



# JUMPCHAIN

(production-type version 13)

Welcome to Earth! Well, possibly Earth. Except this Earth isn't alone – there's a good number of nearby dimensions that are a simple cut with some magic scissors away. One of those worlds is Mewni, where one Star Butterfly of the Butterfly Kingdom just reached the age where she gains the royal magic wand... and gets sent to Echo Creek, where the Diaz family will put her up (and survive the collateral damage) as she learns how to use her newly-gained magical abilities.

But there are a lot of monsters and Forces of Evil out there, and at least one – Ludo and his minions – have set their sights on claiming that wand from Star. That's only the tip of the iceberg, regarding problems you'll be facing; Expect things to get darker and more dangerous as time goes on. Who knows? You might have to fight for the survival of magic itself by the end.

By Jump-Chan's decree, you are allotted 1000 points to spend as you will. Use them wisely; you've got trouble ahead. Just be forewarned: **This jumpchain assumes familiarity with the source material.**

**Spoilers ahead.**

## What are you?

**Human** – Welcome back to high school, just like you knew it, for the next 3 periods – or until something gets weird - at least. You're now (13+1d8) years old, and you have a local history and the paperwork to match. At the very least, you have an education worthy of your grade, a clue about the local politics and surroundings (both in-school and in-world), and somewhere to live without having to pay for food or rent. It's not as exciting as the other options, but you'll have practical bonuses from this that simplify your challenges.

**-Mewnian** – Welcome to the Butterfly Kingdom, home of the Butterfly family, its subjects, and a whole lotta corn. You won't get attacked on sight or treated like a rabid animal like the monsters will, but you're not guaranteed to get the Magic Wand or a fancy title. You're now (13+1d8) years old, because the main cast is high-school age, and you're going to be dealing with them regularly. Unlike baseline humans, you might have some skill with magic when you first pick up a wand; however, you'll need tutoring if you don't want to burn the Butterfly Kingdom down.

**-Monster (or Drop-in)** – You can't pass as baseline human or Mewnian, anymore. Either you're treated as a rabid animal, as mentioned earlier, or you're an ally like the unicorn heads, the demons straight out of the Underworld, or pigeons. Wait. Why are pigeons considered allies of Mewni, again? This covers drop-ins too, because you're already going to have enough jumps under your belt that going back to high-school or farming corn is less fun than running and fighting for your life on a daily basis. Either keep your age from your last jump or spend 50 points to become whatever age you want, so long as it's over high-school-entry age. Before you ask, monster-mewnian hybrids and monster-human hybrids go here, because of Eclipsa's legacy.

**-Septarian** – (200 point cost) Congratulations, you're now a regenerating lizard-person whose presence can inspire fear in anyone in this universe familiar with them. You regenerate to the point where you no longer scar, regrowing entire limbs with time (unless it's part of another perk, or you want the scar), you're stronger and tougher than the average human or Mewnian, and you have a slightly more reptilian psychology now, so mammalian trickery isn't as effective on you as you thought it was. Yes, this means you're now peers with Rasticore Chaosus Disastervaine, or, if you play your cards right, **Toffee**. (If you want to play a half-Septarian, your background would likely be this or half-monster, depending on which perks you want.)

## Where are you?

(roll 1d8 or spend 50 points to decide yourself)

1. **Echo Creek Academy** – If you're human, or have enough money to throw at the principal, congrats on becoming the newest-enrolled student in here. Hope you enjoy high-school politics! The random intersections of this universe-at-large – and dealing with them – will be like spring breaks in comparison. (If, for some reason, you land in this jump before Echo Creek Academy was founded, you'll find yourself at **Isolation Point**, a very grim and bleak forest... similar to the Forest of Certain Death, but with fewer monsters. And still on Earth.)

2. **Butterfly Castle** – Welcome to the land of corn. And crazy fuckers that occasionally turn into butterfly monsters. Hope you can pass as your average Mewnian or one of their allies. You can expect

to have to deal with the peccadilloes of Mewnian society and its allies and neighbors, including the Underworld, for now.

3. **Castle Avarius** – Ludo just finished changing the locks to keep his family out, how did you get in here? A bit of fast-talking and you'll get 'hired', so no big worry. Or just run like crazy if you don't want to deal with the "Forces of Evil". Just be forewarned that this is inside the **Forest of Certain Death**, so be prepared for the monsters outside should you exit (along with Ludo's family, who live nearby in a shack).

4. **High Magic Commission Headquarters** – A goat-demon, a ~~trapezoid~~ hexagonal crystal with snakes for arms, a witch with shears and fire above her head, and a galaxy in a snow globe with a deer-skull are the first to meet you. Better talk fast or you're going to spend some time as decorations! (Unless you look like a human- er, Mewnian, then they'll be a touch more lenient; but keep Jumpchaining and Jump-chan out of the conversation, they might not approve.)

5. **The Plains of Magic**, where your memory is fading along with your maturity; either develop some form of immunity to mental damage before coming here, or get out fast. At least there's gates to elsewhere all over the place, and a local population of unicorns that might help – if they're not busy powering magic wands.

6. **The Underworld** – No, you're not dead. Stop panicking. You're just in another part of the Mewni dimension, where demons and the dead... exist, if they don't live. The locals aren't monsters, either politically or ethically, so keep that in mind, but more than a few will need demoncisms before they're chill (No, you cannot perform demoncisms.). You can get back to Mewni from here without dimensional scissors, and from there to Castle Avarius, at least. (Just start going up.)

7. **Dimension X-103** – Well, at least it's not the entire High Magic Council. On one hand, you can try your hand at earning Dimensional Scissors while you're here, or just fast-talk Heckapoo in sending you to some other world. Includes the **Neverzone**, a cold, nasty place filled with wraiths - which is great for training up your fighting skills. Time here counts against the Jumpchain clock with the same ratio it does for other dimensions – 16 years here counts as 8 Earth and Jumpchain minutes.

8. Free Choice – ha ha, that was a joke. Welcome to **St. Olga's School for Wayward Princesses**. This prison-esque school is a place of nightmares, where vicious robots enforce the rules, brainwashing is confirmed to occur, and any hint of individuality or free spirit is ruthlessly prosecuted. This oubliette is run by Miss Heinous, one of the meanest Mewnians you'll ever meet. If you want to get out with your mind intact... Start running.

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### **Perks:**

(Perks are discounted – 100-point perks are free, and everything else is half-off – for the relevant background. General perks get no discounts.)

### **General perks:**

**-Fight basic** (FREE, or 100 points)– Everybody can fight here, if not immediately, then after some intense-yet-brief training. No point in not being able to. You can now dispatch minions in quick order,

but named characters and St. Olga's enforcers will need either outside skill or the costly version to handle. Important antagonists will require more skill than this perk can provide.

**-Royalty Check** (50 point cost) – For reasons better not disclosed here (mainly because St. Olga's will sue), once a month, you randomly gain enough money to cover a large, unexpected expense. If you need to hire an electrician to wire up the tower that was unexpectedly added to your home, or to buy a bunch of merchandise to meet the star of the show selling it, this will cover that cost. Note that this will provide the money in the appropriate currency. (St. Olga's must have a cambist on staff or something.)

**-Swole** (100 points) – Either you made a pact with a Mewnian queen for power, or you've been getting your squats and oats in, and it shows. Not only are you now an overtly muscular example of your kind, you have strength worthy of that kind of build – if this isn't your first strength boost, expect to break stone with your ~~bea~~ bare hands. The boost to your charisma isn't something to write off, either. Oh, and aging doesn't do anything to you anymore so long as you keep it up.

**-Gravity Discount** (100 points) – You can spit gravity in the eye and fly. Whether it be due to magic, twirling your ponytails like helicopter rotors, or simple "I don't know", you can fly as fast as you can run, and you have no height ceiling (so long as you can survive). Oh, and you can move around in zero gravity without a problem now. (How does it work when there's no atmosphere? That falls under "I don't know.") Note: If you find yourself turned into a flying unicorn head, the **Inherent Powers** perk will get you this and some other magic powers as well, so save yourself one hundred points.)

Discounted for Human background:

**-Culinary Arts** (100 points) – Your skill at food-making has improved. Baking, nachos, maybe pizza... You're not a five-star chef, but you can handle hungry teenagers (maybe including yourself), at least. And you won't burn food by accident anymore.

**-You've Got a Clue** (200 points) – At this point, you've got enough knowledge in that head of yours to get the basics of most things. It's not a doctorate, but high school can be slept through for A grades, or you could just get a GED and skip it entirely. Further, new knowledge will be easier to learn – you have some clue about it already. This is at least a high-school education for any jump you enter, in the locally-useful knowledge set – it's not deep, but you've got a clue about things.

**-Red Hoodies make great bandages** (300 points) – You're rather harder to beat than you look... to the point even fatal wounds won't slow you down for a while, even if it stops you eventually. You don't stop until you drop, though, and even then you might be able to get back up with some healing. You're not supernaturally tough; you just make people worry about how you're still standing, and if they can drop you before you drop them.

**-Danger awareness** (400 points) – If there's something dangerous to yourself or those around you in an area, you already know about it, due to experience watching for that kind of thing. You can gauge how dangerous the threat is, and maybe figure out a way to handle the problem. This isn't a perfect understanding of the situation, nor does it give you a superhuman degree of knowledge, but it helps to the degree someone experienced with the danger can recognize – so you can tell roughly how long it will take for that semi to reach this section of road, for example, and cross before it reaches here – or manipulate someone onto the road at that time. You also start to have a better intuition for surprises, hidden dangers, or ambushes if you've encountered, experienced, or educated yourself about them beforehand.

**-Walk it out and talk it out** (600 points) – You don't see unusual beings – not even Globgor – as monsters or horrors; they're strange, but you're able to accept them as people. Somehow, they can see this, and you're now able to interact with such entities in such a way that you can understand each other and handle affairs in a civil, social fashion. Mind you, this depends on how sapient they are – if they have the brain fit for an animal, you see this and can treat them accordingly, but can't talk with them. Entities with superhuman intelligence will be willing to interact with you at your level. Mind you, the

beings you interact with still have their own agendas, beliefs, and perspectives; you can at least communicate with them.

Discounted for Mewnian background:

**-Noble Title** (100 points) – Either you're a relative of the Butterfly royal family, you're one of its allied royal families, or you've somehow acquired a title or position of authority of some kind. Said title is high-ranked enough to earn respect when dealing with the average citizen of a given dimension, but you won't be seen as a king or queen anywhere with only said title. At the least, it gives you a position to negotiate with things like the High Magic Commission, the royal families of the Kingdoms of Mewni, or the principal of Echo Creek Academy, rather than dealing with fiat decisions. And before Mina asks, no, you can't be voted out of this position.

Should you desire such, this perk can add 8 years onto your age at your entry to the jump, making you an adult in Mewni or Earth.

**-Equestrianism** (200 points) – Horsemanship, in the classic sense, and horse care. You're good with horses and horse-like beings now. Riding, taming, negotiating with the ones that can talk, et cetera. This may extend to less than perfectly horse-like beings, if there's a commonality; manticores might be tamable, but magically oversized squirrels and birds aren't. If you have a local Magic Wand or the Royal Wand, it works a bit more effectively for you now (said wand is powered by a magic, unicorn-like being called a Millhorse, and this perk reflects how your new bond with all horses affects that). Here, have a free warnicorn (it's kinda like the old-time scary-huge unicorns from the early myths) to go with your new skills. The warnicorn will come with you to future jumps, should you want it to.

**-Peacemaker** (300 points) – no, not a gun – this is a kid's show, not a western. You're better now at gaining non-violent resolutions to conflicts, from helping enemies find love mid-fight to helping talk down an enraged enemy, and helping ease long-standing divides that drive said conflicts. This will also help you if you're dealing with beings you can't just slap down due to their power or position. You still have to be able to communicate with your opponents for this to work, though.

**-Dipping Down** (400 points default) – you don't need a wand to cast the local magic anymore (but it still helps with casting), and your magical skills just grew by about the amount the average Mewnian Monarch had; this perk adds some decent control to your magical abilities. If you want it to, it comes free with a transformation into a multi-armed, butterfly-winged entity.

**-I haven't seen anything like this since Queen Eclipsa** (600 points) – How did a non-royal get this powerful with Mewnian magic? You've gained skills with it equal to Queen Eclipsa or Star Butterfly, which propagate into other magic training you've gained over the Jumps. You can now cast The Spell with No Name and stop time with your powers. (Just remember to keep it under control and restart the wheel of progress after, respectively.)

Discounted for Monster or Drop-in background:

**-Inherent powers** (100 points) – You can do things thematically appropriate to your form that you couldn't before. Are you a unicorn head without a body? You can survive, despite the lack of a body, and levitate yourself and other things. Are you a demon from another dimension? Expect hell magic at your fingertips. (Not as potent as the Wand or Dipping Down can offer, though. Mewnians are known for their magic.) Sizesifting and the like might just be in your new portfolio. Just note these are *minor* powers that shouldn't overlap with too many other things available in this jumpchain. Further, nobody's surprised that you can do these things. Maybe they just... ignore your powers, beyond knowing they exist? At least, nobody tries to carve you up For Science.

**-Minions** (200 points) – You have the right kind of charisma to call to you a motley crew of weaker individuals, and direct them to your will. Mind you, they can be useful, and against bystanders they're

dangerous, but a human with a green belt in karate can beat them handily. Note that they come from the local region, so expect your minions to fit the surroundings. They also tend to vanish after completing or failing their tasks, or being defeated; they're not dead, they just got out of there. Maybe you'll be able to call them again, especially if they didn't get beaten up by a kid with a green belt.

**-Failure XP** (300 points) – Know how most villains keep coming back and causing more trouble for the heroes, no matter how frequently or thoroughly the heroes put them down? Kinda like certain anime characters? You can do that now. If you screw up and get your butt kicked, but you live through it, you get more powerful from the experience. This will happen every time you suffer defeat or failure. Just put in some extra work, too, so you can eventually win against opponents that are somehow able to keep beating you despite this.

**-Respectability** (400 points default) - Congrats, the main issue with being a monster is gone. If you have this, Mewnians, humans, and other civilized beings will abide you so long as you're not doing anything they deem evil. (As potent as this is, even Mina and Queen Solaria might not try to kill you.) If you don't have this, and you're a monster, expect the same breed of response other non-ally monsters get from Mewnians and humans. Doesn't affect their responses to your actions, so no killing sprees or leveling Echo Creek without causing mass panic. Even assumptions about you from before your first meeting with someone can be overcome with the right kind of heroism – saving someone's kid, for example. (Jumpers and companions with the "Human" or "Mewnian" backgrounds effectively have this perk for THIS JUMP ONLY.)

**-Took over the castle and changed the locks** (600 points) – Sometimes, a horde of minions aren't enough... Sometimes, you need to be a King (or a Queen, or an Emperor) to deal with a situation. This perk enables you to establish a kingdom wherever you go, gather subjects under your banner, and have your legitimacy recognized by the current powers. Mind you, you may have to tussle with anyone who claimed a stake in your new land, and maybe the greedier or more belligerent other kingdoms, but should you defeat them, they will recognize your autonomy. And yes, as you jump along the chain, you can bring your kingdom with you. (It may replace some local terrain; it may wedge itself into place in some non-euclidean fashion.) Where it goes and what it looks like are your call, Your Majesty.

Discounted for Septarian background:

**-Reptilian Cool** (100 points) – You're better at controlling your reactions than most mammals. Unexpected situations don't shock you as much as they used to, pain won't overpower you anymore, and emotions, no matter their potency, can be dropped like an empty cup of tea. Or invoked for a moment to your advantage. (Surprise!)

**-We're Invincible!** (200 points) – Congrats, you're now nearly unkillable. And, should you expect annihilation, or worse, in the near future, know that you can throw a piece of yourself (say, a hand) elsewhere and, should it survive while the rest of you doesn't, you will regrow from it, memories and all. Which could be helpful if ~~the trapezoid~~ Rhombulus manages to capture your greater portion, or someone's planning to blow up a wand near you. On the other hand, instant death spells and regeneration-negating weapons still work like they should on you.

**-Sometimes your biggest threat is right under your nose.** (300 points) – Mewnians tend to be peacekeepers; Septarians cause trouble and make it work for them. You know how to read a situation or social group well enough to disrupt it, and exploit that disruption to your advantage – whether it be eliminating an ally, insinuating yourself deeper into said group, or taking over, among other things.

**-Smooth criminal** (400 points default) – you've got a reptilian charisma around you that makes it easier to manipulate others and make them see things your way. With time, you can make those you 'advise' dance on your strings if you play them right. Even your enemies, with the right circumstances, can come around to your point of view, even if you're not there to influence them directly. Who knows? They may just do your job for you some time down the road... Just as planned.

**-Only I know how this all turns out!** (600 points) Set an end-goal for your current plans (e.g. the destruction of magic in your Jump). If you're willing to spend the ten years of a Jump on that goal, and dedicate yourself utterly to that goal for the duration of the Jump, you will find a way to attain that goal. It doesn't matter if you fail – repeatedly – in your goal, it doesn't matter how much you suffer before it's accomplished, no matter who you have to twist and exploit to enact your efforts. You will find the means, and you will gain your ends. No matter the cost. **Don't expect to get anything ELSE done when doing this – this ensures that that goal, and ONLY that goal, is accomplished in-chain.**

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### **The Forces of Jumpchain** (Companions)

(You can bring in or create, at most, 8 companions.)

**They're from another dimension** (50 cp) – One of your old companions joins you! They gain a Background from the jump and 400 points to spend, but cannot take drawbacks. No, not even being stuck as a ponyhead. They can still be a ponyhead and deal with their horseplay politics, they just don't get points from it.

**Doughnut the Steel joins you** (50 cp) – You've found a new companion from just off-camera. They were a nobody in the show, now they're somebody at your side, gaining a Background and 400 points to spend. (They cannot take drawbacks, same as above.) This applies to anyone who goes unnamed during the series;

**Companion Cannon** (200 points) – wait, Star, DON'T – Sorry, Marco! \*ahem\* I'm sure he'll be just fine.

**Canon Companion** (200 points) - At the end of the Jump, you can spend 200 points to bring in a character that's overtly from the show with you. They're as they are at the point of their jump – so while they may not get points, they shouldn't need them at this point. You cannot claim Toffee or any member of the Butterfly family line as companions using this. Their potential companionhood is the reward for taking a quest; see below. I'd also suggest against taking Glossaryk as well; he's probably more trouble than his magical and tutoring abilities are worth.

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### **Items:**

Note: Items you take from here may change shape to fit the aesthetic of any other jumps you enter.

They should still function the same as they do here, or at least in a similar fashion.

Discounts: If you've got the right background, anything costing 100 points or less is free. Everything else is half-off.

**Awesome Nachos** (free) – Marco's Super Awesome Nachos, to be exact. Or something like them that pleases your palette. What? You get hungry. Respawns every once in a while, depending on when you crave nachos. Sates your craving for nachos. Might sate others' cravings for nachos as well, depending on the potency of your own cravings. Warning: Prone to spilling when holder is surprised by something.

**Laser Puppy** (free) – One of Star's first creations, a Labrador Retriever puppy that could shoot lasers from its eyes, fell into a black hole. It seems to have ended up in your possession. Right now, the lasers it shoots aren't that powerful, and it's untrained... but who knows what it might grow into, if you train it right?

**Melee Weaponry** (free)– In case you didn't have a sword, flail, axe, or some other melee armament before... just grab one off the wall or something! Well, that's fixed. Go beat on some buffoons.

**Here, have a castle** (25 points, no discount) There's more than a few castles, temples, and other ancient structures laying around the universe, and nobody *should* notice if one disappears. So spend your points and you can have one that matches your preferred aesthetics. You will have to plant it in the worlds as you go, however. There might be a spell for that. Adding sofas and other furniture will take manual labor.

**Britta's Tacos** (25 points, discount human) – A mexican-and-more fast-food restaurant in Echo Creek that's popular with Echo Creek Academy students, including Star when she's there. (They also sell hamburgers and horchata.) Somehow, it ended up in your warehouse, the well in back not included. No, I don't know where they're getting their inventory from. Yes, they will do takeout via dimensional scissors.

**Some other stores** (25 points each, discount human) – there are a number of other businesses that get frequented in this series – a Stop-and-Slurp(with free refills), a strip mall (with a drink shop of dubious nature, a record shop, a Tang Soo do karate dojo and a yogurt store), and others. With this perk, you can either stick the shops into your warehouse, or have them randomly be encountered in future jumps, no matter how unexpected. (the Goblin Dogs business can't be bought with this perk; it appears where it wants, and that may include future jumps. I don't get it either.)

**Dragon-Cycle** (25 points, discount for humans and monsters) – Motorcycles are great, but living motorcycles with wings are better. Just take care of your new dragon-cycle; they're living beings, not inanimate objects, and should be cared for accordingly. Although any vehicle-related perks you get will affect them (or you while riding them) like they were a motorcycle. Can be taken repeatedly if your companions want one, or you want to start breeding them.

**Mewnian Cornfield** (50 points, discount Mewnian) – Mewnian Corn is supposed to taste amazing; now you have your own supply, that self-renews with proper care. (Or without proper care, but it gives you something to do.) It gets installed as an extension you'd never noticed before in your warehouse, post-jump. Should you not have a warehouse, it keeps popping up in future jumps, in the most inconvenient places it can realistically fit.

**Artificial alicorn** (100 points, discount Monsters and anyone who can run faster than a horse) – It's a synthetic unicorn horn, not a reference to another show. It's effectively a magical multitool you can wear on your head. It can't cast Mewni magic, but it comes with an integrated chainsaw! Take note – Princess Pony Head will want it back, so best to avoid her. And the rest of her family. Especially the OTHER one without a horn.

**Box of Truth** (200 points, discount Mewnians)– perfect for trials or teen parties... that you're not attending. Lying near it turns it into a being beyond the power of most creatures in this universe, intent on destroying the liars. (Unless you can present it with the right kind of truth/lie paradox. That resets its mood.)

**Copy of the Book of Spells** (200 points, discount Mewnians) – If you got yourself a magic wand, you may want this. It's a book of spells known in the universe. Mind you, the book is thoroughly disorganized, and sometimes nigh-illegible, but it comes with a magic entity (not Glossaryk, unless it is) to help you learn how to learn magic. You'll need this to learn how to do things like stop time, or cast The Spell with No Name – but those won't come without excess amounts of practice, or power levels comparable to Queen Eclipsa. Remember to write down any new spells you develop or learn; this version doesn't have an auto-transcribe feature.

**Dimensional Scissors, Sword, Chainsaw, or other cutting implement** (200 points, no discount) – In this jump, they let you move between the dimensions of this universe by shearing dimensional holes that connect them. In other jumps, they let you swap dimensions within that jump. No, you can't move between jumps with these. You can use these to go anywhere within a jump; just be careful of where you go to. (Like, for example, the Warp.) Heckapoo might not remember you getting these, and might be ornery about them if she thinks you haven't earned them; you may have to spend 16 years 8 minutes to earn her assent to your carrying them.



~~**The Royal Wand**—Why would you want this thing? The Butterfly Kingdom would want your head on a platter! No.~~

**Pirated Discount Copy Totally Legitimate Magic Wand** (25 points, discount for Monsters, or 200 points, discount for mewnians) – You have YOUR OWN wand, not The Royal Wand, that you can cast magic with. This way, you’re not being hounded by the Butterfly Kingdom for stealing one of their royal relics (unless you did, then it totally is.) You can cast magic that’s themed somehow, which is prone to weird sub-effects (“Narwhal Blast”, for example), but can be incredibly potent. Star still has hers, unless you choose to have stolen The Royal Wand. Even if you have **Dipping Down**, the wand can still help you use your magic; you don’t need it at that point, but it’s still useful. (Comes free with a **Wand Charger**, because you can’t insert triple A batteries in this.)

The cheap model is either damaged or a cheap knockoff, worthy of the worst stereotypes of such things, and prone to wild side-effects in its spells. Or it might have a mind of its own, with plans. The expensive point model is as good as the Royal Wand; however, you still need the skill to use it. (If you stole the real wand, it’s a 200-pointer, and yes, the **Fugitive** drawback matches that cost.)

Note: The **Magical Wand** changes its appearance to match its user, somehow. Umbrellas, baking equipment, weapons, and other such forms have been assumed by the original Royal Wand, so don’t be surprised if the wand you get from this perk abruptly shapeshifts into a form more appropriate to you when you get it.

**A Slice of the NeverZone** (300 points, no discount)– Somehow (probably the result of a favor from the High Magic Commission getting paid off), you’ve integrated a chunk of Dimension X-103, specifically the Neverzone, into a spare room in your warehouse. It’s got a better time-compression rate than the Hyberbolic Time Chamber and is already full of dangers to train against. Thing is, time in here doesn’t count for the Jumpchain Timer, so you can’t go to a universe you want nothing to do with and spend over 63 million years in the Neverzone to train up. You have to spend the ten years dealing with the locals and their antics; you just get the chance to train and do things more quickly off-screen than others assumed you would.

**Solarian robot and sword** (300 points, no discount)– Because who wouldn’t want their own, slightly rusty and barnacle-crust, giant magic robot? The she sword already looks like it’s made of fire and lightning, and is especially effective on ‘monsters’, with the wounds it inflicts on them only getting worse if untreated. Maybe, in future jumps, you can re-tune it to whatever the local monsters are, or get a companion to do so for you.

### **Drawbacks:**

You may gain, at most, 600 points from this section.

**Can’t Whinny about it** (100 points)– I have wonderful news, Jumper! You don’t have to worry about high school, getting a wand, or washing your hands for the next decade. You don’t have hands. You’re a floating pony-head (or ~~human~~ Mewnian head, or Septarian head, or... some creature’s head or skull) now, and you’re stuck like that for the next 10 years! Any bodily attachment you get is going to be horribly awkward, to the point that even Star won’t trust your ability to canter. No, **Equestrianism** won’t help you overcome this. You still need **Inherent powers** to float and use your horn, or at least function like you have one. You also need **Respectability** if you’ve taken the Monster background or Septarian background to avoid freaking people out.

**Crushed poise** (100 points)- If you encounter anyone you’ve got pleasant feelings for, you can expect your ability to communicate to drop to roughly **Globgor! Baa!** levels of failure. Stuttering, misphrasing things, all the classic sufferings of a high school student trying to ask his sweetheart to the Prom. And doing things to impress them? Something’s probably going to go wrong. And there will be those in this universe you have feelings for, so don’t try to dodge it.

**Glossaryk is a dick** (gain 100 points)– True, normally, but with this specific drawback... You’ve somehow gained the personal ire of the local loony genie. You can’t kill or imprison him – or

inconvenience him at all, really. Expect to be the ~~target~~ subject of others' lessons and butt of many pranks in the next decade... At least you can be sure he won't kill you on sight. And expect magic going haywire to happen more often... when it will inconvenience or discomfort you. At least you can be sure he won't kill you. If that sounds like an awful time for 100 points, just consider it another way he's dicking you over.

**Random Re-Encounter**(gain 100 points) - It's a big universe out there, and it seems some of your old enemies have risen up here – or some twisted parallel of them. Every once in a while, expect about an episode's worth of issue with a previous enemy or nuisance you've encountered in a previous jump – or someone close enough in appearance and ability that you can make some connection.

**She can't handle it** (gain 100 points) – You might have access to magic, but that doesn't mean you have power or the ability to control it. You're going to have to deal with unexpected results for your spells – for example, briefly creating a black hole when you're trying to expand a room.

**Dogged Hornbeast Drama** (gain 150 points)– Princess Ponyhead, the primadonna heir to the Ponyhead throne, has decided that you're cool, and is doing her best to include you in her social circles. In addition to any way her attitude might grate on you, this ensures you're stuck in the cut-throat politics of the Ponyhead family drama. Yes, cut-throat, as in 'outright try to kill her to claim the throne and drag you into the conspiracy'. (Not that they have much else to cut, but they'll cut deep.) Oh, and if you're dealing with someone Ponyhead doesn't consider a friend and she's present, she's going to be a third wheel dragging your efforts into the ground (even though she floats most of the time). Also, expect any efforts to rescue her from calamity by others to conscript you. King Ponyhead's long-suffering demeanor should feel sympathetic before long.

**Globgor! Bah!** (gain 150 points) - You've lost the ability to communicate effectively. At most, only one or two characters (you choose) can understand what you're trying to tell them; no one else can. (Allies brought in might be able to understand you.) Don't try to finagle your way around this; your writing reads as gibberish, your sign language is ignored or misunderstood, and the closest anyone will come to understanding will be pointing and overt action. Forget about using the **Smooth Criminal**, **Pot Stirrer**, or **Peacemaker** perks with this. Somehow, your magic is unaffected.

**Beatdown breakdown** (200 points) – Your head can't wrap itself around this universe properly; as such, you're a bit *off* while you're here. Some might call you crazy, even. And stress – especially the stress of failure and crushing defeat, no matter how trivial – will worsen it. Hope you're not in high school.

**Fugitive** (gain 200 points)– Either the Butterfly Kingdom or the High Magic Commission has heard of you, and has decided you can't be left alone. Expect to be hounded by their agents for the duration of your Jump. Getting crystallized by Rhombulus ~~the trapezoid~~ without a way to escape or break free will end your jump.

**Interesting Times** (gain 200 points)– While the life of a Jumper is never boring, your time in this set of dimensions is going to be exceptionally busy in ways that make you want some peace and quiet. Countless issues and indignities will heap upon you, in the name of drama and cheap comedy. You'll keep getting roped into Star's (and maybe Ludo's) adventures. Random creatures will show up when there's a quiet moment. Saint Olga's will kidnap someone and you'll need to rescue them (complete with mandatory princess disguise). Just be glad you can find time to sleep and shower(usually).

**Magic-addled** (gain 200 points) – you may as well have taken a long soak in the Plains of Magic; your memories of the time before you came here are lost to you, for now, and with them went your access to the perks you got from before this one. Don't worry, the end of the jump will return your memories and powers. But only the end of the jump will do so.

**Teen RomCom Central** (gain 200 points) – Wherever you go, immature, dramatic romance follows. You're in the center of this storm of turbulent emotion – and it has no eye, so you get no

respite. You'll get asked out, then threatened by the askee's boy or girlfriend. Others will 'ask you for advice' to drag you into their hare-brained schemes, and you're in the bullseye of future trouble for its fallout. Imagine the worst and the cheesiest parts of every teenage romance you've seen... You're seeing your next ten years ahead of you.

**Wayward Princess** (200 points) – It seems Miss Heinous has had you added to the roster of her students, and intends to end your 'current truancy'. Or just suck your soul out, depending on how she's feeling about her employment. (I hope you have Eclipsa ready to handle her should she manage to steal your soul.)

**Being of Magic** (gain 300 points) – You need to have contact with the local Plane of Magic to survive. If Star, Toffee, or anyone else destroys it or corrupts it, you're going bye-bye. Magic going on the fritz will also affect you unpleasantly. (Not magic items, though.)

**The Impermanence of Existence** (300 points)– Remember Lekmet? You've now got the same problem. Using your jumpchainer powers shortens your local lifespan while you're here. (Even Septarian regeneration won't save you.) Cast too much, and you'll turn to ash. This fails the jump.

**You may take only one of the following drawbacks, as they change the time you arrive in this universe. These do not count against the previous cost maximum.**

Note that certain characters can transfer others through time; however, all such characters are associated with the High Magic Commission. Plan your Jump accordingly.

Note that time spent en-crystalled by the trapezoid Rhombulus won't count towards your jump timer, so if you can get him to crystallize you until... some precondition is met, then you can see how things turn out. Whether you leave after 10 years, at the point when the merger of the worlds would have happened, or not at all (if you choose to stay) is your choice.

**Cleaved** (0 points) – you're entering this jump just after the final episode, when Marco and Star say 'hey' to each other, so you have to deal with the worlds having merged and the lack of magic. Cannot be taken with the **Magic Dependent**, **Wayward Princess**, or **Glossaryk is a dick** drawback, the **Dipping Down** perk, or the **Stop the Cleave** quest. You can take the Magic Wand and/or the Book of Spells, but they're both useless to you for the length of this jump... unless you can restore magic, somehow. But that's not possible for a high school student, right?

**Eclipse of the Swoon** (0 points) – When you arrive, the current Queen of the Butterfly Kingdom, one Eclipsa Butterfly, has vanished from the Butterfly Kingdom to parts unknown. The aforementioned kingdom is desperate to determine what has happened to their new queen, and to ensure her marriage to Prince Shastacan of the Spiderbite Kingdom. Spoilers- Eclipsa has moved into the so-called Monster Temple with her lover, Globgor. In the normal continuity, the Magic High Commission eventually captures them both and chooses a random peasant to serve as the next Queen of the Butterfly Kingdom. Will you let it happen?

**Know when it's time to cleave** (0 points) – Your time of entry is shifted back a few steps. You're now precisely timed so that your ten years will end when Star and her family destroy magic with the whispering spell. Mind you, if you're a **Being of Magic**, you still need to keep Toffee and others from corrupting it beforehand, and trust me, they will all try. But, should you reach the end, you don't have to stop Star from finishing the series... unless you want to.

**Pastrymaker in Peril-** (0 points) You've arrived well before Star's birth, so don't worry about having to deal with her. No, you have to deal with Toffee during his first incursion into Mewni, back before he killed Queen Comet. So, rather than just random hijinks and the occasional villain, you have to deal with General Toffee at his most aggressive. He may not be as smooth or manipulative as he was in the series, but he's dedicated. Can you stop Toffee from killing Queen Comet? Can you help Queen Comet establish peace between Mewnians and monsters? If you do, who knows what troubles you'll avert (or cause) down the line.

**Solarian Slaughter** (0 points) – You’ve entered during the reign of Queen Solaria, a Mewnian warrior-queen known for her hatred of monsters and lack of mercy towards her enemies. Hope you’re not a monster or drop-in without Legitimacy, or a Septarian. Oh, and there are rumors Solaria is making a spell to kill all monsters... and about her daughter’s fondness towards un-Mewnian beings.

### Quests:

You can only take one quest on this jump, due to how they interact with the setting. Each quest gives you a goal to accomplish over your ten years in this place. Should you accept and accomplish said goal, you get the reward for that quest.

**The Usual Grind:** Survive this universe for 10 years.

**Reward:** You could sit in a cave and live on your own (or with Ludo and Dennis) to do this. No reward beyond keeping your perks and items.

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**Stop the Cleave:** Stop Star and Marco from destroying magic and cleaving the dimensions. Mina's the cause of this, so putting her and her Solarian Army down is a must. As is stopping the corruption that's affecting the Realm of Magic at the end of the series, and ensuring the Millhorses don't die. You may have to slap the a few members of the High Magic Commission around as well, as they were supporting Mina's antics, and indirectly, the corruption of magic. (Can only be taken with default timeline or **Know When it's Time to Cleave**.)

**Reward:** Glossaryk was expecting an end to magic, and an end to his own existence. Since you've enabled him to keep up his antics, however, he's done you a favor and made you an **Autotranscribing Spellbook**. Get this close enough to a mage (say, auditory and visual range close enough to understand what they're saying and doing) when they're casting a spell, and it'll copy the spell into a format you can learn. However, it must be explicitly magic in nature, no chi or psychic powers or anything like that qualify. Whether or not you are able to cast it is on you. Oh, and he organized it and made it easily understandable. Guess there was a spell for that.

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**Break the Wand and Scourge the Source:** Help Toffee destroy magic. Completely and utterly; not even Glossaryk should remain. (Cannot be taken with **Cleaved**. Probably shouldn't be taken with **Being of Magic**.)

Reward perk: **Magic-Jacker** – “He that can destroy a thing, can control a thing.” It's pretty easy to steal magic here, by a number of methods. You could corrupt magical artifacts with your essence, steal souls, or make vows to ancient Mewnian queens without extending it to the current queen; in any case, you've just claimed power that wasn't yours to begin with. And if you get in the habit now, you'll get better at it in future universes, where it might not have been so easy without the experience here.

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**Easing Tensions:** Get monsters' rights equal to Mewnians on their world. This will take some effort, and will need to affect more than just Mewni itself (the High Magic Commission, for example, will need liberal application of a cluebat). Oh, and prevent Mina from succeeding at her schemes to kill the monsters – either by stopping her power-up scheme, or flattening her army. (If taken with **Cleaved**, you have to settle the merged-world situation into a civil, egalitarian society.)

**Reward:** You just turned a situation founded on centuries of brutal subjugation into an egalitarian balance of rights. That takes social skills and clout beyond anything your average politician could claim – and that's what you have now... Or be able to instantly read any social situation, no matter how large and convoluted, and be able to start manipulating things to your liking.

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**Take care of Star** - who needs some 'safe' family on Earth when you've got a Jumpchainer to mind her? She won't have gained any of the personality development from the series, so she may as well have hopped right off that warnicorn's back in episode one when she meets you. She has no experience with magic except maybe a burning town or two, no cease to her enthusiasm or energy, and very little inhibition. Oh, and you can expect Mewberty and Ludo's antics some time in the future.

Have fun! Best taken with either default timeline or **Know When It's Time to Cleave**; not meant for timelines before Star's birth, so it cannot be taken with those.

**Reward:** Somehow, probably due to time travel, some Mewnian queen from the past or present has appeared and decided to join you on your jumps. It could be any of them, from the first poor soul to claim the Wand in Mewni to Star Butterfly herself. They come with their own **wand**, and can be assumed to have the ability to **dip down** and 400 points' worth of perks (and items) from this chain. Don't worry about ruining the timeline with this; somehow, they'll end up back where they need to be, when they need to be. With the extra experiences and equipment they gained from traveling with you, but you don't need to be the one worrying about that.

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**The Lizard People really are invading** – except they're Septarians, and Toffee is on their side, to conquer and destroy the rest of this universe. Can you stop them? Or do you instead choose to carry them to ultimate conquest? If this quest is taken with **Cleaved**, Toffee has regenerated from his latest seeming demise. Because body parts remained for him to regenerate from, and there is only one spell is guaranteed to stop a Septeran regenerating in Mewni.

**Rewards:**

**-Defeat the Septarians?** Your attacks can negate inherent regeneration as you see fit. Even ones not directly from you – shoot the Wolverine movie's version of Deadpool with a handgun you just picked up and he stays down. The nature of the regeneration doesn't matter. If you wound it, it keeps bleeding; if you deal mortal injuries to it, it should die.

**-Assist the Septarians?** For your noble efforts in ensuring Septeran conquest, Toffee joins you as a companion. Because of your service to his kind, he's actually loyal to you (Well, mostly; he might have a thing going on the side, but it'll benefit your group in the long run), and has all his magnificent manipulative abilities.

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**Actually, the universe should do it** – That's it, you've decided to take over a universe good and proper. For the purposes of this quest, that means establishing control over every dimension shown or mentioned during the series. (The dimensions visited in the opening scrawl count as extra credit.) You'll likely need to vanquish or subdue every major character in the series to do this, however. And don't expect it to be easy, even as a Septarian.

**Reward:** Well, you conquered a universe. Pick a world or dimension seen in the series; you now have access to it through your warehouse, from now on. That is to say, your warehouse is now planet-sized, with a realm of your choice for parking your dragon-cycle on. And you have a subjugated populace to serve you, as well! You may commence the traditional laughter now. (The Neverzone and Dimension X-103's time shift works as covered above in the Neverzone item and Dimension X-103 location description.)

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### **You made it!**

**Forward** – You're ready to move forward. Pick another Jumpchain to link to this one and go on.

**Stay** – Against all odds, you've found a liking for this place. Welcome to your new home for the rest of your existence.

**Back** – Go back to your home with all your powers and kit. You've had enough adventure for one jumpchain.

## Changes:

v12 to v13:

- Handling cost issues.
- updating **Copy of the Book of Spells**; may be nerfing it.
- Item added: **Some other stores**. You can plant a strip-mall in your warehouse now, but why
- Section added: Companions, labeled **The Forces of Jumpchain**. (It's between **Perks** and **Items**.)
- Accidentally sent Marco to the hospital. (It was a typo! Honest!)
- Half-Septarians can qualify as Septarian or Monster background now. It's the Jumper's (or companions') call.
- Increased points given for **Being of Magic**.

v11 to v12:

- Item: Britta's Tacos added.
- General cleanup.
- Nobody's complaining, so I'm calling it ready.

v10 to v11:

- "Mewnan" corrected to "Mewnian". Sorry, that's how I (badly) understood it.
- Sorted drawbacks and items, added possible discounts to items.
- Slight improvement for **Stop the Cleave** reward.
- Removed a sentence from **The reptilians are invading!** It confused things if read outside of its context.
- Renamed **Dogged Hornbeast** to **Dogged Hornbeast Drama**, and started editing its effects. It's not just an annoying fan, it's family drama without the brakes legs would provide now.
- Gravity Discount** increased in cost; 50 points for flight is too cheap. Even if it's still as slow as running.
- Rephrased **allies** slightly, because people want non-canon companions and I didn't realize it.
- Royalty check** made general with respect to expense cost and currency.
- Sorted times for entry out alphabetically; debating sorting them chronologically.

v9 to v10:

- Added basic boosts gained from specific backgrounds.
- Pot-stirrer** renamed to **Sometimes your biggest threat is right under your nose**.
- Dimensional scissors clarified.
- Edited intro slightly, added series logo.
- Magic Wand** now helps even jumpers with **Dipping Down**.
- Position of Authority** renamed to **Noble Title**.
- Regeneration** renamed to **We're Invincible!**
- Changed out cost scheme and explained how to discount.
- Modified drawback restrictions.
- Slight edit to **Glossaryk is a dick** and **Wayward Princess** drawbacks.
- Note added to start of Items.
- Peacemaker** added to, slightly.
- Tidied up for another release.
- Debated re-categorizing the perks, based on archetypes instead of backgrounds; declined. For now.
- Made **Nachos** free. Worried I would regret it.

v8 to v9:

#### -Redid **Dipping Down**

- Removed **Take over the World** quest. This is Star vs. the Forces of Evil, not Pinky and the Brain.
- Renamed **Royal Title** to **Position of Authority**. Now, it fits humans, Mewnians, monsters, and Septarians alike. (It's also now democracy-proof.)
- Provisional capstone for Mewni background added: **Even Baby is shocked**.
- Equestrianism** gives you a free warnicorn.
- Slight update on the knockoff-tier Magic Wand.
- Allies** elaborated on.
- Turned the **Mewnian Cornfield** into a warehouse extension. (I was considering replacing it with a lifetime supply of Mewnian Corn, but the Jumpchainons gave me better ideas.)
- Laser Puppy** item added.
- Provisional Human capstone perk added: **Walk it out and Talk it out**.
- Provisional Septeran capstone perk added: **Only I know how this all turns out!**

#### v7 to v8:

- moving costs to start, just after perk name.
- Perks: **Fighting Basic** – costs changed, description changed.
- Drawbacks: **Crushed Poise**, **Can't Whinny about it**, and **Teenage RomCom Central** added. Drawback costs being added; need balancing.
- More details in **The Underworld** and **St Olga's** starting location descriptions.
- added provisional "When are you?" section, removed 'Timeline' section.
- Initial description established.

#### v6 to v7:

- Perks: Some given initial cost values.
- Drawbacks – some got initial cost values; others got perk interactions expounded on.
- Dogged Hornbeast** perk added

#### v5 to v6:

- Perks: Septerian perks being reworked. **Regeneration** no longer the freebie; **Reptilian Cool** added. **Magic-Jacker** moved to quest rewards. **Swole** adds ageproofing now.
- Items: **Mewnian Cornfield** added. Totally Legitimate struck out on **Totally Legitimate Magic Wand**, for humor value, and to make the name shorter. **Artificial Alicorn** description edited to remove a Godfather reference. (The entire ponyhead species is a godfather reference, in my opinion.) Weaponry put on sale.
- Drawbacks: **Glossaryk Hates You** renamed to **Glossaryk is a Dick**, because it's funnier. **Beatdown Breakdown** description expanded slightly.
- Locations: **Forest of Certain Death** replaced with **The Underworld**, for the same reason the Neverzone was rejected as a location – it's a subset of another present location.
- Quests: More rewards tentatively placed.

#### v4 to v5:

- Quests: Adding provisional rewards and considerations.
- Perks: Septarian Pot-Stirrer added. Regeneration clarified in potency. Minions added to monsters.
- Items: Dimensional Scissors and Magic Wand clarified. Both can vary in form now, appropriate for the user. Dragon Cycle added. Artificial Alicorn clarified slightly.

#### v3 to v4:

- Drawback: Interesting Times added



- Questlines: Merged 'something something monster rights' and 'Knock some sense into the High Magic Commission' into "Easing Tensions".
- Drawbacks: Renamed "Globgor!" to "Globgor! Bah!" because Lekmet represents the drawback better than Glossaryk.
- Peeled some of the out-of-context references.
- Perks: Peeled Septarian Strength, added Swole, Magic-Jacker and
- Items: Weaponry added, Dimensional Scissors costs and benefits established