



No-good Noelle

By PsychoAnon

Intro

In the snowy mountains lay a quiet little village, a village of snow sprites protected from those not of their kind by an illusion. Snow sprites are the magical beings that create snowflakes, and Noelle and her friend Ivy are no different. Noelle feels somewhat inadequate, though, as Ivy is vastly better than Noelle at making snowflakes, so Noelle continues following her friend's lead in life.

That is, until Noelle and Ivy are both interviewed for apprenticeship in snowflake creation by a master, Joutilainen, and Noelle is accepted instead of Ivy. While this is good news for Noelle and her struggling family, her exhausted mother and her five siblings, it has driven a wedge between Noelle and Ivy. To further complicate matters, Noelle can't pass the basic competency test to be officially hired by Joutilainen, meaning she can't even get paid. That is, until she meets a mysterious "snow sprite" named Yule, who claims to be a master snowflake maker willing to help her cheat on the test if she can just steal two odd orbs from Ivy's house for him...

You've arrived in this village before most of the drama, though, as Noelle and Ivy are out in the snow to study snowflakes before Joutilainen comes to Ivy's house. In order to survive, take these. No need to inspect each one; they all look the same on the ground.

+1000 Snowflakes (SF)

Origins

Origins gain 50% off on matching perks, except 100 SF matching perks which are instead free.

Basic Bitch

You are someone of no particular note. Just your everyday magical creature trying to make it paycheck to paycheck. Y'know, completely normal stuff. Seriously, though, around here you would certainly be seen as “beneath notice” by most folks, though you may have a family and a good friend or two who keep you in their hearts.

Affluent Artist

You are a true artiste; a wealthy one, might I add! Indeed you're quite affluent, though perhaps another “a” word would describe you just as well... just kidding around! Still, having a silver spoon in your mouth may be both a blessing and a curse since it'll be sure to win you friends, but likely not many of the type you'd want.

Magical Master

While basically every person around here is magical, you're particularly skilled in its use, as well as in the creation of snowflakes. You are respected as a master of the craft, possibly some sort of partner with Joutilainen, although you may alternatively be a wandering mage known for sealing away imps!

Mystery Man

You clearly don't belong here. Nobody could say exactly why, but something about you and your presence is just... off. It doesn't help that you showed up out of nowhere being led into the village by a hapless local, and are now just creeping around as if you've always been here. Whatever your true motivations, it may be hard to get them done in such a small community. Perhaps if you got some... assistance? This can be taken as a “drop-in” origin.

Species

Snow Sprite

The local population here are snow sprites - magical creatures responsible for the creation of snow, though most of the population don't actually do that regularly and instead live the kinds of average lives one would expect of humans. They have pointy, elf-like ears and often have abnormal hair colors. They have innate magic potential, though most are inexperienced in harnessing it. They are also immune to any harmful effects of the cold, since they're beings of cold to begin with.

200 - Imp

Comparatively little is known about the imps. They are known to often cause trouble, though, and will eat snow sprites as part of their diet. Their magical prowess is much greater than that of the average snow sprite, being able to possess corpses by transferring their consciousness and conjure small blizzards that can blow people off their feet even if sealed away. When free, of course, they are much more powerful and can possess the living as easily as they could possess the dead. Their bane is sealing magic, which some snow sprites are proficient in.

Snow sprites are generally not very fond of imps, so I'd suggest keeping the fact you are one secret. A dead giveaway for an imp is that snow sprite magic of any kind, such as a glass orb made with it, repels from them like a magnet (with the obvious exception of sealing magic).

Age

Your age can be whatever you'd like. I'd recommend something livable for humans, though, if you don't wanna instantly decay into nothing. Or do just that, maybe it'll be fun!

Perks

Basic Bitch

100 - Hard Worker

People should never underestimate the value of humility and honest work. You may not be smart, or strong, or clever, or talented - you're kinda pretty though... What was I saying? Oh yeah, you can work hard and aren't afraid to lower yourself to things like shining shoes and handing out posters to scrape by, even soldering on with a lack of sleep. Doing these types of things may suck, but on the bright side, your work ethic is sure to impress potential employers!

200 - Useful Idiot

Everyone needs someone for something; that's as basic of a fact of life as the snow falling down from the heavens, and your name may as well be "everyone" because anyone you meet can find some kind of use for you. Now that may sound icky, everyone wanting to "use" you, but I swear it's a sign of endearment. You're just generically useful enough that anyone can find a reason to keep you around, which is good for getting your foot in the door in certain places. Not only that, but you're also just very likable, meaning almost anyone will take a shine to you eventually - perhaps a romance may even bloom?

400 - Making It Work

Some people just weren't meant to get along, which is apparent to anyone who's been alive longer than a week. But somehow, some way, you seem to be an exception. You can build relationships that really shouldn't work, like your poor ass being best friends with the bitchy rich girl down the street; this is partially due to your positive influence on others. You could help said bitchy rich girl tone down her bitchy richy-ness enough to be a good friend, or "fix" some evil hot guy you met that's been blackmailing and bribing you so that he's a somewhat moderately alright husband.. Even if these bonds should break, all it takes is one good and sappy apology to bring you together again.

600 - Breed True

Dear God, what is that?! I mean, um, d'aww! Cute baby! It seems you've been "blessed" with the ability to have children with basically anything, if it could even hypothetically maybe reproduce in someone's crazy imagination. We're talking "weird fae creature has sex with a corpse possessed by a different type of weird fae creature" levels of wiggle room here. The child will be appropriately as weird as the parties that conceived it, if not weirder, though they'll love and obey you all the same. Keep a close eye on them; they look like they're gonna eat all the other kids. They must take after their poppa.

Affluent Artist

100 - Gaslight Gatekeep Girlboss

Everyone likes having friends, but isn't it better to have friends who suck so you look better next to them? You certainly think so, and that's why you've mastered the art of keeping people down without pissing them off so much they'd want to leave. You know all sorts of fun tricks such as "teaching your friend wrong on purpose" or "casually lowering their self-esteem through comparison". For the most part, your friends write your more bitchy behaviors off and only remember the good about you, though even their high patience has a tipping point.

200 - Fashionably Late

You're not some pleb who can do things that are "good enough". Everything needs to be perfect, and perfection takes time. Naturally, that means you end up running late for pretty much everything. Still, it doesn't hold you back that much. You always somehow end up making it even if you're several hours late for whatever you were supposed to be doing. People just have that much patience for you, you special, special snowflake.

400 - Filthy Rich

Life just isn't fair. While people like Noelle and her mom have to struggle every day just to survive, you were born with a silver spoon planted in your mouth. In this and every future jump you'll always be part of a well-off and respected family who pampers and takes care of you. You're not royalty or anything, but you've got lots of money and connections that could help with things like kick starting an art career. This really makes your poor friends look like mooches, hanging out with you all the time and all.

600 - Genius Artist

Yes, yes, you're a selfish jerky bitch, but whatever nasty terms or names could be levied against you, "talentless" certainly isn't one of them. Your skills in snowflake creation and in any type of art in general are world class, even at a relatively young age. With practice and study, your skills could reach those legendary heights where burgeoning young artists are climbing all the way to snow covered mountaintops just to study your works hundreds of years later. With a proper work ethic (and maybe an attitude adjustment) you're sure to achieve amazing things!

Magical Master

100 - Quirky Boss

Someone of your stature commands respect, regardless of any idiosyncrasies you may have. People are quick to overlook little quirks about you like a thick accent or the fact you state everything in an insultingly blunt manner, like walking into someone's house and telling them it looks like shit. This may be out of respect, fear, general courteousness or a combination of the three. You can only be so weird before this stops being the case, but so long as you're not running around naked screaming bloody sabbath you should be fine.

200 - Hiring Criteria

As much as some people think of it as art, snowflake creation is mostly business and a job like any other. The snow only needs to look good on special occasions, when people would notice. Otherwise all you need is some okay-ish mass production snowflakes. All that being the case and with your experience working, you know the types of people you need. You can tell someone's character and whether they'll be a good employee/apprentice for your needs or not in just a moment or two, never risking hiring someone who only looks good on paper, but fails to actually put in the work when it counts.

400 - Ice Detective

Although it's not often, other mythical creatures will cause trouble in places where they're not welcome. When that inevitably happens, it's up to you to set things right. You're magically attuned enough that you can sense when magical beings are nearby and what type they are, be they an imp, a snow sprite or whatever else may be out there. This becomes easier the longer they linger about. This isn't precise enough to pinpoint them, but you're also very good at coming up with clever tricks to root them out.

600 - Sage of Seals

Unlike most of the rubes in Noelle's tiny backwater village, you are a true master of the arcane. This is most apparent in your newfound mastery of sealing magic. This magic is performed by casting on someone you wish to seal and then cutting off a piece of their body like a finger or an ear, at which point they are encased in ice. They'll be unable to escape until they repent of whatever sin you sealed them over - that is, if you sealed them because they did something wrong. If not, they're just stuck like that until you let them out or until their lost body part(s) are returned. You're also very good at other types of magic, like conjuring massive illusions to hide villages, freezing water and creating lovely snowflakes, even possibly conjuring small blizzards like an imp can.

Mystery Man

100 - Identity Theft

Stealing someone's identity, or at least their likeness, is a dangerous game. Any number of things could go wrong and give you away... and yet, somehow, it all just seems to work out for you. If you took someone's appearance, coincidentally nobody would even recognize that person's appearance anyways, or if you took it specifically to fool people they'd just assume you're the same person with very little inquiry. Not a lot of high level critical thinkers in your area, it seems. You can get away with a hell of a lot before anyone would figure out what's really going on with you.

200 - Gone Snoopin'

For a mysterious stranger who just blew into a tiny village, people sure don't seem to notice your presence. Which is helpful, because you've got info to gather! You're good at gathering intel covertly and in a fast manner. You could be creeping all around the village peeping into everyone's windows for hours and they wouldn't notice a thing. Useful for finding something "stolen" from you, or for getting some juicy blackmail!

400 - Master Manipulator

What is it with all the "m" based alliteration? Anywho, you're a charming, handsome devil and an expert at reading people. Not only can you size someone up and figure out their deal with a quick glance, but you know just what strings to pull to get people to do what you want. You could have some innocent, sweet girl end up helping you free a being that eats children as easily as you could fix a broken friendship with a finely crafted letter. You're also a very accomplished liar, coming up with good lies being as natural as breathing for you.

600 - Guess Who's Back?

As many an imp could tell you if they ever got unfrozen, being sealed is absolutely no fun. Arguably a fate worse than death, honestly. That fate isn't for you, though, because you can always find a way out if something like this happens to you. Some poor sap will just happen to die close enough for you to possess his body, then you'll bump into a local rube you can trick into letting your main body free. However you end up getting trapped and betrayed, you'll always find a way out. May not work as well if you're being murdered, though. I guess nobody's THAT lucky.

Items

Free - Terrible House

You have a truly awful property on your hands. Small, old, falling apart, creaky pipes, bad furniture. A real winner if anyone's ever seen one. Still, a roof over your head is better than nothing - assuming the roof doesn't fall ON your head, at least.

Free - A Nice Warm Meal

Is this a special occasion? It's your favorite meal, ready to go, along with some nice hot coffee. You can conjure this meal only once a day, so appreciate it. Should your favorite meal change, what this meal manifests as will match that change.

100 - Corpse

Ah, nothing like a fresh corpse in good condition! What would you want with this? Well, if you're an imp you can possess it. It won't rot and if it gets too damaged to be useful, you'll be provided a new one. The corpse is also quite attractive, if that's your thing.

100 - Art Notes

These are tons of sketches and notes that serve as excellent reference and inspiration for an artistic medium of your choice. They help in perfecting your craft, becoming even more effective as you add to them with new examples and designs.

200 - Nice House

Unlike the other house, this one isn't shitty! It's fancy, even! It's bigger, has plenty of amenities and interesting baubles to decorate it, and isn't ready to collapse in on itself at any given moment. Maybe hide the pieces of imp, though, they could get stolen.

200 - Hidden Cave

A small and pretty cave hidden in snowy mountains. They're an excellent place for sealing things, not necessarily because of any effect of enhancing your magic, but because without being led to it nobody will ever find the cave. Good place to fuck, too.

300 - Factory

This is a snowflake factory, which is where snowflakes are created and put into clouds to then cause it to snow. There's even this cool snowflake tree thing and a big globe. Mostly, it just makes a lot of money for you, but what else do you need?

300 - Snowy Village

It's a small little village full of snow sprites! There's really not much notable about it except that it's protected by a powerful mirage that makes finding and entering it all but impossible for snow sprites/anyone you deem unworthy.

Companions

100 - Companion Import/Creation

You can create or import two companions for 100SF, granting them an origin and 600SF to spend each. Alternatively, you can spend 100SF to import/create one companion who gains an origin and 1000SF to spend.

Free - Canon Companion

If you've grown fond of anyone here during your time in this snowy land, you can take them with you as a permanent companion, should you be able to convince them to come along. It may be difficult, but with enough mental, verbal and physical abuse anything is possible!

Free - Hot Single Mom in Your Area!!!

Tired but loving eyes with bags under them, a smile as warm and inviting as her demeanor, kids swarming around her like sharks around blood - This poor snow sprite is a textbook example of a single mom. Whatever became of this woman's husband, who's to say, but the result is an exhausted and broke woman who has done a LOT for her family's survival and is continuing to struggle despite being about to snap. In spite of her age, she's a beautiful woman who's down to Earth, hoping against hope for some relief from her stressful life and financial struggles. If you'd like to take her with you as a companion her kids can either be kept in stasis until she returns, making it like a vacation for her, or you can bring her kids along as followers. Either way, I'm sure she'd greatly appreciate an opportunity like this one.

Drawbacks

+100 - No Talent

When it comes to snowflake making, or really any sort of artistic endeavor, you are a complete hack. You're lucky if something you make is considered "barely passable". Unfortunately for you, art based things like snowflake making are regularly important in your life, if only for your self-esteem. Sucks to be you.

+100 - Idealist

You're a good person - maybe a little too good, since your fairness and naivete makes it hard for you to actually solve problems. Someone who was obviously up to no good would go unpunished by you because there's technically "no proof", and even when someone cheats you or screws you over you'll go easy on them. Even a child murderer would just get sealed away "until they repented" instead of executing them.

+100 - Asshole

It's never really a good idea to be a dick and antagonize everyone you meet, but you just can't help yourself! You take a smug, annoying attitude with everyone you meet, laughing at their misfortune and looking down on them. You can temporarily suppress this to trick people, but before too long the mask will slip and people will realize how big a piece of garbage you are.

+200 - Submissive and Bribeable

What have you gotten yourself into now? One way or another, you keep ending up in situations where nefarious characters use you for their own purposes. We're talking murderers regularly finding ways to weasel into your life offering you Faustian bargains. Getting involved with these characters is dangerous enough, but to actually get rid of them is always an even bigger headache and is likely to turn violent fast.

+200 - Not Magical

While all snow sprites and imps in theory have the potential for magic, your skills are so terrible that you couldn't begin to do any magic beyond conjuring snowflakes. Not just the native magic, but any form of magic you might have had access to is now simply impossible for you to utilize. This isn't so bad, at least for a snow sprite, since most village natives here can't do magic anyways. If you're an imp, though...

+200 - Tired

You just can't seem to get a good night's rest lately. Maybe it's because you're up late studying or maybe it's because some asshole keeps pestering you at 3 o'clock every night but the result is the same. You're gonna have a hard time getting anything done without a significant amount of coffee in your system, and even then life will be painful.

+300 - Sealed

You must've pissed off a powerful snow sprite, because now you're sealed away and stuck as an ice sculpture. If you're still like this by the end of the jump you lose your chain and the only way out of this is to possess some corpse (hope you're an imp or otherwise have such an ability) and get the stolen pieces of your body back, reattaching them. Even that is incredibly difficult, though, as you can't actually touch the pieces since they're sealed in magic antithetical to your nature. Instead, you'll need to trick someone else into doing it for you.

+300 - Desperate Times

You're part of a family, Jumper. A big and very poor family, with only you and your single mother being able to take care of the family. Unfortunately, all methods both in-jump and out of jump you could use to alleviate this problem have been restricted such that you can only make your money through means any other snow sprite could (not through items either), be that snowflake making or through some, uh, less savory methods. Should your family members become completely destitute, without even a roof over their heads and a pot to piss in for more than a day, you fail your chain, and the constancy of both those things requires you to have a continual stream of income.

The End

And like that your time in this quaint place ends. Was it everything you hoped for? Did you hope for anything at all? Whatever the case, make your final choice.

Go Home
Stay Here
Next Jump

Notes

- Game can be found here, in a pack with the developer's other games
https://archive.org/details/nemlei_games
- Thanks for using my jump!