any knowledge or lore you obtain. In the second your mind will always be capable of learning more, never reaching a point where information is simply too advanced for you to eventually learn it; though this does not guarantee you will be able to do it quickly, or that you won't need to build up to the information, but given time and the chance to build by steps you could eventually understand Clarke tech. Finally you will prove lucky in finding opportunities to learn more, perhaps when you crash on an island it has the ruins of an ancient civilization more advanced than modern ones, or a sailor will come seeking aid which requires them to help you off the island and onto one with the ruins of an even more advanced civilization.

Sorcerer Perks:

Knowledge of the Supernatural (100): You possess a knowledge of the supernatural elements of this world. You know what a roc is, where cyclopses live, and several haunted and supernatural islands. This isn't a total knowledge of all things supernatural, but the knowledge that someone who has studied magical and supernatural things might obtain over their course of study. This knowledge updates in future jumps to include knowledge of their supernatural elements at a similar level.

The Race is Not Lost Until It's Won (200): When you and another are competing for a prize or goal, you will find that when you fall behind there will be opportunities provided by your opponent which will open the way to you to catch up and even potentially pull ahead. This power will fail you when within sight of the goal, however. When racing to a physical goal this might mean that your opponent clears away obstacles in your path, but this can apply to other situations as well, such as when competing in industry your opponent might make discoveries which you have the opportunity to copy or steal.

Potioneer (400): Magical power is yours at last. Oh you won't be casting many spells in battle, but you know how to create potions and powders which create mystical and magical effects. You could create a powder to shrink someone down to the size of a figurine, turn someone into a snake woman, poison a cyclops, animate a statue at your command, create explosives, or perform a wide variety of other magical effects. These potions may take rare, and sometimes mystical, ingredients, so as you move from world to world you may not be able to create all the same potions, but you will have a basic sense for what sort of new potions and powders you could make with this ability and even just those which you can make with real-world ingredients can still be rather potent. Many of these potions require a touch of magical energy to make work, and a touch of magical knowledge or an incantation as well, you will possess the knowledge of how to use these potions and enough magic to make those you can make work, though your array of potions will expand with greater magical power.

Black Prince (600): You possess access to dark and dangerous magic. You are able to call forth the demons of the dark to perform your will at a distance, enacting telekinetic effects, making fireballs form, animating figureheads, creating minor homunculi, calling monsters to your side and commanding them. This magic is not the best for direct battle as it takes time, focus, and concentration; it is instead best used from afar. Moreover it comes at a price, draining your stamina and life force when you use it, and even aging you. The greater the spell the greater the cost, and the time required.

General Perks:

Chessmaster (50): You are highly skilled at chess, skilled enough to pass as a master. You may not be the best in history, but you could play it professionally.

I'm the Most Foolhardy (50): You are a brave person, even if you weren't before. You are brave enough that should you feel the need to stand and face death you could do so, putting your life at risk to protect that which is important to you.

Sailing Skills (50): While not everyone here knows how to sail - so this isn't free - it's a pretty common ability on these voyages. And now you possess it as well. Name any position, other than captain, on a sailing ship and you can probably serve the role well enough. You won't be the best navigator, or the best look out, or the best rower, or the best at any given role, but you'll be passable. In future jumps this provides civilian professional skills in running the most common types of transportation vehicles; in the 19th century you could run a train, in the modern day you could pass for a taxi or limo driver, and in a futuristic setting you could pilot a civilian spaceship.

Eternal Youth (100): You no longer naturally age past your prime, and - if not killed by illness, accident, or malice - may live forever. Why is this so cheap? Cause your age likely resets once a decade anyway.

I Want to Interrogate Jumper (200): You will learn to love hearing these words. Whenever someone attempts to interrogate you, you will find that they have a tendency to accidentally reveal their own goals and motives, potentially providing you with key and critical information.

Shield of Darkness (200): You now possess the ability to turn yourself invisible. You may choose to turn your entire being invisible, or to create a field of invisibility shaped like a shield which will turn part of your body 'behind' it invisible. This affects your clothes and worn objects as long as they are close to your body (a robe yes, a backpack no), but does not affect held objects. Also it is possible to be seen by displacement so avoid standing in smoke and water fountains.

Your Eyes are Mightier than All Your Father's Armies (300) : Amidst beauties you would be recognized as a beauty to put the others to shame. Your beauty has become the stuff that a seasoned traveler that has seen the best of the best the world over would find your beauty the one which would propel them to risk their life, or throw away wealth, fame, and power for the chance at your hand. Yours is the sort of beauty that stirs the heart, birthing love in the breasts of heroes - or princesses - and making you stand out even amongst a crowd of beauties. Best of all you can seem to choose who sees you as merely a beauty of the common and average sort and whose heart is touched by your beauty such that it could move them with greater force than entire armies.

Still, Your Promise Must be Kept (300): You find that promises made with you are kept. Well at least so long as you keep, and intend to keep, your side of the deal. As long as you keep your side of the deal, and have no intention of breaking it in the future (at least until the deal is completely over and done with), anyone who enters into an agreement with you will do their best to keep their side of the deal as well even if doing so comes at a personal cost. You could be a bound genie and someone who promised to free you would do their best to do so.

A Jumper Knows Many Things (800, Free for Genies): Well maybe not all jumpers, but you definitely do. You have a sort of knowledge of the world without any noticeable source. You do not know *everything*, and this won't tell you the state of the future, but you could know someone's name who you just met, be aware of someone's adventures while trapped in a lamp for the last several centuries, know the location of hidden treasure, or the secret means to move past a guard beast. It's as if the universe itself is feeding you a good deal of information to help you in whatever tasks you seek to undertake. This won't tell you anything that **no one** in-setting knows, and again you know **many** things, not **every**thing. But you know a fair bit, especially about things that might concern you.

Items:

All perks are discounted to their associated background. The first copy of a 100 CP item that would be discounted is free. General Items are not discounted. All items, except **Menagerie Coupon**, can be bought multiple times. You may import similar items into items as desired; including items purchased in this jump into each other.

Drop In Items:

Animating Clay (100): This is 1 cubic foot of high quality clay for the purpose of creating models. More for concept work than actual finished animation in a film like these, it does have the rather special quality that any figure made from this clay will animate itself. It won't show any particular intelligence, being closer to a dumb dog than a smart one, or particular special abilities, but it will move around and imitate the creature it was designed to look like.

Menagerie Coupon (200): This isn't quite an item, not really. Instead by purchasing this you gain +200 CP that can only be spent on Monsters. You may only buy **one** Menagerie Coupon.

Hyperborea (400): This is an island surrounded by arctic ice, and whose climate is that of the arctic. This ice seems to aggressively work against those who would come here without your consent, though the environmental deterrents seem to calm for your approach. Near the center of the island there is a temperate valley, which seems almost paradisiacal in how well suited it is for life and human habitation.

Does not contain the ruins of an advanced, but now extinct, culture. It does, however, contain stable populations of any of the Monsters you bought in this jump, and your race if it was not human. hese Monsters will lose any scaling aspects, or special abilities that link them to you; and baboons in the population will not know how to read/write or play chess, but will be smart enough to learn.

Adventurer Items:

Ship (100): What's a sailor without a ship? This is your very own sailing ship. Not a warship, or the largest class of merchant vessel, this ship is designed more for an adventurer, small enough to be maneuverable, and fast if not the fastest on the seas. Comes with an NPC crew, though only enough to make up a skeleton crew; it even provides the NPC crew with provisions so you don't have to worry about that. If damaged or destroyed the ship will repair itself within a lunar month, and whenever you are at a port and need a ship the ship will be there waiting for you.

Idiot Crew (200): Maybe you want more of a crew than the minimum. This is a large enough staff to fully crew the ship in all watches and even have landing parties leftover… say about 30 people. They are all skilled sailors, and will quickly become skilled with any ships you instruct them to crew, and are fit individuals who are capable combatants. In fact they are a quite capable and competent crew, that any adventuring sailor would be able to be glad to have at their back.

Well except for one thing.

See if you leave them unattended they tend to get themselves into trouble. Typically nothing too major, just rowdy sailors on a ship for too long being sailors who have been cramped together too long, but when on an adventure they have a tendency to accidentally trigger traps, open secret doors, and just get into things. You can turn this off if you want, but while this trouble can be dangerous and need your attention, it tends to come with a reward afterwards, at least for the survivors, or move you towards your goal somewhat.

Magical Remedy Potion (400): This is almost cheating. After all, two of the three films would be solved in an instant with this item. You now possess a magical potion which immediately ends any supernatural curse or transformation on an individual. There's only enough for 1 use, but there's not a curse or transformation that would not be ended by this potion. Once used you will get a new potion at the start of the next jump.

Creature Items:

Spring of Wine (100): The water from this spring runs forth the color of red wine. And it tastes like high quality red wine. It also intoxicates like red wine. It may just be red wine. Whether water or wine this spring is yours, and will appear either as a warehouse attachment, on one of your properties in jump, or somewhere close by if you have none; it will continue to appear thus in future jumps.

Crown of Untold Riches (200): This is a resplendent and ornate golden crown. The value is not in its appearance, however, as the crown makes its owner into a magnet for wealth. To own this crown is to see your financial fortunes rise, and opportunities to increase your wealth begin to almost fall into your path. If stolen or taken by another they will not benefit from this crown, but until you reclaim it neither will you.

Once per jump you may give this crown to another, transferring these benefits until the start of your next jump. More when you bestow this crown to another it will heal them of any maiming or scaring injuries they may possess. You will regain the crown - or perhaps it's gain a new crown - at the start of your next jump.

Demon Island (400): This is an island guarded by terrible winds and seas, and legend says demonic creatures whose screams drive those who approach mad with the horror of their cries. You've never seen the creatures but their cries can be heard while approaching the island. Not by you, however, as these cries go silent, and the winds and seas calm, when you approach or attempt to leave.

The island itself is habitable, if not particularly welcoming, with mountains and valleys. It also contains stable populations of any of the Monsters you bought in this jump, and your race if it was not human. These Monsters will lose any scaling aspects, or special abilities that link them to you; and baboons in the population will not know how to read/write or play chess, but will be smart enough to learn.

If bought along with Hyperborea you may combine the islands into a single larger island. It will be guarded by terrible winds, waves, and the demonic screams as well as dangerous floes of ice. It will possess the paradisiacal inner reaches of Hyperborea.

Ruler Items:

Golden Mask (100): This golden helmet, designed to look like a regal and idealized human face, fully covers your face and head save for your eyes and lips. Despite being made of gold it is rather comfortable, not weighing heavily on your head and neck, or causing you to overheat. As you grow more beautiful, the face on the mask will as well, though it will never grow less beautiful.

Feast Fit For a Sultan (200): You have one, but not right now. Instead 1/week you can call together a feast of such splendor and opulence as to be fit to host a visiting foreign dignitary, complete with food, dancing girls, and even some fitting entertainment such as a magical act, a play, or musicians. You must designate where the feast will be held at least 24 hours in advance, and you must have the right to throw a feast at the location.

City-State (400): This prosperous, coastal city-state is now yours. Consisting of a single city and surrounding farmlands, this city is by default well situated for trade, and controls rich and prosperous lands; perhaps they include a valuable mine, or simply have excellent climate and soils which make it a natural grain basket. You are recognized as the legitimate ruler of this place, though if you'd prefer your father, or a loyal vizier could rule it in your place. This city will follow you between jumps retaining modifications.

If bought along with Hyperborea or the Demon Island you may place this city-state on the island. If you do so you will have additional small settlements dotting across the island.

Sage Items:

Sage's Library (100): This is a collection of works on academic topics, ranging from the physical sciences to philosophy and history, any topic that the learned would be expected to read. It does not necessarily contain anything too valuable or hard to come by, but may point the way to something more. This updates in each jump to include basic texts on its academic topics.

Ancient Key (200): This metal object is the key to some ancient civilization. Which one? Well that's a question. Once per jump this key can attune itself to a lock, barrier, or ward and be used to open that lock, barrier, or ward from that point on. When it is used to open a door or barrier that way, it is treated as the proper means to open it. At the start of a new jump it loses its attunement and may re-attune to another lock, barrier, or ward.

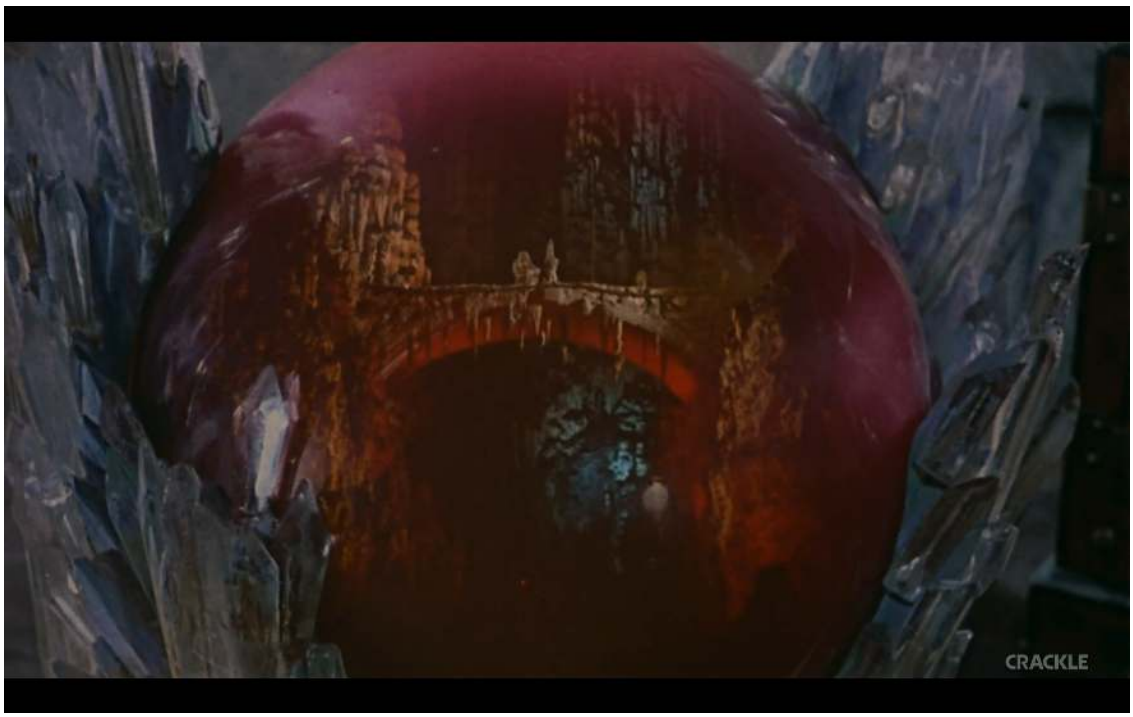
Scrolls of Adventure (400): You contain a set of scrolls and maps. These scrolls and maps lead the way to some adventure or treasure. This adventure will not be without danger or difficulty, but will lead the way to something valuable or useful to you appropriate to the jump if you are clever enough to figure them out; they may be wrapped in riddles or written in an ancient and forgotten tongue. At the start of each jump these scrolls and maps will update to a new adventure appropriate for that jump.

Sorcerer Items:

Bag of Jewels (100): This bag holds a king's ransom in jewels, or about $1,000,000 in today's money. At the start of each jump the bag refills any spent or expended gemstones. Live frugally and you could live on this, but maybe you have bigger dreams.

Crystal Ball (200): This crystal ball is about the size of a basketball and typically an opaque red. However, by waving your hand over it and focusing you can make its surface clear and show you any individual within your territory, as well as any non-warded or protected place that you know where it is and concentrate on. If you smash the ball while viewing a CP-backed property you own you can shatter part of the structure or land, causing bridges to break, towers to topple, landslides, or fissures. If you smash the ball in this way it will repair itself after 1 week.

Sorcerer's Castle (400): This castle is all yours. Besides being a large, stone building to make your domain, it contains a chamber designed for you to work your magics from. This chamber will restock with basic supplies for any magic you may possess the ability to work, nothing particularly rare or hard to obtain, but it'll still save you effort and money in obtaining; things that you could go to a market to buy in the setting they're from without expending a great amount of time or money. At the start of each jump you may have this castle appear in an easily accessible place near your start location, or some secluded and hard to reach secret locale which you will be made aware of.



General Items:

Arabian Aesthetic (50): You now possess a switch in your warehouse which can change your warehouse to an arabian aesthetic or back to normal. You also gain a switch for every property which you possess which will re-skin them to an arabian architecture and aesthetic, however these switches only work to change them between jumps.

Silken Wardrobe (50): A whole wardrobe worth of outfits made of the finest silks. These outfits will clean themselves weekly, and repair themselves (weekly) if damaged, meaning you'll always have something appropriate to wear.

Bronze Ship (100): This is a small ship, built to carry 2 people in relative comfort, though could carry more if you were willing to double up in the beds and cabins, and is manned by an automaton which obeys your commands and which turns the crank that runs the six, bronze oars. Made of bronze it is a durable ship, able to move unceasingly, and as it uses oars and not sails it has no need for the wind while being able to keep up with a Ship at full sail with just its untiring mechanical 'crew'. If damaged or destroyed the ship will repair itself within a lunar month, and whenever you are at a port and need a ship the ship will be there waiting for you.

If you also bought the Ship you may merge these items into one to create a single ship the size of the Ship but made out of bronze with both a sail, and automaton rowing. As it possesses more oars it will be a faster ship than either alone.

Lamp Living Space (100): This fairly large oil lamp has a rather special quality which makes it unlikely for you to use it as an oil lamp. You see, you may rub this lamp to shrink yourself down and enter it where you will find a comfortably furnished living space, providing you with a (relative to your size) large bedroom and sitting room. Leaving the lamp again is as simple as willing it, and you can miniaturize furniture or other willing creatures to transport them into this lamp.

If you also bought the **Sorcerer's Castle** item you may merge them so that it is inside of your lamp (vastly increasing the internal space).

Giant Crossbow (200): This giant crossbow is made to fire a bolt several times longer than a man is tall. It is strong enough to kill a dragon if you could know which direction it'd come from well enough, though it can be time consuming to move or aim. You may summon this crossbow to your location through a process that takes a few minutes, and its large bolt will restock itself hourly.

Temple of the Oracle of All Knowledge (300): This ancient stone temple is topped with carvings resembling 4 faces. Inside stairs lead downwards to a large, open room where there is a pit. This pit can be used 1/jump to call up a spirit which will answer a single question. This spirit is the aforementioned oracle of all knowledge and might in fact be able to answer any question, but its answers will come in cryptic phrasing and riddles.

"From the Land Beyond Beyond, From the World Past Hope and Fear, I Bid You, Genie, Now Appear" (800): Speak those words while rubbing this lamp and a genie will appear from it. This genie cannot be used to harm, but otherwise must obey the one who holds the lamp. They can materialize simple objects, teleport themselves, move vast amounts of treasure, create protective barriers, and similar such feats and magic; they are not able to massively warp reality, and if used too often will find their magical powers temporarily exhausted. In addition the genie knows many things; while not omniscient they have a fair bit of knowledge without any apparent means to obtain it.

Monsters:

Followers/pets. Any slain monster respawns after 1 year.

Baboon (50): This is a baboon, much like any you can find in the world. However it is extremely intelligent, almost human-like in its intelligence, and it can even read, write, and is an expert at chess; there are whispers it was once a prince before being cursed. Populations on an island you purchased will retain this human-like intelligence, but will not possess these skills such as reading and writing or chess.

Giant Bee (50): This honey bee is about the size of a pigeon or a small seagull. It creates a proportionately increased volume of poison.

Smilodon (50): This is a prehistoric saber-toothed tiger, larger than a tiger, and stronger as well. It possesses the strength and abilities that would be expected of a smilodon.

Troglodyte (50): A prehistoric humanoid, with rough skin, and a single horn on your head. It stands head and shoulders above a man, with strength and power greater than a man's, enough to wrestle a smilodon, though the tiger's claws and teeth would give it victory more likely than not. Does not know language.

Centaur (100): This is a centaur like creature with an equine lower body and a humanoid upper body with rough, almost scaly skin, and a single dominating eye. The upper body is slightly larger than a human's, and as a centaur you possess more than human strength and durability, enough to be equally matched with a griffin, though can still be killed by a knife in the back.

Ghoul (100): This gaunt, bony, insect-eyed demonic creature serves your will and commands. Somewhat shorter than a man, they are resistant to harm, able to easily survive being stabbed in the chest though not being buried under lumber, and a capable swordsman.

Griffon (100): This beast possesses the head and wings of an eagle, with talons on your forelimbs and the hindbody of a lion. It is as strong as one would expect from a lion, if not slightly stronger, and possesses the ability to fly.

Homunculus (100): This is a small, demonic looking winged creature, a little larger than a man's hand. It is able to fly, but only possesses the strength that one would expect from your size. You possess a mental link with the homunculus, able to offer it telepathic commands and see through its eyes; you lack such a link with any on an island that you purchase.

Skeletal Swordsman (100): This animate skeleton serves you and your commands loyally. It is a skilled swordsman, and is untiring. As an animate skeleton it is also relatively hard to injure or harm, though it can be crushed or shattered.

Cyclops (200): Standing about 25 ft tall, this cyclops has goat-like legs ending in cloven hooves, hands large enough to wrap around a man's torso and strong enough to lift one with two fingers. On top of its head is a horn (or two), and it possesses a singular eye. It is roughly 16 times as strong as a man, though defies the square-cube law somewhat.

Dragon (200): A great reptilian beast, close in size to the cyclops - although somewhat larger - but quadrupedal. Possessing four legs each ending with claws, a powerful whipping tail, and deadly fangs, it could slay a cyclops if it fought you one on one, your scales and natural weapons, as well as somewhat superior strength giving you a clear advantage. It is also able to breathe fire.

Giant Walrus (200): A massive walrus, easily larger than even a cyclops and matching it in strength and power. While it may not be a match for a dragon in a fight, it possesses the abilities expected of a walrus, that is to survive in a frigid place, and to swim through the water.

Roc (200): A great two headed bird. Each of its heads is the size of a man, giving you an idea of what size its body and wingspan must be. It is strong enough to fly aloft with a man in each talon (or your mouth) with no noticeable extra strain.

Pagan Idol (400): This living (hollow) stone statue of the goddess Kali, stands head and shoulders over a grown man. It possesses 6 arms, superhuman strength (though less than a cyclops), and the durability of a creature made of stone. Any one handed melee weapon it wields is duplicated for all its arms (duplicates vanish if dropped). Its strength and durability will increase with your magical power, growing as you grow magically, though you will have to grow beyond a Dark Prince for it to begin this growth. Populations on an island you purchased will not scale with your magical power.

Minaton (400): A living bronze automaton with the head of a bull and the body of a man, about half again as tall as a man. It possesses strength greater even than a cyclops's and the durability of a creature of living metal. It could pull and even lift a great block of stone tall as it is and as long as it is tall from its position, though should it fall the rock could crush it into destruction with the rock's weight. Its strength and durability will increase with your magical power, growing (faster than the Pagan Idol) as you grow magically, though you will have to grow beyond a Dark Prince for it to begin this growth. Populations on an island you purchased will not scale with your magical power.

Companions:

No discounts on companions. All OC companions can be gender swapped freely.

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 human character who appeared in any of the three films even if they died during the events of the film (or the jump), or if you did not enter the timeline of the film.

A Good Sorcerer (100 CP): He claims to be a good, righteous man, and he acts the role well enough most of the time, but whenever he uses his actual magic you'd swear he mutters something about calling up demons of darkness. He is eager to learn other forms of magic however, and possesses a natural talent for the arts. He possesses the benefits of the **Occult Learning, Potioneer,** and **Dark Prince** perks, possessing a **Lamp Living Space** merged with a **Sorcerer's Castle**. A **Pagan Idol** follows and serves him (scaling off of his magical power), and should he die his spirit will transfer into this statue causing him to possess it and continue to 'live' on through it, however while doing so he will lose access to the magic from **Dark Prince**.

Beautiful Slave Girl (100 CP): This girl has been raised as a slave, used to being treated as if she had absolutely no rights save to obey her owners' whims. Perhaps you will teach her that she is now free. She is beautiful - even beyond the effects of the **Your Eyes Are Mightier than All Your Father's Armies** perk - and the **I Am the Most Foolhardy,** perk. However she has the potential to grow based on your own background. If you are a Drop-In or a Creature and see her taught to stand for herself, and make her own decisions, she will eventually develop the entire **Adventurer** perk line (but not gain the items). If you are an Adventurer or Sage you will be able to discover that she is actually the daughter of a sultan whose entire sultanate was cast into a magical sleep by a sorcerer, if you can help her break the spell she will eventually develop the entire **Ruler** perk line (but not gain the items). If you are a Sorcerer or a Ruler you will find that she has a keen mind and a natural talent for learning sorcery, if fostered she will eventually develop the entire **Sorcerer** perk line.

Learned Cyclops (100 CP): It's unclear where this cyclops learned much of what he knows, but he seems to be a very educated beast. While unable to talk with a cyclops's vocal chords he can communicate through **Telepathia** but with far greater ease in sending thoughts and receiving thoughts willfully sent towards him than that perk would normally grant, and also possesses the benefits of the **Knowledge of the Supernatural, Sagacious Knowledge, Vizier**, and **Fan Appeal**; he also possesses a reduced version of **A Jumper Knows Many Things** which seems to require long meditation to gain knowledge, and even then can fail to gain knowledge known to too few.

Lost Movie Executive (100 CP): This man claims that this is a 'film' and a work of fiction, and that he is from some far distant land of 'Holywood'. Whatever the truth, he's certainly not well-suited for this world. His clothes are impractical for the climate and adventure, but are self-cleaning and repairing, and he possesses the benefits of the **Special Effects, Storyteller, Do You Have a Belief in Destiny, Trust in Allah but Tie Up Your Camel**, and **Your Eyes Are Mightier than All Your Father's Armies** perks. He is also a skilled movie writer, director, and producer if you ever had need of such.

Sage's Beautiful Daughter (100 CP): The young daughter of a wise sage or so she claims. No one has seen the sage as he apparently only communicates through her telepathically. She is wary of people, and distrustful as if from some past traumas, but her mind is inquisitive and sharp, and she seems to crave someone who she can trust to protect her and keep her safe. Besides an imaginary sage, she possesses the benefits of the **Sagacious Knowledge, Engineer, Reveal Your Secrets**, and **Your Eyes Are Mightier than All Your Father's Armies** perks, as well as a gift for prophecy, it's far from reliable when she'll have a prophetic fit, and she never remembers the visions afterwards merely spouting off cryptic tellings of what is most likely to happen, but the prophecies will usually involve those events, or tasks she is worrying about. Beyond these abilities she possesses a **Sage's Library, Ancient Key,** and **Bronze Ship**.

'Sinbad' (100 CP): Or was it Aladdin, or Ali Baba? This lying swindler and scoundrel has called himself all of the above and many other pseudonyms as well. Beyond being a skilled pickpocket and cat burglar he has the benefits of the **Eyes of an Owl, Cinematic Hero, Captain, The Race is Not Lost Until it is Won**, and **Storyteller** perks, as well as possesses a **Magical Remedy Potion**. He claims knowledge of a lost temple of an elder race filled with golden treasures and magical relics, and should you take him to it besides a bit of gold (he vastly exaggerates how much is there), he will gain a **Shield of Darkness**.

Wise Queen (100 CP): A rarity among rulers of these lands, you have found a queen who rules alone. She is a wise and kind ruler, well learned in many things, possessing the benefits of the **Vizier**, **Only Destiny Could Have Brought You Here, Knowledge of the Supernatural, Sagacious Knowledge,** and **Potioneer** perks. She also has her **City-State**, and although smaller than the standard it is guarded by very skilled amazon-esque warrior-women who are fierce in war, and will follow her into future jumps as she refuses to leave it behind.

Your Maker (200 CP, Discount Creature): Maybe you were summoned here, maybe in this life you are a creation of magic, or maybe they're just crazy. Either way this sorcerer believes they led to your creation. They possess the **Knowledge of the Supernatural, Sagacious Knowledge, Engineer, Potioneer,** and **Animator** perks, as well as a **Bag of Jewels** and **Animating Clay**. Beyond this they believe they made you, and possess knowledge of several secret potions which interact with and enhance your non-human race from this jump in some way; perhaps a special solution that can patch your statue form if broken, or one that allows your dragon shape to temporarily grow wings.

Drawbacks:

You may take drawbacks for additional CP. These drawbacks all end at the end of the jump, fading away as if they never were. You may gain up to +1000 CP from drawbacks.

Continuity? (Toggle): The three films while made by the same company and each involving Sinbad, an evil sorcerer, and a cursed noble, do not actually share continuity with each other. Now you can change that somehow weaving the three films into a single timeline (this may involve writing out 2 of the 3 love interests). Or you can choose to put this jump into another version of the Sinbad stories which does not have a jump, maybe the originals or another adaptation.

An Offer of Freedom (100): You are a condemned prisoner, and begin this jump imprisoned being offered a chance at a full pardon. It will require a death defying adventure that almost no free man would risk their life on. If you attempt to escape without performing this task you will find even greater dangers awaiting you (though should you survive them this drawback is over… save that you still possess a criminal record).

De-faced (100): Your face has been horribly scarred, and burned, leaving you with an inhuman visage. While there will be people who politely do their best to ignore it, you will not be pleasant to look at during this jump, your face visceral disgusting to look at.

“To forsake the dream…” “... Is to forsake Him.” (100): You are cautious. This is in its way a good thing, but you will find that this caution makes you hesitate to seize opportunities or to act, risking missing opportunities, allowing your enemies a head start, or being overly defensive in a fight. You aren’t truly a coward, but you will always hesitate to face danger, and try to think things through in detail instead of going with your gut.

Monsters Everywhere (100): Somehow you seem to always run into monstrous creatures. Whether beings of myth and legend, or prehistoric beasts, you will never go too long without having to deal with some monster attempting to kill, eat, or otherwise end your life.

Mutinies Abound (100): People around here seem to be remarkably bad at obeying their captain's orders. Now this applies to you. Even the most loyal of your companions or servants will have a tendency to forget your orders or disobey them; they'll still loyally wish you well, they just will have thought their idea was a better way to serve you. Those who lack such loyalty may disobey in more violent ways, but in general you will find your instructions poorly followed during this decade.

Jumper Will Dare (100): Your allies - especially followers and companions - keep volunteering you to do things. They especially seem to like volunteering you to join suicide missions, or teste poison, or otherwise put your life at risk. You don't have to go along with this, but it will be awkward.

A Fool and a Waster (200): You have been paid 200 CP and a **Beautiful Slave Girl** to make a man out of the foolish layabout son of a wealthy merchant. This is a lazy, and cowardly hashish addicted loaf and you must keep him alive, and make him shape up into a proper man and productive member of society who has not been traumatized by his time with you. To make things worse he seems to be immune to any attempts to mind-control him, or the effects of your charisma perks, meaning you have to do things the hard way. Should you fail you will fail this jump, losing anything you would have gained in it (including the Beautiful Slave Girl) and continuing on your chain. Should you succeed you may take him with you as a companion; he's probably eager for it.

Baboonzeled (200): You have been turned into a baboon. You are unable to change your shape, or take on another form than that of a baboon during your time here.

"His Life is Distorted With this Single Driving Wish" (200): You have a monomaniacal fixation on something you desire to gain. It will take you at least a few years to accomplish and you will be sated for only a year before obtaining another such fixation.

Scorned Sorcerer (200): You have done something that angered a sorcerer quite badly. He (or she) has decided to make it their life's purpose to get revenge upon you, using all their magic and occult knowledge. Should you permanently remove them as a threat, you will find yourself angering another sorcerer which will replace them within a year.

The World Has Grown Very Large Overnight (200): You have been shrunken down to 1/10th scale, and your strength, and powers will be similarly reduced to… 1/100th your normal amount. Any powers or abilities which would let you grow beyond the base size of your (alt-)form are inaccessible.

Slave of the Lamp (300): You have been bound to a lamp, and must obey whoever possesses the lamp, serving them to the letter. They cannot order you to commit harm to another creature, nor can they force you to give them your possessions, but you cannot attempt to bring them harm, and your companions and followers likewise must obey their commands and cannot attempt to bring them harm. To make things worse the possessor of the lamp will prove completely immune to any charisma perks you may have, or any other ways you possess to influence their behavior. Neither you nor your companions can move your lamp, nor can you possess it, and if it is lost or unowned you are all unable to leave the lamp until someone claims it. The lamp will be owned at the start of the jump by someone whose goals will disappoint and displease you.

Thieves (300): You have great treasures, don't you? The world seems to think so, and to make it worse your warehouse is no longer safe. There exists a passage from this world into your warehouse (and any other personal realities/dimensions/pocket spaces you possess), and any forcefields or Warehouse based defense systems will be inoperable. Same with any effects which would make it so that your possessions cannot be stolen, used by thieves, or automatically return to you. To make things worse rumors will always spread accurately telling where your treasures are hidden and how to reach them. You will need to remain vigilant and active to keep your treasures from being stolen and used by others, whether greedy sorcerers or Sinbad himself. The passage to your warehouse (and/or other personal pocket(s)) will occasionally move, meaning you will have to track it down again and re-fortify it; if you don't just empty it and store things fully in this world somewhere. Any CP-backed objects stolen will be returned to you at the end of the jump, other objects you have to track down yourself.

Outro:

As always your time in a world must eventually come to an end, 10 years has passed, and a choice must be made:

I'll Live on Land: You have decided there are things in life you love more than adventures, and that they are at home. You will return to your home world, the exact moment you left it. You keep all your goodies, don't worry about that, but this is the end of your voyages.

A King is Never Free: Perhaps you have found responsibilities here. Perhaps it's not actually being a king, but something else. Either way you have chosen to stay here. Gain +1000 CP to spend here, and enjoy your time.

The 8th Voyage of Jumper: Or more. Maybe less. Either way you will set forth again, moving on to the next jump, and the one after and the one after and… onwards into eternity.

Notes:

Jump by Fafnir's Foe.

I realized that I couldn't think of a single Ray Harryhausen film with a jump, when I decided to finally watch the first two of his Sinbad films so I watched all three and made this.

Was torn whether to allow jumper to be the genie.

Some of the perks were a bit of a stretch.

Yes, I know that Harryhausen wasn't doing claymation, but Animating Clay felt like a good cheap item for the Drop-In origin anyway.

Changelog:

Version 1.0.0: Published.

Version 1.0.1: Fixed a part of Colossa perk that had been poorly updated from an earlier version, made the perk less quantitative and more qualitative in its wording and effect.