

Codename: Kids Next Door Adults Side

By saiman010



Introduction:

Welcome, Jumper, to a world not so different from our own... but beneath the surface, a secret war rages. A conflict between the tyranny of evil adults and the children they seek to control. These adults impose horrors upon the young forcing them to wait until 13 to drink soda, banning them from playgrounds, making them eat those disgusting, “radioactive” vegetables like broccoli... and worst of all, forcing them to brush their teeth, leaving them clean and shiny. The sheer horror of not having rotten, decayed teeth!

But instead of standing with the children who fight desperately for their right to be kids, you find yourself on the other side. You are one of the many adults in this world. Perhaps you are one of the cruel ones who delight in tormenting children. Perhaps you are a neutral adult who couldn't care less about a bunch of snot-nosed brats. Or maybe—just maybe—you are one of the rare good adults who genuinely acts for the happiness of children.

Regardless of your path, the choice is yours. Decide what kind of adult you wish to be.

Take these 1000 CP, and begin your journey in this world

Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point

1. The Alamode

The Alamode was a battle site used by the 19th-century KND. It took place at the home of the Annoyingly Cute Triplets Who Lived Upon the Hill. The name is a parody of the Battle of the Alamo, which occurred from February 23 to March 6, 1836, in San Antonio, Texas. It also references the French term “à la mode,” meaning “on the side,” often used to describe desserts served with ice cream—fitting for such a strangely sweet battlefield.

2. Sector X Treehouse

The Treehouse belongs to Sector X of the KND. It is located somewhere in Louisiana, likely deep within a swamp in the Mississippi Delta. True to its setting, it appears poorly maintained, giving it that run-down, secret-base charm.

3. Bully Island

It is home to Jerry Rassic, his sister Liza, and all the bullies he has created. Numbuh 2 and Numbuh 4 travel here to help Jerry rescue Liza from the very bullies he unleashed—because of course, consequences exist even in kid logic warfare~

4. Rainbow Monkey Island

Rainbow Monkey Island is inhabited by real, living Rainbow Monkeys and similar ape-like creatures. While untamed, they are generally friendly. Numbuh 3 adores this place. The island has been threatened multiple times—once by villains like Mr. Mogul and Simon, and again by the Delightful Children From Down the Lane.

5. Santa's Toy Factory

This is where Santa's elves work tirelessly, singing cheerful songs while producing toys. Their signature song, Rainbow Christmas, shares the same tune as the Rainbow Monkey theme. Strangely, the elves seem completely unconcerned about intruders... security is apparently not part of the holiday spirit.

6. Anywhere in the KND Universe

And of course, Jumper... your story isn't limited to just these places. The entire world of Codename: Kids Next Door is open to you—suburban battlefields, secret moon bases, underwater lairs, and beyond.



Origin:

Any origin you choose may be taken as a Drop-In if you wish. You can freely choose your gender and your age is 20+1d20.

Decommissioned KND Agent

Hmm... strange, isn't it? You don't really remember much about your life before turning 13—just like so many other adults. And yet... something lingers. You find yourself a bit more athletic than most, quicker on your feet, and oddly skilled when it comes to using your imagination in certain situations.

Just Some Working Adult

You don't really care about other people's problems. As far as you're concerned, life is simple: do your job and get paid. Whether you're a humble mailman or a henchman working for some "evil adult" like Father—who, by the way, pays very well—you keep your head down and mind your own business.

After all, why get involved in a bunch of kids' nonsense?

Good Parent

Well now, look at you~ one of the rare good adults. You genuinely care about children and their happiness. You even have children of your own, and because of that, you're especially skilled at creating a safe, fun, and nurturing environment for them.

In a world like this... that might make you more powerful than you realize.

Adult Villain

You are one of the main reasons the KND exists. Your purpose in life? To make children miserable. Whether through strict rules, over-the-top punishments, or downright cartoonish evil schemes, you embody the tyranny all kids fear.

And somewhere out there, the Kids Next Door are already planning how to take you down.

Perks:

Perks that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.

General

Adult Biology [Free]

As an adult in this world, you are naturally bigger, stronger, and smarter than most children—at least by their standards. Your physical capabilities are simply on another level compared to the average kid.

But that's not all. You also gain a surprising degree of control over your appearance. You can alter your looks however you wish, even giving yourself strange or monstrous features like tentacles or other mutations. However, these changes are mostly cosmetic and don't necessarily grant additional powers... though they can certainly make you more intimidating.

KND Selective Ignorance [Free here/ 300CP to keep]

Isn't it funny how no one seems to question the chaos?

In this world, when children and adults engage in massive battles—or when kids build enormous treehouses the size of skyscrapers—most adults simply... ignore it. Even widespread destruction mysteriously repairs itself within a week, as if nothing ever happened.

Now, this strange phenomenon works in your favor. Events involving children versus adults are largely dismissed by the wider world as nonsense or make-believe.

And in future worlds? This effect follows you. Conflicts, battles, or bizarre happenings that you wish to keep hidden from the general public can be subtly ignored or overlooked. As long as you desire it, the majority of people will treat such events as unimportant, unbelievable, or simply not worth questioning.

Decommissioned KND Agent

Kids' Agility [100 CP]

Strange... even though you're an adult now, your body hasn't fully let go of childhood. You retain the agility, stamina, and boundless energy of a child.

You can run longer, move faster, and react quicker than most adults, with a kind of chaotic, unpredictable motion that makes you hard to pin down. Where other adults are stiff and slow, you are lively and tireless—always ready to leap, climb, dodge, and play... even in the middle of a battle.

KARATE!! [100 CP]

You've mastered a unique variation of karate—one specifically designed to fight teenagers and adults.

This style focuses on exploiting the habits, weaknesses, and expectations of older opponents. Predictable movements, overconfidence, you know exactly how to counter them. And the best part? In future worlds, this adapts. No matter the species or setting, this fighting style remains effective against any beings considered "teenage" or "adult" within that world's context.

Computer Wiz [200 CP]

Hmm... looks like, at some point in your childhood, you mastered the art of hacking and computer engineering. When or how you learned it?

Regardless you can easily create computers, modify existing systems, and design programs with impressive efficiency. Hacking, coding, and digital problem-solving all come naturally, as if it were second nature.

Toy Maker [200 CP]

Hehe~ looks like you never truly let go of your inner child—and now that's paying off. You have a natural talent for creating toys that children absolutely love. Not only that, but you can produce them cheaply and efficiently, making mass production easy while still keeping that special charm kids adore.

Whether you're crafting simple fun gadgets or imaginative creations straight out of a child's dream, your toys are guaranteed to bring joy... and maybe earn you quite a bit of money on the side.

Imaginary Technology [400 CP]

You possess the incredible ability to create advanced inventions using nothing but ordinary household objects. A piece of wood, a battery, a glass bottle, and some duct tape? In your hands, that could become a fully functional laser rifle.

These creations operate on a strange, almost childlike logic—where imagination fills in the gaps that reality normally wouldn't allow. Somehow, it just works. However, there's a catch. This "imaginary tech" is inherently fragile. It doesn't hold up well under prolonged stress, and if you try to replace its components with proper, real-world parts, the effect weakens or disappears entirely.

Teenage Ninja [400 CP]

Hmm... looks like your life at 13 was far more exciting than most.

You were recruited into an elite organization known as the Teenage Ninjas—a secretive group of highly trained teens who stand in opposition to the KND.

Through them, you received extensive combat training, specializing in fighting child operatives and countering their unpredictable tactics.

You are skilled in stealth, martial arts, and the use of advanced "teenager technology," such as the B.R.A. (Battle Ready Armor). You also maintain connections within both the teenage faction and the adult world, giving you access to resources, information, and support networks others wouldn't have.

In future worlds, this training adapts, allowing you to integrate into or form similar elite groups, always positioning you as a highly capable operative against younger or less experienced opponents.

Un-Decommissioning [600 CP]

So that's why you still remember. Unlike every other KND operative, you are completely immune to the decommissioning process. No matter what methods are used—memory wipes, reprogramming, or the infamous procedures overseen by Numbuh 86—they simply do not work on you.

Your memories remain intact. Your identity stays whole. You cannot be reset, erased, or “returned to normal.” And it goes further than that.

Your mind is completely protected. Brainwashing, forced amnesia, memory theft—none of it can take hold. Your knowledge, skills, and abilities are yours forever, unable to be removed, altered, or stolen against your will.

Adults Next Door [600 CP]

Oh? Forgive me Operative, Number Jumper

You are one of the rare KND agents skilled and trusted enough to retain your role even after entering adulthood. Instead of being cast aside, you have been inducted into a secret division: the Adults Next Door.

On the surface, you are a normal adult, fully integrated into the adult world. You work alongside them, follow their systems, and may even rise through their ranks. But beneath that? You are a double agent.

You secretly pass information back to the KND, feeding them intelligence on adult operations, plans, and weaknesses. You also specialize in subtle sabotage—small, careful actions that hinder adult efforts without exposing your true allegiance.

In future worlds, this ability evolves with you. You can seamlessly take on the role of a double agent within any organization or faction. Reality itself bends slightly to support your cover, giving you a strong and believable narrative—whether that means you “left” your original group, betrayed them, or were forced into your new position.

Just Some Working Adult

Looking Good in Uniform [100 CP]

No matter what you're wearing, you make it work. Whenever you put on any kind of uniform—whether it's an ice cream vendor outfit, a cashier's attire, or even something utterly ridiculous like a bag over your head—you will always look good in it. Somehow, the outfit just fits you perfectly, enhancing your appearance regardless of how silly or impractical it may be.

Good Paying Job [100 CP]

Ahh~ the true power of adulthood: stable income. You now have a well-paying job that you are genuinely skilled at. Choose any profession that exists in the real world, and you are considered a professional in that field. You perform your work competently, earn a solid salary, and enjoy good benefits along with flexible working hours.

In future worlds, you can quickly secure a similar job within a week—one that matches the profession you chose here. No endless job hunting, no struggling to prove yourself. Opportunities just seem to open up for you.

Adult Pilot [200 CP]

Ahh yes, the classic rite of adulthood... passing driving school. But in this world? You possess the knowledge and skill to operate virtually any vehicle found in the real world. Cars, motorcycles, boats, airplanes—even tanks and, somehow, space shuttles. Don't question it. This is KND logic.

No matter the vehicle, you can quickly understand its controls and operate it. Because really... what's the point of being an adult if you can't drive everything?

Mafia [200 CP]

Hmm... looks like your “job” has a bit more edge than most. You are connected to—or actively part of—a mafia-like organization. Because of this, you’re skilled in handling conflict within the context of your profession, especially when dealing with troublesome kids or rival adults.

But here’s where things get fun. You can turn the everyday tools of your job into effective weapons in a strangely cartoonish way. A clown, for example, could weaponize balloon animals, turn oversized gloves into explosives, or make their flower spray acid.

Whatever your profession is, your tools gain this bizarre, exaggerated combat utility—perfect for both fighting and intimidation. In future worlds, this ability adapts, allowing you to weaponize job-related tools in similarly creative and effective ways.

Exotic Resources Expert [400 CP]

Ahh~ looks like you’ve mastered one of the strangest “side hustles” in the adult world. You are an expert at locating, extracting, and profiting from bizarre, unconventional resources that adults somehow find valuable. Choose a type of commodity that adults consume, and in this world, it manifests in an exaggerated or imaginative form.

For example:

- Coffee might exist as a crude oil-like substance deep underground.
- Olive oil could literally be harvested like natural oil reserves.
- Chocolate might flow like molten magma.
- Hard candy could form mineral deposits in vast dessert-like caverns.
- Candy canes might grow like trees in strange forests.

Whatever you choose, you can easily find, harvest, and process these resources for profit. Also these exotic materials are higher quality than any man can produce or sell in a store. Also weapons and any vehicle made from and use these materials as fuels are more efficient and powerful than the standard variant.

In future worlds, this ability persists. These kinds of imaginative resource equivalents will naturally appear for you to discover and exploit, even if they wouldn't normally exist. You instinctively know where to find them and how to extract them efficiently.

This perk may be purchased multiple times, each time granting access to a new type of exotic resource.

Creatures Breeder [400 CP]

You are a master at breeding and raising the bizarre creatures that exist in this world. Whether it's already-existing oddities or entirely new beings born from imagination, you can care for, train, and multiply them with ease.

You can even create your own creatures, such as:

- A Sofacotopus (a living sofa-octopus hybrid).
- Giant great white asparagus swimming through asparagus seas.
- Living ice cream monsters.

These creatures will be loyal to you, and you understand their needs, behaviors, and breeding patterns instinctively.

In future worlds, this ability expands further. You may introduce new imaginary creatures into the setting beings that didn't previously exist and raise them as your own personal forces, companions, or even an army.

Professor Jumper [600 CP]

It seems you now stand among the likes of Professor XXXL and Professor Bob. You are a true genius—an eccentric, brilliant, slightly unhinged mad scientist. Your intellect allows you to design and construct advanced laboratories and secret bases, complete with all the dramatic flair one would expect: hidden entrances, over-the-top machinery, and systems that somehow work despite making absolutely no sense.

You can create powerful devices capable of incredible feats, such as controlling the weather, altering environments, or producing seemingly impossible creations like crafting the most perfect ice cream with flawless flavor and zero brain freeze—your genius makes it possible.

Boss [600 CP]

You've risen to a level comparable to Ms. Boss. You command a vast network of interconnected businesses spanning the globe. These aren't just ordinary companies—they are the foundation of your power. Each one generates steady income while secretly functioning as part of a larger system: gathering intelligence, moving resources, and supporting covert operations.

From cutting-edge research firms to luxury retail chains, your influence extends across multiple industries. Money flows continuously, ensuring your financial dominance and giving you the flexibility to act wherever and whenever you choose.

Your businesses act as perfectly disguised fronts. Hidden within them are operational hubs, safehouses, supply chains, and information networks. Whether you need to deploy agents, move equipment, or uncover secrets, your infrastructure is already in place. This business follows you in future worlds.



Good Parent

Fun Parent [100 CP]

You instinctively understand how to raise and communicate with children in a way that balances authority with love and respect. Even when enforcing rules or structure, children under your care will never feel unfairly oppressed or mistreated.

Instead, they'll trust you. Listen to you. Even like you. No matter how busy life becomes, you'll always find time to spend with your children or those under your care.

Delicious Food Making for Kids [100 CP]

You have an innate understanding of what children like and dislike when it comes to food. More importantly, you know how to prepare meals that are both safe and appealing to them.

Dangerous or "horrifying" foods (like those dreaded vegetables...) can be modified, disguised, or prepared in ways that remove any negative effects while still keeping them nutritious and enjoyable.

In future worlds, this ability adapts to any species. You'll instinctively know what foods are safe, healthy, and enjoyable for children of any race—and how to prepare them properly.

Timeout [200 CP]

You understand that discipline is a necessary part of growing up—but also that it must be fair. You are able to discipline children in a calm, respectful, and appropriate manner, always matching the response to the severity of their actions. Your punishments are never excessive or cruel, and they are always understood by those receiving them.

Because of this, children are far more likely to accept your authority, learn from their mistakes, and improve their behavior without resentment or fear.

Bowling Champion [200 CP]

You possess champion-level skill in bowling, enough to compete in—and potentially win—professional tournaments. Your precision, control, and consistency are top-tier. Not a fan of bowling? No problem. You may instead choose any one game or sport you enjoy, and your skill in it will be elevated to a professional, competitive level.

Healing Soup [400 CP]

You possess a legendary family recipe a perfected chicken soup taught to you by your great-great-great aunt. When prepared and given to a sick or injured child, this soup works wonders. Broken bones, illnesses, fatigue... all can be healed with a warm bowl and a good night's rest. The effect is gentle but incredibly effective, restoring children to full health without harsh side effects. It's comfort, care, and healing all in one.

In future worlds, this ability adapts. The soup will work on children of any species, as long as they fall under your care or responsibility.

TPA [400 CP]

You have the ability to create and lead organizations dedicated to the protection, care, and well-being of children. Whether it's a Teacher-Parent Association, your group will naturally attract like-minded individuals who genuinely want to help.

Your organization is effective, coordinated, and surprisingly resilient. It can provide safe environments, support systems, and—when necessary—actively oppose harmful adults or threats to children.

And yes... that includes taking action against those “stupid villain adults.”

Safe Home [600 CP]

Any home you own or reside in becomes an absolute safe space for children and your family. Within its boundaries, kids are free to be themselves—to play, laugh, and act like children without fear of control, oppression, or interference from overbearing adults.

Hostile forces—especially “evil adults”—will find it incredibly difficult to intrude, manipulate, or harm those inside. Attempts to invade, control, or terrorize your household will fail, be deflected, or simply never succeed in the first place.

In future worlds, any home you claim gains this effect, becoming a protected haven where your family and those under your care are shielded from outside threats.

Safety Bots Tech [600 CP]

You’ve gotten your hands on technology similar to that created by Senator Safelock.

You can design and build advanced Safety Bots—autonomous machines equipped with sensors, defensive systems, and enforcement protocols. Unlike their original versions, yours are programmed not to control children, but to protect them from unjust adult authority.

These bots can monitor large areas, detecting threats, harmful intent, or unfair treatment toward children. When such actions occur, they intervene—using force if necessary—to ensure the safety and freedom of any child within their range.

Their systems are robust, reliable, and adaptable, allowing them to operate independently or as part of a coordinated network.

And in future worlds? Their purpose evolves with you. You can reprogram these bots to protect any group, race, or demographic you choose, making them a powerful tool for large-scale defense and enforcement.

Adult Villain

Villain Costume Making [100 CP]

You have the ability to design and create a complete villain costume based on any theme or motif you desire. Whether it's elegant, ridiculous, terrifying, or downright absurd, your outfit will always come together flawlessly and suit your chosen identity.

You also gain a fitting villain name—an alter ego that matches your style and presence, one that others will naturally recognize and remember.

Scary Adult [100 CP]

To children, you are genuinely intimidating. Your tone, aura, and demeanor naturally instill fear and authority, making most kids far more likely to listen to you or hesitate to oppose you.

Only those with strong willpower—or exceptional bravery—can resist this effect without being shaken.

In future worlds, this ability adapts, allowing you to project this same intimidating presence toward younger or less experienced individuals of any species.

Child Sensor [200 CP]

You have an uncanny ability to detect the presence and location of children. Whether through instinct, subtle cues, or strange adult intuition, you can easily track where kids are nearby.

This makes it much easier to find, monitor, or pursue them when needed.

Kid Harvesting Parts [200CP]

you now have the ability to continuously harvest biological materials from children without causing immediate death or significant health deterioration.

The harvested tissues regenerate, allowing for repeated extractions from the same subjects. Each child becomes a sustainable source of valuable biological materials that can be used for medical purposes, research, or food.

Mind Control Camp [400CP]

You have the power to establish a specialized camp where children participate in seemingly innocent camping activities. After engaging in these camp activities for just three consecutive days, a permanent mind control implant is placed in each child.

This allows you to command them to perform tasks for you from dusk to dawn, creating an army of child servants who work for you during nighttime hours.

Kids food [400CP]

You have the ability to create meals that appear to be normal children's food but are actually made from living children. This gruesome ability makes capturing children significantly easier, as you can use the food as bait or reward.

Furthermore, you can sell these meals to sharks, yes real sharks who will pay premium prices for this delicacy. Any child captured and processed into these meals will be officially listed as "Missing" with no connection to you in any future investigations.

You can change the ingredients of the child meals to match children of any race, making your operation adaptable to different markets and preferences.

Delightfulization [600CP]

You now possess the ability to “delightfulize” others through direct physical contact, reshaping them into loyal, uniform beings reminiscent of the Delightful Children from Down the Lane. Those affected undergo a complete transformation of body and mind, becoming “perfect children” who are unwaveringly obedient to your commands and aligned with your will.

This process refines their physical capabilities, granting them enhanced coordination, resilience, and combat effectiveness. Mentally, they are sharpened and conditioned, capable of operating with precision, discipline, and tactical awareness equal to—or even surpassing—that of elite KND operatives. Their loyalty is absolute, with no hesitation or resistance once the transformation is complete.

In addition, those you delightfulize experience an extended youth, aging at half their normal rate, allowing them to maintain their peak condition for far longer than ordinary individuals. This ensures your forces remain consistently effective over time without decline.

This ability is not limited strictly to children despite its name—any person you successfully target can be delightfulized, provided you make direct contact. The transformation takes hold quickly and is difficult to resist once initiated, making it a powerful tool for building a loyal and capable following in any world, present or future.

Lineage of Grandfather [600 CP]

You are now a true member of Grandfather’s lineage, taking your place among his children similar to Number 0 and Father himself.

As a result, your body has been enhanced to an extreme degree, granting you Grandfather’s signature toughness. Even something as devastating as a moon base crashing down upon you would leave you with little more than minor injuries.

Powers:

You now possess the ability to select and wield any capability typically held by the adults of this world.

Robin Food [100 CP]

You have mastered the art of stealing food with precision and flair. Using tools such as a bow and arrow or any method you prefer you can easily snatch food from children or others without being detected, and deliver it to anyone you choose. Your aim, timing, and stealth ensure that your thefts are swift and almost impossible to stop

Dentist [200 CP]

You now possess the skills of a master dentist, capable of cleaning, repairing, and restoring any set of teeth to perfect condition in a single sitting. Cavities, damage, misalignment, and decay can all be effortlessly corrected, leaving teeth as good as new or even better than before. Your work is precise, efficient, and painless, no matter the condition you start with.

Candy Pirate [200 CP]

You are an expert at capturing and stealing candy from others with ease. Whether through trickery, speed, or outright force, taking sweets becomes second nature to you. Also here you can create powerful weapons and tools made from candy and they would just be as effective as anything else here. In addition, you can consume sugar in any quantity without suffering negative effects, allowing you to indulge endlessly while maintaining your full strength and energy.

Common Cold [200 CP]

At will, you may shift in and out of a “sick mode,” granting you the traits of a contagious menace. In this state, you can project mucus-based attacks—launching sticky, unpleasant projectiles at your enemies with surprising force and accuracy able to knock down people with a hit.

Beyond offense, your condition allows you to spread mild illness to those you target, weakening their stamina and effectiveness over time. Despite this, you suffer no real drawbacks from your condition and retain full control over when you appear sick or perfectly healthy. This mucus you produce is unlimited when in sick mode.

Coffee Doping [200 CP]

Through an extreme tolerance for caffeine, your body is permanently fueled by a hyperactive energy rush. This grants you enhanced strength, agility, and superhuman speed, allowing you to move and react far faster than normal. You never suffer from crashes, jitters, or negative side effects—your body processes caffeine perfectly, keeping you in a constant state of heightened performance.

Mini-Golf Fighting [200 CP]

You have mastered an unconventional yet deadly combat style centered around golf-based weaponry. Using golf balls as your primary tools, you can strike with flawless clarity, precision, and control, hitting targets with unerring accuracy even under difficult conditions.

Your shots can be empowered to create explosive impacts, turning ordinary golf balls into destructive projectiles.

Clown [400 CP]

You are now fully trained in the bizarre and unpredictable arts of a clown, fighting with a style that defies logic and expectation. Your movements are erratic, exaggerated, and seemingly nonsensical, making it incredibly difficult for opponents to read or counter you.

Your “cartoon logic” allows you to perform feats that shouldn’t quite make sense sudden movements, improbable dodges, and attacks that catch enemies completely off guard.

Farmer [400 CP]

You possess the ability to grow and control massive, oversized vegetables far beyond normal limits. These crops can reach enormous sizes, towering over opponents and structures alike, and can be produced rapidly in large quantities.

Your vegetables can be used offensively capable of attacking, restraining, or overwhelming enemies. You can continuously generate and control these plants.

Crazy Old Cat Person [400 CP]

You share an extraordinary bond with cats, granting you the ability to communicate with, control, and command them with perfect understanding. Any cat under your influence will act with loyalty and coordination, carrying out your orders without hesitation.

In combat, you can direct swarms of cats to overwhelm and attack your enemies. In extreme situations, your feline companions can merge together into a single massive cat form, which you directly control as an extension of yourself. This giant construct greatly enhances your offensive and defensive capabilities, making you a formidable force when threatened.

Living Food Creation [600 CP]

You possess the extraordinary ability to create life through cooking, bringing forth armies of sentient food under your control. Any dish you prepare can be imbued with life, transforming it into animated constructs that act according to your will.

These living foods are loyal and aggressive, capable of acting independently or as coordinated forces. They can swarm, pursue, and overwhelm targets, even attempting to force themselves onto opponents as a method of attack. The only reliable way to truly defeat them is to consume them, as conventional damage is far less effective.

Your creations are incredibly efficient in scale—any amount of food used as a base will produce ten times its volume when transformed, allowing you to rapidly generate vast numbers of edible soldiers from even small ingredients.

Count Spankula [600 CP]

You embody the traits of a classic vampire, granting you a wide array of supernatural abilities. You can fly effortlessly, vanish and reappear through short-range teleportation, and transform others into vampire-like beings through spanking them without your glove.

Your powers also include telekinetic control, allowing you to manipulate objects and opponents at a distance with precision and force. In addition, you can create multiple duplicates of yourself, enabling you to act in several places at once or overwhelm enemies through sheer numbers.

These duplicates are fully capable extensions of yourself, able to move, act, and fight independently while remaining under your control.

Black Silhouette [800 CP]

You possess a shadowy, flame-wreathed form reminiscent of Father himself, your body cloaked in a living black silhouette that radiates power and menace. It is the source of your immense supernatural abilities.

You command a wide array of fire-based powers, able to conjure and launch devastating fireballs, create walls of raging flame, and engulf entire areas in destructive infernos. Your flames are potent and highly responsive to your emotions, growing significantly stronger as your anger rises. In moments of intense rage, your power can surge to overwhelming levels, potentially rivaling or even surpassing those above you.

Beyond fire, your abilities extend into multiple supernatural domains. You can levitate freely, move objects and enemies with telekinesis, and reshape your body through fluid shapeshifting to adapt to different situations. Additionally, you can create self-replicating duplicates of yourself, allowing you to overwhelm opponents or act across multiple fronts at once.

Black Silhouette:Grandfather [1000 CP]

You ascend beyond even Father's level, embodying the overwhelming power and presence of Grandfather himself. Your body is cloaked in a deeper, more oppressive black silhouette—an eldritch shroud that radiates dominance, age, and absolute authority over your domain.

This transformation grants you a vast suite of terrifying abilities:

Citi-Zombification

You can transform others into “Senior Citi-Zombies,” monstrous, aged undead bound to your will. Those afflicted retain fragments of their former personalities, but are ultimately loyal to you above all else. These zombies can spread the condition through contact, rapidly growing your army as they convert humans and even animals into obedient servants.

Energy Projection

You can unleash powerful, heated energy blasts from your eyes and hands, capable of striking down enemies or destroying obstacles with ease. These attacks are potent, precise, and devastating at range.

Telekinesis & Electrokinesis

Your mind exerts force upon the world around you, allowing you to manipulate objects, restrain enemies, or devastate entire areas. When angered, your power surges further, releasing arcs of electricity that crackle through your surroundings, adding destructive force to your already formidable presence.

Shapeshifting & Levitation

Like those beneath you, you may freely alter your form to suit your needs and levitate effortlessly, granting you superior mobility and adaptability in any situation.

Supernatural Strength

Your raw physical power is immense, allowing you to break through massive amounts of material with ease. Even being buried under tons of debris would do little to slow you down, as you can simply tear your way free.

Items:

In this jump. You may choose two items per CP tier to receive a discount. For items costing 100 CP, these discounts reduce their cost to free. Additionally, you may import one item you already own into an item purchased here.

Asparagross [100 CP]

You have access to a truly questionable vegetable creation—one that is sixty times soggier than spinach and two hundred times more bitter than Brussels sprouts. Despite its awful taste and texture, it is an incredibly potent superfood, containing vastly more nutrients than any normal vegetable.

Consuming it provides exceptional nourishment, sustaining the body far more efficiently than ordinary food.

B.R.A. (Battle Ready Armor) [100 CP]

You possess a compact piece of equipment that appears as a simple bra, but upon activation unfolds into a full suit of multi-purpose ninja armor. This armor enhances mobility, protection, and combat readiness, making it ideal for fast-paced engagements.

It comes equipped with built-in weaponry, including a laser-firing system for ranged combat, as well as specialized boots that allow for agile movement and rapid repositioning. The suit is easy to deploy and retract, making it both practical and versatile in battle.

Band-Aid Gun [100 CP]

You wield a unique weapon that fires oversized bandages capable of binding and restraining targets. These bandages are strong, flexible, and difficult to break free from, making them effective for capturing opponents or immobilizing threats.

Sleeping Darts [100 CP]

You possess a set of specialized darts capable of instantly putting targets to sleep upon contact. These darts act quickly and reliably, rendering people unconscious within moments of impact. They are precise, easy to use, and ideal for non-lethal takedowns or stealth operations.

Coffee Supply [100 CP]

You have access to an unlimited supply of coffee at all times. No matter the situation, you can produce fresh coffee instantly, ensuring you never run out of energy or caffeine when you need it most.

Villain Costume [100 CP]

You possess a complete villain outfit befitting an adult antagonist of the KND world. This costume is both stylish and functional, enhancing your presence while providing practical benefits such as durability, comfort, and ease of movement.

Anti-Aging Cream [200 CP]

You possess a special cream that, when applied to an adult, temporarily reverts them to a teenage state. This transformation lasts for up to three hours before the effect fades, at which point it can be reapplied. The cream is effectively bottomless, ensuring you never run out.

Chickenpox Gun [200 CP]

You wield a strange biological weapon that uses eggs from Chickenpox Island as ammunition. When loaded, the egg cracks within the chamber, releasing a chickenpox-infected chicken that is fired at your target.

On impact, it spreads a contagious illness that weakens and confines those affected, leaving them bedridden and unable to act effectively. The weapon must be reloaded after each shot, but remains highly effective for disabling targets without direct combat.

Happy Headband [200 CP]

You own several of these peculiar headbands, each capable of generating vivid dream experiences for the wearer. Once worn, the device places the target into a controlled dream state, where you can influence whether the dreams are pleasant or nightmarish.

These headbands are highly effective for keeping targets passive, distracted, or contained, as they remain “quiet and happy” within their dreams. The effects persist as long as the headband remains in place.

Soda Keg Body Armor [200 CP]

You possess a specialized battlesuit constructed from pressurized soda barrels, inspired by the infamous design used by soda-based villains. When worn, it grants solid protection along with a unique offensive system.

The suit can fire powerful blasts of root beer, which coat targets in a sticky substance that pins them to the ground and restricts movement. However, the suit is highly pressurized—if excessively shaken or destabilized, it risks imploding, making careless use a potential hazard.

Villain Mart [200 CP]

You now own a fully stocked supermart designed exclusively for adult villains. This establishment is completely off-limits to children, functioning as a “kid-free zone” where you and others like you can safely shop.

The mart provides a wide range of villainous tools, supplies, and everyday necessities, ensuring you always have access to useful items suited for your activities.

Kid Bottling Plant [200 CP]

You control a specialized factory capable of producing soda infinitely using nothing but air, ensuring an endless supply of beverages or resources for your operations.

Additionally, the facility can be used to imprison children within its systems in their bottles. If you choose, making it both a production center and a containment site.

Stupefaction Gloves [400 CP]

You wield a pair of advanced gloves capable of immobilizing targets instantly. By pointing at a target, you can fire a beam from your fingertips that freezes them in place, rendering them completely unable to move or act.

This effect is highly reliable and works across a wide range of targets, making it an extremely effective tool for crowd control or neutralizing opponents quickly.

Broccoli Virus [400 CP]

You possess a dangerous biological plant weapon in the form of a special broccoli strain. When planted in the ground, it rapidly spreads a root system, causing all plant life within a 10-kilometer radius to transform into massive broccoli growths.

The sight and presence of this overwhelming broccoli infestation has a draining effect on children, sapping their energy and willpower, leaving them weakened and unable to resist effectively.

Delightfulization Chamber [400 CP]

You control a specialized device designed to transform those placed within it into perfectly obedient, “well-behaved” individuals. Once subjected to the chamber, targets emerge completely loyal and compliant, following orders without question.

The process is thorough, affecting both mind and behavior to ensure long-term obedience.

Girlifying / Boyifying Rifles [400 CP]

You gain access to a specialized transformation rifle capable of altering the physical form of its targets. Upon purchase, you may choose one variant: a rifle that transforms targets into girly things , or one that transforms targets into boyish things . this world for both people and items. Alternatively, you may purchase both versions.

The transformation is immediate upon a successful hit, reshaping the target’s body and appearance accordingly

Footbomb [400 CP]

You possess a devastating explosive device disguised as a football. When thrown or activated, it detonates with overwhelming power , capable of obliterating nearly anything within its blast radius of 10 km .

Designed for large-scale destruction, this weapon is ideal for breaching defenses, destroying structures, or delivering a decisive blow in combat.

Accountant's Briefcase [400 CP]

You carry a seemingly ordinary briefcase that contains a bizarre idea that you can deploy a group of identical, paper-like accountants entities elderly figures who speak in numbers, charts, and financial jargon.

These entities instinctively target non-adults, attacking in groups and attempting to convert them into similarly dull, number-obsessed “accountants.” They can rapidly transform environments as well, turning surroundings into sterile office spaces filled with cubicles and paperwork.

If destroyed, they burst into stacks of blank paper, but can be resummoned from the briefcase as needed.

Flu Bug Machine [600 CP]

You possess a massive, scorpion-like war machine designed for biological warfare. From its tail-mounted stinger, it can fire concentrated streams of infectious mucus, capable of spreading illness rapidly across targets and areas.

The machine is operated from a protected cockpit in the head, giving you full control over its movement and weapon systems.

The mucus it produces can carry debilitating effects, weakening those exposed and spreading sickness quickly through groups.

Chickenpox Island [600 CP]

You gain ownership of a complete copy of Chickenpox Island, a remote and isolated landmass located in the middle of an unknown ocean. The island serves as both a base of operations and the origin point of a unique and highly contagious chickenpox strain.

The island features a mix of sandy terrain and mountainous regions, with large nests situated atop the peaks. At its center lies a distinctive chicken-shaped base, fully constructed and ready for use. Within this base are numerous coops housing special chickens that naturally produce the infectious agents used in various pox-based technologies.

This location functions as a secure hideout and production facility, allowing you to cultivate and harvest resources related to the virus.

Age Cigar [600 CP]

You possess a unique device disguised as a cigar, capable of altering the age of any target it strikes. By setting a desired age, you can fire a beam that instantly transforms the target to that exact point in their lifespan.

This includes reducing a target to infancy or advancing them up to 99 years old. Pushing a target to the extreme end of this range can effectively remove them from existence, as their body can no longer sustain itself.

Animalization Ray [600 CP]

You possess a powerful transformation device capable of altering entire groups of targets at once. When activated, it generates a massive force field within a range of up to 10 kilometers. Any enemies you designate within this field are instantly transformed into random animals.

These animal forms are not entirely arbitrary—the transformation tends to reflect aspects of the target’s physiology and personality, resulting in forms that feel strangely “fitting” to who they are. They also keep their intelligence.

Targets remain in their transformed state as long as they remain within the bounds of the force field. The range of the field can be expanded far beyond its default limits, even to a global scale, but doing so requires a significant external power source. With enough energy, this device can reshape entire populations in a single activation.

Laboratortoise [600CP]

You now own a massive mobile laboratory modeled after the Laboratortois. This mobile base is fully functional and highly versatile. The first level contains a complete research laboratory, equipped for advanced experimentation, creation, and development of new technologies or substances. Whether you’re crafting weapons, inventions, or even the “perfect snow cone,” this facility can handle it. The second level serves as the control room, allowing you to operate and navigate the Laboratortoise with ease.

Miniaturization Ray [600 CP]

You possess a versatile transformation device capable of altering the size of objects, structures, and even living beings. With a single shot, you can shrink targets down to miniature scale or enlarge them to massive size.

The effect is precise and controllable, allowing you to determine the exact size you want your target to become.

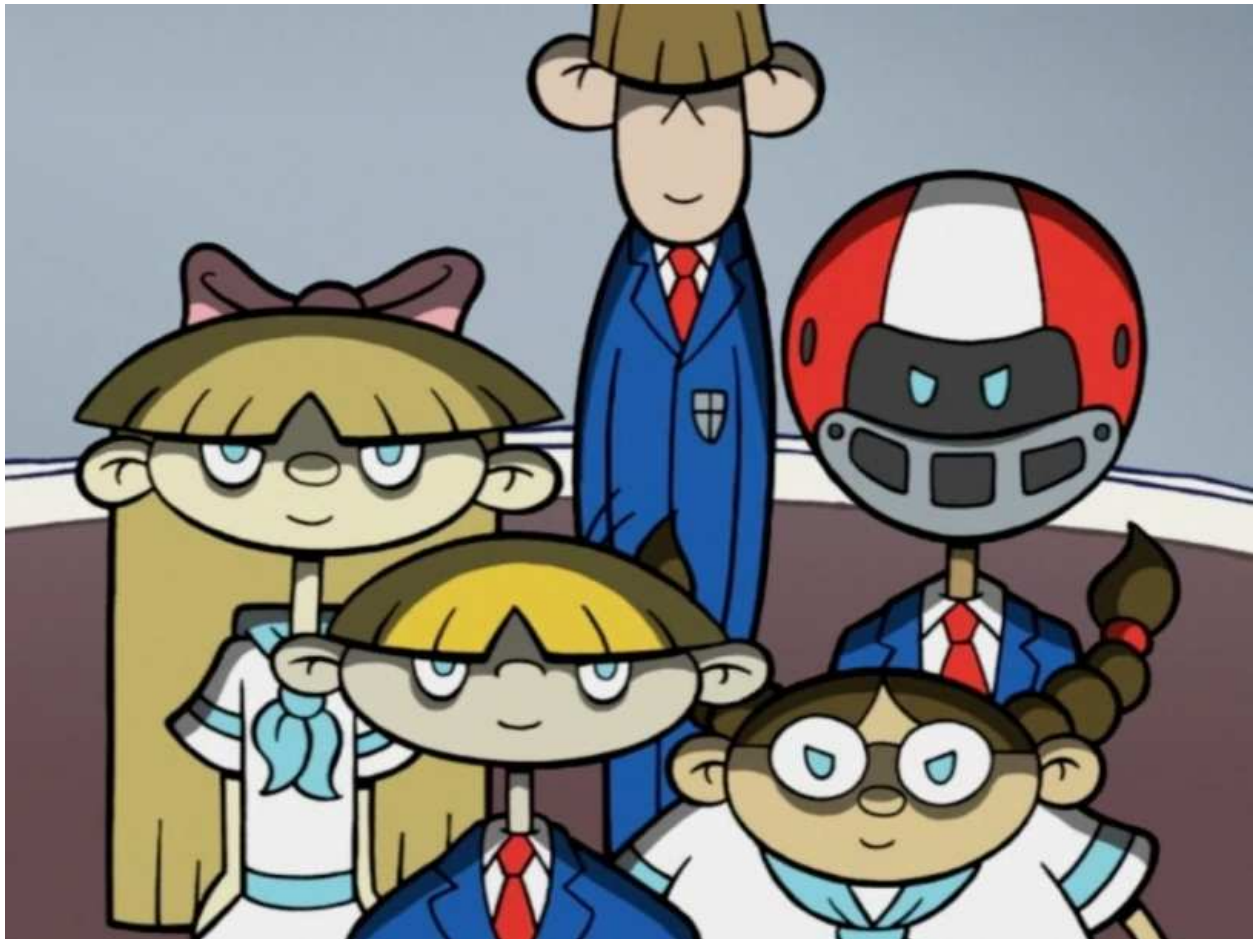
Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP. you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions. You may buy this multiple times.



Drawbacks

Supplement [+0]:

Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:

Want to stay longer ? Or just continue your adventure ? Or maybe even fight against elder dragons . No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Unwanted [+100 CP]

You are treated much like Toilenator—hated, ignored, and avoided by adults wherever you go. No matter your actions or intentions, adults will instinctively dismiss, dislike, or steer clear of you. This makes gaining their trust or cooperation extremely difficult, often forcing you to rely on other means to achieve your goals.

Bad Haircut [+100 CP]

No matter what you do, your hair will always end up looking terrible. Any attempt to style, cut, or fix it results in something awkward, uneven, or outright embarrassing—at least to others. Strangely, you yourself think it looks perfectly fine (or even stylish), leaving you blissfully unaware of just how bad it truly is.

Daddy Issues [+100 CP]

You carry a deep psychological burden tied to your father, constantly feeling as though you are living in his shadow—much like those under the influence of Father. No matter your achievements, it never quite feels like enough.

This weighs heavily on your confidence and motivation, especially during periods of rest. On weekends in particular, this effect intensifies—your mood drops, your thoughts turn self-critical, and your productivity is effectively cut in half.

Eighth Grade syndrome [+100CP]:

You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Naive mindset [+200CP]:

You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

KND Radar [+200 CP]

For some reason, you are constantly detected by the Kids Next Door. You seem to show up on their radar no matter where you go.

As a result, operatives will regularly track you down—often on a weekly basis—and attempt to interfere with your plans, typically using things like mustard gas or other KND tech. Worse, they have terrible timing, showing up during the most important moments of your life.

Sweet Craze [+200 CP]

You develop an uncontrollable obsession with a specific type of candy of your choice. Whenever you are near this candy, you lose all self-control and will focus entirely on obtaining and consuming it.

To make matters worse, this candy seems to appear around you far more often than it reasonably should, increasing the chances of you being distracted at the worst possible times.

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Stupid Rules [+200 CP]

As an adult, you feel compelled to follow rules—no matter how ridiculous they are. Unfortunately, wherever you go, strange and inconvenient rules seem to appear, and you feel an overwhelming need to obey them.

Even when the rules are clearly nonsensical or harmful to your goals, you struggle to ignore them, as part of you insists that “a good adult follows the rules.”

Betrayal [+200 CP]

Looks like no matter what happens you'll always be betrayed by one person in your faction for one reason or another. Also this betrayal will always happen once a year at minimal.

No Outside Power [+300CP]

All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Weakling [+300CP]:

No matter what opponents you face in this world, it will take you at least four attempts before you can defeat them. This leaves you often treated as a joke by those around you, constantly struggling to prove yourself and earn their respect.

Weredog [+300 CP]

You are afflicted with a monstrous transformation, turning into a savage “were-dog” every single day. This transformation is unavoidable and lasts for at least 12 hours each day.

While in this form, your instincts take over, driving you to stalk areas where children gather, such as schools and playgrounds. To maintain control, you must satisfy a strange compulsion—consuming at least one piece of homework per day. If you fail to do so, you will completely lose yourself to berserk rage, attacking indiscriminately until the transformation ends.

Curse of the Black Licorice [+300 CP]

You are afflicted with the same dark curse as Black John Licorice.

Your body has transformed into a black licorice-like substance, altering both your physical nature and your senses. Anything you consume now tastes unbearably salty, making even the most enjoyable food difficult to stomach.

Worse still, your existence is tied to the cycle of day and night. You can only maintain your physical form while the sun is down. When sunlight touches you, your body disintegrates into ash, leaving you unable to act or interact with the world. You will only reform once night falls again.

I Don't Need My Brains [+300CP]:

I will not mince words, you're an Idiot with a capital . as you believe $2+2=$ Pizza.

Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.