

# *Works of Shakespeare*

## *Jumpchain Compliant*

You were told you'd be travelling to the Elizabethan era of a world much like your own. Indeed, at first glance, that's what this place would appear to be.

But as you look a little closer, some things seem... off.

Witches can be found hidden away in the Scottish countryside, fairies flit about tinkering in the affairs of mortals, and the occasional ghost will appear to request vengeance upon those that wronged it in life.

In case you haven't figured it out yet, you've been transported to the world of William Shakespeare's plays.

Every piece of fiction produced by the legendary playwright will occur in this world over the next decade, and as long as you're in the right location and want it to happen, you'll find yourself drawn into the events of each play as they unfold.

Here, take **1000CP** to help you with your performance.

# Starting Location

Whilst I'm sure you'll be able to find ways to all the places you want to visit in-jump, you should now determine where in this world you'll start.

Keep in mind that many of Shakespeare's plays are historical and involve the distant past. For this reason, you'll find that travelling between areas will often result in the time period also changing to fit whatever plays are set to occur in that part of the world. Venice may be as you expect it in the 16th century, but stepping into Rome will see you back in 44BC, just in time for the Tragedy of Julius Caesar.

Roll 1d6 to determine where you start or pay 50CP to choose for yourself.

**1 - Stratford-upon-Avon, England.** Although none of his plays are set here, this small English town is the birthplace of William Shakespeare. There isn't much to do here, but perhaps you could get an autograph from the man himself.

**2 - Verona, Italy.** Three of Shakespeare's works take place here: the Taming of the Shrew, The Two Gentlemen of Verona, and most well-known of all, Romeo and Juliet. The Montagues and Capulets will be several generations in to their bloody feud by the time you arrive - perhaps there's still hope for the younger generation?

**3 - Rome, Italy.** How strange. This place isn't like the other parts of Italy. You're here in 44BC in the midst of the Roman Empire, with Julius Caesar currently leading the city. I suspect you'll want to have a chat with his most loyal servant, Brutus.

**4 - Inverness, Scotland.** Here in the 11th century, Scotland has just defeated Norway and Ireland in a war against the traitorous Macdonwald and the Thane of Cawdor. Strange things are in store for the King's kinsman Macbeth, and his troubled mind may benefit from your intervention.

**5 - Athens, Greece.** In ancient Athens, a grand wedding is being planned between Theseus and Hippolyta, former queen of the Amazons. Beware, for fairy magic is at work in the nearby forest, and you won't want to be caught off guard by one of Puck's love charms.

**6 - Free Pick.** Fortune smiles upon you today. You may choose any real-world location referenced in Shakespeare to begin your journey at.

# Gender/Age

The women in Shakespeare's plays (and Elizabethan society as a whole) have far fewer rights than you may be used to. In case you want to avoid the scorn of your peers or simply wish to experience this oppression for yourself, you may change your gender now for free if you so desire.

Your age will be determined by your origin (see below), or any value can be chosen for 50CP.

# Roles

In Shakespeare's works, characters tend to fit into a few basic archetypes, and you are no exception. Now, what is yours? **Choose one.**

## Hero (Age is $18+3d8$ )

O, fate is a cruel mistress. Once you were a person of high social stature, loved and respected by all. But after a series of dark and unusual twists, you have been left penniless and without a single friend in the world (a fate much less bloody than most of Shakespeare's tragic heroes).

Let's hope your luck starts to improve soon, ay?

### **Fool (Age is 18+3d8)**

The tragic hero experiences great hardships, and to some extent, the comic hero does too. Your troubles, however, tend to have a much more light-hearted tone to them - fairies turning men's' heads into donkeys, cases of mistaken identity and other sources of mirth and merriment follow you around, but in the end, it always seems to find a way to sort itself out into a nice happy ending for everyone involved.

### **Lover (Age is 10+1d8)**

It seems Cupid has struck you with his arrow. You've fallen head over heels in love with someone here, and thoughts of them dominate your mind at all hours of the day. It may be a canon character from your starting location, a companion you've imported, or an original character entirely, but regardless, make sure you love in moderation - I shouldn't have to warn you about the potential consequences if you fail to do so.

### **Villain (Age is 30+2d8)**

I see, so you're the Machiavellian sort. You've lied and betrayed your way into a comfortable position of power where you now reside. Whether you're a cruel and jealous soldier, a spiteful merchant or an egotistical king, you are undoubtedly responsible for more than a few ruined lives. Just remain on your guard, lest those you've wronged come back to bite you in the end.

## **Playwright (Age is 22+3d8+1d6)**

...Or maybe you *are* an exception. You arrive in this world with no new memories and no role you are expected to play. In your pocket is a feather quill, and as you gaze upon it, you gain an inexplicable desire to write. Have fun, jumper.

# **Perks**

## **Undiscounted**

### **Blank Verse (free for all)**

Now you're getting the hang of it. With this perk, you may effortlessly switch to speaking in Verse at will - a form of dialogue which utilises iambic pentameter and rhyming couplets to create beautiful speeches that sound more like poetry than something which would be said in an actual conversation.

When you speak in this way, you may choose whether those around you understand your words as if you were speaking normally, or if they comprehend it as the confusing and often convoluted poetry that it is.

### **Cameo (50CP)**

Now, your presence in Shakespeare's plays continues even in future worlds you visit. This power causes the writings of William Shakespeare to retroactively change in any modern universe you travel to in which his plays exist. Each play will remain mostly the same, but every script will now contain a recurring character who appears briefly as a plot device, with unusually detailed descriptions on how the actor portraying him should dress and act. Scholars will undoubtedly pose many theories as to the identity of this

‘jumper’ character; a close friend of Shakespeare immortalised? An inside joke? A figure from local folklore? None will come close to the truth.

## **Dramatic Entrance (100CP)**

You’ve perfected the art of entering and exiting scenes with style. When you arrive, you possess an impeccable timing and sense of flair that will cause heads to turn and jaws to drop. When you leave, you’ll do so gracefully, with parting comments that leave your allies filled with hope and your enemies dreading your return.

## **Groundlings (200CP)**

In case you want to bring an Elizabethan audience along on your adventures, this is your chance. Dozens of disembodied voices can now be heard around you, reacting to events as they occur ‘on-stage’. They seem fond of you, and will clap and cheer at your successes, boo your enemies and possibly even call out useful advice - such as cries of “Jumper, they’re behind you!”. This effect can be toggled on and off, and you also choose if only you can hear the voices, or if everyone around you is aware of their presence.

## **Power of Prophecy (300CP)**

With this perk, you gain a power very similar to that of the Three Witches responsible for tormenting Macbeth. You understand how to complete dark magic rituals with a cauldron and a few unusual ingredients (such as newt eyes or the scales of a dragon). Through these rituals, you may see prophecies of what is to happen to those around you. These prophecies will be vague at best, and should be treated with a healthy dose of suspicion - those capable of denying the whims of fate may be able to undermine this power. Other rituals exist for creating bizarre potions with effects both detrimental and curative, but you’ll only start with basic recipes, and advanced ones will have to be figured out yourself.

## **Old King Hamlet (300CP)**

You've gained the ability to bring forth the ghosts of those who have died but remain linked to this world through some uncompleted business, which is usually a desire to be avenged. There is nothing these ghosts can do to harm or interact with you, but that goes both ways, so expect few results from intimidation. With that said, most are completely willing to provide information or other assistance if you offer to help them shuffle off this mortal coil.

## **Fairy King/Queen (400CP)**

You've received the ability to use the fairy magic possessed by fae characters like Oberon, Titania, Queen Mab and Puck. With but a sprinkle of fairy dust, you may cause a variety of strange effects, including but not limited to: making someone fall in love with the first person they see, turning a person's head into that of a donkey, making people forget what they have seen and fully controlling people's dreams. At first, you'll find these effects occurring mostly at random when you sprinkle the dust (which can now be harvested from any forest), but with time, you will learn to control the outcome to some extent - although a level of unpredictability can still be expected.

# **Hero**

## **Keep up your Bright Swords (100CP, free Hero)**

As a virtuous hero, you've gained a knack for conflict resolution. Your commanding stature and wise words help you in taking control of tense situations and convincing others to settle their disputes through non-violent measures. Whilst it will likely not be enough if the parties are at odds due to serious grievances, this can help a great deal in preventing fights from breaking out due to misunderstandings or petty squabbles.

## **Anagnorisis (200CP, discount Hero)**

‘Anagnorisis’ is the Greek word for a tragic hero’s moment of realization, when everything clicks into place and they finally comprehend the hidden truth that’s been in front of them all along. Whenever you have yet to realize something but possess enough information to do so, you are guaranteed to soon experience an Anagnorisis, with the truth coming to you in a sudden moment of clarity. This can happen regardless of whether you are actively thinking about the information, but it will occur sooner if you are consciously pondering over what you know.

## **Brandish'd Steel (400CP, discount Hero)**

Above even the warrior hero Macbeth and the courageous general Othello, you have an incredible talent for sword fighting, with your speed and technical skill surpassing the greatest in this world. Not only that, but you are also capable of rapidly reaching a similar level of skill with any simple weapon you wield, overtaking professionals with only a few weeks of training.

## **Dramatic Structure (600CP, discount Hero)**

If a hero is to die, it should be at a suitably dramatic moment of the story. To this end, fortune has taken an active role in ensuring events you are involved in play out in a theatrical manner, giving you plot armor as necessary to ensure your journey isn’t cut short whilst there is a larger threat you are focused on. This plot armor ensure you will never die in an anticlimactic manner as long as you are making a serious effort to survive. Minions of your real enemy will never be able to kill you, and unrelated illness or disease will be harmless to you unless it has been somehow targeted at you by your story’s antagonist. When you are near the end of a story, the villain has appeared on the scene or doomsday is moments away, your plot armor will disappear and it is up to you to ensure your tale does not end in tragedy.

# **Fool**



## **The Best Medicine (100CP, free Fool)**

You have a knack for making people laugh. Your comedic timing is perfect, and you have a near-encyclopedic knowledge of jokes. In addition, you emit a passive aura of humor, which makes everyone around you slightly more prone to see the funny side of things - letting you lighten the mood in even the most tense standoffs.

## **Mimicry (200CP, discount Fool)**

Your impressions may offend, but no one can say they aren't accurate. When you try, you find yourself able to almost perfectly mimic the voices and speaking patterns of those who you have heard speak for an extended period of time. If you wish to, you may also exaggerate their mannerisms and take on aspects of their personality to make people laugh - just try to make sure the subject of your mockery isn't present when you do so.

## **As Luck Would Have It (400CP, discount Fool)**

Comedies tend to be willing to stretch realism a little bit more than tragedies. Characters wind up in crazy situations through sheer coincidence, finding themselves entwined in other's affairs and secret dealings through little more than just being in the right place at the right time. Now, this luck has rubbed off on you, and whenever you choose to have this power active, you'll find that you always end up exactly where you need to be to play a role in ongoing stories - whether that be by overhearing a murder plot, entering a fairy's forest right as he's looking for a helper or simply arriving on the scene as a party of heroes are looking for a new member.

## **Play the Fool (600CP, discount Fool)**

Whenever you are immersed in your clownish persona, people who aren't intimately familiar with you find themselves unable to see you as anything else. You might be plotting a king's death, but he'll be unable to accept that his lovable jester would do such a thing, even in the face of

damning evidence. The devices may indicate that your power levels are off the chart, but the aliens would rather deem their flawless machinery to be faulty that acknowledge there may be more to you than meets the eye.

## **Lover**

### **Blushing Pilgrims (100CP, free Lover)**

As a lover, you've gained a intricate knowledge of romantic endeavours and a great deal of skill in flirting. Simply looking at you is enough to tell that you radiate charm - the impact of which is enhanced if you use extended metaphors and innuendos during your attempts at seduction.

### **These Violent Delights... (200CP, discount Lover)**

When others are attracted to you, you can choose to speed up the process of love developing. At the maximum level of this, someone could go from not knowing you to wanting marriage within a week when it would usually take well over a year to build up to that level of commitment. The downside of this power is that a hastily-formed relationship is prone to fall apart, and even the slightest disagreement may break this love as you don't have months of trust built up to help you get over disputes. Therefore, love moderately. Long love doth so.

### **Swear Not by the Moon (400CP, discount Lover)**

The course of true love never did run smooth, but you may be an exception to the rule. When you love someone and swear to them your feelings, a knowledge of this love will resonate within them and they shall never doubt your feelings towards them. This prevents lovers from feeling jealousy (even if you love others as well) or doubting your intentions, as they simply need to look within themselves for reassurance of your care. Of course, this feeling of security will disappear if the feelings you express towards them ever become less than genuine.

## **I defy you, stars! (600CP, discount Lover)**

Whilst Romeo's attempts to break free from the bonds of fate may have gone poorly for him, you've learned how to succeed where he failed.

Whenever you are in a world where fate is supposed to control your actions, you are not only able to break free from this programming and act of your own volition at any time, but are also capable of gazing into this predetermined future, and seeing exactly where the course chosen for you will lead. If the whims of fate seem to lead to a happy ending, you may even wish to sit back and simply allow fortune to direct your sail.

## **Villain**

### **Soliloquy (100CP, free Villain)**

Sometimes you just can't resist the urge to brag about your evil plans, but to confess them aloud would be suicide. To that end, you've gained the ability to perform a 'soliloquy'. This involves turning away from those you are with and speaking loudly to an imaginary audience about your dastardly machinations. Nobody will notice that you are talking except companions and other allies, and the people you are with won't even question the long pause in your conversation with them during which you are performing your speech.

### **Green-eyed Monster (200CP, discount Villain)**

Circumstantial evidence may not be enough to persuade rational men of things they know not to be true, but to irrational men, even the most innocuous acts can seem like proof of betrayal. As long as your target is under the influence of jealousy and trusts you, you can convince them of almost anything with a few pieces of poorly falsified evidence and words of encouragement. This effect will wear off once they have time to collect their thoughts, but as long as you're by their side, you'll be able to effortlessly keep them buying into your story - and perhaps even make them perform murderous acts they'll later come to regret.

## **Honest Iago (400CP, discount Villain)**

For some strange reason, people you run into tend to get the strong impression that you're a decent fellow. As long as you don't do anything to blatantly contradict this impression, they'll quickly begin to believe you to be both trustworthy and honest. Any good acts you perform in front of those with this bond are remembered as evidence of your kind nature, whilst minor acts of evil are explained away as you having a bad day or making a mistake. Keep in mind that this power is limited, and those who know of your true nature are not affected, as are people who witness something too evil to reconcile with their initial impression of you.

## **Machiavellian (600CP, discount Villain)**

You truly are a master of scheming. You know how to create and manage incredibly complex plans involving the manipulation of others, perfectly predicting how those involved will react to certain situations and using this knowledge to achieve your goals, be that destroying their lives or furthering your own interests. As these plans unfold, fortune will tend to provide you with a slight assistance in preventing your machinations from being uncovered, and on the rare occasion that something goes wrong, you are able to almost instantly adjust your mental plans to account for the change.

# **Playwright**

## **Shakespeare's Successor (100CP, free Playwright)**

You now have the same potential as the Bard of Avon himself. You gain a moderate skill (still impressive to your average peasant) at poetry, playwriting, and acting. However, this is not your limit, and with time, you may even surpass William Shakespeare himself in literary ability, assuming you practice regularly and learn to draw upon your own personal experiences to enhance your storytelling.

## **Writer's Block (200CP, discount Playwright)**

When you've been working on a project for too long, it can be easy to run out of ideas or lose motivation. This is no longer a problem for you, and you're able to work on any creative endeavour for as long as needed without ever falling into a creative slump or losing your will to continue. When fully engrossed in your work, you'll also find it much easier to overcome problems which might pop up in your endeavours, regardless of whether you're writing plays, creating weapons or even managing a company.

## **Exit Stage Left (400CP, discount Playwright)**

Not every play is received well, and when you've inadvertently riled up a crowd or managed to accidentally offend a monarch, your best bet is sometimes just to slip out the back door and run for it. Luckily, you're an expert at escaping attention and fading into a crowd. Whenever you want to get out of sight inconspicuously, you'll know exactly how to bring about an effective distraction, which will hold the attention of those around you for a few brief moments, which is all you'll need to escape their sight. Of course, it won't take more than a few uses of this power for most people to catch on, so you may have to confront people's grievances eventually.

## **I'll Write my Mind (600CP, discount Playwright)**

With nothing more than a pen and some paper, you've gained the ability to rewrite aspects of the past as if you were hammering out the second draft of a play. The power behind these ret-cons is heavily restricted, at least until you gain your Spark. Until then, you are able to retroactively adapt minor details of characters (such as their gender, appearance or small personality quirks) and unimportant details of the setting (such as the names of cities or the words used in magical spells). The key restrictions here are that you cannot change something which is crucial to someone's character or the setting (if someone is famed for their good looks, you'd be unable to make them ugly) and if it works on a large scale, there must be a feasible explanation

for the change (New York very well could have been named New Holland by its Dutch occupants, but it wouldn't have been called Jumperopolis).

# Companions

## Canon Cast (50/100CP)

For each purchase of this option, you may choose a character from Shakespeare's plays. You are guaranteed several favorable interactions with this character, and if they so choose, they may join you as a companion. This costs 50CP for mundane humans or animals, and 100CP for more fantastical options like fairies, witches or ghosts.

## Auditions (50/200CP)

For every 50CP you spend, you may import a single companion into this world. They may choose an origin and get all appropriate discounts, along with 600CP to spend as they like. For 200CP, you can import 8 companions in this manner.

# Items

## First Folio (50CP)

A complete collection of all of William Shakespeare's published plays and poetry. Feel free to use this to familiarise yourself with his work before you begin to involve yourself in the worlds he has created.

## Globe Theatre (300CP)

You've come into ownership of a large theatre building, filled with aspiring actors and eager publicists - all of whom are completely loyal to you. By default, they will host performances of various Shakespeare plays, but you can give them other scripts to perform if you so please.

This building can follow you along in your jumps by being inserted into a major city of your choice (people will not question the building's sudden appearance if you do not want them to), or become an attachment to your warehouse. If the theatre is following you to your next jump, you may choose whether the employees are retained or if a crew is brought in from the new setting.

### **Yorick's Skull (100CP, free Hero)**

Alas, poor Yorick! You knew him, Horatio. When clutching this unearthed skull and using it as a prop in your speeches and soliloquies, everything you say becomes instantly memorable to those around you who hear it. Your words will seem profound and meaningful, and can force people to confront topics they'd been avoiding thinking about, such as their own mortality.

### **Prospero's Books (300CP, discount Hero)**

Copies of the magical tomes from which Prospero learned his spellcasting abilities. It would undoubtedly take many decades to reach the level of mastery Prospero has in *The Tempest*, but if you're willing to commit the time and effort to learn, the spells contained within are capable of controlling spirits, altering the weather and even raising the dead.

### **Cawdor Castle (600CP, discount Hero)**

This enormous castle, of which you are the undisputed ruler, is fully staffed by servants who answer only to you. They will address you however you like, but will default to referring to you as the 'Thane of Cawdor'. As well as the castle, a small village of peasants is attached for you to manage, unless

you'd prefer to leave the job to your advisors. The castle, village and staff will follow you between jumps, or can become a warehouse attachment if you'd prefer.

### **Jester's Apparel (100CP, free Fool)**

A multicoloured outfit resembling those worn by court jesters, complete with jingly bells and curly shoes. This outfit has the mystical property of being at least somewhat funny to everyone capable of laughter, even those who would usually see such a get-up as immature or otherwise not worthy of their time. It may not be enough to completely lose their composure, but they're bound to at least crack a smile when you skip onto the stage with ribbons trailing behind you.

### **Love-in-Idleness Flower (300CP, discount Fool)**

A potted wild pansy which has been shot by Cupid's arrow, imbuing it with a strange power. When the juice is dropped into the eyes of someone fast asleep, they will fall in love with the first person they see upon awakening. The flower cannot be replicated through conventional means, but grows back each week when plucked.

### **Fae Forest (600CP, discount Fool)**

Whilst this 10 square mile forest may seem unimpressive at first glance, closer inspection reveals traces of fae influence. This place is secretly filled with countless types of mythological fairies, like pixies, elves, leprechauns and more. They have all their powers from legend, and despite their mischievous nature, they have your best interests at heart and are happy to hear you out if you request their help. Post-jump, this forest and its fairies can show up in future worlds, or become a warehouse attachment.

### **Vial of Poison (100CP, free Lover)**

Identical to the poison purchased by Romeo from a poor apothecary, the potency of this mixture is not to be underestimated. It refills each week, is



completely clear and tasteless, and a single dose could even dispatch someone with the strength of twenty men.

### **Cupid's Bow (300CP, discount Lover)**

When this magical bow is pulled back, one of two arrows can appear notched within: A golden arrow which fills those struck with uncontrollable desire, and a lead arrow which brings about a feeling of aversion and a desire to flee. You may import another bow here to gain this property.

### **Holy Churches (600CP, discount Lover)**

A series of large and extravagant churches, filled with members of the clergy who praise a deity of your choice. They are fully loyal to you, and are completely willing to handle any weddings or other ceremonies you request their help with. The staff here are also supernaturally persuasive when it comes to converting others to this religion, and can be set to work doing so if you would like. The churches will follow you between jumps (appearing in various major cities around the world), and one can become a warehouse attachment if you would like.

### **Handkerchief (100CP, free Villain)**

A small white handkerchief delicately embroidered with strawberries. It was given to Othello's mother long ago by an Egyptian witch, and was then gifted to Desdemona before being stolen by Iago. Those who find this among their lover's possessions will become unnaturally concerned about the faithfulness of their partner, going to great lengths to ensure their fidelity.

### **Bonds (300CP, discount Villain)**

You possess an enchanted sheet of parchment, and a fresh sheet will reappear in your warehouse if damaged or lost. The papyrus contains a framework from which contracts can be written out. Every contract written in this manner and signed by both parties is not only legally binding, but spiritually too. Those who willingly sign while fully understanding the terms

and conditions of these contracts feel obligated to follow its demands, and will do so to the best of their ability. Only by tearing or otherwise rendering the contract illegible can this curse be broken - you could even order someone to give you a pound of their flesh.

### **Accursed Castle (600CP, discount Villain)**

This castle definitely bears a strong resemblance to the one offered to the Hero origin. However, this castle has no staff. In fact, it looks like it's been abandoned for years given all the cobwebs. Not only that, but you swear you've caught glimpses of pale figures walking the halls late at night. Luckily for you, these ghostly occupants of the castle are your allies, and will follow your commands as well as scaring away any unwanted intruders. And who knows? Perhaps you'll even see a familiar face among the spectres...

### **Jumper's Works (100CP, free Playwright)**

This large book contains the scripts for play adaptations of each of your jumps, penned in Shakespeare's signature style with a fair amount of poetic licence. Every time you complete a new jump, the book will update to contain another manuscript detailing your latest adventures.

### **Props (300CP, discount Playwright)**

You gain an array of crates stored within your warehouse. Whenever you need a mundane object which would be readily available in Elizabethan society, you can open up one of these crates and find it filled with the objects you were seeking, to use as you please. This is designed to help you put on the perfect play, but it could just as easily be used to supply your army with infinite swords and muskets.

### **Historic Hometown (600CP, discount Playwright)**

A large town is present in this world, which prides itself on being your hometown. Almost everything there is dedicated to you, with souvenir stores selling artwork based off your legends, clothing shops selling replicas of your

signature outfits, and people cheering your name at every corner. It depends on your reputation in the wider world whether people actually come to visit this town, but regardless, those within are almost fanatical in their appreciation of you, trying their hardest to embody your ideals and living as they believe you would want them to. This town and its inhabitants can appear in future jumps, or be attached to your warehouse at the end of this jump.

## **Drawbacks**

You may take up to +800CP of drawbacks for points. Any drawbacks beyond this do not grant any CP.

### **I am not what I am (+0CP)**

If you have chosen to start in the location of a play, and have also taken a role befitting one of the characters of that play, you may choose to take that character's place, gaining their memories and any connections or resources they may have as you adopt their identity. For example, a Villain in Venice could take on Iago's role, a Lover in Verona could find themselves as either Romeo or Juliet, and a Fool in Athens could become any one of the Mechanicals. This overrides whatever you rolled for your age.

### **Alternate Interpretation (+0CP)**

Want to experience a gender-swapped Romeo and Juliet? The events of Othello playing out in a military camp in Vietnam? A modernised Midsummer Night's Dream? You may now choose to replace any number of plays in this setting with alternate interpretations or adaptations of the plays. Whatever you change, the fundamentals of the story should remain the same.

### **Fatal Flaw (+100CP)**

You may choose a single negative personality trait to define you. It could be your jealousy, impulsiveness, indecisiveness or greed, as examples. Events will conspire during your time here to ensure you are regularly put in

situations where these will be to your detriment, and very rarely may be life-threatening if you cannot get ahold of your emotions.

## **Lost in Translation (+100CP)**

What is with the way everyone is talking? What does ‘thou art’ mean? Does no one here speak English?

You have lost the ability to speak in or understand the appropriate dialect for this era, and as a result will be mostly unable to hold conversations with others from this world without a dictionary at your side. You can overcome this with a great deal of time and effort, but be aware that your ability to learn the Elizabethan way of speaking has been made significantly more difficult, and you likely won’t manage to become fully fluent during your decade here.

## **[Exit, pursued by a bear] (+100CP)**

You were halfway through an impassioned speech on the nature of love when the bear first showed up. It will appear occasionally during dramatic and significant moments and is completely unstoppable. When it appears, you feel a strong compulsion to exit the scene, and will have to make your own way back when the bear finally gets tired of the pursuit and leaves.

## **Anachronism (+100CP)**

I guess some take the whole travelling-back-in-time thing harder than others. You’re completely unable to adapt to the world you’ve just entered, and will be consistently confused and frustrated every time you notice that you’re lacking a modern convenience. You’ll wait at the side of the road for taxis, reach for your phone when you’re asked to contact someone, and might even grasp for a nonexistent gun in a swordfight. Somehow, you’ll never get used to this, no matter how many times you slip up.

## **Amateur Actor (+200CP)**

So you want to be a thespian? For your decade here, you'll constantly be striving to entertain an Elizabethan audience who is watching your antics through the fourth wall where the key events appear in the form of an incredibly long-running play. Although time skips occur whilst you sleep and perform other routine acts, you'll need to be spending your days in a way which provides entertainment for the spectators, lest they get bored. If at the end of your decade, the play is given bad reviews by critics, you'll find your chain ending here.

### **Fated (+300CP)**

What a cruel twist. It seems that fate has become all-powerful, something which cannot be fought against. Regardless of how hard you work to change the events that take place in the world, every story is fated to have the same tragic (or comic) endings as they did in their original works regardless of your intervention. No matter how many times you warn Romeo and Juliet about the dangers of loving too passionately, fate dictates that they will both end up dead in the Capulet tomb and there is nothing you can do to prevent this. Maybe you should just enjoy being a spectator?

### **Bard of Avon (+300CP/+100CP)**

You've been given a monumental task for your decade in this world. You will be required to write and perform plays of a greater quantity and quality than those of William Shakespeare himself. Your name must be known the world over for your works, and if you fail to surpass the master's reputation and skill within your 10 years here, you will also fail your chain and be sent home.

However, if you instead take this drawback for just 100CP and succeed, you'll be given a different opportunity. William Shakespeare himself will join you on your journey as a companion. He has all the perks of the Playwright tree, and is eager to explore new worlds to gain inspiration for his work.

### **Robin Goodfellow (+300CP)**

Your arrival here did not go unnoticed. You've caught the attention of the mischievous fairy Puck, and he wants nothing more than to make you lighten up a little. Puck will appear with no warning to play tricks on you for his own amusement about once a month; his interventions range from mundane pranks like pouring water on you in your sleep to more bizarre magical japes like waking up one day to find yourself in someone else's body. Luckily, his goal is to have fun and he will therefore never purposely injure or traumatise you, but unfortunately, he's gained a complete immunity to any of your powers, so you have no way to stop him and his fae trickery.

### **Et tu, Brute! (+400CP)**

Choose a companion, a person you would trust with your life. They are now out to ruin your life, hoping to destroy everything you love and end your chain. Their intelligence is enhanced too, and they know just how to keep you under their thumb. Of course, you don't remember taking this drawback and trust them just as you did before, and any perks or other methods for detecting disloyalty is ineffective against this backstabber.

They gain a free import under the Villain origin, with 600CP that can only be spent in the Villain perk/item trees (with discounts) to help with their schemes, and if you and them both manage to survive the jump, they will regain their senses but keep the perks they've gained from this drawback.

### **Star-Crossed Lovers (+400CP, Lover only)**

So you remember how you picked someone to fall in love with in this world? You're now completely and utterly obsessed with them, and through a stroke of luck, they feel the same way towards you. Your time together in this world will be wonderful - but it will come at a great cost. Unbeknownst to you, your lover is fated to die a horrific death which they cannot come back from, and nothing you do can stop this. If you chose a companion as your lover, they will still be lost forever. I hope you're good at handling loss.

# Ending

So your decade is up. Where to now, jumper?

## Curtain Call

And so your days of jumping draw to a close. You'll return to the world you came from, with everything you've picked up so far. For what it's worth, your performance was magnificent.

## Encore

You want to stay in this world? Very well. Your affairs back home will be sorted, and you'll be able to remain here. If you would like, this world can remain indefinitely in the Elizabethan (or Jacobean) era, rather than gradually progressing to the modern world as it otherwise would.

## The show must go on

You'll continue on to other worlds, creating new stories as you go. Just remember: 'All the world's a stage, And all the men and women merely players'.

# Notes

This is version 1.1 of the jump.

Changelog:

- Adjusted prices of general perks.
- Buffed Fairy King/Queen and Power of Prophecy.
- Changed forest size for Fae Forest.

- Added Historic Hometown - changed Globe Theatre to be undiscounted.
- Buffed Holy Church to be multiple churches.