



Tis the season to be cautious, something is wrong and it isn't supposed to be Christmas yet!

Santa and the list have gone missing, with the only clue being the word Wizzard being hastily written in the snow.

Normally when Santa gets taken we summon heroes to save him but without the naughty&nice list we can't.

So we must turn to the best of the worst, we turned to the permanent naughty list!

This is a list of those who ruined Christmas so badly that they'll never be on the nice list.

That's why we summoned you, the bad girls and boys on this night the 23rd of December, we need you to save Santa and we need to do it before Christmas eve begins.

If you help us and do a GOOD job, you might make it to the nice list after all.

**Gain +1,000 CP (Christmas Points)**



**Origin:**

These are your teammates and we all know what they did but how did you get on the permanently naughty list?

**Scrooge**

You had a grim outlook on life that Christmas always seemed to emphasize.

**Grinch**

You hate the partying and abundant noise you just wanted to be left alone.

**Skeleton**

You love Christmas perhaps a little too much and got a little carried away one year.

**Gruber**

The time of year was irrelevant. It could have been July and it wouldn't have made a difference.

## **Perks:**

### **Christmas Miracle Free**

You have gained a magical excuse for any situation if anyone asks you how you do what you do proclaim Merry Christmas and they'll buy that excuse.

### **Wasn't this supposed to Be a One Shot? -100 CP**

Yes ok it was but it didn't happen. If you're that desperate you can build yourself a level 5 Pathfinder Character using official material at Point Buy Epic Fantasy 25. You gain this character as an Altform but you don't gain any of their gold or items other than bonded objects.

### **The Gift that keeps on giving -300 CP [Capstone Booster]**

In every jump you visit there are stories unfulfilled, heroes who were needed but never arrived. With this perk you can fill that vacancy, whenever you go to sleep you can show up to a narrative event in line with something you can resolve and change its unfortunate end. Should you lose or this tale be more tragic than you can deal with, you can choose to forget them and will awaken without any harm.

### **There goes Mr. Skinflint -100 CP [Free for Scrooge]**

You are known among the merchants of the Royal Exchange as a man of good credit, gaining the economic skills required to gain profit and make the right financial choice to benefit from both economic boons and crises.

### **With a thankful heart, with an endless joy -200 CP [Discounted for Scrooge]**

You have gained an indelible spark that allows you to retain your hope, your love and your humanity no matter what you become.

#### **Capstone Booster:**

This perk becomes a Bodymod Perk.

### **You will be visited by three ghosts -400 CP [Discounted for Scrooge]**

Three times per year you are able to summon a spirit to act as a guide for you and your target, showing the target's life in an alternate timeline that aids in proving your point. These alternate timelines can include the past, the present, the future and what happened in a theoretical alternate timeline where things are different.

### **Your chains are forged By what you say and do -600 CP [Discounted for Scrooge]**

Your life's deeds are able to be manifested as a set of ghostly steel chains with your good deeds being free and flowing acting like an extension of your arms while your cruel and wicked deeds wrapping around you like a suit of Armor.

What's more these chains can function as an extension of your spirit and can affect any immaterial entities.

#### **Capstone Booster:**

You can now physically manifest these chains and have them take on the properties of your body including any powers your body can produce.

**We did our worst and that's all that matters -100 CP [Free for Grinch]**

You have learned the art of the Dr. Seuss Rhyme, you can belt out a poem any old time, you can make up a song to choose whose opinion is void, but more important to you you'll choose who gets annoyed.

**Must drown them out -200 CP [Discounted for Grinch]**

There are lots of pushy and annoying people in the world who will rattle you with their annoying demands such as green eggs and ham.

But with this you can just ignore them with the patience of a saint, it's as if they were not even there or not flapping their gums in the air.

**Capstone Booster:**

This perk becomes a Bodymod Perk.

**Holiday Cheermeister -400 CP [Discounted for Grinch]**

Whenever your enemies start to plan a party they will invite you to join and if a guest of honor is needed you will be the first one on their mind.

What's more this isn't even a trap!

**The Grinch's heart grew three sizes that day -600 CP [Discounted for Grinch]**

You know exactly how to make others happy the things that will bring them the most joy and how to accomplish it.

**Capstone Booster:**

Congratulations you've learned how to make this more literal and forcefully explained someone's heart causing them great pain.

**Where is Mr Takagi -100 CP [Free for Gruber]**

Whenever you meet someone you can gain a moderate amount of information on them equivalent to a 200 word Wikipedia page.

**Mrs. McClane. How nice to make your acquaintance -200 CP [Discounted for Gruber]**

You have impeccable manners even when you are clearly threatening someone, this allows your words to be Calm, Clear, Firm and Polite though you can choose not to be.

**Capstone Booster:**

This perk becomes a Bodymod Perk.

**Bill Clay -400 CP [Discounted for Gruber]**

You are able to instantly put on a believable persona to such a degree that you would put a Shakespearian actor to shame.

You are able to instantly create a full believable backstory full of minutiae details which would take serious research to disprove.

**The following people are to be released -600 CP [Discounted for Gruber]**

You are a master negotiator being able to tell what your opponent wants most and weigh it against what you have in order to figure out the best path of action to reach an agreement.

**Capstone Booster:**

Your negotiation skills have reached near brainwashing levels allowing you to convince others to hand over everything they don't specifically want or need in exchange for one thing you have that they want.

**This is a thing called a Present -100 CP [Free for Skeleton]**

You are able to explain complex concepts to others through metaphors and examples to such a degree that a blind man could understand the colour red when they had never known colours existed before.

**What's this? -200 CP [Discounted for Skeleton]**

You gain a limitless amount of wonder so that no matter how old or corrupted you get you will find joy even in the smallest of miracles.

**Capstone Booster:**

This perk becomes a Bodymod Perk.

**That's our Job but we're not mean -400 CP [Discounted for Skeleton]**

You may be a frightening being that would normally drive those who look at you through panic and madness but you don't have to be.

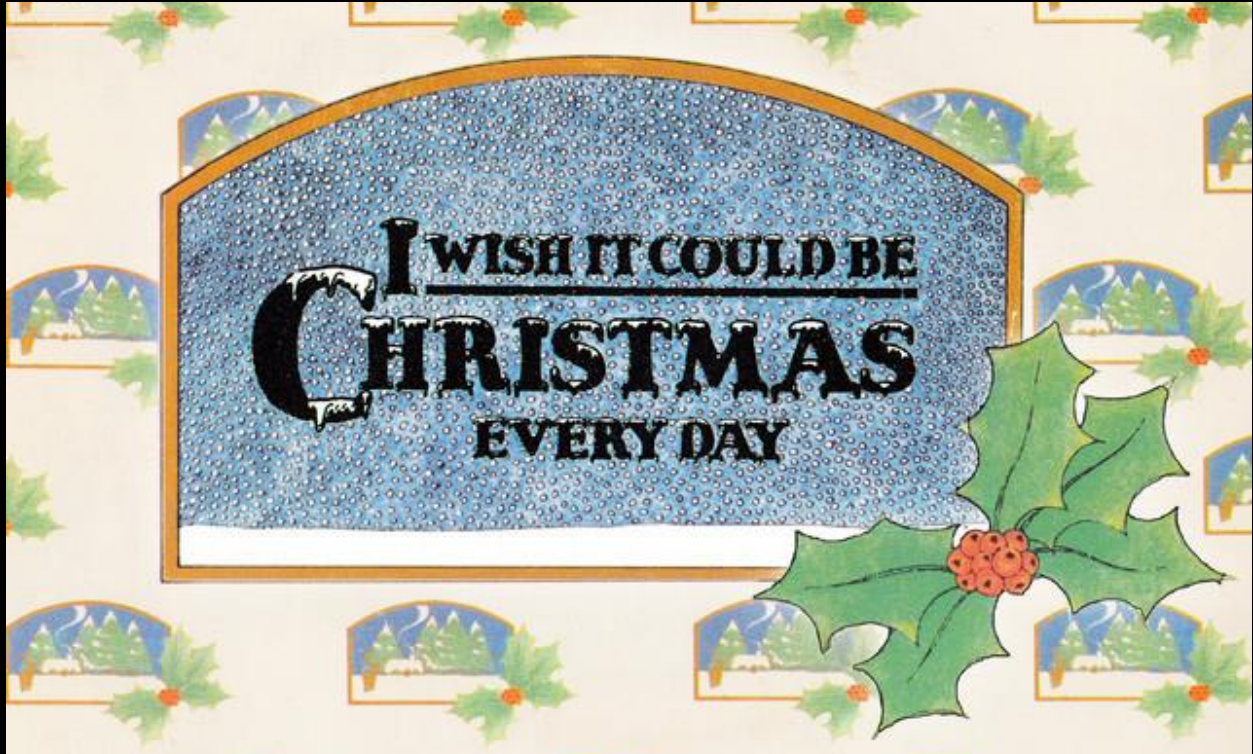
With this perk you can toggle a protection for others so that anyone who looks at you will be aware that you are not "normal" but they will not think of you any differently than an ordinary person.

**The Pumpkin King -600 CP [Discounted for Skeleton]**

Using this perk you know what a person's deepest fears are simply by looking at them and you are able to evoke a feeling of dread and panic within the depths of their soul.

**Capstone Booster:**

Your power over fear has grown even stronger allowing you to take on the appearance of what your target fears most weakening their will and defensive to fear even more, although this nightmarish form is not even skin deep.



### Items:

#### **The Prophecy Free**

A single compact disc containing "I Wish It Could Be Christmas Everyday" a Christmas song recorded by British glam rock band Wizzard.

Just be wary of the second prophecy of "Rob Roy's Nightmare".

#### **The Perfect Gift -300 CP**

Each year at Christmas you gain a single present and whoever you give this gift to will find it contains whatever their heart desires most.

#### **The Wishbone -2000 CP**

The final finished artifact made from the still living bone of a phoenix charged by 365 days straight of Christmas magic.

By winning the pull on a day you have designated and celebrated as Christmas you can have one in universe wish that could affect everything in that reality, the bone then resets itself.

Be warned the bone cannot work on February the 29th.

#### **Best dressing Gown -100 CP [Free for Scrooge]**

This fine gentleman's nightgown is always comfortable and warm regardless of if you're in bed asleep or in a blizzard at the North Pole.

**Prizewinning Turkey -200 CP [Discounted for Scrooge]**

You have a set of silver platters that can each summon on command a foods type found in a fully cooked christmas dinner.

On command each platter can clean or restock itself allowing for an infinite amount of food.

**Redeeming Scarf -400 CP [Discounted for Scrooge]**

This red scarf has Christmas hope interwoven within it, allowing anyone who wears it to perceive the world through fresh eyes and be able to find a path to redemption.

Should the wearer wish to retain this mindset they can choose to do so when taking it off.

**Charles Dickens Lasso -600 CP [Discounted for Scrooge]**

This rope will allow you to lasso ghosts and feel no inursure or air resistance from the movements of anything the rope is attached to.

**Trash -100 CP [Free for Grinch]**

You have stacks of the stuff, a near infinite supply of anything and everything that could be called trash.

Why would you want this?

Why not one man's trash is another man's building material.

**The Greaster Whoville Honebook Directory -200 CP [Discounted for Grinch]**

This book updates itself with the contact methods of everyone in any jump you enter, both current and past, it will also flick to the right page and person at will.

**Who Guise -400 CP [Discounted for Grinch]**

This cheap looking mask and cloak should be easily noticeable as a fake but whenever you put it on you can disguise yourself as any other race with no one being able to tell you're a fake until part of it comes off.

**Rocket Power Sleigh -600 CP [Discounted for Grinch]**

Yes it's got rockets on the back and yes the steering leans to the left but it can fly and has a near infinite amount of fuel.

**John Phillips London -100 CP [Free for Gruber]**

You have an infinite supply of high quality suits in every style for every occasion made using mundane fabrics including wool, cotton, linen and silk.

These suits scale up to remain durable enough that you won't damage them through normal low effort activities and they are always a comfortable fit.

**Christmas Jumper's -200 CP [Discounted for Gruber]**

Whenever you are being targeted by an unknown figure you will find that Holliday themed clothing will appear crocheted with taunting messages from your opponents perspective.

**Heckler & Koch -400 CP [Discounted for Gruber]**

This Heckler & Koch P7M13 is a German 9mm semi-automatic pistol.

In your hands this pistol has an unending supply of bullets however if anyone other than you attempts to pull the trigger the pistol will be empty.

**All Purpose Walky Talky -600 CP [Discounted for Gruber]**

Using this magical Walky Talky you are able to communicate with almost anyone.

Whenever you think of a person and press the call button, that person will find a copy of your Walky Talky next to them. Their copy will receive your message regardless of distance but it will require they press the call button in order to respond with the copy dissolving once the call is over.

**Duck Toy -100 CP [Free for Skeleton]**

This wooden, yellow duck-like toy has blood leaking holes, and a sharp teeth-filled beak.

Though this toy is not alive it can move at your command using its four wheels and preform simple actions.

**Helpful Portrait -200 CP [Discounted for Skeleton]**

This stylist picture of you will alter itself to give hints and suggestions for potential answers to your current problem, these could be simple to understand things such as showing a key in your hand or more difficult to understand things such as removing you from the picture altogether.

**Skeletal Reindeer -400 CP [Discounted for Skeleton]**

These necromantic skeletal reindeer can move at your directions being able to fly and pull a sleigh through the air without difficulty.

They are very fragile and will collapse into bone from a strike that would break glass, however if the bones themselves are not broken the Reindeer will reassemble themselves after approximately 20 minutes.

**A Grove of Holiday Trees -600 CP [Discounted for Skeleton]**

Your warehouse holds a small grove of several trees each of which have thematic doors that are able to act as a Teleporter to other pocket dimensions of the reality you are in.

These pocket dimensions can include locations such as Christmas Town, the Phantom Zone or the clockwork city if you are in a reality that they are connected to.



## **Companion:**

### **Canon Free**

Anyone who chooses to follow you into the future worlds can do so for free.

### **Import -50/200 CP**

You may import a single companion for -50 CP gaining +600 CP and an origin of their choice or you can import 8 for -200 CP.

### **Bob Cratchit -50 CP (Free Scrooge)**

Your faithful employee Bob Cratchit is a kind, easy-going and likable man who somehow is in the spitting image of Kermit the Frog.

I suppose you could choose to swap him for any other muppet you may like.

### **Max -50 CP (Free Grinch)**

Country to his master actually always liked christmas, he is a good dog who is cunning enough to understand human concepts, language and jokes, he also makes a hell of a reindeer.

Though if you have another dog you like you could always swap them and I'm sure no one would notice.

### **Theo -50 CP (Free Gruber)**

One of the terrorists and the sole computer hacker in Hans Gruber's group he has a good sense of humour and was lucky enough to survive the debocal at Nakatomi Plaza.

If you have another member of Hans Gruber's group that you would prefer you can choose them instead.

### **Sally -50 CP (Free Skeleton)**

This rag doll girl from Halloween Town, is kind, sensible, honest, and very clever with a desire for a better life, who knows she may find it jumping the multiverse with you.

You could instead choose another resident of Halloween town to join you.

## **Drawbacks:**

### **Supplement Free**

You can use this Jump as a supplement on the 23rd of December in any other Jumpchain.

### **The Prequel +100 CP**

You will now have to experience the night that your origin is famous for before you can start this jump.

### **Silent Night +100 CP**

Unfortunately not, an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

### **All in a single night Nah +100 CP [Cannot be taken with Supplement]**

This jump will no longer be set during a single night and you will instead have to stay the regular 10 Years.

### **The Fail Team +200 CP**

Yeah the normal guys aren't here so instead of the regular Semi Super Powered squad of the best of the worst you instead have the worst of the worst, Harry Lyme, Marv Murchins, Scut Farkus and Grover Dill.

We may need to find a new Santa.

### **Your Marley and Marley +300 CP**

Congratulations you're now a ghost!

For the entirety of this jump you will be a translucent being incapable of directly interacting with the physical world.

**Merry Christmas**

**Go to the next Jump**

**Go Home**

**Stay Here**

**Big thanks to Nerx for always helping, having a second opinion on my work makes me feel more confident on publishing it.**