

Welcome to the library, young man.

Don't tell me- you're here for a special book!

Allow me to guess, I have a talent for guessing what people need.

You're in need of fantasy: Brave knights, mythical fairies, ferocious dragons.

Adventure! Of course! You're a boy who loves adventure! Brimming with wicked demons, cutthroat pirates.

Horror! Ah... horror. Evil demons, wretched monsters, haunted houses, graveyaaards.

Yes, it's horror for you boy. I'm sure of it.

~

Hm? You mean you aren't here to check out a book? I see... shame.

You seem lost. If you need to contact someone, we have a phone in the back. Proceed in the north-easterly direction until you get to the rotunda. From there, head west through the fiction section, and you'll find it. The public telephone, can't miss it.

*Ah! Just a moment young man! You dropped your library card. Seems there's something written on it: **"One-Thousand Book Points"**.*

Well, whatever a "book point" is, I'm sure it means much more to you than it does to me. As I said, I have a talent for guessing these things.

Call To Adventure



Reader

On your way through the isles, your wet shoes took the liberty of acquainting your head with the floor tiles. When you came to, impossible sights followed one after another. A dragon of paint robbed you of your third dimension, and a man in blue introduced himself to you as the guardian of the written word. According to him, the way out of this magic library is no different to any other: through the **EXIT**.

Book

The magic of this library gives life and power to the tomes within. You are one such book, embodying the essence of a particular genre, such as fantasy, adventure, or horror. You may freely import any non-magical book you possess to make up your form. By happenstance, you met young Richard Tyler, and agreed to help him find his way to the **EXIT** in return for checking you out when he leaves.

Illustration

Captain Ahab, Long John Silver, Dr. Jekyll and Mr. Hyde. Legendary icons of fiction, given life within this world of written word. No need to complicate things, being the resident of a story means there's no need to worry about your lot in life. Soon enough, you'll cross paths with young Richard. Whether you help or aid him in his quest for the **EXIT**, or ignore him in favor of your own story, falls to you.

Talents & Destiny



Genre ~ Free for all & mandatory ~ You hold an affinity with a certain genre and all the tropes, aesthetics, attitudes, or classics associated with it. You could even take this as a broad but shallow affinity with written media of all genres.

8% of All Accidents ~ 50bp ~ On a moment's notice, you can regurgitate the statistics regarding the odds of an average person facing any given type of accident in a type of environment or situation. Always accurate, always depressing.

Solid as a Rock ~ 100bp ~ You could build such a solid treehouse you'd think you were an architect. When asking someone for help with your carpentry, vague instructions are never an issue. They'll always know which of your hammers to hand you, or the exact nail they need to buy more of, even if you never specified.

Paint Dragon ~ 150bp ~ In any enclosed space, you can conjure a dragon of paint. Anything the dragon touches is harmlessly changed into an art style of your choosing. If one doesn't wish for the effect to persist on them or their possessions, it's as simple as exiting the space with such intent. Despite its composition, the dragon doesn't stain or damage anything it touches.

Look to the Books ~ 100bp or free for Reader ~ No longer need you worry about deciding what book to check out. You have a talent for immediately finding a book to suit your current needs, should its presence be plausible. Don't expect to find a survival guide in English on an alien planet. Whether finding a topic for your research paper, or a magic book to help you escape a dragon's belly.

I Have a Talent ~ 100 bp or free for Reader ~ You have something in common with that librarian. With a bit of probing for their reactions, you can quickly figure out someone's emotional needs, even those they aren't aware of. Whether that be the type of book they'd enjoy the most, or a lesson they need to learn. Note that what one needs doesn't always align with what they think they want.

Water Damage ~ 200bp or 100bp for Reader ~ Books aren't exactly known for their resilience. Luckily, it seems any form of physical information storage in your care is unusually resistant to the elements. You could drop a book in the ocean or use it to block a gout of fire and expect it to be no worse for wear the same day. Your phone might still be fried, but you'll usually be able to salvage the data on it.

Ain't Got the Heart ~ 200bp or 100bp for Reader ~ Bravery isn't born from a lack of fear, but the conquering of fear. You'll find that your intimidation and persuasiveness is increased exponentially when facing your fears. You could scare off a ruthless pirate or convince an ancient wizard to heed your advice as a weak child. This is only as effective as the genuine fear you experience at that time.

EXIT ~ 400bp or 200bp for Reader ~ No matter how impossibly far you may be, there is always a way home. An alternate dimension may have a magic tower to send you back, a beast's belly will contain a magic book to help you climb out. When escaping something like a city, country, or even another world, you and your allies will see a giant **EXIT** sign floating in the sky above your means of escape.

Where All is Possible ~ 400bp or 200bp for Reader ~ When opening any book considered a classic, you may give it the power to manifest a random entity from the story. Only once per a given copy of a book. This doesn't give you control over them, and you'll likely end up summoning as many beasts and villains as dwarves or beanstalks. The magic persists as long as you're present.

The Page Apprentice ~ 600bp or 300bp for Reader ~ You don't bear any of the Pagemaster's powers, but the association is enough. You'll find fiction or literature-based worlds (see notes) to be unusually accommodating for you. Neutral or benevolent entities of the same nature will show you the utmost respect and nearly unconditional loyalty, often seeing your wisdom as beyond reproach.

Table of Contents ~ 100bp or free for Book ~ If you've read a book, even if you didn't understand it, you can always instinctively know the page number that best meets your current needs (as you understand them). The pages of any book-based forms you possess are always considered "read" for the sake of this perk. As a bonus, you can read even the most unintelligible chicken-scratch or fine-print.

Thick Hide ~ 100bp or free for Book ~ Whether your makers took extra care or cut corners in your creation, you have some special trait as a result. Maybe your cover is hollow, light, or thick, allowing you to float, jump higher, or take more damage respectively. This trait can be anything that can reasonably be justified as a quirk in a book's construction, even if taken by non-Book origins.

Lost & Found ~ 200bp or 100bp for Book ~ Can't have your adventure cut short by butter fingers. Anything you or your allies lose has a way of quickly turning up, even if it makes no sense. You may find your trusty sword lodged in a cave a few minutes ahead of you, or your lost library card washed up on the same beach you happen to be. The more important the item, the faster it'll turn back up.

Harmless Fun ~ 200bp or 100bp for Book ~ Beyond the Pagemaster's domain, books aren't supposed to wield swords or cast spells, but some exceptions are made. You are able to use a small portion of any special abilities you possess that are ordinarily restricted outside or within a given area, as long as nobody who isn't of a similar nature sees the action itself or notices the lasting effects.

Checked Out ~ 400bp or 200bp for Book ~ What's an adventure without some friends to come along? With those you form a deep emotional bond with, when one of you travels to or is sent to another world, the other can choose to follow them, taking a form appropriate for existence in that world. In times of emergency, you can summon them to you without being anywhere near them. See Notes.

Genre Savvy ~ 400bp or 200bp for Book ~ You have a sixth sense for locations that closely match your "genre". The closer you get to these lands, the stronger any skills or abilities related to this genre become. A magical land would enhance your spells, an adventurous land may enhance your combat skills, an eerie land would make you impossibly mobile to give people a fright, etc. See Notes.

Wish Granted ~ 600bp or 300bp for Book ~ From your pages, you are able to draw out thousands of items or non-sapient entities relating to your genre. An adventure book may hold an entire arsenal, while a horror book might hold poisons, spiders, bats and the like. A few pages can summon more powerful items like a flying carpet, but these require you to tear out the page entirely. See Notes.

Tell no Tales ~ 100bp or free for Illustration ~ The dead are actually plenty talkative, if you know how to listen. Whenever needed to progress your quest, dead bodies have a way of showing up in the most convenient ways possible. Whether splayed out in the direction of treasure, or carrying sword and armor to help you slay a dragon. Won't immediately solve your predicament, but it'll help.

May I Assist You? ~ 100bp or free for Illustration ~ Is this the power of fiction at work, or do you just have that kind of face? People are quick to turn to you for help, and slow to realize the threat you pose. Red flags are quickly brushed away until you make your malice known. You also have an odd luck for coming across those who are completely oblivious to any bad reputation you might hold.

Joining Our Happy Family ~ 200bp or 100bp for Illustration ~ Ragtag criminal groups always seem oddly eager to add you to their numbers. You'll always get some cut of the loot, as long as there's enough loot to be cut. Obviously, a proper member would get more than a cabin boy, but even if you joined a few minutes ago against your will, you'd be able to walk away with at least one piece of gold.

My Kinda Guy ~ 200bp or 100bp for Illustration ~ The Pagemaster wants you to give that young boy a quest to remember, and who are you to refuse? You have an eye for people, and how to poke and prod at their weaknesses. This always ends one of two ways. Either they break down then and there, or they grow past their failings, and stand back on their own two feet to prove you wrong.

Prodigy of Prometheus ~ 400bp or 200bp for Illustration ~ Should you wish to rob godlike or far-seeing beings; you'll have a surprising amount of luck in doing so. Walk into Olympus to steal a lightning bolt, pick the pockets of a seer, or even pull one over on the Pagemaster himself. This isn't a guarantee of success, but your chances are much higher than anyone else attempting the same.

My Name Is... ~ 400bp or 200bp for Illustration ~ Fiction is no stranger to alter egos. You may switch between two forms, one unassuming yet inviting, the other dangerous with great strength. The true benefit is that others have immense difficulty connecting the actions of your two forms. Even if a dragon sunk into the ground to become a cave, there would be surprisingly few witnesses. See Notes.

Belly of the Beast ~ 600bp or 300bp for Illustration ~ Not all characters stand on two legs. You gain the form of a massive and mighty beast, be it a white whale, a fire-breathing dragon, or anything in-between. Along with the obvious benefits, your stomach is oddly spacious, and you can somewhat control how dangerous it is. Feel free to use it as a shelter for allies, or to store your book collection.

Sharing the Fantasy



Motley Crew ~ 50bp to 200bp ~ Some stories are best experienced with a few friends. You may either form a condition with a native of this world, create a new ally from your imagination, or bring along an old friend from past adventures. For the latter two options, they receive 600bp and may gain 200bp more from Horrors. Each purchase doubles the number of companions, up to a maximum of 8.

Voice of Reason ~ 100bp ~ An animal lover, are we? You receive a fairly small pet, such as a parrot or a kitten. This animal has a limited ability to speak and is roughly as intelligent as a human. As long as they don't actively draw attention, they tend to fall under most people's radar and avoid being targeted.

Better Half ~ 100bp or free with **The Two of Us** ~ Much like Dr. Jekyll, you possess an alternate personality. They are cooperative but have a very different personality. You may choose to tie them to a particular transformation where they gain control. They receive a purchase of any freebies you get from this jump.

The Pagemaster ~ 300bp or free under certain conditions ~ Guardian of the written word. They lose much of their power after this jump, but take to any literary, fiction, or imagination-based magics like a fish to water, and similar beings will instinctively view them as a holy existence. They may be taken for free if you've taken **Warden of the Written** or **Wizard of the Word** and earned the Pagemaster's trust and respect in the process. Possesses Robes of the Pagemaster.

Hero's Accoutrements



Feel free to import items as appropriate. You may give up your 100bp, 200bp, or 400bp discounts in return for a discount on one 800bp item.

Safety 1st, 2nd, & 3rd ~ 50bp ~ An infinite supply of mundane safety tools and signs. Whether it's helmets, wet floor signs, caution tape, fire extinguishers, or all the parts to make the dorkiest bike imaginable, you can find it here.

An Instant Classic ~ 50bp ~ A small bookshelf with the ability to magically rebind any paper-based media in it into beautifully crafted soft or hardcover books to your tastes. It can even bind smaller stories together as appropriate.

Robes of the Pagemaster ~ 100bp ~ A set of the same robes, hat, and staff worn by the Pagemaster. These provide a noticeable boost to one's ability to cast imagination-based magics. Includes a set of curlers for his distinct ribbon-like hair.

Books & Stuff ~ 200bp but requires Genesis ~ You have some strange invisible space for storage, big enough for two-dozen separate objects or entities. The contents have a way of "scaling". Meaning a sheep, which is the largest thing you can store, takes up as much space as a large book, but so would a pair of scissors.

Library of the Pagemaster ~ 800bp or 400bp with discount ~ At face value, this is a large but otherwise mundane library with a similarly average collection for the current world. However, within here you can enter another world; an infinite labyrinth of bookshelves housing every mundane piece of published fiction from every jump you've been to. Here you can teleport, create illusions, enter the world of books, summon objects or entities from the pages, or grant life to the books themselves. Books or imagination-based entities are revitalized and strengthened by being there. You never have trouble finding a book you're looking for.

That said, it is literally a world of imagination. The only thing that can be brought out of the library are your memories and the books themselves, though books given life retain their sentience. No such restriction will exist post-spark. Feel free to merge this with any libraries you already own.

Book of the Pagemaster ~ 800bp or 400bp with discount ~ The very book that gave birth to the Pagemaster himself. Holding this grants you immense control over all written media. You can change a story to insert yourself into it, or simply change its contents, and even the memories of those aware of the original story. Naturally this also lets you manipulate the minds of fiction or imagination-based entities. This isn't limited to fiction, even something as simple as the words on a sign or graffiti can be changed. This also allows for a great deal of shapeshifting, to the point you could merge into other beings to pose as a conjoined twin.

All the effects of this book are temporary, requiring constant conscious effort to stop any given change from reverting, at least until post-spark. In addition, extensive use of this has a negative effect on any nearby book or imagination-based entities, draining their vitality and potentially killing them.

Library Card ~ 50bp or free for Reader ~ A scrap of paper anywhere else, but here, this card is worth more than any treasure. This card will always function as if you have an account at any public library in any world. This also gives you a bit of leeway with their rules, such as checking out more books than would normally be allowed. If lost, it will always find its way back to you minutes later.

Treehouse ~ 100bp or 50bp for Reader ~ A small but well-crafted treehouse. Even if it's only a few feet from a noisy home, here your ability to relax and read is greatly enhanced, such that you can easily fall asleep on the hardwood. The ability of magical entities to interact with each other is ever so slightly enhanced, but only to the point that they could turn on a lantern or speak through shadows.

Breadcrumbs ~ 200bp or 100bp for Reader ~ Never feel totally lost again. Whenever you find yourself searching for someone or something, you'll find random pages from classical books scattered around your path. Each page has any relevant sentences underlined that would act as vague hints for where to search or how to overcome a certain obstacle or puzzle impeding your search.

Rotunda ~ 400bp or 200bp for Reader ~ In either your warehouse or a property of your choosing is a large round ceiling mural. Those who walk under this mural while feeling conflicted or inadequate have a tendency to fall unconscious. They will then embark on a journey in their dreams, which will be difficult, but is almost certain to help them learn some lesson or solution to their initial concern.

Raft ~ 50bp or free for Book ~ A small wooden rowboat. Not much to look at, but impossibly hard to sink, even if reduced to planks. It has an odd way of always showing up whenever you find yourself needing to cross a large body of water. Not indestructible by any means, but repairs are shockingly simple, and even if totally destroyed, it will be in peak condition the next time you find it.

Scale the Mast ~ 100bp or 50bp for Book ~ Just the thing you need for reaching the top bookshelf, or just a treehouse. This ladder is basically indestructible, and always seems to be as tall as you need it to be. It slows the progress of any beasts who attempt to scale it after you, and should you ever forget where you left it last, it will appear within your warehouse or a property of your choosing.

Good for Something ~ 200bp or 100bp for Book ~ You've come to own a truly special item, like a wand that functions as a blowtorch or a treasure chest that's almost impossible to open without the key. However, in an environment surrounded by your genre, these gain much greater powers. The wand might be able to cast weak spells, while the chest may slowly fill up with treasure on its own.

Whatever You Imagine ~ 400bp or 200bp for Book ~ You'll be taking a small piece of this world with you. Attached to your warehouse or any library properties you happen to own is a portal to a small world based on your genre. Unlike **The Pagemaster's Library**, you can physically enter this world. Any skills or abilities directly related to your genre are greatly enhanced while in this world.

Pirate Stuff ~ 50bp or free for Illustration ~ What good is a pirate without a sword or an alchemist without a potion? You have some relatively mundane prop, likely of a destructive nature. It could be a sword, a bottle of poison, a hammer, etc. You'll always find it within reach whenever a fight, or a murder, is about to take place. Can optionally be a single piece of treasure to bait unwary adventurers.

X Marks the Spot ~ 100bp or 50bp for Illustration ~ At the start of every jump, you'll stumble upon a rolled-up piece of paper. It could be notes on a special potion recipe, a treasure map, a will. Following this clue will always lead to some great adventure towards your goal. However, there's about a 60% chance that your objective will be long gone when you get there or was a lie from the start.

Ship-Shape ~ 200bp or 100bp for Illustration ~ A massive pirate ship, or maybe even an advanced submarine. It's large, sturdy, has a replenishing supply of food and water, and willing crewmates just seem to fall into your lap when you're about to set sail. Should you choose a submarine instead of a ship, in return for being much more advanced, it will only have the means to sustain a much smaller crew.

Ghost Stories ~ 400bp or 200bp for Illustration ~ A lair to call your own. This could be a mansion, a deep cave, a secluded island, etc. This lair is guarded by several ghosts or entities that will try their best to ward off any unwanted intruders. Should you prefer, this can manifest with some kind of hidden treasure or prize, but in this case, you'll have to seek out this location yourself.

Oh What Horrors!



You may gain up to 600bp, or 1000bp with Warden of the Written.

Genesis ~ Gain no bp ~ Sometime after the movie, Dr. Jekyll and Mr. Hyde will steal the Pagemaster's powers, and Richard will have to return to the library to stop him. No matter what you try, fate will have you get involved in these events.

My Story ~ Gain no bp or 50bp ~ You may take the role of a canon character matching your origin. For an extra 50bp, you will only be able to leave this jump once you have played a pivotal role in teaching Richard some lesson about bravery.

Quite a Spill ~ Gain 100bp ~ Who let you leave the house unaccompanied? "Clumsy" doesn't begin to describe it. You can slip on the slightest moisture, attack without thinking of who's around you, and don't even think of handling glassware.

Love at First Fright ~ Gain 100bp ~ It seems the world itself is out to jumpscare you. Ghosts are everywhere, anything that falls is deafeningly loud, you might just open a drawer to find a face staring back. This somehow never fails to startle you.

Game Boy ~ Gain 100bp ~ The world is... a bit off. Movements are stilted, people constantly repeat their most iconic lines, objects rarely make the sounds they're supposed to, and magic effects tend to be completely incomprehensible.

Cowardice ~ Gain 200bp ~ Just what it says on the cover. You're spineless, unwilling to take risks, and even the smallest possibility of danger is enough to make you hesitate. You can learn to grow past this, but it won't be safe or pleasant.

Bravado ~ Gain 200bp ~ You have a colossal ego, one that makes you hesitant to show anything resembling weaknesses and prone to taking unnecessary risks. If taken with **Cowardice**, then you are infinitely more bark than bite.

Torn Pages ~ Gain 200bp ~ Are you a book who wasn't taken care of by their owner or just someone who can't take care of themselves? You are missing a limb or an eye. The most advanced replacement you can use is a crutch or peg leg.

Think, Boy! ~ Gain 300bp ~ The Pagemaster has always been a busybody. He's decided not to allow you to leave this jump until you've learned some kind of deep personal lesson. He'll know if you're faking it and any wisdom or righteousness you possess only raises the bar for what level of epiphany he'll accept.

The Two of Us ~ Gain 300bp ~ What a dreadful curse. Another mind has taken root in yours. They can take control at random times and will either seek to destroy what you love or corrupt you to see things their way. Should you reach some kind of balance with them, you may take them as your **Better Half** for free.

Perfect Timing ~ Gain 300bp ~ Don't expect to be very useful for this jump. Whatever skills you possess, fate will conspire to have you be useless in the times where you are most needed. A warrior will be stuck in a trap when it's time to fight, a doctor will lose all their tools once someone is hurt, and so on.

Wizard of the Word ~ Gain 400bp ~ Seems your presence has had an impact on the library. It's been distorted to reflect any books you possess, as well as some of the most dangerous books from jumps you've been to. The more dangerous books almost invariably manifest dangerous entities, and the level of threats in the library are beyond even the Pagemaster's ability to contain. The Pagemaster is none too pleased with what you've done to his library, but he'd surely be willing to forgive you if you help young Richard make it back home, and elated if you still allowed him to learn the lesson the Pagemaster intended for him in the process.

Warden of the Written ~ Gain 400bp, ignores cap ~ You don't know who, but someone from within the library has found and stolen the book representing you. In addition to trapping you, it gives them increasingly great control over your power. You have a scant few minutes to warn your companions, who must find the perpetrator and save you. Freeing you is as simple as making the perpetrator drop your book, but they have a strict timeline to do this, as your companion's vitality will continuously drain the longer the book is under the thief's control. For what it's worth, the Pagemaster will show immense regret for allowing such a fate to befall you. You may keep your book post-jump, which no longer contains your power, but will continuously update to document your life and chain.

EXIT



All drawbacks are revoked and the Pagemaster seems content with the role you've played in his world, or maybe he's just happy to have you gone. Whichever it is, the time has come for you to bring this story to a close.

Prologue

It appears that you've finally had an *adventure* that can satisfy your wanderlust. You've resolved yourself to return to your original world with all your abilities, equipment, and items acquired to this point. I hope the story that you've written through all those worlds is one you can be proud of.

Epilogue

Oh my! Are you truly *horrified* at the thought of leaving this library behind? Very well. You may spend the rest of your days in this world. Should you wish, the Pagemaster is willing to accept you as an apprentice. When the time comes, you may take over his role and all the power that comes with it.

Next Page

With all the *fantastic* things you've seen, it's no surprise that this is just one small steppingstone on your journey. You will be leaving this world behind to continue on with your chain, experiencing new worlds, new struggles, new stories. I hope that every story you live is just as eventful as the last, if not more so.

Closing Notes



Jump by **GENE**

Pretty sure this is the first non-weeb jump I've made.

Any origin can be Drop-In, pick any age or gender, it really doesn't matter.

For purchases that mention your "genre" you can choose whether they continue to focus based on the genre you picked here post-jump, or you can change it to a genre that better fits your jumper's personal aesthetic.

Attempting to manifest items or entities from books will never result in anything more powerful or useful than what we've seen from the movie or game. So opening the Necronomicon is more likely to just call up a scary tentacle monster.

Regarding **The Page Apprentice**, it only applies to settings or entities who are rooted in fiction or literature relative to the current jump, regardless of whether it's fictional from the perspective of the jumper. It needs to be canonically fictional.

Regarding **Checked Out**, it's based on the movie where Adventure, Fantasy, and Horror follow Richard back into his world as normal books, and the game where they pop out of Richard's closet as cartoons and take him straight to the library. Needless to say, this doesn't work between jumps.

Regarding **Genre Savvy**, it's mostly based on how Fantasy couldn't use magic outside of her section, but also on content from the game. Horror was impossibly mobile in his section, basically warping around and appearing in impossible places for jumpscare, while Adventure was able to fend off a group of pirates for a time, despite being completely ineffective in the movie.

Regarding **Wish Granted**, more powerful items like a flying carpet require you to tear out the respective page entirely, losing it until the next jump. Summoned items only last a few minutes, but anything that doesn't require you to tear the page can be retrieved again immediately afterwards. In non-book forms, you can just pull the items/pages from any unobserved part of your body.

Regarding **My Name Is...**, in case it isn't clear in the perk, you may choose which form is your "default" and how this transformation manifests, though said transformation isn't immediate. The perk is supposed to give plenty of freedom for how it manifests. The two main examples are Dr. Jekyll and Mr. Hyde, and the dragon that was disguised as a cave. Of course, the latter example wouldn't be possible unless you already had a dragon form. The strength boost isn't that big.

Regarding **The Pagemaster**, we don't know all that much about him, beyond him being wise and his love of sending people on adventures to help them grow.

Regarding **The Pagemaster's Book**, it's based on the McGuffin from the game. It's unclear what it actually lets Mr. Hyde do, beyond some vague ability to manipulate fiction at the expense of all imagination-based entities, so I just threw in all the other unexplained powers he displays in the game.

Regarding Rotunda, this will only work on those who are at least vaguely aware of them having a problem, even if they don't know what it is.

Despite the Pagemaster being stated to be the guardian of "the written word" all evidence points towards his powers being skewed heavily towards fictional media. That said, The Pagemaster game implies far more importance to the very concepts of fiction and imagination and that his disappearance would have far-reaching (albeit vague) consequences on all media as a whole.

I gave up on imaging this jump, so here's what the paint dragon looks like.

