



Chronicles of Narnia Jump

By NarniaAnon

v 1.0-rc2

After the usual disorientation that followed the end of your previous Jump, you look around to find yourself in a small Oxford study, the walls lined with old books, the table set with fine china and silver. It looks like you've caught your Benefactor in the middle of a tea party. Strangely, her only other guest seems to be an enormous Lion. You find yourself instinctively capitalizing that word. She introduces him as her friend Aslan, and explains that he is going to be your gracious host for the next decade of your adventures.

A land of hope and wonder. A land of oppression and tyranny. A land of danger and adventure. A land of blatant Christian allegory. However you choose to see it, you will be spending the next ten years in the world of Narnia.

You have 1000 character points to spend as you see fit.

Backgrounds:

You show up with the same gender as your previous jump, or you can pay [50] to choose your age and gender.

Drop-In [0]

You've managed to stumble into a world of magic and wonder. Perhaps destiny has something special in store for you. You have no pre-existing memories or personality from Narnia, though if you choose, you may have the memories of a transplanted earthling child.

Narnian [0]

You're from Narnia, born and raised. Depending on the era, the land might be primarily inhabited by humans, talking animals, or some cosmopolitan mixture of the two.

Outlander [0]

You might be from Calormen, the Underworld, the Lands beyond the Sea, or even another universe entirely.

In addition to your background, choose a species.

Human [0]

You're a Son of Adam or a Daughter of Eve, with all the associated entitlements and responsibilities that come along with that.

Starting age is 1d8+9 for Drop Ins, 1d8+15 for other backgrounds.

Talking Animal [0]

As an animal with the gift of speech, you're dangerously furry- sufficiently anthropomorphized to drink tea, wear a hat, and use your claws/wings/mouth/whatever as hands when necessary, but no more than that.

Note that the smallest animals are scaled up somewhat, and the largest are scaled down. A talking mouse might stand more than two feet tall, a talking elephant eight or nine.

Starting age varies by species.

Dwarf [0]

You're short and stocky. You have a beard. You're fond of alcohol and possibly of hard work. C'mon, you know what a Dwarf is.

Starting age is 30+4d8.

Demihuman [0]

You might be a faun, satyr, centaur, minotaur, merperson, or some stranger mixture of human and animal parts. There might even be some plant parts thrown in there for good measure.

Starting age varies by species.

Marsh-Wiggle [0]

A race of grumpy, web-toed, swamp-dwelling frog people. You might be short and very fat or tall and very thin, but few Marsh-Wiggles are anywhere in between.

Starting age is 22+2d8.

Giant [200]

The name kind of says it all. You're somewhere between 12 and 20 feet tall, and unusually intelligent for a giant. Which is to say, you're not a drooling moron.

Starting age is 18 + 3d8.

Starborn [400]

In this world, a star is not a great big mass of luminescent gas, but a person. You are either a star yourself or are closely descended from one. You will have considerable magical power, but will also have regular duties to perform in Narnia's pre-Copernican night sky.

Starting age is 1d8 centuries + 5d8.

Divine Lion [9001]

No.

Starting Locations

Roll 1d8, or pay [50] to choose freely.

1. Cair Paravel, Narnia
2. Beaversdam, Narnia
3. Lantern Waste, Narnia
4. Harfang, Ettinsmoor
5. Tashbaan, Calormen
6. Gnome City, Underland
7. Redhaven, The Seven Isles
8. Free Choice

You may pick your starting time freely. The default is during the Hundred Year Winter, a few months before Lucy Pevensie walks through the Wardrobe.

Perks and Abilities

Discounts are 50% off, and do not stack with each other.

Claim to Hospitality [100], Free Drop-In

You've got a knack for making a good first impression, and find that strangers are much more inclined to invite you home for dinner. Within a few hours of your first arrival in any new place, fate conspires to make you cross paths with someone capable of offering you hospitality, a guided tour, or at least a healthy dose of exposition.

Anyone who has offered you hospitality will be seized with guilt if they attempt to betray you while you are under their roof. This protection does not apply if you betray them first, and sufficiently unscrupulous hosts may be able to overcome it by force of will.

Extensive Education [200], Discount Drop-In

Perhaps you have a classical education, focused on Grammar, Rhetoric, Dialetic, Arithmetic, Geometry, Music, and Astronomy. Perhaps you went to a New School, more interested in finding more effective ways to educate students than in sticking to the traditional methods. Either way, you're a highly precocious student. In addition to a thorough high school education, you also possess an area of specialization. Choose a subject – you possess knowledge in that subject better than some people with doctorates. This does not necessarily come with any official credentials, and there's no guarantee that you'll be taken seriously by the sort of people who care more about credentials than about results.

Heart of a Child [400], Discount Drop-In

Once a friend to Narnia, always a friend to Narnia. You possess a sense of childlike wonder and excitement that can never be completely extinguished, no matter how many years you live or how many horrors you witness. No matter how much you may change over the years, there will always remain some core that is essentially *you*. This also improves your resistance to telepathic influence, magical curses of despair, and other similar effects.

Narnian Time [600], Discount Drop-In

Time is a funny thing, and never seems to run quite the way you expect it. Until now, that is.

First, you gain an internal clock which is accurate to the picosecond, and capable of separately tracking as many timezones as you're aware of. The benefits of this go far beyond never sleeping in again- it will help you in any activity that requires precise timing, from swordfighting to chemistry to ballet.

Second, you find yourself extremely resistant to temporal shenanigans. Attempts to cast you adrift in time and space will end up sending you someplace mildly inconvenient. Attempts to freeze you in an endless moment will simply slow you down. Attempts to assassinate your pregnant grandmother will result in very awkward family reunions. This protection also applies, to a lesser extent, to the unintended consequences of any temporal shenanigans you might initiate yourself.

Finally, you're now in complete control over your own aging processes. You can cause your body to mature rapidly, stay the same indefinitely, or even grow younger. You will never die of old age unless you do so deliberately.

Friend of the Wild

[100], Free Narnian

Anyone can talk to a Talking Animal or to a Dryad, but your affinity for nature goes far beyond that. You can understand and make yourself understood by birds and beasts who have *not* been given the gift of reason. You can converse with the spirits of wood and wave and rock, and occasionally call upon their aid... or at least implore them not to turn you into pigs.

Crouching Tiger, Hidden Mouse

[200], Discount Narnian

“Size matters not.” This is the rallying cry of many Narnian warriors, from dwarves to talking mice. Centuries of being the little guys, in a world full of dragons and giants, has left its mark on these tiny warriors, and they have developed martial traditions which allow them to use their enemies' bulk against them. You have received intense training in one or more of these styles, and have both the physical fitness and fighting spirit to back it up.

This represents an overall improvement to your strength, agility, and endurance. However, the true benefits of this fighting style manifest themselves when you go up against a foe larger or physically more imposing than yourself. The benefits scale depending on how overmatched you are: a waifish adolescent girl attacking a burly adult man would be capable of some impressive feats, while a two-foot-tall talking mouse who picks a fight with a Kaiju might become the stuff of legends.

Note that most long-chain jumpers will experience diminishing returns from this ability. When you're trying to punch out a planet, it doesn't matter very much if you're four feet tall or six. However, the benefits never vanish entirely.

On Aslan's Side

[400], Discount Narnian

You're on Aslan's side even if there isn't Aslan, and you plan to live like a Narnian even if there isn't a Narnia. Or perhaps you owe your undying loyalty to some other being or ideal, but the important part is that you believe in that ideal *with all your heart*.

Your willpower is intense. No mind control or brainwashing will be able to hold you for long, and no amount of pain can slow you down as long as you still draw breath. Some say that unshakable faith is the highest virtue. Others simply call you too dumb to realize that what you're doing is supposed to be impossible. Either way, no one is likely to argue with your results.

Born to Rule

[600] Discount Narnian

The Divine Right of Kings is very much a real thing in Narnia, and guess what? You have it. You may have been brought up as a prince in a palace, as a fisherman's apprentice, or as a cabbie in the filthy smoggy streets. Where you come from isn't nearly as important as where you're going, and where you're going is a throne.

You know how to speak with authority, how to manage a kingdom, how to delegate responsibility to your underlings, how to forge alliances and issue declarations, and when necessary, how to be the first in every desperate charge and the last in every desperate retreat.

If you're a just ruler, you'll be loved by your people far and wide. If you're unjust, you'll be feared. Either way, you will be obeyed.

In future jumps, you'll find it easier to gain and hold onto positions of authority, particularly hereditary ones. People will tend to believe that you *deserve* to rule. Opponents will have difficulty questioning the legitimacy of your rule unless you're *blatantly* abusing it.

Choice Apophthegms and Useful Maxims

[100] Free Outlander

You gain a preternatural talent for wordplay and storytelling. You know thousands of idioms, maxims, and proverbs, and can tell exactly how to best apply them. Whether you want to inspire, intimidate, persuade, confuse, or humiliate someone, you'll usually be able to come up with a quotable *bon mot* to help you do so, and apply it with perfect timing. If you'd prefer longer forms, you also know

how to spin an enthralling narrative, whether you intend to tell it around a campfire or at a typewriter.

I Know Just What You Need [200], Discount Outlander

With a glance, you can figure out exactly what sort of gift to someone in order to make them happy, or what sort of trade to offer in order to get what you want in return. This can apply not only to physical goods, but also to services and favours. It also provides you with a vague idea of where best to obtain the object of desire. This could make you an excellent merchant, barkeep, therapist, or even politician.

Favor of Tashlan [400], Discount Outlander

You've got a talent for syncretic ecumenicism. No matter how bizarre your opinions, traditions, value structures, or philosophies, you can usually find exactly the rhetoric you need to explain them to other people in a way that presents your beliefs as just a minor variation of their own. This may involve philosophical reframing, extensive use of metaphor and allegory, or just plain lying through your teeth. Those with otherwise intolerant ideologies will be more willing to give you a pass. With a little charisma, you'll have an easier time swaying others more fully to your point of view.

However, this isn't simply a matter of bullshitting- when you claim that all paths are as one, you can, to some extent, back up this bullshit with demonstrations. If you possess divine/spiritual/soul-based powers from multiple sources, this perk makes it much easier for you to integrate them with each other.

Witchcraft [600], Discount Outlander

Through some combination of innate gift, ancient lore, and spiritual empowerment, you are able to bend the forces of the universe to your will. This is not an *inherently* evil power- Aslan counts a few witches and wizards among his friends- but it is certainly an inherently *dangerous* one.

The applications of witchcraft are many and diverse- magic can be used to put others (or yourself!) into an enchanted slumber, to turn others to stone or restore petrified creatures to life, to heal, to curse, to weave complex illusions, to enthrall the wills of others, to perform the work of hundreds of labourers with a flick of your wrist, and many other things. When you take this advantage, choose one area of specialization in which to be particularly gifted.

Your magical abilities start out fairly strong, and will continue to improve with experience and study.

The Preservation of Man [100], Free Human

The more things change, the more things stay the same- and this too is true of the human spirit. Man, the creature that learns, that reasons, that hopes, is yet in his infancy. And as an infant, he faces the twin traps of eternal stagnation in the cradle, or of growing up into something horrifying. To help you avoid these traps, Aslan has given you the gift of the Tao.

Of course, the Tao that can be seen is not the Eternal Tao, but this gift is the next best thing. With a little self-reflection, you have ability to see through the lies you tell yourself, and obtain knowledge of your own deepest volition, to foresee what parts of it can remain coherent as it is extrapolated through all the changes you have experienced and those which you have yet to experience. This doesn't just tell you the things you want, but the things you *want* to want- what your idealized self would think if it was smarter, wiser, and better informed than you are now.

Till We Have Voices [100], Free Talking Animal

Talking is easy. The hard part is getting you to shut up. You aren't just fluent in Narnian (which happens to be almost identical to 20th century English), but in all the languages of Calormen, Archenland, Telmar, Ettinsmoor, the Underworld, and the lands beyond the Sea. You also have a talent for comprehending new languages quickly. Any form you can take is capable of intelligible speech, regardless of physiological implausibility.

Baloney Detection

[100], Free Dwarf

Dwarves have a very low tolerance for bullshit, and yours is lower than most. You have a preternatural ability to tell when someone is lying to you. Not only that, but this ability also detects when someone else is passing on a lie that someone else told *them*, and so on, even if they themselves honestly believe it. This ability doesn't function on matters of subjective opinion, but it will catch when someone is lying about what their opinion is.

Unfortunately, this ability has one important limitation: just because a claim ultimately originates from a liar doesn't mean that the liar didn't accidentally stumble onto a truth, or that the believers in that lie haven't been working to make it true since. Even a broken clock is right twice a day, and if you practice too much motivated skepticism, you'll be in for a nasty surprise when the first Black Swan arrives.

The Ranger's Regress

[100], Free Demi-Human

You can take the centaur out of the forest, but you can't take the forest out of the centaur. You know how to forage for food, how to hunt and to avoid being hunted yourself, to set traps, to make fires, to use camouflage, to orient yourself by the stars, to build make-shift shelters, and dozens of other minor skills that would make any boy-scout jealous. You're also a strong swimmer and can hold your breath for a very long time (or, if you're a merperson, this makes you resistant to dehydration and better at getting around on dry land).

Unsurprised by Sorrow

[100], Free Marsh-Wiggle

Life isn't all fricassed frogs and eel pie. It means going to bed cold and hungry in the middle of a thunderstorm, monsters who want to eat your spleen, witches who want your blood for their potions, and all manner of ghastly awful things. And knowing your luck, you're in for more than your fair share of them.

You've got a talent for anticipating worst-case scenarios- and what a jumper can anticipate, they can prepare for. This is not true precognition, you have simply elevated pessimism to an art form. Normally, for every plausible scenario you dream up, you might come up with a dozen implausible ones. This talent makes it easier to tell these categories apart – though a true paranoid should feel free to waste your time preparing for the implausible fears as well.

As a bonus, your pessimistic grumbling and paranoid planning tends to be seen by others as endearing rather than outputting or pathological. Other Marsh-Wiggles might even criticize you for being too happy-go-lucky and care-free!

That Civilized Strength

[300], Free Giant

You are StronK, with a capital K. You grew up throwing ten-ton boulders at your friends for fun, and catching the fifteen-ton boulders they tossed back. However, unlike most giants, yours is a *civilized* strength, and it comes with more than enough finesse to avoid accidentally breaking things you don't want to break or hurting people you don't want to hurt.

The Great Dance

[750] Free Starborn

You have the light of a Star within you. While this gives you orders of magnitude less power than a star in our universe is capable of outputting, it's still a lot. More importantly, you have a great deal more active control over it. While relaxed, you glow faintly. With some conscious effort, you can suppress this glow entirely, amplify it brightly enough to be visible from hundreds of miles away, or release this light in intensely focused beams to blind or blast or burn.

You are also capable of flight. You are limited to a few hundred miles an hour within an atmosphere, but capable of much higher speeds in a vacuum.

You no longer need to breathe, are capable of keeping your body temperature regulated through a

wide range of conditions, and are immune to the deleterious effects of vacuum exposure.

Four Loves, Four Seasons [400] Discount Witchcraft or Starborn

When you take this perk, choose Winter, Spring, Summer, or Autumn. You gain a magical connection to your chosen season. Yes, this includes the ability to wield the elements as weapons (eg: if you are a Winter Witch, you can cause spikes of ice to erupt from the ground or breathe gusts of freezing air), but the true power of this Aspect is more subtle.

You have learned how to impose seasonal weather onto a fairly large area, and seasonal feelings upon the emotions of those within. There is a beneficial and a baneful edge to each season. A hot summer's day might bring out the joy of relaxation... but if pushed too far, the heat might kindle people's wrath. A hundred-year Winter is almost guaranteed to bring despair, doubly so if it's never Christmas.

Utilizing and maintaining this power takes some effort, and can be fatiguing. Both the area you can affect and the intensity of the phenomena you can call up will grow with experience.

Companion Import [50 to 300]

You may import companions for [50] each, or take the package deal of eight for [300]. Companions imported in this way gain a free background and 300 CP to spend on perks, abilities, and gear. They cannot take drawbacks or purchase companions of their own.

New Companion [200]

It's always a good time to make new friends. This can be either an existing canon character or someone of your own invention, but either way they get a free background and 500 CP to spend.

Aslan is much too busy being a Jesus Allegory Lion to come with you, but nearly everyone else is fair game.

Gear

Fairy Stories [50], free Drop-In

An ornate bookshelf containing signed first editions of the collected works of C.S. Lewis- including, of course, each book of *The Chronicles of Narnia*.

Lods Emone [50], two free for Outlander.

Narnia trades in "Golden Lions" and "Silver Trees", Calormen in "Crescents", and the United Kingdom in pre-metric "Pounds Sterling". Whatever form it takes, each instance of this item has a purchasing power of about \$10,000.

Endless Tea [50], free Narnian

A beautifully enameled tin which can, on command, produce about two pounds of whatever sort of tea leaves you desire (except varieties that have magical properties of their own). It may be loose or bagged.

Also comes with teapots and kettles (which can provide their own heat and water), and enough fine china to serve it with, plus milk, cream, sugar, honey, or whatever you like to flavour your tea with.

Magic Weapon [100]

It might be a rapier, a bastard sword, a longbow, a hammer, or a bohemian ear spoon. It may have been passed down to you from your ancestors, found in an ancient tomb, or personally handed to you by Father Christmas. What's important is that it's magic, it's nearly indestructible, and that it's yours.

This weapon always seems to scale itself so that it's exactly the right size and weight for the body of its rightful wielder. It'll be weighted perfectly for you as a child, and *still* be weighted perfectly for you as an adult.

Horn of Desperation [200], Discount Drop-In

This richly carved ivory horn, when blown in times of great need or desperation, has the power to magically summon aid to you. Exactly what aid it will bring, and how that aid will arrive, is extremely unpredictable. It might awaken great heroes from the past, teleport your companions to your side from any distance, or simply make a distant benefactor immediately aware of your location and approximate situation.

Vial of Healing Cordial [200], Discount Narnian

A tiny vial of pinkish liquid. Not only is it absolutely delicious, but it's also very magic. A few drops will heal even mortal injuries, though regenerating missing appendages is a little trickier.

It takes about ten days for this container to refill entirely.

Charts of the Uncharted [200], Discount Outlander

A detailed atlas and encyclopedia of the entire world of Narnia, including all the islands of the Great Eastern Ocean and all the caves of the Underworld. Automatically includes basic geographic, historical, economic, and sociological information, but more detailed secrets (such as the location of a hidden temple) does not appear until you've discovered it for yourself.

In future jumps, the atlas expands to provide information about the new setting. It magically expands to have as many pages as necessary while never weighing more than about 10 pounds, and is always well indexed.

A Fine Ship [200]

You own a great ship, comparable to the *Dawn Treader* or even the *Splendor Hyaline*. This ship is decorated to your tastes, as much a work of art as it is a functional vessel. It may be driven by any combination of sails, oars, or animal power you desire, and its speed is comparable to the fastest ships available in Narnia. It is well-provisioned and well-armed for a long voyage.

If you own any existing ships, you may instead import one, which gains an alternate form appropriate to Narnia's oceans. Either way, any new or imported companions are granted enough nautical experience to pull their weight, and if they are not sufficient to crew the ship fully, you are granted (non-companion) NPCs sufficient to fill out the rates and ranks.

Dragon Armlet [400]

You wanna be a dragon, right? Who doesn't wanna be a dragon?

Unlike versions enchanted by less competent wizards, this golden armband lets you transform back and forth from the form of a 30 foot long, flying, fire-breathing dragon more or less at will. There's no need to learn a lesson about selflessness or whatever to gain control over this- just be a dragon.

Atlantean Rings [400]

Forged from a box of dust older than humankind, and several other nonspecified but presumably very magical ingredients, these metal rings represent one of the most reliable forms of inter-dimensional travel in the setting. This purchase gets you a dozen, so you'll have 11 spares.

Rings of this advanced model include a number of safety features absent from those created by Andrew Ketterley, and you are not at risk of trapping yourself in the Wood Between The Worlds just by accidentally brushing your hand against one. Instead, they each bear a small gem, and the wearer can change the gem's colour (and thus the ring's function) with a moment's concentration. Yellow instantly

transports the wearer to the Wood Between the Worlds, Green allows the wearer to jump into a pool and thus into another dimension, and Grey renders the ring inactive.

The Wood is a timeless transitive plane, independent from and tied to all other worlds. In every direction, trees of various kinds stretch out, and pools of water that are linked to other worlds. If you purchase these rings, you will find three pools marked: one leading to Narnia, one to Charn, and a third to Earth c. 1940. Countless other pools are present, and may lead to other places and times within these three worlds, or to other worlds entirely. Enter at your own peril.

In future jumps, the rings give you access to a different version of the Wood Between The Worlds appropriate for that setting's cosmology. In a setting with no multiverse at all, that Wood is just a confusing fast transport system. Post-Spark, you'll be able to access every Wood effortlessly, and have an intuitive understanding of where each pool leads.

Apple of Life [600], Discount Outlander

Consuming this apple grants physical immortality – the subject's aging permanently ceases, they become immune to all disease, and they gain an incredible regenerative capability. Such apples almost always bear a terrible curse, but you've been granted a rare curse-free fruit.

The price is for a single apple. Trees grown from its seeds will still produce apples with impressive healing qualities (and possible use as magical reagents), and second-generation apples will be incredibly nutritious.

Trees of Silver and Gold [600], Discount Narnian

When the world was young and all things were new and bursting with life, a metal bar ripped from a London lamp-post was planted in the soil. It promptly grew into a lamp-post in its own right. A few British coins, shillings and crowns, fell from someone's pockets, and they grew into much more lucrative trees. Sadly, Narnia's soil only retained this property for a couple of hours, frustrating the attempts of greedy explorers to exploit it.

Screw that. You're a Jumper, exploiting things is kinda what you *do*.

You are given saplings of a Tree of Iron, a Tree of Silver, and a Tree of Gold. The bark, leaves, seeds, roots, and flesh of these trees are all infused with an easily-smeltable form of their associated mineral. Each year, as the tree matures, the amount you can safely harvest from it increases. In addition, you are given a small quantity of soil, carefully preserved from the birth of the world, sufficient to grow three more trees.

If you have a sample of some other material, you can plant it in this soil and grow a tree infused with that material. The difficulty of doing so is proportionate to how rare and mystically powerful the substance is: a Tree of Platinum or a Tree of Iridium will only be slightly more difficult to take care of than a Tree of Gold and would mature almost as quickly, while a Tree of Vibranium or a Tree of Philosopher's Stone would require prodigious botanical skill and even then might take hundreds of years to provide an appreciable return on your investment.

At the end of this Jump, you receive a large greenhouse attached to your Warehouse, and any trees grown this way will be moved into it. While this greenhouse contains extensive facilities for growing other plants, only those grown with this special soil will have the ability to magically replicate rare materials.

Clock of Ages [600], Discount Drop-In

An enormous mechanical clock attached to your Cosmic Warehouse. By precisely adjusting various gears and chains within this clock, you can control the rate that time flows in your warehouse relative to the world outside, to a maximum of twice as fast and a minimum of half as fast.

For each Jump you've completed, increase this cap by 20%. After 5 jumps, you'll be able to speed things up to three times as fast or slow them down to 1/3. After 10 jumps, you'll be able to speed things

up to four times as fast, and so on.

If you've got any similar pocket dimensions, you might figure out a way to hook them up to the clock as well.

The Deplorable Word

[1600], Discount Witchcraft

On this ancient clay tablet, one of the few surviving relics of the dead world of Charn, is written a single Word. It is said that this Word, when spoken aloud with the proper ceremonies, will instantly kill every living thing in the world except the one who speaks it. It is not known whether the range of this dread weapon extends through an entire universe or “merely” a single planet, and no sane person wants to find out.

Only mortal creatures are guaranteed to be vulnerable to the Deplorable Word, and it is possible that extremely powerful magics might be able to create a barrier against it. Abusing this power will quickly draw the attention of powerful beings. It can be used, at most, once per Jump.

Drawbacks

You may take up to 800 CP worth of drawbacks (or up to 1400 CP if you take The World's Last Night)

Arranged Marriage [-100]

Somehow, you've found yourself engaged to marry a Tarkaan or Tarkena from Calormen, regardless of your own feelings on the subject. They are not only unattractive and several times your (apparent) age, but also deeply unpleasant on a personal level.

You will be unable to dissolve the marriage contract or permanently dispose of your betrothed for the duration of the Jump. If you choose to run away, you get a one-week head start. No matter how far you run within Narnia, they will keep sending agents to bring you back.

Know-It-All [-100]

To put it bluntly, you're an arrogant little prick. You have trouble resisting any opportunity to demonstrate to others how much smarter you are than everyone else. Other people will not appreciate this, especially when you're actually *right*. This drawback does not actually make you any smarter. It doesn't prevent you from eventually accepting that you've made a mistake, but no matter how many times you may be proven wrong, you'll still be insufferably convinced you're right *this* time.

BBC Budget [-100]

Something about this world just seems... cheap. Talking animals look like humans in ill-fitting suits and makeup, massive armies never seem to have more than a dozen combatants visible at a time, and magic (while it's no less powerful) looks and sounds much less impressive than it otherwise might.

What Are They Teaching in These Schools? [-200]

Wait a minute. Was this universe written by C.S. Lewis or Lewis Carroll? Either way, it and most of its inhabitants appear to run on a form of Insane Troll Logic. The locals seem willing to jump to the most outrageous conclusions for the flimsiest of reasons, and then refuse to change their minds until an even sillier idea comes along. Any locals you might care about seem to have about as much self preservation instinct as a bipolar lemming. Clever wordplay and puns trump argument or observation... which might work to your advantage, if it doesn't drive you mad from frustration first.

Turkish Delight [-200]

Equal parts starch, sugar, dark magic, and heroin, this candy is incredibly delicious... and incredibly addictive. The longer you go without a fix, the more impulsive and irritable you become. Even worse, the effects of this addiction cause you to mistrust those who have your best interests at heart, and place undue amounts of trust in those who would manipulate you. Good advice will sound worse and worse, and bad advice will sound better and better. While it will never entirely take away your free will, this will almost certainly lead to you making all sorts of bad decisions.

There are only a handful of reliable sources of the stuff in all of Narnia, and none of them are willing to give it to you for cheap. You will be asked to perform favours that violate your moral code, whatever that code may be. You will not be able to overcome this addiction for the duration of the Jump.

Something about a Cup and a Sword and a Tree and a Green Hill... [-200]

While you enter this jump with full memory of all your previous lives, this knowledge quickly fades over the next half hour, leaving you convinced it was all a dream. All your powers are still there (unless you've taken another drawback that might seal them off), but you have no idea what they are and will have to figure out on your own how to use them. This amnesia extends to any imported companions.

Blitzed Brit

[-300]

You will not be spending the entirety of this jump in the magical land of Narnia. Instead, you wake up in the body of a child (Roll 1d8+7 for age), in London, at the height of the Blitz. You find yourself transitioning between Narnia and Earth more or less at random, and often at inconvenient times.

What's worse, while you keep all your memories in the real world, all your supernatural powers and abilities are sealed away. You *probably* won't get blown up without extreme foolishness on your part, but expect to have your house destroyed at least once.

Time spent in Narnia does not necessarily correspond to an equal amount of time spent on Earth.

Regardless of the progress of the rest of the Second World War, the Luftwaffe's bombing campaign lasts for the entire ten years and follows you to any country on Earth.

Out of the Silent Planet

[-300]

Are you sure you're in the right book?

Well, it turns out that the planets in this multiverse are each overseen by vastly powerful angelic beings known as *Oyarses*. One *Oyarsa* in particular was the most powerful of his brethren by a fair margin, but also violently, psychotically insane. The other Oyarses of the solar system allied against him, and confined him to the planet Thulcandra... which you probably know as "Earth".

But now, after ten thousand years, he's finally free! And it's time to conquer Narnia!

If you spend any portion of this jump in England, you'll also have to deal with one of the Bent Oyarsa's more powerful cults, the National Institute for Co-Ordinated Experiments (NICE). Even if you don't, they'll eventually find a sorcerous or magitek way to infiltrate their agents into Narnia.

Not a Tame Lion

[-300]

At the best of times, Aslan is a distant, inscrutable mentor figure, but he's ultimately a kind soul whose meddling always turns out for your best interests in the end. With this drawback, however, he combines the malevolence of a god who works in "mysterious ways" with the capricious cruelty of a cat.

For the duration of your jump, he no longer intervenes in the world in any way that can be remotely described as "helpful". The reason for this soon becomes clear to you: he has decided that he has nothing better to do with his time but to teach you some sort of lesson. The exact nature of this lesson won't become clear to you until the end of the jump, but it involves using his divine powers to play dangerous or annoying pranks on you, usually with heavy-handed biblical symbolism.

You're still free to have adventures, make friends, and plunder treasures, but if you try to make any lasting societal change or interfere significantly with the actions of main characters, Aslan *will* show up to fuck up your plans. This drawback also makes him completely immune to any anti-plot-armor perks or abilities you may have.

The World's Last Night

[-600], Does not count against limit

...Are you sure? This will not be fun.

This world is destined to end. The stars will fall from the sky, the oceans will boil, great beasts from the underworld will emerge to devour all living things, and all will be consumed in a slightly more child-friendly version of the Book of Revelations. If you take this drawback, it *will* happen before the end of your jump, and there's nothing you can do to avert or escape it.

You might fight against the end valiantly, or accept it meekly, but in the end, you will watch everyone you love die messily. When all is finished, you will stand before a very judgmental lion who can see into your very soul. If he weighs you and finds you wanting, your Chain ends permanently, and getting sent home is the least of your worries.

The good news is that Aslan doesn't operate on *Sola Fide*- he cares more about the purity of your heart than whether you've been mindlessly worshiping him. The bad news is that his standards for "purity of heart" are bizarre and arbitrary. He once condemned one of his greatest champions simply

because she became too interested in makeup and boys. Good luck.

If this drawback is taken in combination with Not a Tame Lion or Out of the Silent Planet, you're in for an even bumpier ride. If you decided to pick a fight against Heaven and Hell by taking with *both*, then may Maledil have mercy on your soul.

Endings

After your jump is complete, all drawbacks are revoked, and you are presented with a choice:

Time to Grow Up

Your Jumpchain ends, and you return to your world of origin. Almost no time has passed since you first departed, but you keep all the powers and treasures you've acquired so far.

Only The Beginning of the Adventure

Narnia is your home now, and you can't bring yourself to leave it. If you make it through the events of *The Last Battle* in one piece, you may find yourself invited to Aslan's Country, to the "Real Narnia", there to dwell in peace and beauty forever.

Further Up and Further In!

Why stop here? Yet more worlds await, with more adventures to be had!

Notes:

- There is no possible application of the Deplorable Word that *doesn't* qualify as "abuse".
- We don't get a very detailed look at the magic system in the books, so don't consider the list of things you can do with Witchcraft to be exhaustive. Make up whatever specialization you want- the narrower it is, the bigger the bonus.
- If you've got a plant from somewhere else that can *independently* replicate rare materials, the greenhouse doesn't take this ability away. It just won't grant the ability to any plants that don't already have it.
- Narnia's stars count as eldil, and have a lot in common with the Osaryes from the Space Trilogy. However, they're much less powerful.
- If you're a Star, most of your duties involve lighting up the night sky at specific places and times. There might also be matters of interstellar politics (literally). At the end of your jump, any such duties you might have as a Star are discharged unless you wish to continue them.
- Post-Spark, if you bought the Atlantean Rings, you'll be able to access every Wood effortlessly, and have an intuitive understanding of where each pool leads. You can already Planeswalk, so it's really no big deal.
- I've been intentionally vague about the lesson Aslan will try to teach you if you take the Not A Tame Lion drawback. It might be something profound and life-changing, or it might simply answer the Problem of Evil with "Because God is a cat, and cats are jerks."
- If you take both Blitzed Brit and Not a Tame Lion, expect Aslan to continue trolling you in England.
- If you take both Blitzed Brit and Out of the Silent Planet, NICE will not initially be aware of your "civilian identity", but they won't hesitate to use it against you if they discover it. You might want to seek out Edwin Random and the St. Anne's group for help.

- If you take Narnian Time and Blitzed Brit, the transitions to Earth will still be inconvenient, but you'll be able to pick up where you left off when you get back to Narnia.
- If you ever encounter Tash himself, The Favour of Tashlan will make him give you the benefit of the doubt rather than immediately trying to drag you away into a hell-realm. This won't save you if you take The World's Last Night.
- If you take Arranged Marriage and Calormen doesn't exist, feel free to substitute some other noblebeing who a) has at least enough personal or political power to be a persistent annoyance, and b) is not at all attractive to you. For example, if you're setting your Jump during *The Magician's Nephew*, you might find yourself pursued by a Yandere survivor of Charn who has all the evil of Jadis but none of the style, or by an annoyingly lecherous Star.
- If you picked a nonhuman species/background combination, it becomes available as an alternate form after your jump.