Monty Python and the Holy Grail Jumpchain

Version 1.0.0

The year is 932 AD… wait seriously? That's late for Arthurian times… The year is 932 AD. The place is England. Arthur, son of Uther Pendragon, king of the Britons, defeator of the Saxons, sovereign of all England, is traveling said realm in search of knights to join him at his castle of Camelot. They will never get there, but it's just a model and a silly place anyway. Instead they will be given a quest by the Almighty, God himself, to find the Holy Grail.

From there they will… Can we just get on with it? *Oh, fine. You will be entering this world as shown in the film, and you will be here for 10 years in a world that seems to be written by the sketch comedy equivalent of the Beatles. Try and enjoy, and take these to help you on your way:*

+1000 CP

Age and Gender:

You may choose any age or gender which you feel fits your role in the world.

Background:

No proper backgrounds this time, Jumper. You may choose to be a peasant, a knight, a sorcerer (though you don't get magical powers from that choice), or another appropriate human role for the setting at your discretion. You do not gain any special abilities from this choice. Alternatively you may be a drop-in, or a modern person who doesn't quite fit the medieval setting if you'd prefer.

Location:

You may begin wherever you feel is appropriate for free. If you want to roll you can, though:

1. An anarcho-syndicalist commune
2. Bedevere's village
3. Castle Anthrax
4. The Swamp Castle
5. Forest of the Knights Who Say Ni
6. The Cave of Caerbannog
7. The Castle of Aaagh
8. Free Choice

Perks:

No backgrounds, so instead you get 1 50% discount each for 100, 200, 400, and 600 CP perks other than Death of the Animator which cannot be discounted. You may use a discount for a higher price perk on a lower price perk (such as taking 2 100 CP perks at a discount instead of a 100 CP perk and a 400 CP perk), and a 100 CP perk that is discounted is instead free.

Actually a Knight (100 CP): You have basic proficiency in riding horses, using knightly weapons, moving in and wearing armor, and maintaining the gear that would be expected of a medieval knight.

Gag Subs (100 CP): Whenever you are present you may choose to have everyone in the area see subtitles in their native language when anyone of your choosing speaks. These subtitles will very rarely have any connection with what they are saying, instead being a series of jokes or rambling stories. While everyone nearby may see these subtitles play across their vision, you may choose who receives these subtitles for their words such that only your words are subbed, everyone's words are subbed, only one person other than yourself is subbed, or even only certain people are subbed.

I Want to Sing (100 CP): The Pythons had fairly good singing voices, and they let it show in their films. Now you too are a skilled singer, able to burst spontaneously into song, improvising lyrics as you go. And when you do begin to sing you will find that instrumental accompaniment begins to flow to join you.

Serpent's Wit (100 CP): You're a funny one, at least you are now if you weren't before. You now possess comedic skill and talent to match any of the Pythons. You can easily write sketches, films, or other forms of comedy, as well as perform them. This includes the skills necessary to be a comedy actor on the screen whether theatrical or television.

Animated by Terry Gilliam (100 CP): You may choose to perceive the world as animations by Terry Gilliam. This will not affect how other people perceive the world, and will have no non-cosmetic influences on the world (so no jumping suns and clouds). This change in perception will somehow not hinder you or reduce the detail you can pick up in any way.

Your Mother was a Hamster and Your Father Smelt of Elderberries (100 CP): You are the master of medieval burns and insults. You always seem to know the right insult for a situation and a target to get under their skin. This isn't quite supernatural, or conceptually perfect insults, but it's probably a fair deal closer than it should be.

What is the Capital of Assyria (100 CP): You know a great deal of trivia. You can accurately name the capitals of all countries in the world, and all major countries in history, and possess a treasure trove of minor trivia knowledge about a vast array of subjects. This includes the airspeed velocity of an unladen swallow whether African or European. You also have a scholar's skill with languages, able to read Aramaic at the least.

This knowledge updates in future jumps to give you a similar array of minor trivia knowledge on a wide variety of topics.

Black Knight (200 CP): "Tis but a flesh wound," is something you'll be able to say a fair bit now. You are now immune to pain. You can still register the sensation of pain, but it will not debilitate you or really be more than a mild awareness. Likewise your body will not enter into shock from receiving massive damage, and no matter how much blood you lose you seem completely unaffected by the fact; you can still run out of blood, but you won't be hindered by doing so.

I Feel Fine (200 CP): You are immune to all natural diseases. Smallpox, the Black Plague, Malaria, the Spanish Flu… no matter how infectious or virulent a disease, virus, or bacterial infection you are now immune to it and won't even carry it. Supernatural and biotech diseases might still affect you, but you will be noticeably more resistant to them as well.

Message for You Sir (200 CP): Adventure seems to have a way of finding you. Wherever you go, you will find calls to adventure and cries of distress. These are not guaranteed to be profitable, but you will never lack for adventure and those in need of your help. Unless you choose to turn this off.

Run away Run away Run away! (200 CP): Whenever you decide to flee you will find that you, as well as any mount you ride or vehicle you pilot/drive, are noticeably faster, harder to track, and more difficult to pursue than you otherwise would be. This effect is increased if you shout "Run away! Run away! Run away!" as you begin fleeing.

Scene 24 (200 CP): When you are on a quest you will find that you always seem to be able to find some clue or source of information to help lead you onwards. This won't necessarily make it easy, but you will find that you do not meet dead ends as the narrative seems inclined to carry you forward to the completion of a heroic tale. You'll still have to put in work, but there will always be some clue you can find with effort.

ANON Who Says Ni (400 CP): You now possess the ability to say "Ni!" When you say "Ni!" you will find that others feel a shock of supernatural fear, and pain as if it were a magical malefaction. A normal human could be quickly reduced to cringing terror were you to repeatedly utter the foul word, and it could even be used to kill with sufficient repetitiion. You also possess the ability to say "Peng" and "Neee Wom" with similar effects. It is potent enough that a highly skilled knight would rather appease you than risk your use of these words.

Must be a King (400 CP): This is something that doesn't really exist in this world, as much as Arthur probably wishes it did. You are able to retain an air of respectability and seriousness no matter how silly the situation you are in or how silly or out of place your dress, coconuts standing in for a horse, manner of speech, or similar things are that you will be able to be taken seriously and respected. You also seem to repel grime, filth, and most especially shit; you could travel through muddy roads or filthy farms for weeks on end without a single stain on your outfit or any hint of shit on your shoes.

As a final benefit, you are also now a highly skilled and talented straight man if you choose to be.

It Is Your Sacred Task (400 CP): Once per jump God, Jumpchan, or a suitably powerful entity from in the jump, will appear before you to give you a quest. This quest will not be easy, and you will not be guaranteed to succeed in it, but if you do you will be suitably awarded for your quest in a manner worthy of the challenges involved. The quest's nature will be something that you can agree with; though there is no guarantee on what challenges you will face within it and whether or not they will include moral dilemmas for you to deal with. Such a risk is natural with quests.

Sir Jumper the Brave (400 CP): Like Sir Lancelot you are brave enough to be renowned for it, and a skilled enough warrior to be the same. This is truly less of a courage perk and more of a perk that lets you turn off your ability to feel fear and hesitation, letting you run headlong into danger without a care.

You are also a highly skilled warrior, and a master of all knightly weapons. You find that your battle prowess is enhanced when you fight recklessly without care for who is friend or foe, or even whether there are any foes about. The more indiscriminate you are in battle the more dangerous a foe you become. Were you to fight madly willing to slaughter any in your path you could take a castle singlehandedly.

Be careful how you use these combined capabilities lest you slaughter an innocent wedding party.

Dennis the Jumper (600 CP): You are unnaturally talented in stirring ideas of democracy and representational government in the lower classes. This comes with a superhuman ability to efficiently highlight the violence inherent in the local political system and make people aware of its inequalities and injustices.

Enchanter (600 CP): You are now a powerful sorcerer. As such a sorcerer you are able to teleport yourself quickly between locations you can see in a puff of smoke, cause explosions by gesturing, ignite fires by pointing, and use a staff as a flamethrowers or to fire explosives. This doesn't give you any other particular magical powers besides those mentioned here, but it does make you more intimidating the more powerful your magic is, and should you have magical powers from other sources you will find your pyrotechnics growing to match these powers.

I Got Better (600 CP): You were turned into a newt once, honest. You just got better. And now you can get better from a lot of things. Whenever you are transformed in mind, body, or soul by an outside force you can eventually revert back to your original state if in your unaltered state you would want to revert back to that state. This works on magical transformations, plastic surgery, brainwashing, and anything where the intent is mainly to alter your state, but it does not work on wounds, injuries, psychological trauma, and other cases where it is primarily simply damage.

Three Headed Giant (600 CP): You're now noticeably larger than a normal human, standing almost half again as tall as one. With this increase in size you have also obtained 2 additional heads, each capable of their own independent thought, and possessing their own independent personality, though each personality will ultimately be derived from your own. As a giant you are also monstrously strong, strong enough to drive a lance through three armored men at once.

Not Quite Dead (600 CP): Once per year when you receive an injury or wound short of death you may retroactively negate the injury 40 seconds later. All damage from it will be negated and you will be completely fine. Once per jump this can reverse your death.

Death of the Animator (800 CP): Once per jump you may cause a single being, not part of a drawback, to suddenly cease to exist from that point onwards. It will simply stop existing. This doesn't protect you from any effects of it no longer existing (so if you use this on Azathoth you may find reality stops existing as well), but it doesn't technically die it just ceases to be, so effects that would revive it will not work and neither will abilities that would protect them from dying. You do not need to be in any way near the being to use this ability, just will them to have sudden existential failure.

Items:

No backgrounds, so instead you get 1 50% discount each for 100, 200, 400, and 600 CP items. You may use a discount for a higher price item on a lower price item (such as taking 2 100 CP items at a discount instead of a 100 CP item and a 400 CP item), and a 100 CP item that is discounted is instead free.

You may import items into like items. You may buy any item more than once, but if you want to discount the item more than once it will cost you a second one of your discounts.

Epic Soundtrack (100 CP): You now possess an epic soundtrack to your actions. This will always be suited for a movie epic of high stakes adventure and heroism no matter how inappropriate that is to your current situation. This music will adapt and evolve with time, developing new scores and remembering your favorites so that it never becomes completely old, but will always remain purely instrumental. You may choose who can hear this music whether it is just you, or others as well, and may turn it on or off at will.

Highly Trained Moose (100 CP): You are now the owner of a moose. This moose has been trained to attack on your command, mix concrete, perform construction work, and how to read and write. Counts as a pet.

Mail and a Shield (100 CP): You now possess a well made suit of mail which covers your entire body, and a kite shield. These are well made, self-maintaining, self-cleaning (important if you're like Sir Robin), and will repair themselves if damaged within 24 hours. They are not any sturdier than regular armor however, and many threats here will cut through this like it is nothing.

Servant with Coconuts (100 CP): This man with a pair of coconuts can use them to simulate the sound of hoofbeats. When they do so they may move at a speed more befitting a horse than a man, though they will also exhaust themselves at a rate more befitting a horse than a man. If you stand in front of them and pantomime riding a horse you will find yourself being carried along by their movements at the speed they are moving and without exerting yourself any more than you would when riding a horse.

Counts as a pet/mount even though they can in fact talk, and you may import a steed into this Servant. If you do so they gain this servant form as an alt-form and may use any form of movement their other alt-forms possess while in it still allowing you to be carried along by pantomiming riding a horse.

Being named Patsy is optional. They are also quite skilled in carrying supplies, and if you and others have a group of them, you may ride in a line with all the riders in front and the servants in back.

Shrubbery (100 CP): An ordinary shrubbery grown by a skilled shrubber. You will find that for some reason this shrubbery has an inflated value as a trade object allowing you to exchange it for vastly more than it should be worth. If you trade away this shrubbery you get a new one after 1 year or at the start of the next jump whichever comes first.

Absurdly Sharp Sword (200 CP): While this sword may have been given you by a strange woman lying in a pond, I don't know what your Jumpchan is like, it does not make you a king. Still it is extremely sharp, able to cut through a mailed knight's limb with an ordinary swing, passing through mail, flesh, and bone with ease almost as if they were not there. To make things better it will never lose its edge, will maintain itself, and will never be damaged by the sheer strength of your blows.

Bridge of Death (200 CP): This bridge, and chasm, will appear around any one property or contiguous set of properties you possess at the start of each jump. This rickety bridge will be the only land path over the chasm, and the chasm will be deep enough to appear bottomless. A man stands guard over this bridge and only those who can answer 3 questions from him may pass by him. Anyone who attempts to pass by him through force, answers a question incorrectly, or admits ignorance of a question's answer while upon this bridge or standing before it will be launched into the air and (assuming they can't fly) the chasm below. This does not have to be the man's questions, and if he answers a question incorrectly he will be launched into the chasm, though he will be replaced 1 week later. You may provide the man with questions, though the answers must all be factually correct, or allow him to come up with his own.

Huge Tracts of Land (200 CP): You now possess huge tracts of land. It is legally yours and recognized as such. How much land? Let's say about 20,000 acres; roughly the Queen of England's personal lands as of a few years ago, and enough to make you one of the 50 largest landowners in England. This land is as of yet uncultivated and wild, but is yours to do with as you please and will follow you between jumps, retaining changes. If you'd prefer to reset it to its original state you may completely reset it at the start of any jump.

If you want more land for every 100 additional CP (undiscounted) you spend, you can double this land to a maximum of the size of England (roughly 32,000,000 acres costing 1,100 additional CP).

Livestock Catapult (200 CP): You now possess a catapult which launches farm animals. You will always have any real world farm animal desired available to launch from this catapult, and it may also launch wooden animals as long as they are not substantially larger than elephants.

Minstrels (200 CP): This group of 4 Followers will follow you about and provide musical recountings of your current actions, or in times of peace and quiet your past actions. They are highly skilled, and generally prefer to sing of your glories though with an unfortunate emphasis on the grizzly and horrible things that may happen to you, but if you're currently behaving in an unknightly manner they may sing it out loud. You can dismiss these minstrels with a thought, causing them to seemingly vanish into nothing, or summon them again with another thought causing them to emerge from the nearest place where a human could be unseen. You may also eat these minstrels with none of the normal dangers of cannibalism, but if you do so they will not return until the start of the next jump.

Bloody Weather (400 CP): This entity stands almost a hundred feet tall, on two great, muscled legs. Its body is either shaped like a cloud, and will provide shade and can even produce rain from its underside, or shaped like the sun, and will provide daylight from its surface. Regardless of choice it is not very intelligent, but can understand simple commands.

Additional copies are discounted, in case you want a set.

Camelot (400 CP): You now are the proud owner of a model castle. Should you, or any other, touch the castle with the desire to enter it you will be transported inside where you will find it is home to a full staff of servants, knights, and others you might expect to find in a medieval castle. It will have self-replenishing stocks of food and supplies so that those within can feast on a daily basis without ever running out. It is, however, a silly place, and you will find that those who live here have a tendency to sing and dance whenever able, often on the furniture.

Castle Anthrax (400 CP): This castle is full of 80 score blonde and brunette women between the ages of 16 and 19 and a half trained in the medical arts, and kept supplied with (medieval) medicines and medical tools. While their medicines and tools will not automatically update with new settings - you will have to provide such improvements yourself if you want them - their medical knowledge will always be up to the standard of the current setting, or the middle ages whichever is better (yes they will forget past settings' medical knowledge), and you can train them yourself should you be skilled in medicine. You will also find that the women of this castle are quite fond of you, very lonely, and have a tendency to desire punishment for their naughty thoughts, acts, and ways.

If you'd prefer men to women, the inhabitants of this castle can be lonely men between the age of 16 and 19 and a half.

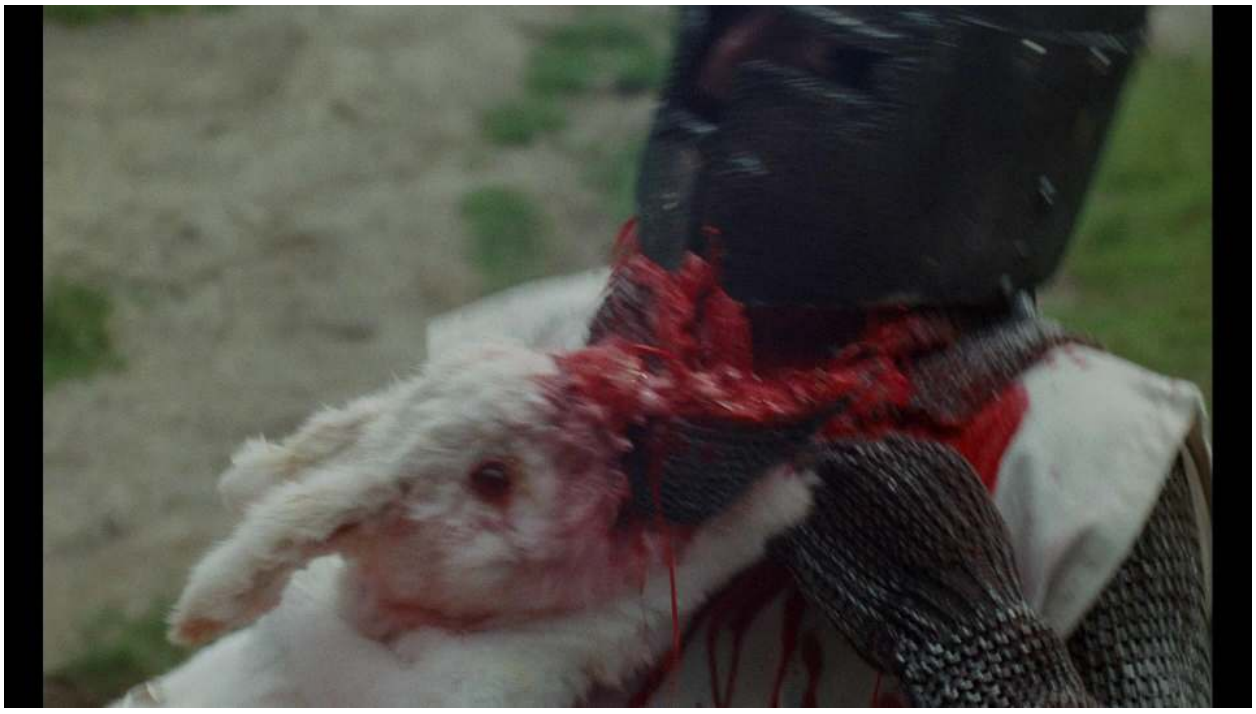
Dragon Headed Boat (400 CP): This small boat, only a little larger than enough for 2 men, will appear before you in any body of water when you have need, and carry you to the nearest shore of any location of your desire (you must know the name of the location you seek) within an hour by sailing into a bank of fog. This can carry you to other worlds as long as they have sufficiently large bodies of water.

Holy Hand Grenade of Antioch (600 CP): You now possess your own holy hand grenade of Antioch. Once per jump (or 10 years whichever comes first) when thou take out the holy pin and then thou countest to 3 (no more, no less, three shall be the number thou shalt count. Four shalt thou not count, and neither shall thou count to 2 unless you then proceed to 3, and 5 is right out) then though lobbest thy holy grenade at your foe which is naughty in God's sight they shall (probably) snuff it as the hand grenade explodes with significant force. How much force? Well that depends upon its owner. This hand grenade will always be at least twice as strong as its owner's strongest personal attack or personal scale weapon (if you have a Death Star it won't be stronger than the Death Star's turbolaser unless you can wield the Death Star in your hands and fire the turbolaser unaided), and always at least powerful enough to destroy someone who is as durable as its owner and even a touch more durable. When someone throws the grenade they may choose to weaken it from these power levels. Note that this does not ensure that they cannot be revived. This explosion is also always considered to be holy for whatever that counts for.

If this hand grenade is somehow restored before its 1/jump (or 10 year) restoration (such as by importing a hand grenade that respawns faster), it will only explode with the normal explosive force for a hand grenade but any damage inflicted will be still considered holy.

He's Already Got One (600 CP): The Holy Grail itself. Well… Maybe. Maybe not. You now possess a cup that might be the holy grail, but probably isn't. What is certain about it is that once per jump you may declare it to be a singular object that exists within the setting. If you do so, anyone who does not already possess that object will treat this grail as if it was that object, and for anyone who does not already possess that object to take that object they must first obtain possession of this 'holy grail'. This works on a single specific object, so you could declare it a certain legendary sword, but you could not declare it to be all swords of a certain make; you could declare it to be a specific master ball (that one over there) but it would not be any other master balls. Still should be useful to keep enemies from getting MacGuffins before you can.

Killer Rabbit (600 CP): This rabbit has sharp, pointy teeth. It has a vicious streak a mile wide, is capable of great flying leaps, is also always faster in combat than its owner, capable of applying twice as much force with its teeth as they can with a kick (and at minimum enough to rip a man's throat out through armored mail), and is roughly half as durable as they are barring hax effects. This rabbit will not, by default, be fond of you, but it will not attack you or your companions as long as you keep it fed, and will protect its territory which you are considered part of.



Companions:

Jumper's Round Table (50+ CP): For 50 CP you can import or create 1 companion with 300 CP who gets 4 discounts, one usable on any 100 CP or less perk/item, one on any 200 CP or less perk/item, one on any 400 CP or less perk/item, and one on any 600 CP or less perk/item. For 100 CP you can import (or create) 3 companions with in this manner instead. For 200 CP you can import (or create) up to 8 companions. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire more CP for one or more of your companions you may pay the price to import them a 2nd time to give them an additional 300 CP for 600 CP total. If you want this on multiple it uses the same price scheme as importing multiple. So to give 1 companion 600 CP would be 100 CP if you only imported one, or +50 if you imported 3 or more; if you wanted to give 3 companions 600 CP it'd be 200 CP total or +100 CP if you were importing more than 3; 8 or less companions at 600 CP would be 400 CP with each companion beyond 8 being 50 CP if they had 300 CP or 100 if they had 600 CP.

If you still desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 human character who appeared in the film even if they died during the events of the film (or the jump).

The Flying Circus (200 CP): For 200 CP you may recruit the entire Monty Python sketch group as a single companion. If you don't want the entire group, you may use this option to take only some of the Pythons.

Drawbacks:

In case 1000 CP wasn't enough for you, you may take some additional complications to make your journey more difficult in exchange for additional CP. All drawbacks fade at the end of the jump.

*You may gain up to **+800 CP** from drawbacks.*

Another Britain (Toggle): Perhaps you want to apply Monty Python's sense of humor to another version of Arthurian legend, or a piece of media based on such legend. You may do so, using this jump to go to a more comedic take of the desired Arthurian legend. Alternatively you may use this jump as a supplement for another jump based in Arthurian legend, keeping each CP pool completely separate.

The History of the Kings of Britain (Toggle): Been to a version of Arthurian legend before? You may choose to have the events of your time there somehow be remembered by the people of this Britain. It won't change who is who or who is about, this is a rather abnormal version of Arthurian legend, Bedevere has both his arms and Perceval doesn't even seem to exist, but they will remember you.

Arthurian Monsters (+100 CP): You will find yourself regularly encountering comedic (and often parody) versions of the types of monsters and villains found in Arthurian legend: murderous fish cats, queen abducting ogre-kings, impossibly skilled black knights with a penchant for riddles, bizarre questing beasts, and more. These situations will not automatically be more dangerous than those in the film, but you will encounter many of them.

Black Knights (+100 CP): You have a strange tendency to find your passage blocked by knights in black armor. You will only be forced to face one such knight at a time, but they are absolutely fearless, strong, highly skilled in swordplay, and can suffer dismembering blows without flinching seemingly immune to pain and bloodloss so that they will continue fighting you until completely dismembered or slain.

Bring Out Your Dead (+100 CP): The land is filled with plague, death, and the crippled. While you yourself are - surprisingly - no more likely than before to end up diseased even with all this death and lack of sanitation, you will find that the world around you is continuously gripped by plague with all the social disruption that entails and that the general level of sanitation has dropped below even the standards of the medieval period.

Five is Right Out (+100 CP): You will find that you often find yourself replacing 3 with 5 mentally, and that you cannot accurately count above two. This will hinder your ability to perform math, and really anything where precise numbers are important.

Flagellant (+100 CP): You believe in the religious benefits of self-inflicted pain. You have some ritualistic self-inflicted pain, such as whipping yourself or striking yourself in the face with wooden boards, which you engage in for at least 1 hour each day. And no matter how immune you are to pain or damage, you will fully feel the pain of this act. It'd not have a point otherwise.

Sir Jumper the Brave but Not As Brave as Sir Lancelot (+100 CP): You are now a complete coward. You will find yourself afraid of things that really should be no threat to you, and will consider running away as your go to strategy for almost any situation that includes physical danger.

Sir Not Appearing in this Film (+100 CP): Select one: Either your companions and followers from other jumps will not be brought with you into this jump, instead having a 2 week long vacation at a below average British coastal hotel (while 10 years pass in the jump); or you will not enter this jump, instead having a 2 week long vacation at a below average British coastal hotel (while 10 years pass in the jump). Regardless of choice all purchases by you or imported companions are still received. If you select the 2nd option, you must choose 1 imported companion. They take your place as Jumper for this jump, receiving the effects of all other drawbacks you selected for this jump, losing any resurrection or other qualities possessed due to Companion status, and if they should manage to fail the jump (such as by dying) you will fail it as well.

Your companions will be informed you made this decision and what other drawbacks you heaped upon them. Assuming you are the one to make such decisions in your chain.

Three Heads (+100 CP): You now possess an extra two heads one on either side of your own. They do not have control of your body, only having control of anything above their neck, but you will find that their personalities clash with your own and they often find your actions to be worth berating you over. If cut off, or otherwise removed, they will grow back quickly.

Tis But a Scratch (+100/200/300 CP): Select one limb. You no longer possess that limb. You cannot regrow it and you will find no prosthetic will work to replace it. If you have more limbs than a normal human's 4, you will lose a proportionate number of limbs for a similar loss of function.

For 200 CP you must instead select 2 limbs. Losing them both (or equivalent if you have more).

Four 300 CP you have lost all your limbs. Presumably you have a way to continue to act without them.

You Are in Great Peril (+100 CP): You cannot engage in any erotic interactions with others. Whenever you attempt to, you will find one of your allies or friends 'saving you' from the peril you are in. If you have no allies or friends, or they are absolutely unable to stop you, you will find something else will prevent you from engaging in such acts. You are pure and chaste and you will remain that way.

Accused Witch (+200 CP): People seem to want you to suffer. No matter where you go, any time you interact with a community of people for any substantial period of time, they will come to see you as a witch, or someone else that should be made to suffer or die to purge the community of sin and evil.

Frenchmen (+200 CP): You will find that whatever goals you have often lead you into conflict with groups of insulting Frenchmen. While these Frenchmen will not necessarily be insurmountable, you will always find that they take up a significant amount of time, a noticeable amount of effort, and are always able to get in some insults which manage to get beneath your skin.

I Got a Little Carried Away (+200 CP): You are addicted to the idea of our own heroism. Absolutely self-obsessed you see everyone else as tools for your own heroic story. A friend's death or injury is only as meaningful as it gives you something to avenge. A call of distress will see you rushing into the situation without a second thought, slaughtering anyone who might stand in your way. You will rescue a friend from a group of women who he most thoroughly does not want to be rescued from, forcing him away.

You are like Sir Lancelot at his worst, always seeking your own glory without attention to the reality of the world around you. You are also incapable of feeling fear.

Incompatible with **Sir Jumper the Brave But Not as Brave as Sir Lancelot**.

Lockout (+200/+400 CP): Select one of:

- Perks, powers, and abilities.
- Items, your warehouse, pets, and possessions.

You, and your companions, lose access to all such things from outside of this jump for the duration of the jump. You will gain access to your warehouse for 1 week at the end of the jump to store objects within it, but still cannot remove objects from it during this period.

Murdered an Arthurian Scholar (+200 CP): Somehow it would seem that the 1970s British police force is after you, on a charge of murder. If they manage to catch you, you will be found guilty and punished to the full extent of the law. And no matter how many of them you kill there always seem to be more, though if you make a habit of killing them eventually you will find the 1970s British military acting as their support in pursuit of you.

Supreme Executive Power Derives from a Mandate of the Masses (+200 CP): And you do not have it Jumper. While your Companions will still respect you, you will find that your Followers, and any natives of this jump absolutely refuse to respect your authority or leadership, or take any orders or commands from you. Even your own creations that might normally be absolutely loyal will utterly ignore your orders and directions for the duration of the jump. You might be a king, but only your closest knights will treat you as such.

You Said It (+200 CP): You find that the word “it” causes you intense pain and distress. No matter how immune you normally are to pain, this will hurt significantly and you will feel it without immunity. Thankfully this feeling is much reduced when you are the one to say it. However if you try conversing in another language you will find a word as ubiquitous in that language as “it” is in English affecting you thus.

Wise as Bedevere (+200 CP): You are now as wise as Sir Bedevere the wise, or at least you are no wiser than he. No matter how intelligent you were before you are now wise enough to believe that because two objects both have one quality they must be the same and that you can prove they are the same by testing for another unrelated quality, or to think to directly copy the famous story of the Trojan Horse to surprise enemies almost certain to have heard of it, and to forget to actually put the men in the wooden rabbit so they may get out behind enemy walls. This also applies to your scientific knowledge, capping it at a level similar to Bedevere’s own, meaning you now believe the Earth to be banana shaped as proven by science.

This wouldn’t be so bad, but you - and your companions - will forget you took this drawback and be convinced that your intelligence and scientific knowledge are as effective and accurate as ever.

Monty Python Quotes (+300 CP): Normally you would experience the world of the film, and a world of Monty Python style humor and comedy for a decade. Now you will find that instead of a well-written and comedic world full of wit, satire, and humor both

low and highbrow, that you will enter into a world where the best (and worst) of the Pythons' comedy is quoted endlessly, incessantly, and inappropriately. While the events of the movie will not be meaningfully changed, outside of that even the knights - and even your companions - will endlessly quote Monty Python sketches with no real relevance to the situation at hand, and where normally there would be new material adapting to the situation you will find none of that instead simply more quotes. Yes this drawback will not threaten you, or weaken you, Jumper, but the world will be much less enjoyable.

No Budget for the Ending (+300 CP): You will not succeed on your quest, Jumper. It doesn't matter what it is, but whenever you try and perform a major undertaking you will find that somehow the ending of it never materializes in a satisfactory manner. You can still do something simple, like buy a shrubbery, but if you try to perform any grand plans or epic deeds you will find that the ending (and the reward for completion) never comes to be for some reason or another, often wildly out of context ones.

Outro:

So your time in this world has come to an end meaning it's time for you to make the standard, final decision in each jump.

Life of ANON: You're done. You want to go home. And unlike the heroes of this world that option is completely available to you. You return home, back to your old life without a moment having passed, but your days of jumping over with.

The Meaning of Life: Maybe you've found the meaning of life here and would prefer to stay. Your chain ends in this world and you can continue to live within this world for the rest of your life.

And Now For Something Completely Different: Or you can continue your journeys, moving into a new life by the judgment of Jump-chan or your own choices as to your next jump. Your chain continues on and with it your own quest.

Notes:

Jump by Fafnir's Foe.

Was a quickie jump for an 80 minute movie. No backgrounds because really just wouldn't have worked for the film, I guess could have had King, Knight, and Other but balancing the Knight background would no.

Was originally going to be a Monty Python Films jump with 4 backgrounds (Now For Something Completely Different, Quest for the Holy Grail, Life of Brian, and Meaning of Life) but I realized I could think of more than twice as many items and perks for Holy Grail as the other 3 put together off the top of my head, and that I didn't want to rewatch Meaning of Life.

Hopefully people will still enjoy it. Should have some abusable things for those who want power, and some fun silly things for those who want fun and silly things, and hopefully some humorous things for those who want humor even though I cannot write comedy at all.

No idea if the perks are priced in the correct order from weakest to strongest. And the Monty Python Quotes drawback might have an element of ironic/self-deriding humor as I realize that random Python quotes is pretty much the design of this jump doc as a whole.

I have not really done that whole 'read over it once I'm done writing it' thing, so expect some version 1.0.1 to 1.0.99 shenanigans.

Changelog:

Version 1.0.0: Posted jump.