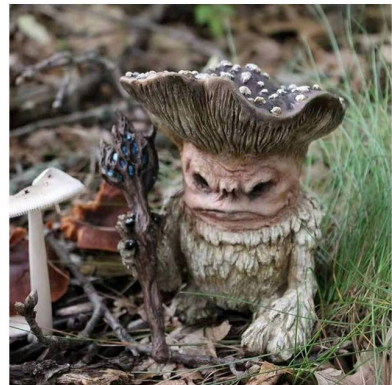
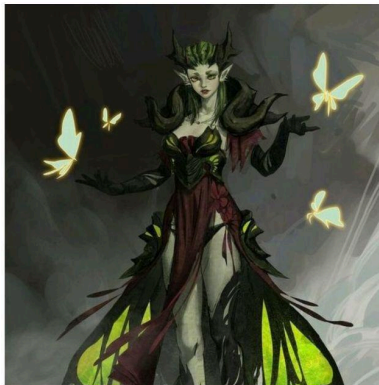
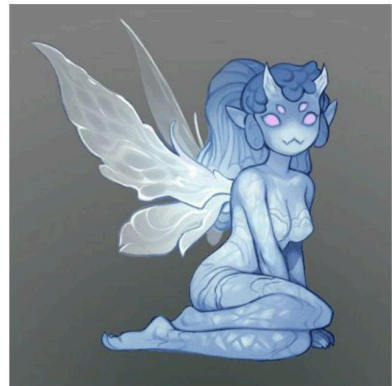
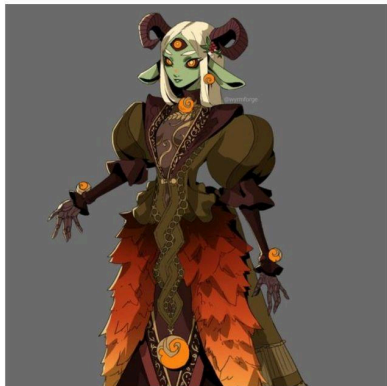


Generic Fey



Version 1.0

Whether they be beautiful pixies or silly little goblins, playful pranksters or malevolent tricksters, fantastical nobles or mystical beasts, guardians of dream and nature or your worst nightmares made manifest, the fey can be found in the world. For the next ten years, you will be one yourself, and you will decide what kind of fey you are.

You will have 1000 Acorns. Spend them how you wish.

(Note: All Perks and Items cost 100 Acorns unless stated otherwise)

Perks

(For this section you will gain 4 Toadstools that you may use to purchase any perk so long as it cost 100)

(Free) Fey Body: What is a fey? No seriously, what is a fey? Are they just people with sharp ears and maybe bug wings? Are they just short creatures? Are they scary ass looking creatures? Who knows, but what I do know is that you can decide what fey you want to be. This and any other of your future and alt-forms can look exactly the way you want to. This is just purely cosmetic, but still it is cool. You also are unaging.

Fairy Dust: You produce a strange powder that has two main effects. One, it can disorient people that it is splashed on to, and two, you can use it as a resource to power magical and magi-tek items similar to mana. Be aware that you can only produce about 4 gallons a day, so use it well.

Fairy Wings: When one thinks of fairies, one often thinks of winged humanoids flying around. Not all fey have them, but there are many who do, including you. They look however you want them to look, never tire, and can fly faster than most cars even without speed boosters. You can summon and de-summon them at will.

Beast Master: You possess a special connection to animals, whether they are wild or tamed. They will not attack you unless forced to, and they do as you say. You also gain Animal Magic.

Green Thumb: Because of your strong tie to nature, you possess the ability to manipulate plant life around you, allowing you to ensnare your foes in vines or pierce them with thorns. You also gain Plant Magic.

Changeling: You're able to take the form of anyone you have seen, even if it is just a sketch of them. The form looks exactly like them, however, their appearance is all you get. You do not get their memories nor their skills.

Banshee: Like the namesake of this perk, you can sense when others are near death, and draw power from the passing of their souls, using it to strengthen your own. You also gain a very loud banshee scream, which is basically a sonic blast.

Pooka: You gain the ability to take any forms of animal you have seen, gaining its natural ability in the process. More powerful creatures on the other hand must be tamed before you can take their shape.

Hymn of The Elements: You have an innate bond to a certain element. Pick one of the following: Fire, Earth, Air, Water, Ice, Poison, Light, Darkness, or another similarly broad element. You gain

a resistance to elemental damage of that type and its magic. This Perk can be bought multiple times.

Troll Flesh: Your body heals faster than most. Minor wounds will heal in minutes, major wounds will heal in hours, and limbs will grow back in days...of course, you can speed up that last one by slamming the severed limb back onto the spot where it came off.

Fey Music: You become a master of an instrument of your choice. It can be a standard instrument, a more out there one, your own voice, or something that no one would call an instrument like mayonaise. You can purchase this again to gain proficiency with another instrument, and gain Sound Magic with your first purchase.

Dreamweaver: You gain the ability to manipulate dreams of those that are asleep, allowing you to manipulate and twist their mind to your liking and reveal some juicy secrets along the way. Also, if you purchase the Fairy Dust perk, you can now use that to put people to sleep.

Fair Folk: As someone deserving your stature, you command a high level of respect, and this includes people who don't like you. What's more, to prevent your displeasure, others will call you Fair and Beautiful, even if you are the most horrible and ugly monstrosity there is. If you for some reason want the reverse to happen, you can.

My Aan Sel: You are an expert in blame-shifting, and so long as it's credible and no one knows it was you who did it, then you are able to blame anyone of doing the stuff you did, with no one being wiser to your deceit, not even magic or reality, so if you ever broke a rule or are in the receiving end of a spell backlash? Then you can "shift the blame" to another person so they suffer the consequences of your actions.

Tír inna nÓc: You have a special relationship with time, being able to modify the passing of it, slowing it or accelerating it in areas you hold domain or control over, and in places isolated from the rest of the world, be it a separated dimension, an island or even a house that has been closed to the exterior. With a ludicrous amount of practice you could even use these places to travel in time and even stop time.

Thorny Maze: Like a map in a hazy dream, you are able to modify any space you hold a claim over, being able to twist it like a pretzel and make even the most non-euclidian erudite have headaches, while you are able to navigate and understand such spaces like second nature. A secondary effect of this perk is that you have an innate navigation instinct, never being lost no matter where you are.

Fairy Deal: Deals you struck must be followed or some terrible consequence will befall on the offending party, the type of penalty that will be incurred depends on the deal made, being suitably ironic and completely destroying the current life of the dealbreaker, unless you add a clause on what the consequences of such an action will be, in which case it will follow that part of the deal, but scaling it, so it's more suitable with the deal made and the title or stature, if any,

that you hold. Lastly you need to remember that while others must follow the deal made, you only are liable to deal breaking consequences if the other party calls in the exact wording of the part of the deal you are breaking AND can prove beyond doubt that you did indeed break the deal. Perks of being a Fairy, you understand.

The Luck of a Leprechaun: This doesn't actually make you lucky...well, not directly. It actually grants you the ability to manipulate and transfer luck between individuals and objects. You can steal good luck from or give your bad luck to someone else. Put some good luck into a coin so that all who hold it may use it, or put some bad luck in a building to curse all inside. The choice is yours.

It's Still The Time To Play: In tales where Fey can't lie, they must resort to twisting a sentence so that it is technically true. You're a master of half-truths, allowing you to bend the truth without ever actually breaking it. Lie detectors will never be able to pick up on this, and only those who overthink every word you say will even have a chance of figuring you out.

Like A Book Without Words or Pictures: The Fey are unexplainable by nature, playing by rules that no one else will ever understand. No one, not even the smartest scientists of the gods will be able to understand your powers and equipment unless you allow it.

Fairy Hands: You are a master of your craft, elevating it to levels that only fairies seem able to do, requiring less materials, time and effort to make them than any other. Choose one Craft of any kind, like woodcarving, carpentry, glassblowing, smithing, tailoring or any other to reach fairy heights in them, being able to create, incorporate and elevate new techniques of your craft as easily as breathing. You may purchase this perk multiple times for more crafts

Of Claims and Ownership: Everything you made or that fully belongs to you is yours to do with as you please, which means that you can lend or deny access to and memory of anything that is yours, or even characteristics of things that are yours. Any kind of ownership claim would do, including if you bought a house, discovered a new technique, won a bet on an animal, claimed rewards of any kind, or made a deal. No one can take what is yours unless you give it freely.

Will You Give Me Your Name?: Many cultures speak of the powers of names, how knowing the name of someone grants you power over them, and naturally the fey would stick their fingers in that pie. If you ask someone for their name and they give it to you, you can command them to do any task that does not put them in direct danger.

Glamour: One of the things that the Fey are known for is their ability to mess with one's perception of reality, and since you are a fey it is only right that you do the same. You can create illusions that cover all 6 of the senses. These illusions are realer than real, and only a lucky few could find their way out of them.

Fey Touch: While the fey are pretty scary, that doesn't mean they can't be helpful, in fact, some can heal. You gain the ability to cast healing magic, as well as enough medical knowledge to save a critically injured person.

(200) Giants and Gnomes: Fey come in all kinds of sizes, from tiny sprites to titanous ogres. You can change your own at will, ranging from microscopic bacteria to titanis kaijus and kyodai heroes. Any equipment on you will change size with you too, don't worry about destroying your own clothing or your sword being too big for you.

(200) What A Beautiful Night to Undo All You Believe In: To mortals, reality is set in stone, but you know that it is more set in clay, and you are something of a sculptor in that regard. You gain the ability to bend the rules of reality, and sometimes straight up just ignore them all together, allowing you to do things that a setting's metaphysics would prevent you from doing if you had nothing to stop it.

(300) Green Knight: Some fey are renowned as great warriors and with this perk so are you. You are a master of all medieval weapons (i.e. swords, spears, bows) as well as much more resistant to hostile magics with them striking you for half as much damage as they would otherwise. Finally, your head is no longer a weak point as you can still move and reattach it after getting beheaded. Optionally, you may receive an armor which scales with your durability so that you would always remain more resistant than without it which you may summon or de-summon at will in your choice of color, though it doesn't have to be green.

(400) Archfey: You have been granted the title of Archfey. What is that you ask? Well you see, as an Archfey you are among some of the more powerful fey out there. All other perks you have bought in this jump document will have their power increased significantly, and you gain the ability to command other fey. They will follow without question unless they are of a similar power level, but there might be some resistance if they would naturally disagree with you. However all it takes is a simple reminder of where they stand...by force. Also, unlike those other archfey, your title doesn't restrict what you can and can't do. For an extra 200, you will gain the title of Fey Monarch, putting you among beings such Oberon and Titania.

Items

(For this section you will gain 4 Pinecones that you may use to purchase any items so long as it cost 100)

(Free) Glamorous Gear: Not really an item, but rather an enchantment that will place all of your other items that makes them look however you want them to.

Fey Food: You receive a restockable supply of fairy food, which has the property of being the most nutritious and delicious food anyone has ever had, to the point where the ones who eat it can't take any nourishment from other foods and non-fairy food will taste like the equivalent of ashes for a human tongue, except for you and those that have your blessings.

Fairy Ring: You receive ownership over a network of natural circles of rocks, mushrooms and flowers that allows you to transport yourself and others to and from any of the circles, regardless of the power or protections of the target, so long as they are inside the circle.

Goblin Gold: You have a respawning chest of fairy gold, that being 2.5 tons of pure gold that respawn at every solstice. You also get a way of contacting a friendly dwarf that will exchange the full price of the gold to other currencies for you, and in future jumps the amount of gold will escalate in order to give you similar purchasing power as the chest would have in a modern earth setting.

Fairy Wrought Item: You have a fairy wrought item, that is an incredibly powerful fey-made item of perfect make, that will always fit comfortably for you, be able to be stored and summoned at will, and be more powerful than other top tier equivalent items in the setting, adjusting that last property in every jump, so it will not downgrade. This can be anything, from a cane or flute, to armor or a sword, even more outlandish things like a leaf that works as an umbrella.

Fairy Tale Workshop: Excalibur, Claiohm Solais, Mjölnir, Crocea Mors, Fragarach. All mythical weapons whose wielders committed legendary actions and they themselves resonate even on modern earth, every single one of them was made by a fairy smith or equivalent. and so this item is a self-cleaning and self-maintaining room, that will give you everything you need for your fairy crafting needs, from dragon bone knives, orichalcum saws, and mermaid scale chisels for wood crafting, to a sungold forge, adamantite anvil & hammer, and mithril tongs for smithing, any kind of craft that you know will receive its own set of impossibly high quality tools, the best of their kind for the works you plan to do, self updating so it's always useful in your crafts. And as any fairy space worth its pride, it will not only boost (or lower depending on your mood) the quality and power of the stuff you are making, but the space inside is malleable so you are always at arms reach to the tools you need and it's never too cluttered nor too big to occupy more than 10 square meters, no matter how many kilometers of stuff you have inside.

Fairy Materials: A weekly self replenishing storage with all your crafting material needs, like wood of yggdrasil, dragon bones, gemstones, and more. The amount of material available will vary by rarity and availability, with common materials like oak wood being in infinite quantity, while the most rare stuff is only enough to craft one item. It will retain and replenish all items from past jumps, even the ones before you obtained this item, and if you also bought the Fairy Tale Workshop item then they will mix so you always have your tools and your materials at arm's reach.

Lawn Gnomes: A collection of seemingly normal lawn gnomes, these are actually magical constructs that move around when no one is looking, except you and your companions of course. You can use these gnomes to do any number of tasks, such as spy on your enemies or break into a store. They also know good jokes.

Safety Hotline: A strange telephone that will automatically hijack calls from people asking for help that only you can provide. Whatever advice you give will be clearly understood and followed by the caller, however, it doesn't correct any misinformation you make, so make sure whatever you say is correct. This also hijacks other forms of messages, such as magic, letters, smoke signals, etc.

War-Corgi: You have a corgi, but not just any corgi, a corgi that is big enough to ride into battle! Despite its short legs, it can out-run most cars and possesses stamina to run nonstop for days. Its bark can also scare off more weaker-willed foes.

Titan Beetle: This Beetle is as big as an elephant and comes with packs that never seem to overfill or weigh it down. It also possesses an armored shell and wings that allow for flight.

Sleepy Little Town: A small remote rural town that appears to be in a temperate mountainous climate and has a culture that is seemingly a mishmash of the 1980s through mid 2010s. This town will always be the same, no matter the setting, and takes some time to find if one doesn't know where it is. This is a perfect place to relax, and your enemies can not find you here unless you stay for more than a week at a time.

Dancing Blade: A magical sword that when commanded will jump from your hands and fight on its own. What type of sword it is up to you, or you can choose to impart this enchantment to a different sword you have to gain this effect.

Troll Market Key: Using this key you can enter a fey marketplace. They trade in everything from resources to concepts, however, they don't accept normal currency of any kind. Rather, they expect you to pay in other things. Sometimes they barter, sometimes they request favors, and sometimes they ask for something more.

Poisonous Rose Gloves: A pair of gloves that can summon rose vines, the thorns of which are covered in toxins. These vines can be used as normal vines, but they are mainly designed as whips. The toxin, on the other hand, is a pretty simple one, however, you can swap it out for a different toxin you have access to.

Seed from the Fey World: This is a special seed from the Fey World that can be planted in the ground. This seed will not only grow into a beautiful tree over the course of a few weeks, but it will also convert the entire area within a 500 Square Miles Radius into a fey-like landscape. Once it finishes growing, you get another seed, allowing you to repeat this process again.

(300/Free with Archfey) Fey Realm: You have your own Fey Realm, a personal pocket dimension that you can attach to your warehouse. You can decide what animals, plants, ecosystems, landmarks, and other details this realm has. You can create gateways to allow people to enter, but while these gateways remain, time will move, and don't think you can just hide here forever. For one, your benefactor won't like the fact you're just sitting around all day, and two, while these gateways are open, your enemies can enter. Be wary where you place the gateways. However, only those you wish to can access your warehouse through this realm.

Companions

(For the companions that use "They" pronouns, their gender and actual pronouns are up to you.)

(Free) Returning Companion: You can bring up to 8 companions to this jump for free. Each of them get 600 Acorns, 1 Toadstool, and 1 Pinecone to spend.

(100) Lesser Fey: A trio of small pixies and or goblins that can do minor tasks. While they may not be the best fighters, they are amazing when it comes to pranks, housework, and evading attacks.

(100) Alice: A human that has found her way into the world of the fey. In addition to her knack for finding peculiar things, she has a seemingly never ending collection of magic snacks that change her size. No, she does not share, get your own snacks.

(200) Nine-Tailed Fox: Hailing from the east, this fox possesses the ability to create illusions, change their form, and summon forth foxfire for attacks. They also know a surprising amount about agriculture.

(200) Mothman: From the toxic wasteland known as West Virginia, the infamous mothman takes flight. They possess the ability to fly as stated before, distort the vision of people who look at them, and will randomly receive visions of the future.

(200) Pukwudgie: You have befriended a Pukwudgie, a creature from Wampanoag folklore. They possess the ability to turn into a porcupine, create poison arrows, and command the souls of the dead. Be aware, they might get jealous pretty easily.

(200) Anansi: Anansi the Spider, master of trickery and weaver of stories, has decided to join your chain. In addition to the powers that most spiders possess, he is extremely skilled in the art of tricking people, coming up with plans that almost always go off without a hitch. He is also very wise in general.

(200) Fey Dragon: What a strange creature. They are a dragon, a colorful one at that, but small, and with butterfly-like wings. Not only that, but instead of breathing fire or some other element, they breathe a magical gas that causes people to hallucinate like they just consumed a bunch of mushrooms.

(400) Magical Knights of 4: 4 Companions, all sharing one slot. They are 4 knights that have sworn loyalty to you, each of them commanding an element. One wields a sword and commands fire. One wields a crossbow and controls the air. One wields a trident and shapes the water. One wields a fail and manipulates the earth.

(600 Discount Archfey) Fallen Fey Court: This group of fey nobles, previously sentenced to death in their former courts, have been gathered from across the multiverse by your benefactor and have sworn loyalty to you in both letter and spirit. While you can make them companions in the future you may also share any of your perks with them at a strength you choose and either on a temporary basis or a permanent basis

Toggles

Out Of Context: You can use this as a Out of Context Supplement for a Different Jump

Crossover: You can use this to travel to any setting with a fey presence, or if it doesn't have any fey the setting will now have fey.

Scenarios

The Wild Hunt: Is that time of the year, the time where you and your fey brethren ride upon their mounts and hunt the most dangerous game in the world, whenever it be fearsome beasts or powerful mortals. Your goal in this scenario is to take out the most targets by the end of the hunt. These targets are beaten **BUT** are extremely powerful, scaling around your current power level. You may whatever assets you have to defeat those foe, and must bring proof that you killed them. The hunt will last for 30 days.

Rewards

If you are successful in winning the hunt, you will gain the title of **Huntmaster**. As Huntmaster, you gain three boons. First is that once per year you may call upon the Hunters of the Wild Hunt to attack targets of your choosing. They may not be victorious, but damage will be done regardless. Second is that all of your shots will always hit, no matter the distance or direction. Last, you will be given the Huntmaster's Bow, which fires magical arrows that ignore resistance and will open a wound big enough for blood to drip down and leave a trail if they flee, meaning no one can ever truly escape the Huntmaster.

The Lost: The court has given you a very special task, you must kidnap 50 of the world's most (politically) powerful mortals and replace them with changelings. It might sound easy, given that political power is different from physical power, but you see, politically powerful mortals have bodyguards, and these bodyguards are the best in the business and have been tried by an order of fey hunters to protect their charges at any cost. It is going to take a lot of planning and quite possibly a lot of luck to get this job done.

Rewards

If you have managed to get past the guards and successfully create 50 puppets for the court, you will be given the title of **Changeduke**. First as the Changeduke, you may ask the council a single favor once per year, and they will help in any way they can. Second, you have been given the ability to ascend mortals into fey like yourself, allowing the average schmuck powers beyond imagination. Lastly, you will always have a changeling standing by to replace someone else.

Court Wars (Requires Fey Politics Drawback): Tensions have been rising between the Seelie and Unseelie courts, and you are either one of the unfortunate fey chosen to spy in the court opposite your own or a diplomat trying to prevent the fey world from burning down. Either way, you have a year to discover weaknesses that can be exploited or come up with ways to end the war peacefully. Once the year is up, war will begin. If you are a spy, victory can only be achieved if your side wins with minimum casualties, while if you are a diplomat victory is achieved when war ends before any true battles begin.

Rewards

If you went with the path of spy, you gain the title of **Shadowspider**. With this title you gain several perks, such as being able to tell when people are lying or bending the truth, as well as being able to go unnoticed as long as you are not too out of place. If you went with the path of the diplomat, you gain the title of **Peaceweaver**. With this title you gain the ability to always be able to secure peace talks between warring factions and for no one to interpret you the wrong way nor try to weasel out of your agreements. Also no one will angrily interrupt you.

Drawbacks

(100) The Burn of Iron: While not every story has fey be weak to iron, many do, and unfortunately for you, this is one of them. Cold iron will now be painful to the touch, and your body will naturally move away from excessive amounts of it, and given that it is very common, your life is not going to be easy.

(100) Skilled Word-Play: Is what you are going to need, as similar to fey in certain stories, you are incapable of lying nor saying anything "untruthful", of course, if the way of delivering the truth makes them think the truth is not what you meant, then it's not your fault.

(100) Bound to the Wild: Unfortunately, you are way too connected to nature, and now you find yourself unable to willingly move closer to any form of civilization, and if you do find yourself in civilization, your body will do everything it can to force you out of it.

(100) Pollution Kills: In certain eco-centric pieces of media, fairies have a special tie to nature, a tie that comes to bite them in the butt when exposed to pollutants. Things such as oil and smog will now harm you more than the average individual.

(100) Like the Seasons: You are tied to the seasons...and not in a good way. Whatever season it is will decide your mood. Spring will make you hyper, full of energy, and highly obnoxious, Summer will make you quite rude and angry, Autumn will make you skittish and antsy, and Winter will make you lethargic and rather depressed.

(100) Born in Autumn: You weren't born like normal fey, rather you came from mortal origin, somehow ascending to feyhood before jump begins. This doesn't affect your power, but it does affect your status. Other fey will look down on you, call you names, never let you play in any fey games, and bomb your crops with rabbits and moles if you have any.

(200) Heretical Nature: Because of their "pagan origin", the church has decided that your kind needs to be wiped from the world. Priests, Inquestors, Paladins, and everything in-between will come after you with divine magics at their command and holy weapons in their hands.

(200) Hellish Debt: Like the fey in the story of Tam Lin, you own the demons of Hell souls, fey souls to be exact. Once per year, you must take the soul of another fey and bring it to the Gates of Hell. If you don't, demons will be sent to come claim your soul, each demon getting stronger then the last if you manage to fight them off.

(200) FBI OPEN UP!!!: The fey have a tendency to kidnap children and replace them with changelings. Now, you don't do that...at least I hope you don't. but here is the deal, when kids get kidnapped, their parents, if they are any good, will naturally get the authority involved. This has meant the FBI and similar organizations have had plenty of history with the Fey...and are tired of them. So, of course, they decided to attack any fey that they could find. They have the tools to deal with fey, so it is best to stay off the radar, because even if they find a fey activity in the middle of nowhere, they will go after it.

(200) A Name is Everything: Names, a powerful tool. Not for the owner, but rather for anyone else who knows them, for if someone knows your true name, they will have control over you. No one will start the jump knowing your true name, but many will rush to figure it out. If you don't keep your true name under wraps and instead allow someone else to figure it out, you will be their slave for the rest of the jump. Imagine what someone would do if they had a jumper at their command...yeah, not so pretty, is it?

(200) Dragon's Wrath: You have done something to piss off the dragons, perhaps you stole from one of their hoards or something. Now, despite what one franchise would like to tell you, fairies

are not immune to the power of the dragons. Now it's not like there is an entire army of dragons coming after you, but a giant winged lizard that uses all manner of dangerous elements is not something most people want to deal with, let alone several.

(300) Only Feyborn: This is the Generic Fey Jump, we can't have you using your non-fey powers here. You will be locked out of any perks, items, and everything else from outside of this jump except for your body mod.

(400) Fey Politics: You have stumbled into the world of Fey Politics, a world filled with scumbags....and unlike human politics, these scumbags have fey powers. Enjoy entire debates filled with half-truths, trickery, espionage that puts even the greatest of mortal spy tactics to shame, and more backstabs and assassinations than all of human history. By the way, the rest of the fey world will also generally not like you, and will work together to make you absolutely suffer.

The Final Choice

Return to the Mundane: You decide to go home

Rest Upon The Hill: You decide to stay here

Follow the Dandelions: You move onto the next jump

Bergentrückung: You leave, but not forever. Eventually there will come a time where you are called back to this world to face a greater evil. This evil will have the same power tier as you have by this point but is beatable with enough hard work, but still you could likely die. Once you have beaten it, you will gain your spark.

Notes

Credits (Put your name here if you made stuff.)

- Rextzillagaming
- Fitsuloong/Fits Dreia
- Sweetiebottt/Fluffle Puff
- Anonymous Editor
- Prosecutor Godot

When I mention "X Magic" I base that off of the Superpower Wiki description of that power. Of course, you are free to interpret that however you wish.