The Simpsons Jump.

By /u/Its-A-Long-Story.

Ah yes, Springfield. America's Fattest Town, Crud Bucket, and the Armpit of Its Buttcrack. Somehow it's bigger than Alaska yet has a population of less than 50,000. It has an unstable relationship with continuity that makes even its location hard to pin down. It's the home of America's favourite animated family. This is a world where no matter how much time passes, nothing much changes. Family. Friends. Neighbours. Environmental degradation due to heinous amounts of pollution. Well, those might change with you around.

You'll begin at the first episode "Simpsons Roasting Over An Open Fire" and remain for **Ten Years**.

So here, take **+1000cp** to help you out.



Locations.

Where will you begin your adventure?

Roll **1d8** or pay *50cp* to change it.

1. *Evergreen Terrace.* A familiar, oddly smelling street in Springfield. You are standing in front of a two-storey, pinkish/orange house. It's decorated for Christmas, though it's put to shame by the house on the left. On the right is a brown house with a For Sale sign out front. If you're in the market for a place to stay, perhaps you should call the number on the sign.

2. *Springfield Elementary.* You're standing in the hallway outside the Principal's office. Whether you're here as a student, parent, looking for a job, or some other reason is determined by your age and origin. Look out for snakes, wolves, and an angry Groundskeeper.

3. *The Nuclear Power Plant.* This is a dangerous place to be considering the hundreds of safety violations and the evil (literal, devil-backed evil) owner, C.M. Burns. If you're looking for a job here you've certainly hit a dead end in life. Or perhaps you're here to "bring it down from the inside".

4. *Springfield Retirement Home.* Aww, visiting your elderly family for the holidays, or just visiting the elderly in general? That's very sweet of you. I'm sure they appreciate it. Unless you are one of the elderly in question in which case, yeesh. What the hell happened between you and your family to make them dump you at this place?

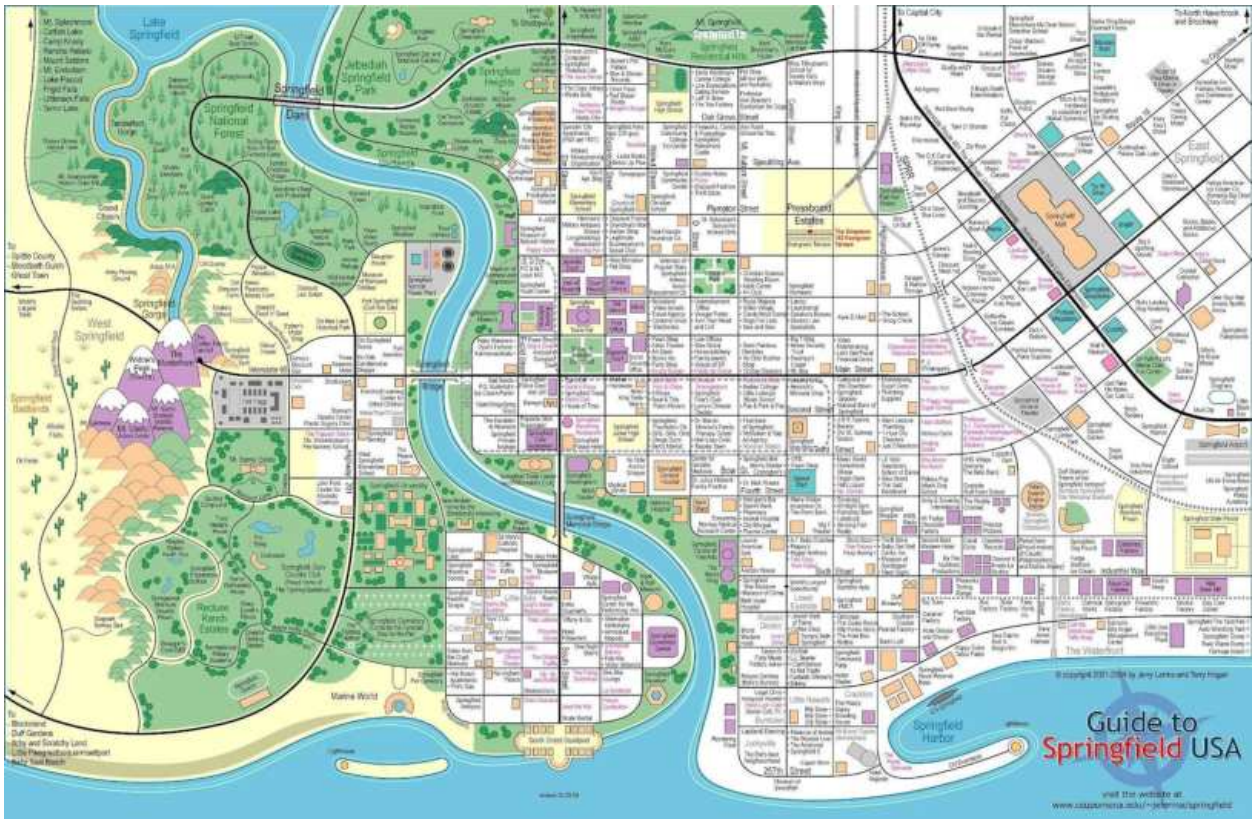
5. *Waverly Hills/Springfield Heights.* Your choice between the two, but regardless, you're on the wealthier side of town, in an upscale coffee shop. It might still be in Springfield but it's definitely better than being in the poorer parts of town. Here you'll find actors, musicians, high-ranking government officials, and millionaires of all kinds. Be prepared for snobbery and disgust if you aren't rich and/or famous.

6. *Springfield Cemetery*. This is a place for the dead and those visiting them. It's somewhat quiet, though occasionally besieged by grave robbers. I wouldn't linger for long, even if this world doesn't have magic or monsters, starting off your journey in a graveyard isn't a good omen.

7. *Shelbyville*. You're not even in Springfield. How did you mess that up? I hope you like living in a town that's even more backwards than Springfield, with a bunch of knock-off Doppelgangers who happen to have particular feelings towards their cousins.

8. *Lucky!* You get to choose your starting location. It can be anywhere in Springfield or any location shown in the show (barring non-canon locations such as those that exist only in the Treehouse of Horror specials).


SPRINGFIELD


Lake Springfield
Springfield National Forest
Jebediah Springfield Park
Springfield Heights
Springfield Downs
Springfield Shire
West Springfield
Springfield Badlands
Andrew's Cave
The Stonehorse
Mt. Springfield
Springfield Residential Hills
Oak Grove Street
Plympton Street
Pressboard Estates
Main Street
Springfield Mall
East Springfield
Springfield Airport
Springfield Harbor
The Waterfront
Marine World
Recluse Ranch Estates
Guide to
Springfield USA
visit the website at

Age and Gender.

Free choice for both. Age is chosen from the options below.

Child: Anywhere between 5 and 12. Too young to do most cool stuff, too old not to be aware of it. You might be able to get away with things that adults can't, but you also have to follow a whole bunch of rules. You also have to attend school. Despite whatever origin you choose, this option automatically grants you a family/parental guardians.

Teen: 13 to 19. More responsibilities than a kid, but definitely more options. And more pimples! You can get a part-time job for some extra spending money, get your license, make out in an untold number of places, and rebel against adults by dying your hair and getting piercings. You still have to go to school (if you're of an applicable age). If you do not have a family then one will be provided for you (if under 18).

Adult: 20 to 60. Now *you* get to make the decisions. No one telling you where to go, what to do, or who to be. There's also no one paying your bills, doing your laundry, or making you dinner. You'd best learn to be a functional adult soon, or else you'll be homeless.

Elderly: 60+ So you've reached the silver years where you can rest on your laurels and enjoy the fruits of your labour. No one listens to you and most write you off as senile. On the one hand, this means people will underestimate you. On the other hand you will have to really fight to be taken seriously.

Origins

Who you are and how you fit in (or stand out) to this weird world.

Drop-In: No new memories or identity taking up space in your brain, but also no friends or family to fall back on. You arrive with the clothes on your back, enough money to rent a room at a nearby motel, and whatever you buy below. Children and Teens get a free foster family to stay with, which you may choose or create at your discretion so long as it is reasonable and grants no major advantages.

Menace: Depending on your age, you might be a simple, harmless prankster, a bully, a career criminal, a con man, or even a member of the mob. You've never thought highly of rules or law and you do your best to show it in every moment of your life. You terrify the weak and draw ire from authority. This is the path that ROCKS!

Average Joe: You are, without a doubt, the middle of the pack. Average grades in school, average job with average pay, etc. Stuck in a rut. Safely away from the bottom, yet so far away from the top. But that's okay. You have a comfortable life. You have what you need. So what if there are people with shinier toys? It doesn't bother you one bit.

Big Fish: Wealth. Riches. Money. Moolah. The Green. However you want to say it, you have it. Lots of it. You are one of Springfield's surprisingly numerous rich and famous elites. Whether you got here through business savvy, inheritance, commodified artistic talent, or less than scrupulous methods, you'll be envied by the masses. You'll rub shoulders with the likes of McBain, Mayor Quimby, Mr Burns, and Troy Mclure, and spend weekends at the Springfield Country Club.

Perks.

Discounts are 50% off for your origin with the 100cp perk free.

General (Undiscounted).

Yellow People (free for all): A free cartoon body. So long as it's within the realm of what a human can look like, this grants the chance to design your looks. Includes a custom hairstyle and one (1) iconic outfit.

Anti-Poison Pill (free for all): Springfield is rife with pollution, radiation, and fetid conditions. This grants you an increased resistance to these kinds of things so that you won't be too uncomfortable. Obviously if you bathe in radioactive waste or drink poison you'll still die.

Animation Of The Mind (free): When an animated show like this one has been on the air for thirty years, it's no surprise that there have been changes in style and quality. If you'd like something more consistent, you can choose how you perceive this world through the use of a visual filter. Want to stick to the classic look of the Simpsons? Or maybe you prefer the clean lines that come with being drawn on a tablet? Maybe you want to get rid of the classic look entirely, becoming more realistic instead? Hell, how about live-action with real people? This is merely an aesthetic filter, it does not cause any actual changes.

Couched (free): The couch gag is one of the most iconic parts of the Simpsons. At the beginning of every jump a sequence will automatically play that introduces the cast and the setting of that jump, depending on the jump in question. You may also trigger this effect at will, which will put everything on hold for a minute while you run through the couch gag.

Innocence (50cp/free for Child): Older people will treat you like the kid you appear to be. This might mean babying you, underestimating you, concealing harsh truths from you, and worrying about your safety, depending on the adult in question. This also allows you to project an air of total and utter sweetness that'll have them doubting you could hurt a fly. Won't work on people aware of your true age/nature or who personally witness your misdeeds.

Inbetween (50cp/free for Teen): Since you're in-between a kid and an adult, it makes sense that you can play it to your advantage. You can utterly convince people that you are younger or older than you really are. As an added bonus, this bypasses any ID requirements (such as when getting a tattoo or sneaking into movies).

Act My Age (50cp/free for Adult): Being an adult can be much more difficult when you're surrounded by people acting like immature assholes. With this you can force people to wise up and be mature. It's like a slap to the face but with your willpower! The effect lasts between ten to twenty minutes, or longer if they stay within ten feet of you. Doesn't work on children under six, and the effect on people under eighteen varies. An older person can even be temporarily cured of illness/age-induced forgetfulness or senility.

Little of Column A, Little of Column B (50cp/free for Elderly). You're an expert at coming up with ludicrous stories and can spin yarns for hours if necessary. These stories will be plainly false to anyone with a basic grasp on the subject. Younger children will find your stories interesting, and will believe you wholeheartedly until otherwise corrected. Older people will take this as proof that you're too far gone to be a threat or responsible for some kind of crime, and it can make for a great distraction if you need to buy time.

Ay Carumba! (50cp). You have a catchphrase or iconic sound associated with you, making you more memorable and endearing. People won't get tired of it, but they won't try to force you to say it. Beyond this jump you'll be able to create a catchphrase that charms and amuses those who hear it, no matter how lame or random it might be.

Brawl In The Family (50cp): Springfield is a tough town, and in order to make it you're gonna need a particular set of skills. Specifically, you're going to need to know how to throw a punch. You have the basics of brawling down pat and know how and when to fight dirty. Bullies beware.

No Celebrities Were Harmed (50cp): When you're in an unknown place, facing threats that make your knees quake, a familiar face can be the balm that soothes your soul. You can cause a character to be 'played' by a celebrity of your choice, even if they weren't originally. You could switch out Rainier Wolfcastle for Arnold Schwarzenegger, or Lurleen Lumpkin for Dolly Parton. This does not grant the character any special abilities and is mostly a visual effect.

The Simpson Name (100cp): This can be applied to any of the origins above, granting you a place with the Simpson family. Depending on your age and origin you might be a child of Marge and/or Homer, a distant cousin, a sibling, a great aunt or uncle. You can even attach yourself to the Bouvier family if you wish. In future jumps you can use this to become part of a canonical family or to be related to a specific character, so long as it's physically possible.

Why You Little (100cp): You know, most people would call the cops if they saw a guy choking his son. Not Homer Simpson though. And not you either. People are willing to look the other way when you do something terrible, so long as it's funny.

Still Not Cancelled (200cp): You cannot be cancelled, fired, or otherwise removed from a position unless you want to be. Those who should have the authority to do so will make excuses and find reasons to keep you around.

The Simpsons Did It (600cp): When you make a joke, the last thing you'd expect is for it to come true. Unfortunately for the Simpsons' writers (and the rest of us), it seems the more outlandish, sarcastic, and unbelievable the joke, the more likely it seems to come true. The same could be said for you. The more sarcastic and exaggerated the joke, the more reality will twist itself to make it true. Mockingly say that your neighbour is more likely to find a million dollars than his own ass and *bam*! Million buckaroos will land in his lap. Tell a bawdy joke about a local politician getting in bed with *insert undesirable bedmate here* and wouldn't you know it? Someone spotted them leaving a hotel together. You can turn this off and on as you like.

Drop-In.

Know It All (100cp): Not literally, but you know enough about most things, can learn and retain knowledge at an increased rate, and you are granted one field of academic expertise (chemistry, American history, a foreign culture of your choice, etc). It should be mentioned that most of Springfield is... well, really dumb and anti-intellectual. You're pretty much guaranteed to be an outcast with no friends. You'll probably get invited to Springfield's MENSA chapter.

Limited Attention Span (200cp): This doesn't apply to you, it's more of a field that you can project. It makes people more likely to forget or ignore strange things happening around you. It's not perfect, as someone with a higher intellect will require more exposure, but it will work on the majority of the world.

Shut Up Brain! I Have Friends Now! (400cp): You are capable of assimilating into groups with even the smallest amount of effort. This doesn't change your identity or appearance but it does allow you to bond with people over shared interests or outlooks (even if you're only faking it).

Soapbox Sadie (600cp): You have the power to change the world! Through social pressure and epic speeches! So long as you commit to a cause and do what you can to support and raise awareness for it, you can convince others to believe in it too. Starts off small at first, only being able to affect small groups at a time and requires repeated actions to stick. Over time and by demonstrating your commitment to your cause, you'll be able to affect thousands, then millions, then a hundred million people at a time. You'll get better at speaking your mind, and only need to convince people once for them to make permanent changes.

Menace.

Rule of Cool (100cp): You, Jumper, are one cool dude. You make it look effortless. The way you walk, the way you talk, the clothes you wear. Totally cool. People want you to like them so they can bask in your awesomeness. They want to be you. You are a trendsetter. Even sticks in the mud like Skinner and law enforcement can't help but admit how cool you are. This won't save you from punishment, but everyone will just talk about what a rebel you are.

I Didn't Do It (200cp): You are a master at telling lies and crafting alibis. So long as you don't contradict yourself or try to say something outrageous, you'll be utterly convincing. Even if there's a witness or circumstantial evidence otherwise, people will choose to believe you without question. Audio and video recordings may counteract this perk if they directly oppose your lie (i.e. saying you didn't steal something only for there to be video of you doing just that). Smaller, harmless lies will always succeed.

Karma Houdini (400cp): You might be a menace, but people just can't help but forgive you. When you say you're turning over a new leaf, people will cheer you on for trying to better yourself. And when you inevitably betray them they'll be shocked. And then they'll forgive you. However, you do have to suffer *some* punishment in order for this to kick in and it has to suit the severity of your crime. A time out, detention, and community service for low-level, nonviolent infractions. Fines, loss of job, or actual (reduced or suspended) jail time for the bigger stuff. And if you really, truly mean it when you apologise and try to do better? Whatever you did will be pretty much wiped from memory (it won't be undone but most won't bring it up).

Master Criminal (600cp): You're the real deal aren't you? Whenever you find yourself carrying out criminal dealings you're guaranteed to succeed and get away with it (so long as you don't do something indefensibly stupid). From rigging up an epic prank to mob-style rackets, you can do it all. Attempts to investigate you and your cronies will inevitably fail, and you'll be back to business before you know it. You can keep your shadier activities from tarnishing your reputation, so long as you make an effort to keep them separate. Or you could choose to exude an aura of danger that makes most people utterly afraid of you. Lesser criminals will defer to you out of respect and fear, and you can be sure to have loyal lackeys if you desire them.

Average Joe.

Employment, I Resume (100cp): This perk guarantees employment whenever you need it. It won't be a great job but it'll keep a roof over your head and food on the table. You can retain this job even if you only do the bare minimum, and if you do apply yourself promotions will soon follow. And if you *do* manage to get fired, another job will fall into your lap the minute you look for one.

Hardhead (200cp): You know, you can take a surprising amount of punishment for someone so average. Injuries that should paralyse (or kill) you just don't seem to do as much damage, especially when you're trying to accomplish something. You can shove aside pain, fear, and common sense and pursue your goal without stopping, no matter the physical cost.

Everyman (400cp): Pick five skills or hobbies (whistling, karate, carpentry, etc). You are now average at them even if you've never done them before in your life. You also gain the ability to pick up new practical skills with surprising speed. With a little work you could be the best. Without it, you're the everyman.

Homer's Luck (600cp): Despite your average qualities, you sure seem to have a lot of interesting adventures. No matter how mundane the world you're in, you'll find something fun to do and interesting people to meet. In particular you seem to meet celebrities every other day. And not just D-List celebrities either. You can somehow rub shoulders with A-List actors, singers, business people, all the way to literal royalty. Somehow, things just always seem to go your way. The other half of this perk is that, once these adventures are over, you can choose to return to the status quo. You will be right back to how you were at the beginning, with no lasting effects (good or bad).

Big Fish.

Hi, I'm Jumper, You May Remember Me (100CP): When introducing yourself to others for the first time, you can prompt them to remember you by listing off various exploits – even if they've never met you or heard of you. Using this you can bluff your way into people's good graces. It also allows you to pretend to be more famous or accomplished than you are (i.e. a movie star, a singer, a decorated military officer).

Money, Money, Money (200cp): What's better than having money? Knowing how to make *more* money! You are filled with the know-how necessary to invest in and profit from any business venture you pursue. You're a first-, second-, and third-rate accountant, economist, financial planner, and corporate lawyer in one skeevy package.

Easy As Pie (400cp): Life is easier when you're rich, famous, and beautiful. So easy, in fact, that your reputation never seems to take a hit. Maybe you have connections in high places, maybe you have the best PR team on the planet, or maybe it's just your good looks and charisma, but somehow you've fought your way through the mud-slinging and muck-raking and come out clean. You can dodge every allegation of wrongdoing, no matter how true it is, and people will never hold it against you. The media will always be on your side, spinning the story in just the right way so that you come out on top.

Deal With the Devil (600cp): On a dark and moonless night, you met the Devil and shook his hand, and he gifted you a most significant contract. Something that mortal men have chased for eons without end. Immortality. The guarantee that your body and mind will endure for decades- no, *centuries* to come. No matter what you have to do, you'll find a way to keep on living, even if you have to become a monster to do it. There will always be some miracle of science, magic, or sheer willpower that can extend your life, so long as you search for it. As an added benefit you will never be laid low by common disease or injury.

Items.

Items are discounted by 50% for their origin and 100cp items are free to their respective origins. Any items bought here are covered by the Jumpchain Insurance Company; anything that is destroyed, lost, or stolen will be replaced/restored/retrieved at no extra cost. Replacements will appear in your warehouse (or other appropriate storage area) within 24 hours. You may freely import items where applicable. All properties bought here may be either attached to the warehouse or placed within a jump in a convenient location. Any upgrades made to items or property will be retained.

There's a lot of stuff to buy in this world. Here take this extra +400cp and enjoy yourself. Consider it your allowance for this jump.

General (Undiscounted)

The Brown House (free): A rectangular, brown house with two bedrooms and one bathroom. There's a very nice kitchen though. It's not much to look at, but it's more than most have. You are a neighbour of the Simpsons family, so expect to deal with them. All the time.

Driver's License (100cp/Free For Those Over 16): A rectangular piece of plastic that lets you drive cars, trucks, motorcycles, trucks, planes, and blimps. It will update automatically when you need it to. Even if you are under 16, through some loophole or favour, this license was issued for perfectly legal reasons.

Krusty Burger (100cp): There's a rule of thumb when it comes to fast food; if you want it fast *and* good it won't be cheap, and if you want it cheap *and* good it won't be fast. Welcome to the third option. The cheapest option on the market, served as quickly as possible without concern for things like "food safety" and "cross-contamination". Offering such classic fare as the Krusty Burger, the Double Krusty Burger, the Double Double Double Double, and the Clogger, you know it has to be edible! In future jumps it will become an actually decent fast food restaurant.

Lard Lad Doughnuts (100cp): Another staple of Springfield, the purveyor of various grease-filled, sugar-coated pastries and cheap coffee. An eight-foot tall statue of a chubby man lifting a large donut into the air stands in the parking lot.

The Kwik-E-Mart (100cp): A small convenience store where you can grab what you need and be on your way. Its biggest draw is the Squishee, which comes in Blue, Red, Lime Green, and Cherry. Don't ask about the All-Syrup version. This one is staffed by an incredibly dedicated worker who will protect the store with their life if necessary. If they die they'll respawn in the back room within a day; no one will find this odd.

Itchy and Scratchy Land (200cp): Your very own theme park featuring the beloved main characters of the Itchy and Scratchy Show! Featuring such rides as The Head Basher, Blood Bath, Mangler, and the Nauseator, as well as its own fine dining establishment Tavern On the Scream. Unlike other iterations of the park, guests are guaranteed to be 100% safe with absolutely no possibility of a violent robot uprising. In future jumps you may rebrand the park as you see fit.

Drop-In.

Instrument (100cp): An instrument of your choice. You know how to play at an amateur level and will steadily improve the more you practice. There is just something about making your own tunes that helps you calm down and work through your emotions. Playing the blues when you're sad makes it easier to overcome that sadness. Playing something fast and hard when you're angry can help you control and direct your anger. Once you've mastered your instrument, you can apply this affect to other people who hear you.

Home Computer (200cp): A high-powered PC with a perfect and permanent internet connection, that can be turned into a laptop at the push of a button. When using this computer for research or study you always seem to stumble upon the perfect website to help you in your goals. The sleek hardware seems to help you focus, finishing tasks in half the time with no diminishing the quality.

Meditation Garden (400cp): It's nice to have a little place to yourself, isn't it? Somewhere to center yourself without the distractions of modern life. This is a spacious garden filled with greenery and water features that will allow you to find yourself. There's space set aside for yoga, a zen garden, and an aromatherapy section filled with herbs and flowers. Anyone who steps foot in this space will find themselves instantly calmed. You can choose who this affects and how. Initially it will have a more Bhuddist style, but you can change it at will to suit your tastes.

Springfield Elementary (600cp): A heavily underfunded school full of teachers who can barely teach and students who just don't want to - or can't - learn. It's managed to hold on throughout the years through an artful combination of fraud, theft, and harebrained schemes. Only a true nerd would want this place. A nerd like you, perhaps. Thankfully, the copy you get is at least physically pristine, and staffed by NPCs who are capable enough at their job. It has everything you would expect from a school, and a series of secret rooms and tunnels that only you know about. But the true magic comes when you step into the classroom. The school passively enhances your ability to teach, allowing you to impart your knowledge, skills, and ideals. You could turn an F-grade dimwit into the next Einstein in this place. More importantly is your effect on your students' behaviour, through the use of strict discipline, positive reinforcement, and scratch and sniff stickers. So long as they're in this school, they're your student and they're going to act like it.

Menace.

A Slingshot (100cp): The perfect tool for your first foray into crime. Lightweight, easily hidden, portable, with the added bonus of unlimited ammo and guaranteed to never miss its target. Perfect for causing distractions or temporarily disabling a target.

Lemon Tree (200cp): Surely you know about the Springfield Lemon Tree? Planted on a lone hill during the time of Jebediah Springfield? The lemons of this particular tree are guaranteed to be delicious, and any lemonade they make will leave you refreshed and slightly glowing. People will pay you top dollar for a single lemon, and the tree always has more to give.

Friend On The Force (400cp): You have a crooked cop on the force, a teacher blackmailed into compliance, and a connection in the mayor's office. Wherever there's a force of authority, you have someone among them who will follow your orders. They're not the highest on the rung, but they have enough pull to get things done.

The Android's Dungeon and Baseball Card Shop (600cp): A staple of pre-2000s childhood; the comic book and game store. Where a kid can waste their allowance on a few issues of Radioactive Man and some trading cards. It offers hundreds of different comics, figurines, tabletop games, and more! In the basement, accessible through a stairwell in the back alley and a hidden staircase internally, you will find the Legitimate Businessman's Social Club. Any business conducted in this club will be completely shielded from the eyes of the law - or any other nosy rats. Using the comic shop as a front, you can keep the heat off your… more risqué pursuits, shall we say? Also comes with a fully-stocked bar and gambling den. No one will ever connect the comic shop with the social club, despite their proximity.

Average Joe.

The Box of Infinite Donuts (100cp): Oh boy, time for your mandatory fifteen minute break! What's better to have with your coffee than a donut? Or three... Or five… How many donuts do you have in there? Oh, I see you bought the infinite edition. Very nice. How many flavours does it have? Infinite you say. Can I have one?

The Family Car (200cp): It might not be a Ferrari or a Porsche, but this sensible sedan has something those snobs will never have; a triple-platinum, 8-Star Safety Rating. This car will keep you and your passengers from being harmed no matter what, and guarantees your survival. Falling down a mountain? You'll land upright with not even a hair out of place. Facing down a bulldozer? It could roll right over you without a scratch. As an added bonus, it does not need fuel or maintenance.

742 Evergreen Terrace (400cp): A pinkish-orange, two-story house located in the Pressboard Estates, on a street that smells like cat pee. It's not lavish or rich by any means, but it's more than many Americans can claim to own. It has an attached garage, a front- and backyard, an attic, and a basement. There are four bedrooms, two and a half bathrooms, a kitchen, dining room, sitting room, living room, and a rumpus room. Due to the many layers of lead paint this house could be hit by a nuclear bomb and stay standing, with every single occupant safe and sound inside.

Moe's Tavern (600cp): A dingy, rat-infested, corner of darkness run by a heartless, immoral, ugly gremlin. Not like the kind you find in a fantasy world, but the kind you find at 3am on a Monday when you have nothing left but your despair. Somehow you have become the owner of Homer Simpson's favourite bar. What you do with it is up to you, but even without your intervention it will make enough in profit to net you $50 000 per year. Despite its horrific state, this bar somehow manages to bring in people from all walks of life. Rich and poor alike manage to find themselves sitting in the booths, pouring their hearts out to you as they drink, and revealing their deepest secrets. See, so long as you're working the bar and serving beer, no one will think twice about telling you things. Not even your worst enemy would recognise who they're spilling their guts to.

<u>Big Fish.</u>

The Hounds (100cp): Just what every rich man needs, ten highly trained attack dogs who will hunt down your enemies and tear their throats out. Only on your command though. They're tireless, can track a scent across a hundred miles, and completely loyal to you.

Money (200cp): Holy moly, dude! How did you manage to get this much moolah? This… This is a trillion dollars! Actually, don't tell me how you got it. It was probably illegal- almost definitely immoral. Either way this makes you one of - if not *the* - richest people in the world. You could buy anything you wanted. You will get another trillion at the start of each jump, but unspent wealth does not carry over.

Burns Manor (400cp): This lavish mansion has 175 rooms, three floors (not including the attic and basement), and a large front and back garden. It is surrounded by a tall, electrified fence that will keep any unwanted visitors out. There's an intercom system wired throughout the house, as well as a hefty surveillance system, and a large kennel at the front so you can RELEASE THE HOUNDS! Honestly, there's a room for anything here, so go wild.

The Nuclear Power Plant (600cp): A two-unit pressurized water reactor nuclear power plant. The main power source for Springfield. Now a copy has ended up in your capable hands. Unlike the one owned by Burns, this power plant is up to code and staffed by competent workers who will keep it that way. In fact it's so well run that it has won the "Safest Power Plant" award ten years in a row. In the beginning it will produce enough power to keep a city the size of New York running without a single blackout or technical failure, and will grow more powerful with every decade. If the thought of nuclear power makes you uneasy, you can easily convert it to a different energy source, such as wind or solar, without losing efficiency or power. If you choose to offer your services to a town or business you'll make a nice profit, enough to cover the necessary operation fees while still leaving you a few million richer.

Companions.

Bring along your old friends or make some new ones!

Companion Import/Creation (free/50cp per companion; 200cp for up to eight): You want to bring some old friends along? Or make some new ones? Sure, no problem. For free you can import as many companions as you like so they can have a life in this world, but they will not receive an official background or cp. They will simply be integrated into the world as regular people. If you instead pay for their entry, they will receive a background, may choose an age, gain any freebies and discounts associated with that background, and +600cp to spend as they please. If you paid for the 200cp bundle then they will receive +800cp instead. You may import or create as many companions as you can afford. Created companions are entirely up to your design.

Canon Companion (100cp): Is there a particular character that you want? Perhaps you're a fan of the Flanders Clan. Or maybe you've got the hots for Edna Krabappel. Then here's your chance to take them with you! With one easy payment of 100cp you can guarantee that you'll not only meet them, but grow close enough that you can pop the question.

The Simpsons (200cp/free if you took "The Simpson Name"): It's America's favourite family! The Simpsons! That's right, for one easy payment of 200cp you can have Bald Fat Guy, Blue Hair, Bad Boy Wannabe, Know-Nothing-Know-It-All, the Baby One, AND Bald Fat Guy's senile father! And if you paid for "The Simpson Name" you get them for free! What an absolute steal! ...Please take them with you. Please.

Drawbacks.

Need a little extra? Got your eye on something but just a few points short? Step into my office and we'll see if we can make a deal. You can take as many as you think you can handle.

Status Quo No Mo' (+0cp): Remember how I said nothing really changes around here? Well, now it does. People will get older, children will grow up, and the world will advance with each passing year. There will be no more magic reset button at the end of the day, which means that consequences will last far longer than they did originally. I hope you're ready to see what the future holds for Springfield. By default, one season equals one year, but you may change this as you see fit.

Into the Groening-Verse (+0cp): World's will collide as you unlatch the boundaries of creative universes! Taking this toggle will allow you to combine the Simpsons with Matt Groening's other properties (Futurama, Disenchanted, Life In Hell), as well as any series that made an appearance on the show. This includes (but is not limited to) The Critic, Family Guy, and Rick and Morty.

Treehouse of Horror (+0cp): Every 31st of October the world will become much darker, much more dangerous, much *DEADLIER*… Reality will twist itself into a pretzel of terror to bring its horrific tales to life. For 24 hours supernatural or sci-fi horror stories will play out, maiming the Simpsons and their friends. Once the clock strikes twelve everything will return to normal, with no one remembering any of it except for you. Any deaths that happen to you during this time period will not count towards chain failure. You cannot keep anything from this time. After the end of this Jump you may retain this as a toggleable perk that will cause similar adventures every Halloween.

Bongo Drongo (+0cp): There are 245 issues of the main *Simpsons Comics* line. There are also the *Bart Simpson*, *Bartman*, *Radioactive Man*, *The Simpsons Futurama Crossover Crisis*, and *Simpsons Super Spectacular* comic lines. Most of them were discontinued a few issues in, or were limited one-shots. You can choose to make these adventures canon, allowing you to experience them during the jump. You could also simply add them onto the jump; keeping them separate from the show but allowing you to still enjoy them.

The Movie (+0cp): The movie is canon, and unless you intervene it will play out exactly as it did onscreen. Whether changes caused by the movie remain is up to you, unless you took Status Quo No Mo or The Way Things Are.

Ten More Years! Ten More Years! (+100cp/variable): Oh, you want to stay a little longer? For every +100cp you take, add ten years to your time here. You may take this drawbacks a maximum of five times (for a combined +500cp).

Doppelganger (+100cp): Somewhere in Shelbyville is a person who looks very similar to you. Almost identical. Sure there's a couple differences here and there, but to the untrained eye you could be twins! This will cause misunderstandings and headaches for you as your doppelganger is kind of a jerk, but they're content to live their life and stay out of yours. Unless…

> Double Trouble (+300cp): Your doppelganger has decided that they like your life way more, and they're willing to kill you to get it. What they lack in powers they more than make up for in luck, charisma, and intellect. They will miraculously survive anything you do to them, no matter how thorough you are, and can escape any prison.

The Way Things Are (+100cp/+200cp for Children or Teens): AKA you cannot change anything, and you never will. No one will age. Only those who died in the show will die permanently. No one will get better, but they won't get worse. Anything you gain will be gone within a week. You will work the same job, repeat the same year of school, and meet the same people over and over. The Status Quo Is God, Jumper, so you'd better pray for mercy.

Balding (+100cp): You're losing your hair, Jumper, and you feel more than a little insecure about it. It will happen slowly over the course of the jump. People are going to make fun of you. And it will hurt. So much so that you will often chase after cures and treatments to try and avert your follicle fate but it will all be for naught.

A Dumb, Stupid Baby (+100cp/+400cp): Welp, forget whatever age you chose. Now you're just a dumb little infant. You're only a few months old so you can't even do anything interesting. You'll have to live with the humiliation of having other people feed you, change you, and decide your entire life for you. Becomes +400cp if taken with 'The Way Things Are'.

King-Size (+200cp/+300cp): I'm sorry, Jumper but someone has to say it. You've let yourself go. Did you have a bad breakup? Health issues? Did your screwy genetics finally catch up to you? Who knows. Either way, you are now overweight. While you could certainly hit the gym or start a diet, we both know that those pounds will grace your figure again, and again, and again. No matter how hard you try, you'll find yourself in possession of thunder thighs, love handles, and a double or triple chin. Hope you enjoy seeing your body jiggle every time you move. For an extra +100cp you could choose to instead be clinically obese, which comes with its own problems for you to deal with.

Alcoholic (+200cp): You have a problem, my friend. And your solution is to drink as often as you can. Morning, noon, or night. At home, at work, wherever. You'll do anything to get a drink. It's not all hopeless though. You *can* fight it. You can go to rehab, and you'll be able to get sober for a few months, and turn your life around. But, inevitably, you will find yourself with a beer in hand, and you will not be able to resist. Worse, the people around you will do their best to get you drinking again. You're more fun that way.

Gambler (+200cp): Everyone likes a bet. It's thrilling to put something on the line. The risk that sends your heart into overdrive is a special kind of pleasure. To put yourself into the hands of Lady Luck. Unfortunately, you feel compelled to gamble whenever it's offered. You'll take any bet, no matter what. Cards, roulette, horse racing, you love it all. Disables any luck perks you may have (but only in the context of gambling).

No Perks and Powers (+200cp): You know the drill; any perks or powers gained from previous jumps are disabled for the entirety of this jump, except for those that are part of your Body Mod.

No Warehouse (+200cp): It's pretty self-explanatory but for the rest of the jump you cannot access your warehouse or any extensions that are connected to it.

No Memories (+200cp): You lose all your memories of your status as a Jumper, as well as any memories related to your life before whatever origin you chose for this jump.

For Want Of A Crayon (+400cp): At some point in your youth, you did something dumb. This wouldn't be the last time, but it was the most important dumb thing you have ever done. While attempting to break a record you shoved an entire box of crayons up your nose, and one of them got stuck. As a result you are now far dumber than you used to be. For example, imagine going from an IQ of 105 to 55 in the span of a few minutes. This will obviously have consequences in multiple aspects of your life, and the only possible way to fix it is a highly experimental surgery that is more likely to kill you.

Becoming the Moleman (+600cp): There are many people in Springfield who could be described as unlucky but Hans Moleman takes the cake. His life is filled with chronic pain and misfortune, and so are his many deaths. Whenever the Simpsons' need a convenient victim, he is there to be maimed. Now, for the entirety of your time here, you will be taking his place. The injustices you will suffer will range from getting a football to the nuts all the way to being wrongfully imprisoned and sentenced to death. Your powers and perks will always fail to save you. Any deaths that occur due to this drawback will not count against you, and will be undone within a few hours. The only exception is if you die by suicide, in which case your chain will end. Remember, the suffering is the point.

Scenarios.

Want something to strive for in this life? Take as many as you'd like! All scenarios pay out +300cp on completion.

You cannot take these scenarios with "The Way Things Are".

Challenge #1: King of the Hill.

There is a reason Springfield is known as America's Fattest Town. It is not an unearned reputation. Homer Simpson's general health has been the subject of multiple episodes throughout the course of the show. But, like all things that could improve their lives, it is undone by the end of the episode. This needs to change. This *must* change. You must help Homer achieve an appropriate weight and get him healthy enough to run the Springfield Triathlon unaided. He must keep the weight off until the end of the jump.

Reward: '*Fighting Fit*' Perk, which allows you to automatically change people into the healthiest version of themselves, permanently. Basically you will become the most effective dietician/physical trainer in the world. Please note that the "healthiest version of themselves" will differ from person to person. You, personally, will always be at 100% peak physical health no matter what! Want to eat five cakes in a row? No impact on your health! Want to do heroin and coke at the same time? No side effects!

Challenge #2: Pygmoelian.

Moe Szyslak is a sad, sad man. He's a bitter, angry bartender whose every attempt at self-improvement and happiness fails miserably. It's a real bummer. In fact, Moe's despair is dragging down the quality of life in Springfield, so you've been hired to help him. All you need to do is help him get to a point in life where he's not suicidal and depressed. He doesn't need to be happy all the time every day, but his baseline happiness needs to be closer to "I can live with this".

Reward: '*Happiness Is A State of Mind*'' Perk. You are a beacon of hope for people who feel nothing but darkness. You know exactly how to bring people back from the edge, literally and metaphorically. Something about you just says "I can help" and coaxes even the most stubborn, depressed bastards to open up about their problems, making it that much easier for you to guide them on their journey to recovery. You can heal people of mental illness with just a touch.

Challenge #3: Prelude to Trappucino.

You may have noticed that, upon coming to this jump, you were immediately offered protection from the highly dangerous levels of pollution that infest this city. I'm sorry to tell you, but Springfield is rotten to the core. Through the combined actions of the everyday populace as well as the above average evil of men like Mr Burns, Springfield is quickly becoming unlivable. If the environmental degradation of the city gets any worse, the EPA will be forced to act, and they will not be kind. And so the task falls to you to save Springfield, by convincing the townspeople to be more environmentally friendly, starting with a switch to greener sources of energy.

Reward: '*Thinking Green*' Perk. You are someone who understands the impact humanity has on the world, and more importantly you know how to fix it. You have the genius necessary to not only design and create devices that produce environmentally-friendly energy, but you can also produce devices that repair the natural world *without* inconveniencing people. Because the only way to make humans do the right thing is by making sure it doesn't change their way of life by one iota. Any energy source you create will be better than any common power sources as well as lacking the drawbacks.

Challenge #4: Cape Feare.

You have been contacted by a future version of Sideshow Bob with a simple request: KILL BART SIMPSON. That's right. Bob has decided to put out a contract hit on the little twerp rather than getting his hands dirty. He doesn't care how you do it, so long as Bart is dead. Not vanished, not mind controlled. DEAD. Unfortunately, Bart has been warned of your presence by the future version of himself, and supplied with technology to defend himself. You'll have to use your wits if you want to take him down.

...Or, if you are the kind of person that doesn't want to murder a mildly annoying ten year old boy, there is another option. You see, shortly after Bob cut contact you received a message from futuristic Lisa Simpson. According to her, murdering Bart will start a chain of events leading to a horrific, dystopian future. Whether you believe her or not, she has offered you a similar reward for instead stopping present-day Sideshow Bob. You don't have to kill him if you don't want to, simply prevent him from becoming a murderous psychopath. However, as soon as you start to alter history future Sideshow Bob will come back to stop you. He's spent decades planning against Bart and training himself to be a human weapon, as well as having raided Frink's Lab before he set off.

Reward (Choosing to Kill Bart): '*Sideshow Jumper*' Perk. You've done something that no one has managed before. You killed Bart Simpson. You have proved your mettle against a child and come out the victor. You are the perfect murderer. You know the best way to kill someone just by looking at them, and can plan their demise accordingly. You feel no compassion for your victims, unless you want to. You will not be affected by guilt or remorse afterwards.

Reward (Choosing to Stop Bob): '*Murder Proof*' Perk. It doesn't matter how well prepared they are. It doesn't matter how smart they are. It *does not matter* how persistent they are. For some reason, murderers just can't seem to finish you off. They get distracted, foiled by others, or they discover some small part of themselves that, mysteriously, doesn't want to kill you. This only affects people who are trying to kill *you*, personally. If they're aiming for someone else and you get in the way then what happens happens.

Challenge #5: The Evil That Burns In The Heart Of Man.

Now this one is a doozy. See, the majority of Springfield's problems can be traced back to one true source of evil: Charles Montgomery Burns. He is a cruel, vicious man who would sooner stab you in the back than shake your hand. But somewhere within that withered husk of a heart, there is a spark of goodness. It is up to you to turn that spark into a roaring flame. You must make C.M. Burns into a compassionate, kind, charitable man.

Reward: '*Touched By An Angel*' Perk. Your success in changing Mr Burns into a better person has granted you an aura that drives away evil forces, allowing you to cleanse places and people of corruption. Demons - literal and metaphorical - flee from your presence. You are able to reach into someone's heart (or wherever their morality is located) and remove the evil from them like a surgeon removes cancer. You may also manifest a halo if you like.

Challenge #6: All of the Above.

This is a special challenge that requires you to take all five of the other scenarios. You may complete them in any order you wish. You will instinctively know which scenarios you have completed and which are still unfinished.

Reward: You get the whole town of *Springfield*! And all its inhabitants become your followers. The town can be attached to your warehouse, set down into each new jump, or turned into a personal dimension that only you and those who have your permission can access. What do you mean you want a *real* reward?

The Ending.
Where to now?

Stay Here: Something about this world speaks to you. It says, “Welcome home, Jumper.” Please take *+1000cp* to spend as you desire. It was nice to know you, Jumper.

Go Home: This is the end of the line, Jumper. You’ve chosen to go out on your own terms. That’s admirable. You will wake up in your home universe with everything and everyone you’ve acquired on your adventures. I wish you the best of luck, but somehow I doubt you’ll need it.

Move On: The open road still calls your name, eh? I can’t wait to see what you do next.

Notes and Version History.

Version 0.0 was created on Apr 12, 2019. Posted to reddit on 15/09/2020.

Version 1.0 started being updated on 16/09/2020. Finished scenarios. Added perks and drawbacks. Changed some descriptions. Changed some formatting.

If you have any suggestions, let me know either on the Google doc or on Reddit.

Notes:

The map isn't canon, but it's detailed enough that I decided to include it. The version in this doc comes from here.

Deal With The Devil: You do not owe the Devil anything for your immortality. It doesn't have to be a literal deal with the devil. It could be the result of immoral/unethical scientific experimentation, a weird combination of medications, black magic, or the old body swap with a clone and leave them to die in your broken corpse. I'm not willing to be the arbiter of what is and isn't possible for the Simpsons universe.

All businesses purchased here are run by NPCs, but you may replace them with real people if you want. The business(es) will make enough money to keep it running smoothly plus a few thousand in profit (profit will depend on the size and scope of the business in question). The business will run itself automatically without your input, but you can also assume manual control at any point and any level.

King of the Hill: Supposedly the "normal" weight for someone who is 6ft (which is the given height for Homer) is 140 to 177lbs. I don't know if this is accurate, it's just what I could find. So, we'll say that Homer's ideal weight is somewhere in that area.