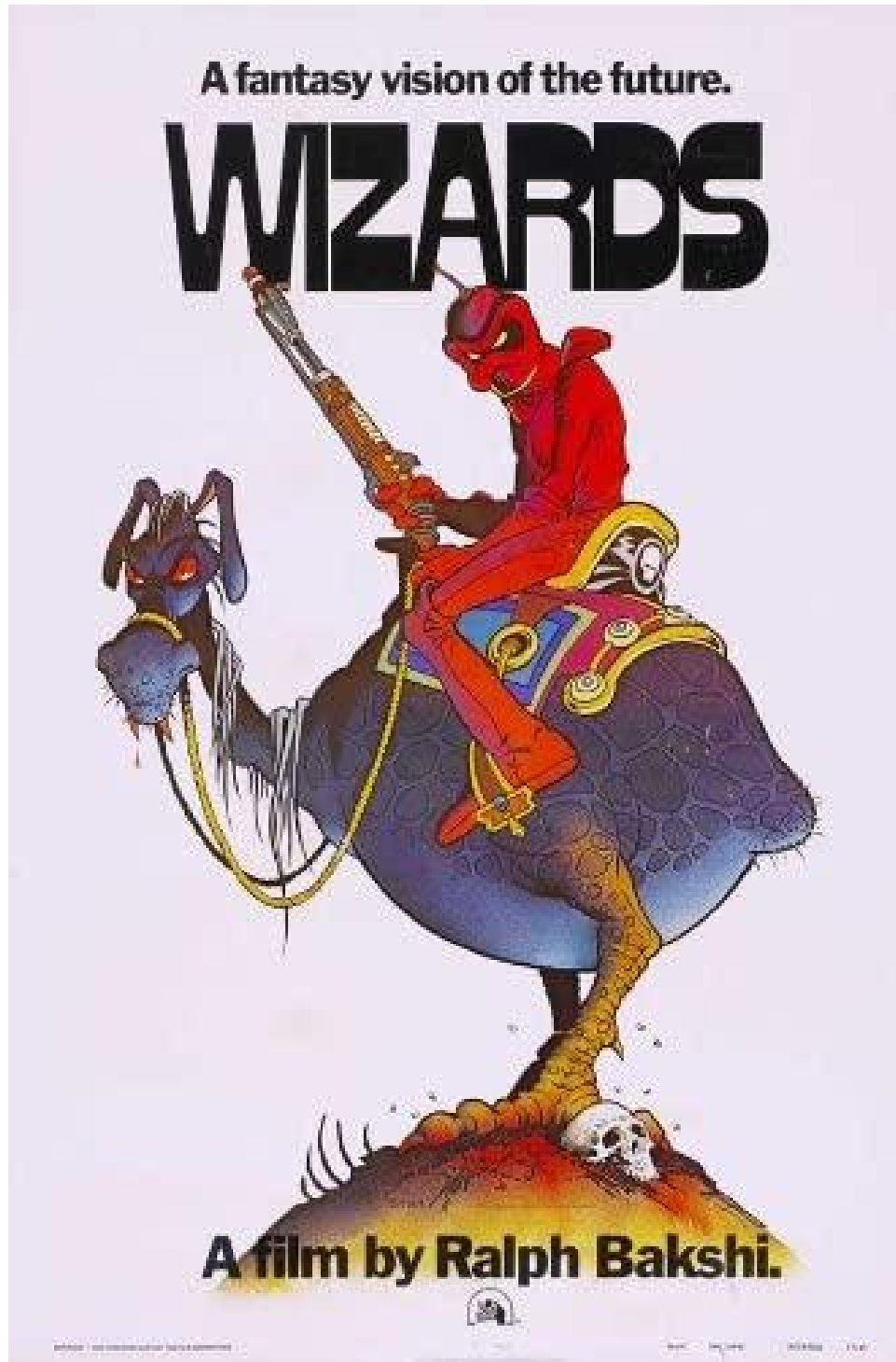


# Ralph Bakshi's *Wizards* Jumpchain

*Version 1.0.1*



*“The world blew up in a thousand atomic fireballs. The first blast was set off by five terrorists. It took two million years... for some of the radioactive clouds to allow some sun in. By then, only a handful of humans survived. The rest of humanity had changed into hideous mutants. These mutant species floundered in the bad areas... radioactive lands that never allowed them to become human again... and made each birth a new disaster.*

*Then, in the good lands... they came back, arising from their long sleep... fairies, elves, dwarves— the true ancestors of man. They lived happily in the good areas.”*

And now you will arrive in this world, though a little later than that. You arrive after the birth of the wizards Avatar and Blackwolf, after the death of their mother, and their first fight. You arrive sometime around 5000 years after that battle, on the same day that the wizard Blackwolf sends the robot assassin Necron 99 out to kill leaders of the free world to weaken their states for his upcoming invasion. Your allegiance is yours to choose, and your powers will likely make you a force to change the world. In Scorch within the badlands, Blackwolf gathers ancient military technology in preparation for his invasion. In the Good Lands they have rejected technology as a bringer of violence and destruction, and their forces are woefully ill-prepared to face tanks, bombers, and armies with guns.

What will you do? How will you change this tale? To help you have the power to do so, take these to buy perks, items, and companions to help you on your journey:

**+1000 CP**

## **Age and Gender:**

You may choose any age or gender which fits your species.

## **Background:**

No proper backgrounds this time, Jumper. You may choose to be a mutant, goblin, or demon from Scorch, a fairy, elf, or dwarf from the Freelands, or anything else that is appropriate to the world. You gain a (new) alt-form appropriate to your species in this jump, but it must not have significant advantages over humanity (such as functional wings or being substantially stronger or smaller than a human child) unless you buy them as perks.

## Location:

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

1. Montagar: Elinore's kingdom and the starting place of the quest.
2. East Elfland: Blackwolf's first invasion target, a kingdom of elves soon to be invaded.
3. Fairy Mountains: Where Avatar's party ran into the mountain fairies and their sanctuary.
4. Black Mountains: The mountains which the fairies teleported Avatar and Elinore to when they 'released' them.
5. Black Forest: A forest which lays between the Black Mountains and the badlands.
6. The Desert: Where Avatar and company would meet the army that had banded together to face Blackwolf and his forces.
7. Scorch-1: Blackwolf's capital city, and the site where he is preparing his forces for war.
8. Free choice: Choose any of the above or anywhere else in the film.



## Perks:

*No backgrounds, so instead you get 1 50% discount each for 100, 200, 400, and 600 CP perks other than Wizard 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.*

**A Clever Assassin Stays Hidden (100):** And you wouldn't want to be a non-clever assassin would you? You know the basics of how to hide and remain unseen, as well as how to move quietly. This is not superhuman skill, but if you approached cautiously you might be able to climb a tower into a room with 3 people talking and not be noticed even as you stood in the doorway watching them.

**Beautiful Backdrops (100):** The natural places in this film tend to be very beautiful, and lovely, even the frozen and inhospitable mountains are a pleasure to look at. And while Scorch-1 is not exactly beautiful there is a certain grandeur and spectacle to its appearance. Now you carry something of this with you. Wherever you go the scenery of the world seems to be just a bit more beautiful and aesthetically appealing than it otherwise would be. Mountain views are more majestic, forest meadows will have more colorful wildflowers, and even dreary towns will have a certain charm to their designs.

**Mysterious Stranger (100):** You cut a certain image. When you pass through a region people seem to take notice of you, something about your demeanor or mein drawing the eye and their attention. You could pass through a town and bring a quiet to the street as everyone you pass stops to take you in and figure out how you fit. If you don't want to attract this attention you may turn this perk's effects on or off at will.

**Sing us a Song (100):** That's what people will be telling you to do if you take this perk. Your voice is beautiful when talking, and only more so when you decide to sing. And you will find that even if you were wholly tonedeaf and with no sense of timing for it before, you now have an ear for music and the skills needed to sing with an impressive vocal range.

**The Nice and Kind Wizard (100):** Empathy is a valuable skill, now you have it. You are a basically empathic person, able to care about others and to pick up on when you might be hurting them or otherwise making them suffer. In general your emotional intelligence is improved, helping you to notice things about how others are feeling and to put yourself in their shoes or view things from their position.

**Very Small (100):** You are substantially smaller than a human, perhaps small enough to ride on a dragonfly's back. You gain no other special properties aside from the size, and you will be physically weaker due to it, but there are many benefits inherent in being so small. You can choose your exact height as long as it is not significantly smaller than small enough to ride on a dragonfly like one might a horse. After this jump this becomes an alt-form.

**Wings (100):** You have a pair of functional wings. The aesthetic design is up to you. Maybe they're fairy wings, scaled bat-like wings, or even feathered bird-wings; it's entirely your choice. Whatever you choose, these wings allow you to fly moving through the air upon them.

**Brain Reading (200):** You are able to perform brain readings allowing you to pick up information from the minds of the unconscious or recently dead. This ability even works on robots and mechanical minds that are 'off'. You can also use this ability to pick up on magic which is affecting the minds and wills of those under your scrutiny. This isn't a quick process however, the brain reading process requires close contact and time both.

**I Want Peace (200):** It's hard to tell that Peace was in constant pain from the mental struggle with Blackwolf. And it's almost surprising that he'd choose peace when it meant such a continuous struggle. Like Peace you have a strong will, able to struggle and hold back supernatural influences upon it, and continue to push onwards despite pain. You won't be at your best while doing so, and it's still possible for you to lose if something breaks your concentration or spirit, but you have the stuff needed to at least put up a fight.

**Little Hawk (200):** Like the elf Weehawk you are a highly skilled warrior. You can ride a horse, or 2 legged mutant mount, and put an arrow through another's eye while riding at full speed. You can wield a sword, or any other medieval weapon you wish to name, and even unarmed could defeat two larger and armed opponents with flying kicks and powerful karate chops. This also gives you particular skill in throwing weapons not meant to be thrown, such as swords, and making them effective weapons even when wielded so awkwardly.

**Royal Assets (200):** Elinore has some assets which left Avatar broken hearted at her betrayal, and so eager to remain her teacher. Now you also have similar assets. While you don't have to match Elinore's body type - if you don't want to - you are definitely a beauty, with an appearance to turn heads and draw eyes. And if you want a busty and curved figure this perk will help you with negating its downsides, preventing back strain or loss of agility and range of movement from the side-effects of your royal assets.

**Warrior's Toughness (200):** Weehawk may have been small compared to the mutants and goblins, but he was a tough warrior. Now you share his physical resilience. This isn't anything truly superhuman, but you could take a flesh wound - or even an arrow to the arm - and ignore it, survive fighting with a robot, or fall off of a cliff into the water and remain unharmed.

**Fairy Illusions (400):** While you may not be a full fledged wizard you have a skill in certain elements of magic. You can make use of illusions, creating the image of a great beast around you, or filling a chamber with smoke and hallucinations which disorient those inside of it. These illusions cannot cause true harm to others, but they can still be used to beguile, confuse, and mislead.

**His Magic Was Stronger Because He Had the Emotional Loss of His Mother (400):** 5000 years ago when Avatar and Blackwolf first fought despite being equals in magical potential and training, Avatar won because he was able to draw on the loss of his mother for emotional strength where Blackwolf simply desired power. Now you are also able to draw on your emotions to increase your supernatural powers and magical strength. The more wild and intense the emotion, the more raw and uncontrolled, the more power it will grant you, though you will find unfortunately that this power is not at its greatest when determined to stop a loss, but when fueled by fresh pain and loss. While the intense emotions that might come from a threat to a loved one will empower your magic, the pain and sorrow from their loss will do so even more.

**I Sense Something (400):** You seem to have a sixth sense for danger. With no visible sign you can just get a feeling for how an assassin might be near, or when battle is about to brew. This is a sense of simple unease, and gives no precise information on the threat; you may assume it was a traitor in your midst when really the potential traitor had wandered off and then fought valiantly against the assassins coming your way. Still this will give you a sense for when you are in danger, but figuring out what that danger is remains up to your own skills and talents.

**Peace Maker (400):** You know it's surprising that Avatar was able to convince the robot assassin Necron 99 to join them now as Peace. It didn't seem to be the threats he told him, so maybe it really was the promise that at the end he'd be given peace. However Avatar did it you now have the same knack for convincing defeated foes to join your side. Some enemies may be too ideologically opposed - Avatar defeated Blackwolf in the past - but when you defeat an enemy you will find they are far more likely to listen to you, and far more receptive to your words. Not simply far more so than they might normally

be to a (former) enemy, but far more so than they would normally be to someone they were neutral to. Maybe you can convince others that the world does not need more war.

**Search for Links to the Past (400):** If you go looking for age-old artifacts and relics you will find that your luck in finding them has improved. While you may not always find what you were looking for, you have a knack for finding lost relics and objects from the (ancient) past in surprisingly well-preserved states. This doesn't guarantee anything rare or powerful, but even if you're not actively looking you can occasionally find old relics by sheer happenstance and luck, and it will definitely help you find powerful relics of the past.

**They've Killed Fritz (400):** Fritz was actually very much alive, but possibly wounded, at the end of the battle; at least until his friend shot him in a moment of friendly fire. But Fritz was presumed dead, and at the end of a bloody battle there was good reason to presume the person laying on the ground not responding was dead. Once per jump when you would be killed, you will instead be left miraculously unharmed by whatever would have killed you, waking up moments later perfectly fine. This only works once per jump, so hopefully your friend won't shoot you immediately after.

**Fuhrer (600):** You have a dictator's charisma. You could gather together bellicose races and forge them into a single nation under your command and turn them into a force to conquer the world. You might need a secret weapon or two to succeed, maybe some skill in magic would help, but you have the charisma needed to begin such a task. You know how to present yourself before a crowd, how to perform with drama and move them towards your purposes, and how to work up emotions. This works best when playing on the greed and aggressive desires of others, but you have the charisma you could probably put it to more peaceful uses if you desired.

**Hitler Was Killed Once Again (600):** So you've killed the bad guy, but his army is still in the field. Normally it might not be the end, but now you have a certain something. When you kill an enemy leader you will find that their forces are immediately demoralized and become much less capable, more so than mere loss of leadership could account for. A seemingly invincible army might be quickly routed all due to your killing their homeland's president or prime minister, not even a field commander. In addition when turning around and going home, disbanding, or dispersing is an option and no cruel fate is awaiting them your now leaderless enemies will tend to do just that, the mutant horde returning to their badlands, or the criminal syndicate breaking apart rather than continuing to pursue the fight.

**In the Good Lands They Came Back (600):** 2 million years after the absolute nuclear disaster which wiped out all civilization in this world the fairies and magical creatures returned from where they had disappeared to ages past. Now whenever you go to a jump which would normally lack magical elements you can - at the start of a jump - cause elements of magic to re-emerge into the setting, coming out of hidden places and returning to an open life in the world. You have no special control over these elements, but you will find that should you desire it you will never find a world which is without magical and supernatural elements again; this does have a tendency to populate the world with woodland and nature spirits, fairies and elves and the like, though it may be influenced by the nature of the setting (gritty cyberpunk might see techno-gremlins).

Even in worlds which already have supernatural elements this can be used to increase them. Again you'll have no true control of how this manifests just whether it does or not, but you will find magical elements becoming more common and prominent, as if the general background magic of the world was increased. Once again this does tend towards nature spirits, but will be influenced by the nature of the setting and its existing magic, though in settings with supernatural powers but not magic (psychic abilities or the Force for example) it will introduce truly magical elements.

**Just Shoot Them (600):** Maybe your magic has gotten rusty in the ages since you last made use of it. Maybe you've lost your edge. Maybe you're just using the most effective method available to you. Whatever the case, when you use a gun you find that its effectiveness is boosted based on the scale of your supernatural powers and how much your enemy is expecting you to use a mere gun instead of your other powers. As it scales based on both while this perk is most effective if such a deed is perceived as well and truly out of character for you, as long as you have supernatural powers you will find it having a noticeable effect even if you are known for toting a gun and shooting anything that moves. Conversely even if you have no supernatural power, if people really could not perceive you ever doing such a thing even an ordinary handgun will be terribly effective.

**Wizard (600, Not Discountable):** Like Blackwolf or Avatar you were born a wizard. You have a mastery of this world's magic on par with either of them, and you will be able to do many of these feats of magic in this film; you may begin as a black mage every bit the match for Blackwolf, a mage that avoids such black arts like Avatar, or a mage who has lesser mastery of black magic than Blackwolf but simultaneously skill in non-black magic which is expansive if less than Avatar's. Whatever your choice you can eventually master the other arts and even those magical abilities shown by others than Avatar or Blackwolf. Magic shown in the film, certainly with some things missed, include: including reshaping animals, shapeshifting, conjuring items, call up souls and demons



from Hell, binding wills to objects, taking control of fairy princesses through mental connections, zap robots into inactivity, levitating objects and people, creating illusions, call up winds, transform statues into living creatures, send projections of yourself to declare people are liars, teleport others, cure radiation sickness, clean lingering radiation, banish demons, mind control fairy princesses, conjure flowers, and conjure flowers that turn into butterflies. And you may be able to copy the **Brain Scan** and **Fairy Illusions** perks; if you cannot yet you can learn to.

Also as a wizard you have a lengthened lifespan, able to live a good 10,000 years at least.

## Items:

*You may buy a single item at a 50% discount. A 100 CP item bought at a discount is instead free.*

**An Illuminating History Bearing On the Everlasting Struggle of Jumper (100):** You have a collection of books now, Jumper, one for each jump that you have completed, gaining a new one with each jump you complete. When one of these books is opened it will project an animated film (or series of them) of your adventure(s) in that jump. These films will be done in the style of Ralph Bakshi's *Wizards*.

**Medieval Weapons and a Mount (100):** It wouldn't do to have you arrive unarmed and on foot. You possess a medieval hand-to-hand weapon of your choice, a bow and quiver full of arrows which restock after each battle, and one of the strange 2 legged creatures that they ride in this world. Any of these will be replaced after 24 hours if lost or destroyed.

**Submachine Gun (100):** While this submachine gun does not have the ability to fire indefinitely and continuously, you will discover that whenever you cease firing with it for long enough to reload it, it will automatically reload itself without needing actual ammo to reload it. Hopefully you'll find such a tool useful.

**Fairy Prostitution Ring (200):** You are now in charge of a group of fairy prostitutes. While not particularly lookers, tending to be past their prime, they may bring in clientele for their exotic nature in future worlds. You don't have to actually do anything for this position if you don't want to, but will get a tidy cut of the profits, and a discount on services. If you do take an active hand in things then you can certainly make it more profitable.

**Mutant Army (400):** You have an army consisting of several thousand goblins, mutants, and monsters. Unfortunately these are not the most intelligent forces, with a tendency to get distracted, bored, or otherwise lose interest and need a strong, firm hand to keep them performing competently; it might be the millions of years of radiation damaging their genomes. Still while their competency is in question they are fairly loyal which has to count for something. They come with medieval weaponry and a variety of monstrous mounts, but if you have a means of producing guns they could perform much better with them.

**Scorched Earth Factory (400):** This dark tower looks like it befits an evil sorcerer from the outside, but on the inside it contains military factories capable of producing enough WWII military technology to provide for an army. You'll still need to provide it with the raw materials somehow, but it has the factories and workshops needed to produce any WWII military technology outside of a nuclear bomb.

**A Simple Luger (600):** This is an ordinary handgun except that by some quirk of its nature it is particularly effective against magical foes. Magical defenses prove far less effective than they ordinarily would be at preventing its bullets and the more magical power a target has the more damage the bullets will do to them. Don't expect to kill gods with just this.

**Nazi Propaganda and War Footage (600):** The ultimate secret of war, and key to turning your soldiers into gods on the battlefield. You possess a film projector and various reels of war footage and Nazi propaganda from WWII. When you show these films to your minions and subjects they will be filled with a military fervor that will drive them forward to commit themselves wholeheartedly and courageously to your cause of conquest. When broadcast across the battle lines of your enemies it will have an almost opposite effect, destroying their morale and shattering their will to fight.

## Companions:

**Companion Import/Create (50+ CP):** For 50 CP you can import or create 1 companion with 300 CP and the same discount rules as you. For 100 CP you can import (or create) 3 companions with 300 CP instead. For 200 CP you can import (or create) up to 8 companions with 300 CP. 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 character who appeared in the film even if they died during the events of the film (or the jump).

## 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.*

**Short Stay (Toggle):** So maybe you don't want to stay a full decade in this world. If you take this option you only need to stay until the conflict between Avatar and Blackwolf reaches its final resolution one way or another. However you have also ensured that you will become involved in that struggle on one side or the other. In addition all other drawbacks only give ½ the normal amount of CP because they will be affecting you for so much less time.

**Stay Extender (Toggle):** Wizards live a good 10,000 years and this world has a history of 10 million years **after** our own time. If you'd like you can increase your stay in this world. Just decide how long you want to be here and you can stay as long as you wish.

**Bad Fairies (+100):** For some reason you and fairies just don't seem to get along. Wherever you go you have a worrisome tendency to run into groups of fairies which look forward to using their magic and abilities to pull pranks on you or otherwise disrupt your journey. They won't necessarily try and kill you, or even do you any lasting harm, but they will be a general nuisance.

**Known Face (+100):** You are famous, Jumper, at least among your enemies. While your allies are no more (or less) likely to recognize you, you'll find that whenever you act within enemy territory **someone** will recognize your face, and that you are on the opposing side.

**Hot Tempered (+100):** You might be a warrior. Even if you're not you have a tendency to push into battle and combat at the slightest provocation. This also affects your trust of others; a traitor from the other side will have to do something like save your life at a risk to their own while wounded and beaten from fighting your common enemies to gain your trust. And if someone has betrayed your side you might risk your mission to hunt them down and take your revenge. Hopefully you can restrain yourself from killing them if it turns out they were being mind controlled.

**Mutant (+100):** Normally you'd be able to pick your form in this jump within reason. Now whatever form you take it will be notably mutated and not in an aesthetically pleasing sense. Blackwolf's skeletal forearms and evil wizard look is far too pleasant for what you end up as, whatever your appearance due to this drawback it will be one that

will make you unhappy to look into a mirror, and make those around you prefer not to look at you.

**My Magic is Rusty (+100):** Any supernatural powers you possess have taken a nosedive in usefulness. Perhaps you were once the most powerful wizard in the land, but now you will be rather unreliable with your spells. You might still pull off the occasional impressive feat, and even reliably pull off minor tricks, but whatever height of power you once had you're now at a mere fraction of what you once possessed. This does not only apply to magic, but to any supernatural power, or Clarketech, you possess, including chi, psychic abilities of all types, and anything that would count as a superpower; if it's not part of real world physics it's affected.

**Anti-War Film (+200):** You hate war, Jumper, and you hate violence. All you want is peace, and you will find that you cannot raise a weapon to harm another even in defense of your life. This thankfully doesn't apply to your allies, and you can find other ways to help in a fight, but you cannot try and harm anyone.

**Broken Heart (+200):** Your heart has been broken. Someone who you love, and who you thought loved you, has betrayed you and turned to the enemy. You will find that this sorrow weighs heavily upon you, and that they will act to oppose your goals directly at least once during this jump.

**Fate of Fritz (+200):** You seem to find yourself a magnet for friendly fire. While this won't ensure that an ally harms you in every battle, or that any are lethal, you are much more likely to be struck by your allies, and any companions you possess **will** strike you at least once during this jump with a full force attack. Hopefully you'll survive.

**They Outlawed Technology Millions of Years Ago (+200):** Technology only brings violence and suffering, so of course you won't touch it. You are unable to make yourself use any technology more advanced than that of medieval Europe. This includes any technological items from previous jumps, any technology you find here, or even any technology you create. If it is more advanced than that of medieval Europe you will not touch it or use it.

**Constant Mental Battle (+300):** You have been somehow mentally linked with a dark artifact of magic or technology. As long as it exists you will find yourself in constant pain, and needing to devote a noticeable amount of your focus to keeping it from controlling or influencing your behavior. Unfortunately you will be unable to destroy this artifact until near the end of the jump.

**Like Magnets (+300):** Bad news Jumper, you have a twin. They possess powers and abilities in every way equal to yours and just a slight bit better, though if your powers are good theirs are evil, and they possess, if anything, superior versions of your items. Unless you can somehow trick them you will be unable to defeat them in a direct 1 on 1 fight, their powers edging yours out by a small margin. However they do not possess your friends and allies, and proper motivation can spur the lesser to defeat the greater. They seek your life. You do not have to kill them during this jump, merely keep them from killing you, but they will stop at nothing to do so.

## 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.

**Close the Book:** 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 your days of jumping over with. Maybe you can bring some peace to your home world before it ends up in a war that leads to something like this world.

**The Sequel that Never Was:** Maybe you'd prefer to stay here. Not sure why since there's a stay extender toggle and you could stay here as long as you wanted, but your chain ends in this world and you can continue to live within this world until your time is really up.

**A Different Role:** 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 adventures. Maybe like Sean the Fairy you will go on to be a star in Star Wars, or maybe you'll go somewhere a little more peaceful.



## Notes:

Jump by Fafnir's Foe.

Was a quickie jump for an 80 minute movie. No backgrounds because trying to balance Peace against Weehawk against Elinore against Avatar against Blackwolf wasn't happening. Same reason you only get 1 item discount, there just weren't that many suitable items (I had to make up some effects for Avatar's Luger but I felt it deserved them).

Hopefully people will still enjoy it.

Peace might have only gotten 3 low end perks but remains the best character.

## Changelog:

Version 1.0.0: Original.

Version 1.0.1: Added that In the Good Lands They Came back can increase the magic in settings that already have supernatural elements, and has a tendency to bring forth woodland spirits and fairies.