Version 0.1 (Jumpchain Compliant)
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Ed Edd ‘n Eddy

Welcome to the Cul-de-sac on Rethink Avenue, Jumper. Here, about twelve kids live their everyday lives and get into occasional mischief. Of note are three friends, the titular Ed, Edd ‘n Eddy, who continually make low-key ‘scams’ in an attempt to get money to buy Jawbreakers from the local candy store. There’s no threats here, no villains to fight, even running into something that can actually end your chain is close to impossible. You will be moving into the neighborhood with an unseen family to spend some time here. How long? That depends on what you’d like to do, Jumper.

Guest Star Mode: You gain +0 cp and can only gain points from taking drawbacks. You will lose access to all out-of-jump perks, items, powers, companions and your Warehouse until the jump ends. Don’t fret, you’re not in any real danger in this world. Your goal is to accompany The Eds through their many misadventures and create at least ten different successful ‘scams’ using nothing but what you have on hand. If you succeed and are accepted as a fourth friend to the trio and have followed their adventures all the way to the events of The Movie(whichever comes last), consider the gauntlet ‘won’ and your chain will continue with anything you’ve gained, plus a prize at the end.

Post-Script Season Mode: If you’d rather pursue the jump through the whole ten years with all of your powers, that’s also fine. You gain +1000 points as normal and can keep anything you purchase with them, though you’ll lose out on the prize at the end. What you choose to do in this carefree, ordinary neighborhood is up to you.

Whichever you choose, you move into the neighborhood shortly before the events of Episode 1. It’s up to you if you want memories of life beforehand or just want to be dropped in without any context. The location is always the Cul-De-Sac, so you don’t need to choose or roll for that either. Your age will be 8+1d8 and your gender will be whatever you were in the previous jump. You can spend 50 cp to choose either, though the age has to be within the normal roll range.

Perks and Abilities:

Cartoon Physics [Free and Mandatory/400] – This is a world where someone can be crushed by a house and only come out with a silly-looking face and a few bruises. It's also a world where if you question things too much, you can temporarily break reality and take a bite out of the sun to make it night time. The surreal and entertaining physics of this world are now yours to use, though it will only last for this jump. This is also the main reason you probably won't see a chain-ending occurrence during your time here. You can spend 400 points to keep this perk post-jump, though this has a few caveats. One, you can only apply this cartoon logic to anything you can normally touch with your body. Two, everything you change will snap back to normal by the end of the hour. Three, this cannot be used to permanently harm or kill anything or anyone – this is a kid's show, for crying out loud! If you need an idea of what is and what isn't possible with this perk, watch an episode of Looney Tunes or the show itself. Finally, this perk's ability to give you iron-clad plot armor will always expire once this jump is over, no exceptions. It just makes you slightly more durable so long as the injury you take is funny.

I've Got a Plan [100] – You've picked up a sense for when a potential sucker is around. That is, someone you can fool into a scam. You can sniff out opportunities to possibly weasel someone out of their money, or just an idea of when the best time to employ a crazy scheme that might actually work will be. This doesn't guarantee anything will work, but you will know when your chances aren't zero.

Mom Said! [100] – Nobody likes a tattletale. Unfortunately for everyone, you've turned this into an art form. By invoking some sort of higher authority you have access to, you can intimidate the weak-willed into doing a favor for you, or leaving you alone. People will eventually call you out on your bluff or not care at all if you use this too often, and don't expect this to be useful against criminals or practiced villains. You're also a little more annoying to anyone you meet if you overuse this.

Just Like The Old Country! [200] – You're kind of a weirdo, even around these parts. That's okay though, it's part of your charm. If you do anything unusual or strange by the local cultural standards, people will shrug it off as 'Jumper just being Jumper'. This also means people will be more patient with a social faux pas or two, and will happily explain how things work to you with some patience. This perk's effect fails to work if you do something blatantly impossible by the setting's standards (having a spaceship in medieval Europe, for instance).

Come On, Boys! [200] – What weird friends you seem to find. Luckily, you know how to get them to work together. You know how to make clashing personalities and goals mesh together long enough to make a plan or adventure together without too much trouble. Try not to abuse their trust or friendship too much or they might decide walking away is a better idea than hanging out with you, you awful friend.

Lots Of Hurt, Hold the Onions! [400] – You are strong. Really, really strong. You can lift a suburban house up from its foundations and throw it like a volleyball. You can survive falling off a cliff or being hit by a speeding vehicle with just a few bruises. If you keep Cartoon Physics, this perk synergizes with it to make your injuries more 'comical' instead of permanent or bone-breaking, though this will only apply to accidental injuries instead of ones gained in a fight. You get a considerable strength boost when you think you're doing something that helps your friends or allies...though this might not really be true, especially if you're about to throw something towards them.

Bamboo Technology [400/600] – Well aren't you the new wiz kid in town? Just like Double D., you can put together working contraptions out of junk and stuff you can find rummaging around the trash can. You can make an amusement park ride out of lots of cardboard, a working claw machine out of spare parts, and a whole bunch of other things. You can only make things that would exist in the late 20th century, and nothing as complicated as a computer or larger than a family-sized van. For 600 points, you can start making computers and larger, more complicated gadgets out of junk as well, though anything more advanced than present-day 21st century is beyond you. Also, the larger and more complicated your invention, the more fragile and prone to failure it will be. Don't expect your literal junker of a spaceship to survive escaping the atmosphere. You cannot apply this perk to any crafting involving magic or hypertech that's above and beyond this limit – it probably wouldn't last long, anyways.

RUN AWAY! [400] – You know when it's time to high-tail it. You know when a scam is unsalvageable and you've got an entire mob of angry neighborhood kids calling for your head. You pick up a danger sense that can sense when someone is closing in on you with hostile intent, and you become an olympic-level runner when it comes to fleeing from said danger.

Gear:

Chunky Puffs [50] – Part of a complete breakfast! This store-brand favorite cereal of the Cul-de-sac is now yours to enjoy, to your heart's content. You gain 20 boxes that will restock the following day in your Warehouse.

A Bathtub Full of Gravy [50] – Why? Just...why? You acquire a bathtub full of fresh gravy. That's it. That's literally it. It even fills up with more whenever you run out and comes with a ladle. What possible use could you have for this, Jumper?

Sock Collection [50] – You acquire an entire pile of dirty and mismatched socks. Good for pranks or throwing at people. If you spend 50 more points on this, you instead acquire clean, matched, and fresh socks that will clean themselves. Never be out of socks for the week ever again!

The Hat of Discipline [50] – DO YOU LIVE IN A CAVE?! This is huge, hammer-shaped hat. You can use it to smack someone. That's about it.

Spare Change [100] – You gain exactly $10 in US quarters that will restock each week after you've spent at least $8 worth. Note that buying the Eds jawbreakers will not count towards your win conditions in Guest Star Mode. But I'm sure they'll appreciate it. If not, hey, you'll never be out of change at a vending machine ever again.

Half A Watermelon [100] – You gain two divided halves of a hollowed out watermelon with eyeholes in each. If worn, it can substitute as a superhero costume and conceal your identity, though you'll look absolutely ridiculous. Oddly enough, this property doesn't actually work in this jump, but everyone will play along with you being a 'superhero' if you're entertaining about it. You can also wear both together, and this will not only not cause discomfort but nobody will notice it.

Central Command [100] – A perfect copy of the worn-down van that the Eds hang out in from time to time. It's broken down and the engine was removed years ago, but it's got a comfy waterbed in the back and has a catchy horn noise. You can probably fix it up and make it into something even better if you have the time and skill for it. Either way, it makes for a fun hideout.

A Chest Full of Wishbones [200] – It's a wooden chest full of wishbones. It does nothing on its own, but breaking a wishbone and making a wish over it somewhat increases the chance of your wish coming true. It won't give you powers or make you king of the world, but you might just meet someone you need to talk to in favorable conditions or make a lucky shot at the carnival. Doing this more than once a day gives you bad luck instead, though. Restocks whenever you've used all of the bones.

Weird Boomerang [0/200] – This strange boomerang with a distinctive mark on it has a magical effect nobody quite understands. Anyone who grabs it will contort for a moment before acting like the polar opposite of themselves. An idiot will become a genius, a cleanliness freak will become an exhibitionist, and a greedy show-off will turn into a motherly, fussy figure. If you take this gear for free, the Jumper is NOT immune to this effect. For 200 points, this effect will work on everyone except the Jumper and any companions they choose. This effect remains until the boomerang stops touching the victim.

Thingamajig [600] – Fine, you want the 'press button to get out of jam' device? You can have it. This weird little gumball machine, when activated, will shoot a single mundane item out. The item in question will always be helpful to any trouble you're in and can be used to get out of tight situations. Tied to a rope? It fires chattering teeth sharp enough to cut you free. Rain pouring down on you? Get a nifty waterproof hat. This will never create anything magical or highly advanced, but it does give you access to a limited pool of 'get out of trouble' items. This works up to five times per day before the Thingamjig is empty, and will restock the following day. Breaking it open will just result in a pile of useless junk on the floor.

Companions:

[Post-Script Season Mode Only] Just Me and My Friends – You can freely import companions to be fellow neighborhood kids, though they won't gain any perks aside from the temporary Cartoon Physics. If you import more than 8, the extra ones will not have any of their out-of-jump abilities or anything that sets them apart from the other kids.

A Hunk of Wood [Free] – Uh...this sure is something. That weird 2x4 piece of wood with a smiley face drawn on it, Plank? Yeah, it's following you around. Somehow. Whenever you're not looking, the damn thing always seems to move about and trails behind you on your adventures. 'He' never does anything helpful or detrimental to you, but the damn thing is wherever you go. Maybe he finds your adventures fun to watch. Maybe you've gone crazy and needed a hunk of wood to talk to. Either way, Plank doesn't take up a companion slot and does nothing to help or hinder you besides creeping you out a little.

Days from the Cul-de-sac [100 each] – Perhaps you found Rolf entertaining to hang around. Maybe you're a fellow bike enthusiast with Kevin. Maybe you want to give Johnny an ACTUAL adventure to brag about it. Either way, you can take a single canon character from the show to be your companion. You cannot acquire The Eds or The Kankers this way.

The Eds [300/Free with Guest Star Mode] – The three Eds, practically the suburban Three Musketeers, have decided to follow you on your travels. You can either have them all take a single companion slot each, or put all three into one slot. If you opt for the latter, their competence is split between the three, and any powers they gain from imports are much less effective if the others are not present. They'll never be separated for long, thankfully.

Drawbacks: (Capped at 600 in Post-Script Season mode, 1000 for Guest Star Mode)

An important thing to note: All drawbacks will scale accordingly with which mode you pick. Enemies will be able to counter or deal with your jumper abilities in Post-Script Season Mode or bypass any ways you'd otherwise counter said drawbacks, while drawbacks in Guest Star Mode will be up to mischief that wouldn't be unusual for the show, with the exception of It Came From Outer Ed. They will always come back in time for the following week if you somehow get rid of them, to boot.

Dorks! [+100] – You're not much of a favorite around the Cul-de-sac. Sure, the kids will hang out with you, but you'll often not be invited to parties and be constantly made fun of for even the smallest mistakes. It'll take a lot of effort to get some respect around here.

Gravy! [+100] – You have a crippling addiction to buttered toast and gravy, to the point where you refuse to eat anything else with the sole exception of jawbreakers.

Penniless [+100] – You don't seem to hold onto your cash very long. You lose access to any wealth perks and gear that you have (this jump included), and any money you gain will tend to slip from your fingers or get lost. Better spend it quickly.

That Stupid Bird! [+200] – There's a seagull in town and it REALLY hates you in particular. Any time you're holding a small but useful item, it will swoop it and steal it from you, to never be seen again for the rest of the week. Anything you lose from this perk will always come back by the end of the jump, but it will be annoying, constant, and a new bird always replaces the old one.

Haha, I'm Half-Baked [+200] – You're dumb. Really, really dumb. You're a total fanatic over comic books and B-list monster movies and can barely add up to two plus two. You'll be great friends with Ed, though. On the downside, you're a lot more clumsy and prone to messing up your own ideas a lot.

KANKERS! [+200] – Oh no. The Kanker Sisters have taken notice of you, whether or not you're hanging out with The Eds. They will regularly break your stuff and be a general nuisance to any scams or projects you make. At least you don't have their romantic attention, right?

The Fourth Sibling [+200] – Nevermind that. Whether retroactively or through adoption, there is now a fourth Kanker sibling who is just as mean and as much of a nuisance as their sisters. What's more, they're absolutely crazy for you in particular. They will constantly be after you and make your life hell. Reciprocating won't help much, as they'll be clingy and unbearable to be near.

If you take either of these drawbacks and somehow make peace with the siblings, you can opt to take one, some or all of them along on your adventures, the same way you would gain The Eds as companions. The Fourth Sibling will always need their own companion slot.

Love Can Bloom, Jumper Boy/Girl [+200] – What the heck? Two weird little cupids that look identical to Jimmy and Sarah are firing arrows at everyone, making them fall madly in love with whoever they gaze eyes with, with the exception of yourself. Each day you need to snap everyone out of it, one way or another, before the day is over or else you're considered to have lost the jump. Luckily, all you need is a bucket of dirty water to do this, but you'll have to do a lot of running around. The damn cupids somehow evade you each time, to boot.

FATE HAS CONSPIRED AGAINST US! [+300] – Life just hates you. Any time you're close to success, whether it's the win condition or otherwise, the worst possible setback will rear it's head. A typhoon will appear out of nowhere right when you're about to cross a finish line, your strongest companion will run off to do something else, and your gadgets will fail at the worst possible moment. Success will not be impossible, but it will never be easy, no matter how you prepare for it.

You Dare Insult The Son of a Shepherd?! [+300] – Now you've done it. Rolf has decided something about your Jumper nature is an insult to his personal honor. If you're in Guest Star Mode, he will challenge you to 'duels' that involve extremely painful and humiliating challenges that will always leave you broken and worn down for all to see by day's end, win or lose, and you MUST accept each time. If you're in Post-Script Mode, he's flat-out calling for your blood and can bypass your plot armor from both this jump and others. He has a weird Old Country way to defeat each of your powers, and you must defeat him each time you fight or your chain will end. Should you take him as a companion, he will not befriend you until he challenges you one day before the jump's end, and should you win, you will gain his respect and unshakeable loyalty.

It Came From Outer Ed [+600] – What have you done?! What is supposed to be an ordinary slice-of-life show has turned into complete and utter chaos! Villains from previous jumps (or just aliens if none exist), with priority given to any previous Cartoon Network jumps you've done, are entering the world and plan to make chaos. What's more, everyone has lost their plot armor completely. If anyone from the Cul-de-sac is permanently injured or killed, you lose the jump. Hope you like playing hero.

This Ain't A Cartoon! [+600] – Remember all that stuff I said about you being unable to die in this jump? Forget that. Cartoon Physics no longer works on you and any injuries you take will affect you the same way they would an ordinary person. This includes bypassing any durability perks you have. Broken bones, heavy bleeding, and even death will happen to you instead of the amusing cartoonish variety here. And boy, will you be injury and danger prone here, no matter what perks you have or how you avoid trouble. Nobody here will even acknowledge your suffering, assuming you work under the same logic they do. Hope you can heal.

So you made it to the end?

That wasn't so bad, was it jumper? If you made it through the jump in Guest Star Mode, you will gain an unlimited supply of three brands of candy of your choosing that will constantly restock in your Warehouse, in addition to having a restocking supply of jawbreakers fresh from Kevin's garage. You will also have the option to take The Eds as free companions, as noted on their perk.

If not, you just keep what friends and things you gained on the jump itself. Now, what will you do?

Go Home – Homesick, jumper? I understand. You will be sent home with all of your gear and companions, without having missed a second of your life back home.

Stay Here – Enjoy life in the Cul-de-sac and want to see where adulthood will take you? Very well. You remain, and are declared missing back home, though life will eventually go on without you.

More Jumps, please! - That's more like it! You're ready to continue your adventure, and continue the chain as normal. Maybe you'll come back someday. Maybe not.

Notes:
-Things will go off-script eventually once you're past the events of The Movie in Post-Script Season Mode. What will happen after that will be uncertain, so it's up to you to make the most of it.

-Use common sense when applying Cartoon Physics post-jump. It will not do anything that will trivialize your jump in any fashion, but it does let you use unconventional ways to get around some problems.

-No, you cannot use the prize to get infinite Rare Candies or candy that somehow empowers or boosts you beyond sugary goodness. What is wrong with you?

Changelog:

0.1: Made the jump.