Rise
of the
Guardians

v2.1
by Low_Hour

Welcome to a world where the stories your parents told you as a child are real. Santa Claus is real, and every Christmas he flies around the world on his sleigh giving presents to the children who've been good. The Easter Bunny is real, and every spring he leaves easter eggs for children to find. The Tooth Fairy is real, and she commands an army of smaller tooth fairies (and tooth mice) who collect the teeth children leave under their pillows, filled with their happy memories, and leave quarters in exchange. The Sandman, Jack Frost, the Leprechaun, the Groundhog — they all exist. This is a world filled with wonder and hope.

But there's also fear in this world, and it's growing stronger. Pitch Black, the Boogeyman, has for years been gathering his forces, preparing to launch an all-out attack on the Guardians — that is, Santa Claus, the Sandman, the Tooth Fairy, and the Easter Bunny, protecting and representing wonder, dreams, memories, and hope, respectively. He stands at the head of an army of nightmares, and he's not going to stop until all of the children in the world fear him and — as a nice bit of revenge for foiling him centuries prior — the Guardians are weak and powerless without any wonder or hope to fuel the children's belief in them.

The Man in the Moon, who brought the Guardians together, has a plan, though, one that involves naming Jack Frost as the newest Guardian.

You arrive in this world one year before all of that — plenty of time to make your own preparations for the battle against (or maybe alongside?) Pitch.

At the center of these Spirits lies fun, wonder, dreams, memories, hope, and, of course, fear. What, Jumper, lies at your center?

You begin with 1000 CP

You remain the sex from your previous Jump, or you may pay 50 CP to switch.

Roll 1d8 to determine your starting location, or you may pay 50 CP to choose:

1. **Jack's Pond:** Just off of the town of Burgess, this is the pond in which Jack Overland drowned and, chosen by the Man in the Moon, Jack Frost emerged from. Careful, Jumper. The ice is thin.

2. **Burgess:** Named after its founder, Thaddeus Burgess, this is the town that Jack Overland called home three centuries ago, and it is the town that Jamie Bennett, his little sister Sophie, and his friends call home today.

3. **North's Workshop:** At the north pole, nestled between mountains of snow and ice, is Santa's workshop. Contrary to popular belief, while elves *do* live here, they don't make the toys; that's the yetis' job. Instead they, er, "test" them.

4. **Tooth Palace:** Also called Punjam Hy Loo, this is a massive palace hidden inside a mountain on an island in Asia. Extending from the floor far below to the rock ceiling far above are seven grand columns, one for each continent, each storing thousands of small compartments, which in turn hold small golden boxes containing millions of children's lost teeth.

5. **The Warren:** An underground oasis located in the Australian Outback, this place is home to spring plants, Easter eggs, an ancient temple, and, of course, the Easter ~~Kangaroo~~ Bunny.

6. **Pitch's Lair:** An ancient palace that sunk into the ocean floor, surrounded by mud and rock, serves as Pitch's base of operations. It has been renovated into a huge underground base filled with multiple cages, bridges, and escalators. The whole environment is built at such an angle that it feels like it's falling off a cliff into a yawning abyss. While this ancient palace is located in Venice, Italy, it has multiple entrances connecting it to different parts of the globe, including a tunnel under an old and bare wooden bedframe in the woods off of Burgess.

7. **Antarctica:** Earth's southernmost continent, where Pitch will try to convince Jack to join him. It's really cold and has a lot of ice and snow and wind and a few random chasms and, er, not much else.

8. **Free Choice:** You appear anywhere you want, even if it's not listed above.

Origins

For all Origins except Human Child, your age is indeterminate and immaterial.

Perks and Items are discounted (half-price) for their associated Origin, free if their regular price is 100-CP.

The Jumper in the Moon (Drop-In) **[+200 CP]**

You appear in this world with no prior history, a name without a face. Often, Jumpers are somewhat removed from the worlds they visit, and this is especially true now, as the abilities you gain here focus not on empowering yourself but on coordinating and empowering others. You are not the fist that is thrown but the hand that guides. Note: You are not actually in or on the moon.

Human Child **[+200 CP]**

You're an ordinary human child, one of those whom the Guardians are sworn to protect. You don't have much in the way of power or strength, yet through your belief and wonder and hope and fear, you can decide battles.

Roll 1d6+4 to determine your age.

Little Helper **[+200 CP]**

You're not a Spirit yourself, but you sure spend a lot of time around them. Whether you're an elf, a yeti, a fairy, a giant egg-shaped golem, a living nightmare, or even a fearling, you, too, are tied closely to a certain element of childhood, and it's your job to help your boss spread it throughout the world.

Spirit **[Free]**

You're a Spirit, an eternal being with supernatural powers. Spirits are easily the most directly powerful of the options here, with enough variation in ability that you can become almost anything you want. You are defined by and empowered by the belief of others, particularly children.

General Perks

The following Perks are not discounted for any Origin.

Skin Like Jelly **[Free]**

The characters of the movie — especially the Spirits, but all characters, really — have a unique appearance due to the movie's animators trying out a new skin texture, described in a book about the movie's art as resembling "jelly". Some viewers found it unnerving, while others thought it made some of the characters look otherworldly (in a good way). You may, if you like, apply this sort of appearance to your alt-forms, or you may make it a separate alt-form altogether.

Unseen **[Free/-200 CP, incompatible with the Human Child Origin]**

For the duration of this Jump, you are by default invisible, and may only be seen by children that believe you exist, Spirits, their helpers, or the Man in the Moon.

You may pay 200 CP so that, post-Jump, you can make yourself imperceivable to people who don't expect to see you there.

Teeth as White as Freshly Fallen Snow **[-100 CP]**

There are few things as important as proper dental hygiene. And with this, your teeth will be the fairest in all the land. You will have a gorgeous smile, with flawless teeth and pleasant-smelling breath. You technically won't *have* to brush your teeth or floss anymore, but you really should anyway; it's just a good, wholesome thing to do.

The rest of you will look nice, too, I guess, but we all know it's the teeth that's important.

Nothing to Fear **[-100 CP]**

When the chips are down, it won't be you who runs from a fight. It's not that you're fearless — though you'll never be afraid of anything you don't have good cause to fear — but rather that the fear will never be overwhelming, will never be able to control you.

Not only that, but no one will ever be able to use your fears against you. Phobovores will gain no power from your fear, not even if they utterly terrify you. If a person were able to somehow sense the fear of others, be it through magic or smell, they won't be able to sense *your* fear.

And, finally, no one will ever become aware of your specific fears or phobias unless you tell them.

Eternal **[-200 CP]**

Spirits live for a long time, seemingly without breaks no matter how rigorous their tasks, and now you can say the same. To say that you no longer need sustenance would be accurate, but perhaps understating things. You don't age, you don't need to eat or drink, you don't need to use the bathroom, you don't even need to breathe. Neither do you need to sleep, nor take any breaks to mentally recuperate; you simply don't tire.

All in One Night **[-200 CP]**

It may not be surprising to hear that, with over seven billion people in the world, visiting all of the houses in the world in one night isn't exactly a fast task, regardless if it's something you do every night or just once a year. Many Spirits manage it anyway, though, and now you can, too.

So long as you are focused on a task and you do not take any breaks from it or switch to working on something else, you may stretch time, such that even the longest of labors doesn't take longer than a few hours.

Do You Stop Believing in the Sun When the Moon Comes Up? **[-400 CP]**

A Spirit's, and particularly a Guardian's, power is tied not only to how many people believe in them, but also to how much what they represent is present in the world. Pitch takes advantage of this, kidnapping fairies and stealing teeth to weaken the Tooth Fairy, but also destroying all of the eggs to weaken the Easter Bunny, not only erasing the children's hope and their belief in them, but also removing their ability to recall happier times. And, in doing so, he makes the Guardians no better than mortals.

Luckily, you don't have to worry about that. If you have power tied to how much people believe in you, or even how much of some particular concept is present in the world, then your power may stall, but it shall never wane. Even if you had no believers, you'd still be able to access maybe a tenth of your powers. But even if you went from millions of believers to none, you would be unaffected, because once you have a certain amount, no matter how high, your power will always treat that as the new minimum. Though, if you want to increase your power further, you'll need to get back up above that new minimum.

> **Capstone-Boosted**
>
> Ordinarily, this Perk would only take into account believers and the prevalence of your Center in your current world, but boosted in this way, your power shall count even those from previous Jumps. There is truly no limit to how strong you may grow.

PEOPLE BELIEVE IN ME **[-400 CP]**

It can be tough, starting in a new place. If your power depends on how many people believe in you, then going to a world where *no one* believes in you is a pretty startling shift. And there will still be some of that, but at least this Perk will mitigate it.

You see, with this Perk, in future Jumps you will Insert into each setting with a popular folktale legend based on you and a decent chunk of the world population — about 5% — already believing in your existence. It may not be as much as you had in the previous Jump (though maybe it'll be more), but hey, it's a start.

Additionally, should you happen to have purchased any residential areas from other Jump Docs, be they as small as neighborhoods or as big as entire galaxies, then all of its resident citizens automatically believe in you and always will.

> **Capstone-Boosted**
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> It's all well and good to say you start off with a certain amount of people believing in you, but what about getting *more*? Should you gain power from how much a certain something is present in the world, be that an emotion or concept or simple belief that you exist, then you will be able to spread that certain something with your very presence. Or rather, events will just so happen to work out as to logically push them into it; it won't be instant, and with skeptics in particular may take some time, but just being around others seems to guide them into believing in you and what you represent.

GUARDIAN **[-600 CP]**

The Guardians were founded by the Man in the Moon to protect the children of the world. Most of the time, their duties consist of doing what they probably would have done anyway. But occasionally there will come a threat to the children of Earth, and in such times the Guardians are called to defend.

To aid in this, you gain power when protecting others. Be it chasing away a child's bad dreams or protecting them from the hordes of the Nightmare King himself, you shall never be stronger than when you are defending others, particularly if doing so puts yourself in harm's way, boosting your power up to five times what it might normally be. This boost becomes even greater the more vulnerable and defenseless whoever you're protecting is; the more they need your help, the better you're able to help them.

Additionally, once per Jump or ten years, whichever comes first, if even a single non-follower who believes you exist is in danger, you may come back from the dead to protect them.

If you're a Spirit, you may Insert into the Jump as a member of the Guardians. Capstone-booster.

Jumper in the Moon Perks

The following Perks are discounted for the Jumper in the Moon Origin.

Moonlight **[-100 CP]**

For one so far away, it can be difficult to communicate. Not for you. You are capable of emitting a soft, lovely light; you may emit it as a pulse, as beams, or as an aura as you choose, but its gentle nature denies it the ability to do damage or even momentarily blind. You may communicate to people through this light, transmitting thoughts, feelings, and concepts; this is not reciprocal, though by necessity, you can sense if there is someone there to be transmitted to. It matters not how removed you are; so long as they can see your light, they are not alone.

Small Step, Giant Leap **[-200 CP]**

You're a planner, not a doer, but even if you can make the best plans in the world, you still need someone to carry them out for you. This Perk helps with that. Whenever you have a goal in mind, an objective as small as delivering a package or as grand as protecting all the world's children, you become an expert at finding people to achieve it for you. You gain an almost intuitive understanding of whether or not people you know would be the right ones for the job and why, and you have almost supernatural luck at finding new good candidates. You're able to find people who are inclined to accept, who would be devoted to the job to the death, who are incredibly skilled, and who will work well together; you may drop some of these qualifications if you like to increase the candidate pool, but the team won't be quite as good. When you assemble a team for a mission, no matter how long or impossible it may be, you will find it composed of only the best, most devoted possible people.

Like the Rising Moon **[-400 CP]**

The Guardians, both as a group and as individuals, did not come into being ex nihilo. The group was founded by the Man in the Moon, and its members became Spirits because of the Man in the Moon as well. When you share a goal with someone, you may gradually feed them energy to make them stronger and better able to accomplish the goal. The more they're devoted to the goal, the faster their growth. Eventually, after enough time has passed, they will evolve into a Spirit, and their growth will have gained enough momentum that even without your influence it will only be a century until they gain the power of a Guardian. This can apply to even the souls of the recently departed, though they will not be able to interact with the world until they are Spirits in full. Usually it would take a few years of regular interaction with a person to get them to the point of evolving into a Spirit; who knows how short it might be if they could be fed energy even when far from you?

UNDER THE SAME MOON **[-600 CP]**

It's great being able to support your friends, but it's hard when all of your supporting abilities only work when you're nearby and you're nowhere to be found. Fortunately, the Man in the Moon doesn't even need to be on the same planet to lend his support, and neither do you. If you have Perks, powers, spells, or abilities that in some way support or strengthen others, but only in a limited range, only if some specific condition is fulfilled, only if triggered or activated, or only for a short time, then your allies and Companions will still receive the benefits of all of those abilities no matter the distance between you, even if an ability would normally only be able to affect a select amount of people. (If a beneficial effect might not always be desirable, such as invisibility, then the recipient may suppress these effects at will.) Of course, you won't be able to stack these benefits twice.

Capstone-Boosted

Supporting your friends is nice. But many strangers are just friends you haven't met yet. If there is someone who you would approve benefitting from a supporting ability you have, then they do, even if you haven't even met them yet, even if you don't even know their name. This Perk has a certain amount of prescience; you need not fear these abilities benefitting someone who you approve of now but wouldn't later on.

And for the people you already considered allies? Even more barriers are broken down. Previously, your supporting abilities could benefit someone almost anywhere, so long as they were in the same universe. But now? So long as they are someone you consider a friend or ally, they will benefit from your abilities even in different universes, even if they stay behind and you move on to a new Jump.

Human Child Perks

The following Perks are discounted for the Human Child Origin.

See If You Believe **[-100 CP]**

Spirits can only be seen by children who believe in their existence. But with this Perk, you can see Spirits even if you don't believe they exist. Post-Jump, this allows you to see through invisibility, SEP fields, and other non-mundane forms of stealth.

The Last Light **[-200 CP]**

Sometimes, when your dreams have been replaced by nightmares and there is no hope to be found, it can be hard to keep believing, to hold onto things like the Tooth Fairy and the Easter Bunny. But not so with you. Your spirit is indomitable, and your faith is unbreakable; if you had a Center, it would probably be Trust. Even when the darkness is closing in, you will be able to hold onto hope and fun and wonder.

Purification **[-400 CP]**

You can, with but a touch, cleanse things and people of corrupting influences with no lasting harm to them. Erase a poison, remove mind control, cure a curse — return things to a natural state. Nothing in your grasp shall ever be twisted against itself or others. Always passively affecting yourself, but may be turned off if you for some reason feel the need.

Clap Your Hands If You Believe **[-600 CP]**

The Guardians have sworn to protect children, but to do that they need the power that children's belief in them grants. And your belief is especially rewarding; they will never gain as much power from a child's belief as they will from yours. Even if a Guardian were to have no other believers, so long as you believed in them, they could operate as normal.

Post-Jump, this effect is extended to cover all allies and Companions and to work based on faith and trust.

> **Capstone-Boosted**
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> Some entities, such as Pitch, gain power from your fear. But if no one's afraid of them, suddenly they have hardly any power at all. With you this is especially true, as the less afraid you are of someone, the weaker they become; this will never completely deprive them of power, but will render them a fraction of what they should be.

Little Helper Perks

The following Perks are discounted for the Little Helper Origin.

Came in Through the Window **[-100 CP]**

It's helpful, being able to walk through walls. You'll be able to experience that first hand, as you can now travel intangibly through any non-magical solid less thick than you are. Let not mere mortal barriers give you pause. This effect does not extend to any people you might be in physical contact with, not even if you're carrying them.

Baby [Insert Spirit Here] **[-200 CP]**

Just as the mini-Fairies can fly like Tooth and the Yetis can tinker and fight like North, you draw a little power from those you follow. You can, by swearing yourself to someone and offering them your loyalty, gain a fraction of their powers. Not much, barely a tenth, even, and only of those that can be reasonably quantified, but nonetheless real and applying to any and all abilities above the norm. This will, obviously, fade should you betray them.

Borrowed Belief **[-400 CP]**

If you have a superior who gains power from being believed in, then you gain almost as much of a boost as they do from people believing in them. After all, it's not just Guardians who rely on the belief of children for power — it's their assistants, too.

Teamwork Makes the Dreamworks **[-600 CP]**

It doesn't mean much if you're a part of a big, expansive group but you have no coordination with each other. With this, though, you'll be as a cog in a grand clock, instinctively working with each other smoothly and in sync. Any complications will be due to enemy action.

> **Capstone-Boosted**
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> You know what's even better than being in sync with your allies and partners? Each of you being able to communicate telepathically with each other across any distance. Which you can.

Spirit Perks

The following Perks are discounted for the Spirit Origin.

All of the Perks here may be purchased multiple times to cover different spheres of influence. Subsequent purchases do not receive a discount.

At Your Center Lies **[-100 CP]**

Who are you, Jumper? What is your Center, your core? What have you, as a Spirit, sworn to protect? Choose wisely, because whatever it is, it's a part of you now. Your Center will always be there for you. A spirit of wonder will never stop seeing the world for the beautiful place it is; a spirit of hope will always find it, even in the darkest of corners; a spirit of memories will remember everything that's ever happened to them. It's a part of you, and that fact cannot be changed by even supernatural influence. Perhaps more importantly than not losing it, you will never undervalue your Center, never forget how vitally important it truly is.

Lift Their Hearts **[-100 CP]**

Who are you, Jumper? What is your Center, your core? What have you, as a Spirit, sworn to inspire? Choose wisely, because whatever it is, it's a part of how you see the world now. When you look at a person, you can see how your Center affects them, how present it is in them and their life, whether they need more of it or less of it, and how to bring it out in them. It's all fine and dandy to never lose what your Center means to you, but sometimes it's better to look outwards than inwards and see what your Center means to others.

Fly Around the World **[-200 CP]**

You know what really helps with spreading your Center? Being able to get places fast. You have some form of enhanced personal mobility. Maybe you have iridescent glass wings that are razor sharp, doubling as weapons. Maybe you're extremely agile, and you can move faster and jump farther than any human ever could. Maybe you can achieve flight by riding the wind like a snowflake. Maybe you can teleport between shadows. Maybe something else. It's really up to you.

Central Aura **[-200 CP]**

You know what's really helpful for spreading your Center through the world, Jumper, more than just knowing the strategies people will best respond to? Being able to cloak yourself in an aura of it. That's right — you have an aura of whatever your Center is, with the obvious results. Spirits of hope or fear have inspiring or dreadful auras, making people feel their Center, but also intensifying it if it's already there. Already present hope becomes true confidence, and already present fear can become outright terror. This works on a sliding scale, allowing you to heighten or lower the aura's intensity, or even just turn it off, at will.

The Power You Wield **[-400 CP]**

Most of the time, Spirits go from place to place spreading their Center wherever they can. Sometimes, though, they need to defend themselves or others, and that's where something like this can come in handy. You have some sort of unique superpower or ability; it's not directly related to your Center, but should be linked to whatever theme you have as a Spirit.

If you're Jack Frost, you might be able to control all things winter, bringing cold and snow wherever you go and unleashing it in blasts of icy lightning. If you're the Sandman, you might be a more fantastical version of Green Lantern, creating golden sand at will and forming it into whips to fight with or clouds to fly on or sea life to swim through the air.

Your power, whatever it is, need not be combat-related, though. Want to be able to open up underground tunnels that lead all over the world and close behind you? Want to be a master craftsman, capable of forging enchanted swords or making magical toys? Want to be able to gradually summon weak minions to do your bidding?

Want to do something stranger? That can happen. Just don't go too crazy; you're getting a blank check here, but try to keep it to around the same level of power elaborated upon here.

The Power You Bring **[-400 CP]**

You know what's an even better way of spreading your Center than an aura of it, Jumper? I sure hope you do, because you're going to be inventing one!

You have some esoteric way of spreading your Center. Perhaps you can bring it about in people affected by your other powers. Perhaps it will be inspired in people who see the things you make or learn of the things you've done. Perhaps you can capture it in a container as if it were a physical thing, and send it to a person when they're running low. Perhaps you can fill their dreams with it. Perhaps something else. Make it interesting.

MORE THAN A MYTH **[-600 CP]**

Spirits are creatures of belief, and even though they may be able to do some cool stuff even without believers, it's nothing compared to what they can do *with* them. So, you gain power for each child (and non-child, post-Jump) that believes a being matching your general description exists, and an extra boost on top for how much of your Center you inspire in them or that they associate with you.

Capstone-Boosted

You also gain a much smaller amount of power proportional to how much of your Center there is in the world in general, related to you or your believers or not. After all, Guardians are protectors of all children, even the ones who don't believe in them.

That's not all, though. No, your Center has become too complex to define as any one concept. It *expands* to cover adjacent and related concepts as well. Fun expands to Joy and Excitement. Wonder expands to Awe and Admiration. Dreams expand to Creativity and Imagination. Hope expands to Bravery and Aspiration. Fear expands to Paranoia and Anxiety. And so on. And all the Perks here that rely on your Center? They take that expansion into account.

General Items

The following Items are not discounted for any Origin.

Storybook **[-100 CP]**

This book contains mythical and folkloric figures from around the world, from those as well known as Santa Claus to those as obscure as Jeanne Hatchette. Each page contains its own legendary character, a basic description of them, and a story about them. May include an entry on yourself. Self-updates in future Jumps. May be mass-produced.

Snow Globes **[-200 CP]**

These may look like ordinary snow globes, but actually they're so much more. By shaking one and saying the name of a place, then tossing the snow globe against the ground, you can make a portal open to the place you named. You get three, and any used ones are replenished at the end of each day.

Big Globe **[-400 CP]**

A large model of the Earth. You may identify a specific grouping of people, such as children who believe you exist, or people with hope in their hearts, or simply people with blond hair, or some combination, and have the globe be decorated with spots of light in each location with a person fitting that description. Updates in future Jumps, should you travel to a place where the geography is different.

Jumper in the Moon Items

The following Items are discounted for the Jumper in the Moon Origin.

Looking Glass **[-100 CP]**

A handheld telescope, carved with elegant crescent-shaped filigree. By looking through it, you may see the spiritual energy that belongs to a person; this not only allows you to see how strong a spirit is, but also see them (and anyone else invisible) if they happen to be in front of the lens even if you don't believe they exist. Through strange enchantments, it can switch between no magnification to enough magnification to identify individual craters on the moon's surface as you wish.

Moon Stone **[-200 CP]**

What? *Human Companion B* is evolving into *Spirit Companion B*! Congratulations!

Your very own moon rock! If you took **Like the Rising Moon**, then you're already able to turn someone into a spirit given enough interaction with them. How would you like to be able to turn someone into a spirit just by having a rock on their person for a year? If you were to combine the two methods, you might be able to turn someone into a spirit in just a handful of months. It can't be lost or stolen. Returns to your possession if destroyed. You may reclaim ownership at any time.

The Moon **[-400 CP]**

Well, not necessarily the moon. You own a single celestial body of your choosing; it can be the moon, or it can be the sun, a more distant star, a constellation, another planet, a black hole, a comet or asteroid, or something stranger, like a red line that seems to bleed in the sky. This ownership will be (somehow) officially recognized by all lawful governments — handy if there happen to be any inhabitants — but it offers a few more unusual benefits, too. For one thing, it can channel your **Moonlight**. Additionally, you can change it to be the source of any Perks or powers that draw strength from a celestial body, and can equally deprive any beings who already draw strength from it of their power; this can be for yourself, but also Companions and other followers.

You have some control over its attributes. If it's a physical place, you can terraform it to be habitable to human life. You can make it fully visible no matter what time it is or where you are on Earth, with no detrimental or apocalyptic effects. You can even make it change color!

Like all other Items, it’s fully fiat-backed. If you go to a setting without this specific celestial body, then this Item will retroactively come into existence as if the setting has always had it.

Human Child Items

The following Items are discounted for the Human Child Origin.

Nightlight **[-100 CP]**

Nightlight, bright light, Sweet dreams I bestow. Sleep tight, all night. Forever I will glow.

A nightlight taking whatever form you desire, be that a lamp, a toy, or something else. Emits a soft, soothing light that doesn't interfere with sleep or tiredness but keeps the bad dreams at bay.

Sled **[-200 CP]**

A sled sized for one, it's enchanted with fun specifically in mind — it's fast, surprisingly durable, and moves on its own to avoid danger. You might lose a tooth if you're not careful, but you'll have a blast doing it.

Journal of Extraordinary Creatures **[-400 CP]**

A journal full of all of the spirits, supernatural beings, and all around extraordinary creatures in the world, with real pictures and basic information on all of them, such as favored locations, habits, strengths and weaknesses, prominent examples, etc. Updates in future Jumps.

Little Helper Items

The following Items are discounted for the Little Helper Origin.

Cookies **[-100 CP]**

A plate of cookies in whatever type you most desire, be that chocolate chip, sugar, snickerdoodles, frosting, etc. These cookies, while not exactly ‘healthy’ to eat, can’t be called ‘unhealthy’, either; they don’t have any positive or negative nutritional effects. Better, they’re absolutely delicious, cooked just the way you like it — perfectly gooey chocolate chip cookies, sweet and soft snickerdoodles, sweet but not too sweet frosting, you get the picture. Eaten cookies are immediately and automatically replaced.

Quarters **[-200 CP]**

A sack filled with hundreds of quarters, amounting to about $1000. More than enough for all your dry cleaning needs. The sack is replenished to full capacity every morning, even if you haven’t spent all of it.

The Sack **[-400 CP]**

A large red sack with white ruffling, for all your kidnapping needs! If you can catch a person in the sack, then they’re your prisoner until you decide to let them out; they’re put in stasis, paused without need for food or water, but also without the ability to fight back or try to escape. Is easily damaged from the outside, but self-repairs within a day. Also works great for carrying laundry.

Spirit Items

The following Items are discounted for the Spirit Origin.

Mystical Costume **[-100 CP]**

Every Spirit needs a distinctive outfit! You have some article of clothing that is enchanted to be slightly useful. Perhaps a hoodie that insulates from the cold and changes with the time. Perhaps a night robe that ensures restful sleep and has a slightly altered personal gravity field that lets you float inches above the ground. Perhaps a winter coat with pockets that are bigger on the inside. Something else. It's up to you.

Mystical Weapon **[-200 CP]**

You have an enchanted weapon or set of weapons. A shepherd's staff that channels winter magic exceptionally well. A set of cutlasses that are extra sharp and lead you into the next strike. A set of indestructible boomerangs that always come back to you. A scythe that can change its size or dissolve into black sand. Something else. It's up to you.

Mystical Realm **[-400 CP]**

You are the proud owner of some sort of mystical realm. A grand workshop located at the north pole, filled to the brim with supplies. A palace that is also a library, filled with memories. An underground oasis, accessible only through your Warehouse or by teleportation. A lair deep beneath the earth with prison cages that hang over a yawning abyss. Something else. It's up to you.

Companions

Import **[-50 CP, may be purchased multiple times]**

You may Import one Companion for each 50 CP spent. They each get 600 CP of their own to spend.

Canon Character **[-50/-100 CP, may be purchased multiple times]**

It costs 50 CP to bring along a particular Human Child or Little Helper as a Companion. Actual Spirits, such as Jack Frost or Nick St. North, cost 100 CP each. Obviously anyone you can convince to come along can become a Companion for free, but this makes it definite, no convincing needed.

Little Helpers **[-200 CP]**

A veritable army of on-theme followers to help you out, utterly and eternally devoted to you. Santa might oversee the operation and have final say, but it's the yetis who make the toys, and it's the elves who test them.

The Guardians **[-300 CP]**

For when you don't want just one Guardian — you want them all. The Guardians, grateful for your help in the fight against Pitch, have jumped at the chance to join you on the rest of your Chain, so that they can defend the hope and dreams and wonder of children in other worlds, too. No matter how much you derail the plot, this will include Jack Frost, Santa Claus, the Sandman, the Tooth Fairy, and the Easter Bunny, as well as the Boogeyman if you take the "Another Path" Toggle.

The Man in the Moon **[-300 CP]**

Did you know some people see a face when they look at the moon? Well turns out they're right! There *is* a man in the moon, and he's coming with you in future Jumps to every future moon, too! He won't really be able to act or intervene directly — that's just not his style — but he *will* be able to see everything that falls under one of his moonbeams, as well as have all of the Perks and Items in the Jumper in the Moon line and have a knack for supporting abilities. Except for **The Moon**; he *is* the moon, so those powers are kind of inherent to him.

And remember this. When the Moon tells you something: believe it.

Toggles

These are purely voluntary options, neither costing nor rewarding CP, but serving to make the Jump a different and potentially more interesting place.

The Guardians of Childhood

This Jump-Doc is based on the movie, occasionally taking some cues from the books, but if you'd rather go to the world of the books instead, we can make that happen.

Compatible with the "Rise of the Brave Tangled Dragons" and "Frozen Frost" Toggles. Incompatible with the "Another Path" Toggle.

Rise of the Brave Tangled Dragons

Turns out there's a bunch of fans of a crossover between this movie, *Brave*, *Tangled*, and *How to Train Your Dragon*. If you happen to be one of those fans, then instead of going to the world of this movie, you can go to a world where all of them exist and the protagonists of each know each other. Maybe at Hogwarts.

Compatible with the "The Guardians of Childhood," "Frozen Frost," and "Another Path" Toggles.

Frozen Frost

As much as there are fans of the crossover above, there are also a bunch of shippers of Jack x Elsa. You can, if you like, merge the worlds of *Rise of the Guardians* and *Frozen*.

Compatible with the "The Guardians of Childhood," "Rise of the Brave Tangled Dragons," and "Another Path" Toggles.

Another Path

A comic book tie-in revealed that, at least in the movie continuity, Pitch was approached by the Guardians at their founding to become a member, implied to be due to the potential interpretation of the Boogeyman as someone who actually helps children through making them afraid of dangerous things so they stay away, rather than the fear monger he turned out to be. He turned the offer down, of course, too caught up in his own pride, but if you'd like, you may Insert into a world where the opposite happened, and Pitch is a Guardian just like North, Sandy, Tooth, and Bunny.

Compatible with the “Rise of the Brave Tangled Dragons” and “Frozen Frost Toggles”. Incompatible with the “The Guardians of Childhood” Toggle and the “Bad Dreams,” “First Target,” and “Early Start” Drawbacks.

Early Exit

Pitch will launch his attack, which he’s been preparing for for who knows how long, about a year after you first appear in the setting, unless you take the “Early Days” Drawback. But other than foiling him, there’s really not much else to do here. So, if you like, once the year is up and Pitch has either succeeded or failed, you may leave the Jump early, rather than waiting until the regular 10 years are up. Unadvisable if you’re trying to accomplish a particularly time-consuming Scenario.

Recast **[exclusive to Spirits]**

There only seems to be one Spirit per concept in the movies and books; we don’t see any spirits of fun other than Jack Frost, we don’t see any spirits of hope other than Bunnymund, the closest thing to a second spirit of dreams is Pitch — who has his own thing — and so on. So, if you like, you may take the place of whichever Spirit corresponds to your chosen Center.

If you take the place of a Guardian, you won’t be a Guardian yourself unless you purchase the “Guardian” Perk. If you take either of the Drawbacks “Bad Dreams,” “First Target,” or “Early Start,” you can’t replace Pitch.

Drawbacks

There is no hard upper limit to how many Drawbacks you may take or how much CP you may gain from them.

Amnesia **[+100 CP]**

Jumpchain? What Jumpchain? You don't remember anything from before Insertion. You just wake up in your Starting Location with your powers from previous Jumps and the things you've purchased here.

Blank Slate **[+100 CP]**

Normally, when you do a Jump, you have a pretty good idea of what's going to happen due to having viewed the plot beforehand, as well as a good deal of genre savviness besides. Not this time, though. You don't remember the plot of the movie (or book if you took "The Guardians of Childhood"), and you have no way of finding out other than by experiencing it yourself.

Don't Wake the Children **[+100 CP]**

Are you a light sleeper? Goodness knows some children are. Just the smallest bit of light, the slightest creak of the stair, the tiniest peep from the tiniest mouse can wake them up. And that's no good. Children need their sleep! So there'll be no talking around sleeping children, or anywhere else, I'm afraid; you're mute.

Narcolepsy **[+100 CP]**

Narcolepsy is a disorder characterized by drowsiness even during the daytime, and you have a mild case of it. You'll be more tired than usual during the day, and unless there's something exciting happening to keep you awake, you're liable to nod off any minute.

Awful Teeth **[+100 CP]**

You are distinctly unnerving to look at. Maybe it's the ashen skin. Maybe it's the glowing yellow eyes. Maybe it's the gaunt appearance. Maybe it's the way you seem too tall and too thin, like you've been stretched out. Maybe— no, it's definitely the bad teeth; you should really see a dentist.

Bad With Kids **[+100 CP]**

You're busy bringing Wonder and Hope to children. You don't have time for children! You may like kids, but you sure don't know how to act around them; you'll be awkward at best, offering freshly fallen out teeth with blood and gums still on them at worst.

Fingers Out of Mouth **[+100 CP]**

You have no sense of personal space. It doesn't occur to you that someone, even a friend, might not want you *right next to them*. If you want to take a look at something, such as a person's teeth, then you'll get right in their face and forcibly hold their mouth open until you're done taking a peek. Hope you have some accommodating friends.

Snowballs and Fun Times **[+100 CP]**

You can't take anything seriously. You have no respect for rules, even if they're good ones, and if there's a deadline of any sort, it's all but certain you won't meet it. But let's be honest — who cares about those things anyway? What matters is enjoying yourself.

Easily Frightened **[+200 CP]**

You're not quite scared of your own shadow, but wow are you a scaredy-cat. You're paranoid, jumping at the slightest unexpected sound. Scary things make your heart beat a mile a minute. You might be able to fight through the fear, if you're of exceptionally strong will, but even then it will strongly affect you.

Bad Dreams **[+200 CP, exclusive to Jumpers in the Moon and Human Children]**

Pitch has taken a special interest in you. For whatever reason, your fear is just so much more delectable than the fear of other children, and the night-mares spawned from you are three times as big as they might be otherwise. Pitch likes to bask in your fear, and he'll visit you every night to make sure your sleep is haunted by nightmares.

Incompatible with the "Another Path" Toggle.

First Target **[+200 CP, exclusive to Little Helpers and Spirits]**

Pitch has decided that your Center, what you represent, be that Fun or Hope or Wonder or Memories or Dreams or something else, is the lynchpin that comprises children's belief. As such, he'll be coming after you first, so that the Guardians are that much weaker when he comes after them.

Incompatible with the “Another Path” Toggle.

Early Start **[+200 CP]**

Did I say you’d have one year before the events of the plot kicked off? Oops. You’ll actually appear right as Pitch launches his plan, as he covers the globe in North’s workshop in black sand. So much for prep time.

Incompatible with the “Another Path” Toggle. Incompatible with the “Early Days” Drawback.

Early Days **[+200/+300 CP]**

For 200 CP, rather than appearing nine years before Pitch’s big assault, you appear 300 years in the past, just after the Man in the Moon chooses Jack. You won’t be staying just 10 years anymore.

For an additional 100 CP, you instead appear 600 years in the past, a little before the Guardians are founded.

Incompatible with the “Early Start” Drawback.

Outcast Among Spirits **[+200/+500 CP, exclusive to Spirits]**

For 200 CP, none of the Guardians, including Jack Frost, like you. Something about you just rubs them the wrong way, and they want nothing to do with you; if you want companionship, it’ll have to be found either with Pitch or with ordinary children.

For an additional 300 CP, the Guardians don’t just dislike you — they think you’re a threat to children everywhere, even greater than Pitch, and will come after you the moment you appear in this world. They won’t listen to reason or evidence to the contrary, and they won’t stop until you’re at least sufficiently weakened that you can’t hurt anyone. Unfortunately, you can’t really fight back — if you successfully killed any of them, it could potentially plunge the world back into the dark ages. But then, maybe that’s just what you want.

Not Believed In **[+300 CP, exclusive to Spirits]**

It’s a horrible thing, being a Spirit but not having any children believe you exist. They can neither see you nor hear you; not even your shadow exists to them. And if you were to stand in front of one? They’d pass through you as if you were a ghost, and it will *always* be both physically and mentally painful to you. As it is, your only choice for companionship lies among other Spirits, but even so, you will never stop hoping for a child to believe in you, and you will never have that hope fulfilled.

NO LIGHT LEFT UNSNUFFED **[+400 CP]**

Even in the darkest moments, when it looked like Pitch's victory was inevitable and the Guardians were doomed, there was one last light on the globe that didn't go out, one believer who never stopped believing. That child was Jamie Bennett. But unfortunately, none of that is true anymore. Jamie, if he even still believes in the Guardians, is just as susceptible to Pitch as the other children and won't still believe come Easter. Who knows what will happen if the last light goes out and the globe is plunged into darkness?

HOUSE ARREST **[+400 CP, exclusive to those with a "Mystical Realm" or "The Moon"]**

Unfortunately, Jumper, you are forbidden from exiting your Mystical Realm for the duration of the Jump. Your Companions, helpers, and other allies may still roam as they wish, but you may not set foot outside of the realm you call home. This may make foiling Pitch's attacks on the other Guardians somewhat difficult.

If you purchased the item "The Moon", then you may be confined to there, instead.

IMMATERIAL **[+600 CP]**

Is that you, Jumper? Something's… different about you. It's not that you're wearing a new alt-form. And you didn't do anything with your hair — you don't have any, nor a body, for that matter. That's it! You're missing your body!

I'm sorry, Jumper, but without a physical form, things are going to be much more difficult for you. It's not just that you won't be able to punch things anymore. Without your mortal shell, any Perk, power, or ability that at all relies on having a body is completely unavailable to you. You won't even be able to access many powers you have that *don't* require a body, such as elemental generation and manipulation, for instance, or really any ability that might be considered 'directly intervening'. If you'd transcended your physical form through the use of a Perk then things might be different, but the accidental nature of this fiasco means we aren't able to play our usual tricks. Now, much like the Man in the Moon, you are incapable of directly interfering in the events of this world. At least you'll still be able to talk to people. And you do still have your brains.

On the bright side, it's much harder to kill someone when they don't have a body. Of course, we'll never allow you to have it *too* easy; you can still be killed by people targeting your Center and believers, if you have any, or killing off all of your followers and Companions. Hope they're up to the task of acting in your stead.

DO THEY BELIEVE IN YOU? **[+600 CP, exclusive to Spirits]**

Your powers and even items, including those obtained outside of this Jump, are all dependent on children believing you. If you have no believers, you have no power; you'd have to have something like 90% of the world's children believe in you just to approach the levels of strength you're used to. And if you were entirely without believers, not even a single one, it might even kill you.

Scenario: Going Worldwide

Prerequisites

Exclusive to those who have purchased a Spirit Perk relating to a Center. Incompatible with the **Not Believed In** Drawback.

Requirements

Whew! You don't set your sights low, do you, Jumper? Even if you were reliant on children believing in you to survive or grant you strength, a Spirit like you could live off of a few dozen believers and become noticeably stronger from a few hundred thousand. That might sound like a lot, but when you compare it to all of the *other* people in the world, it's really, really not.

You sure don't think small, though. You have your sights set on the big time. You intend on getting at least 75% of the world's children to believe you exist. Not even all of the Guardians combined can boast of that.

It won't be easy, but with the right Perks and enough time, you just might manage it.

Rewards

What, you need a little more incentive than how much power you'll gain from having the belief of almost every child in the world? Fine, fine.

First off, you'll gain 200 CP and get to go back into the Doc to purchase new things.

But the real prize is that you now own an animation studio! Not just any animation studio, though; you own the rights to Dreamworks and all of its movies, along with the TV shows, video games, and so on that have spawned from them. In addition to the immense salary that comes from owning such a popular animation studio and all the franchises it's spawned, you'll have executive control over future projects, with more influence than even the writers and directors get if you really want it.

The studio and its movies are, for all intents and purposes, considered a fiat-backed Item, protected from bankruptcy and following you into future Jumps, even those that haven't invented movies yet, though who knows how that works.

Scenario: Happy Jumper Day

Prerequisites

Exclusive to those who have purchased a Spirit Perk relating to a Center.

Requirements

Not *all* Spirits have a holiday devoted to them — Jack Frost, the Tooth Fairy, and the Sandman, not to mention Pitch, for example — but some, such as North or Bunny, do.

You don't. Not yet. But you could.

All you need to do is get your own made-up holiday officially recognized as a federal holiday by at least three major nations as a federal holiday by the end of your stay.

How you go about that is up to you. Getting an overwhelming amount of people to believe you exist is probably a good start, though.

You may, if you like, take over a pre-existing holiday rather than make up your own (and share it if it's already taken, like with Christmas or Easter), at the cost of making it a federal holiday in a majority of countries on each continent instead of the earlier stated goal.

Rewards

First off, you'll gain 200 CP and get to go back into the Doc to purchase new things.

What you're really here for, though, is the benefits of having your own special holiday.

You have a holiday devoted to celebrating what you represent, with yourself as a common figure who brings it about. This holiday is automatically celebrated in all households in which at least a third of the members believe you exist.

In the time leading up to the holiday, on whichever day you like so long as it's not two weeks of a pre-existing holiday, people the world over will get in the festive cheer and mood of it, often resulting in a few more believers than there were previously.

Additionally, you will get stronger in the week leading up to your holiday before peaking on the day itself, then returning to normal levels of power the following week. On the day itself, your base power will be roughly doubled, but that's peanuts when you take into account that any boosts you gain from being believed in will be *tripled* that day.

End Choices

Go Home

You've had enough of the Chain, and have decided to go home, all of your powers, abilities, Perks, Items, etc. intact.

Stay

You've had enough of the Chain, but not because you want to go home — because you found your *new* home, and it's where you'll stay.

Move On

On to the next great adventure in the next Jump.

Notes

Special thanks to everyone who offered their critiques and suggestions. This Doc wouldn't be nearly as good without you.

Movie vs. Books

I ultimately decided against mixing in stuff from the books; they just felt like two almost completely different continuities and series to me, with only a few superficial similarities. While I took some inspiration from them here and there, they're honestly different enough that I feel like you could make a completely separate Jump for the books, though I'm not familiar enough with them to do it myself. I did, though, add in an option in the Toggle section to go to the world of the books.

How old/young does a person have to be to count as a 'child'?

Let's call it at least 2, so they can understand what Santa is, and no older than 12, which is still around the right age, even if it's about three years older than most kids apparently stop believing in Santa, according to a recent survey.

How far are we stretching 'Belief'?

All perks and abilities within this doc that work off of or in some way interact with 'belief' in you become based on 'faith' post-jump. That is, they'll still account for children (and older) who believe in you, but the **Do You Stop Believing in the Sun when the Moon Comes Up?** general perk will also stop you from losing power due to a lack of religious worshippers, provided you gain power from religious worship. This also applies to any abilities that work based on how much of a concept, from 'anger' to 'goodness' is present, be that in the immediate vicinity or the world at large. You'll see hints to outright statements of this in some places in the doc itself, but I tried to avoid saying it *everywhere*, since that seems like it would get old fast.

If you're a Spirit, how many people believe in you?

If you're a Spirit, then in this Jump only, you will enter the setting with just under 25% of the world's children believing in you, assuming you didn't take the **Not Believed In** drawback.

Why are the 400-level general perks boosted by the capstone booster?

I'm proud to say I made a Doc with a lot of very cool and interesting perks, some of which even Elder Jumpers would probably want. Unfortunately, it's also, as one redditor aptly put it, "kind of a CP vampire". There's just too many options to feel like you're fully kitted out. Even if you only bought the "Guardian" general perk and capstone-booster along with a discounted "More Than a Myth" Spirit capstone perk, that's already a cost of 900 CP right there.

And I really wanted to have these boosted ability versions of the 400-level general perks be options; they're not really based on anything in canon, but they're helpful, cool, and on-theme. But I couldn't just give them an optional higher cost for the boosted ability — that's way too expensive and takes too much valuable CP away from other cool options. So, I decided to do something unusual and have them be boosted by the capstone-booster as well.

It's still kind of a CP vampire, unfortunately, but less of one; if you want more CP, then I'm afraid you'll have to take some Drawbacks until I or someone else comes up with a good solution.

Clarifying the "People Believe in Me" general perk

I avoided putting it into such certain time frames since it would kind of ruin the tone, but if you want to take my vision for it instead of your own headcanon, it obviously varies from person to person and depends heavily on what you actually do around them, but if you're just hanging around I envision it taking about a week for non-believers to be converted.

Also, I tried to make this clear in the perk description itself, but this is NOT brainwashing, because that would kind of clash with the upbeat tone of this children's movie. If you're a spirit of hope, hanging around people won't mind control them into believing in you *or* into being more hopeful. Instead, random events will just so happen to add up to them believing in you and what you represent and that just making sense. End result might be the same, but it's a lot less ethically ambiguous.

A good example is when, early in the movie, Jamie's mom says "you don't want Jack Frost nipping at your nose," and then later a snowflake falls on Jamie's nose, triggering his belief in Jack. Random stuff just works out.

What do people get from being ascended to spirithood through the use of "Like the Rising Moon" and/or the "Moon Stone"?

All of the perks in the Spirit tree, though not all at once. They'll start off with the 100s, then as they're fed more energy gain each perk in the tree until they reach the capstone, then ascend to Guardian-hood. They'll also automatically start as spirits with the general perks "Eternal" and, if it suits them, "All in One Night". They also get a "Mystical Costume" for free, though whether they get other Spirit items depends on whether or not it suits their theme as a spirit.

Resolving time paradoxes resulting from the boosted version of the "Under the Same Moon" Jumper in the Moon perk

The boosted version of this perk automatically applies buffs to anyone you would approve of having them, even if you have no idea who they are, and has enough foresight to be able to distinguish those who you might approve of now but won't in the future. This makes it pretty easy to guess that if someone you know who you think the buffs should apply to *doesn't* have the buffs, then something will probably happen to make you not want them to later.

So, what if you take steps to prevent that eventuality from coming about? At what point does the timeline become altered enough for the perk to start applying the buffs to them? Technically, the future changes as soon as you commit to the course of action, but then that might lead to you not doing it, which leads to doing, and so on, which makes a paradox. So, we're cutting the gordian knot and saying that the buffs start applying to them as soon as you fully head off whatever event(s) would have made you disapprove of them, though this is easier said than done.

Many of the canon Guardians are without a few of the Spirit perks. What's up with that?

The Spirit origin is meant to cover the repeated themes and abilities of every Spirit seen in the movie. Some themes and abilities are repeated often enough to be worth turning into perks, even if not every Spirit has them. (Some perks in the Doc aren't even present in the movie, but just made sense to include.)

This is a natural consequence of having a single origin encompassing all of the Spirits when they have such disparate abilities; to reiterate for anyone not familiar with the movie, not every Spirit will have every perk and item in the Spirit tree.

This is also part of why the Spirit origin has two perks for every non-capstone level, unlike every other origin; there were too many abilities that fit the tree not to do it, while the same could not be said for the other origins. This is part of why it's the only origin not to reward CP for taking it.

How much does belief empower people who take the "More Than a Myth" Spirit capstone perk?

It's kept deliberately vague, since it's such a nebulous concept. Fanwank it, though don't go too crazy — this Doc may offer a lot of surprisingly powerful perks, but the movie itself is somewhere around street-level, despite the globe-spanning events. Like, I think the most directly powerful things shown are a) Jack letting loose a lightning bolt of cold energy against Pitch's horde of night-mares but being exhausted by it, and b) Pitch's horde of night-mares rushing down a street at night and destroying the cars and streetlights in their way.

How long do you spend in-Jump?

This has gotten a few questions, so I'm making it official in the notes. I originally had a big paragraph explaining it, but I think this simple table works much better:

	"Early Days" Drawback: No	**"Early Days" Drawback: Level 1**	**"Early Days" Drawback: Level 2**
"Early Exit" Toggle: Yes	1 year	301 years	601 years
"Early Exit" Toggle: No	10 years	310 years	610 years

What, specifically, does the Immaterial drawback block off?

I tried to make this as clear as possible in the drawback's description, but just in case the fluff obfuscated it: you don't have a body. As an extension of that, you are naturally incapable of accessing any abilities dependent on a body. You are also incapable of accessing any powers or abilities that could be labeled 'direct intervention'; this means you can't use most of the most obvious powers, like telekinesis, pyrokinesis, portal opening, time manipulation, whatever.

You still have access to all intelligence boosting perks, as those are contained entirely within yourself. If you were already able to teleport, you can still do that, since it's hard to notice the appearance or disappearance of someone who's not actually there, but you can't teleport anyone else. Since this drawback is meant to place you on the same level of the Man in the Moon, all perks belonging to the Jumper in the Moon origin are also unaffected by this; as an extension of that, while you can't actively buff someone, if you have the "Under the Same Moon" perk, you can buff people through that.

tldr; you only retain access to abilities that affect yourself and only yourself, contained within yourself, save for those covered by the Jumper in the Moon perk tree.

CHANGELOG

Planned/Considering Updates

- Considering converting the two 400-level general perks into scenario rewards; they made sense when a majority of the origins were based around spirits, but don't really when there's only one
- Find a good reason to bring back the "Art Shift" general perk beyond 'It's a niche perk I'd like to have'
- Is "The Last Light" (Human Children) a good perk? It basically just seems like an upgrade to the "At Your Center Lies" Spirit perk
- Is "Baby [Insert Spirit Here]" (Little Helper) too OP? I think it's all right, since it requires subjugating yourself to someone and even then only gaining a tenth of their powers — so even if a Companion were to do it for a Jumper, it probably wouldn't make much difference — but Jumpers can have a *lot* of powers that might add up, so idk

v2.1

- Upgraded the "See if You Believe" Human Child perk to allow perception of any non-mundane form of stealth, not just invisibility
- Changed the name of the "Intangibility" Little Helper perk to "Came in Through the Window"
- Made it so the "The Moon" Jumper in the Moon item could channel the "Moonlight" Jumper in the Moon perk
- Clarified what criteria the "Small Step, Giant Leap" Jumper in the Moon perk uses
- Clarified that the "Under the Same Moon" Jumper in the Moon capstone perk turns temporary active buffs into permanent passive buffs, too, and buffs that aren't always desirable may be suppressed at the recipient's will
- Changed the boosted version of the "Under the Same Moon" Jumper in the Moon capstone perk to work off of approval/disapproval instead of good/evil, to account for evil or neutral Jumpers who might want it
- Made edits to the "The Moon" Jumper in the Moon item
    - Made it an option to own any celestial body, not necessarily the moon
    - Gave some control over its more aesthetic attributes like visibility and color
    - Clarified that it will retroactively come into existence in settings that don't already have a natural satellite
    - Let it become the source of power for followers' powers, too
- Changed the wording in the "No Light Left Unsnuffed" drawback from 'when' to 'if', to make it clear that Jamie (and the world) losing belief isn't an inevitability
- Added the "House Arrest" and "Immaterial" drawbacks

v2.0

- Added a Drop-In origin called ‘The Jumper in the Moon’
    - Removed the ability for any origin to serve as Drop-In
- Deleted the “Art Shift” general perk; it’s a great perk, it’s rare and fits a nice niche, and it’s one I personally would love to have, since no matter how eclectic your arsenal of perks and items you can change them to match a single theme, but it doesn’t really fit the Jump, and without a bunch of already very stylized perks and items to make it a necessity, I didn’t feel like I could justify including it in the Doc to myself; if you have good reason to disagree with me, please make your case so I can have an excuse to bring it back
- Condensed the spirit origins into a singular origin, with perks and items to cover the basics of everything they do; I was initially against it, but then I realized that if someone else had made this Doc, that would be my main recommendation
    - Deleted the “Spirit of X” general perk; its purpose of allowing you to make a custom spirit is served by letting you do the same with the more customizable Spirit perks
- Changed the “Going Worldwide” scenario from requiring the belief of 99% of the world’s children to 75%; the former is just too unrealistic with only the powers from this Jump
- Realized that the “Early Start” and “Early Days” drawbacks didn’t really make sense working together; made them incompatible

v1.1

- Changed the lead-up time to Pitch’s assault from nine years to one
- Made the spirit origins free and made the ‘Human Child’ and ‘Little Helper’ origins each reward 200 CP
- Added the “Art Shift” general perk, which lets you change the purely aesthetic components of other perks and items
- Added a bit to the “People Believe In Me” perk about having a popular legend about you in future worlds. Also changed ‘children’ to ‘people in general’
- Separated the toggle drawbacks into their own Toggle section
- Added the “Early Exit” toggle
- Changed the “Early Start” drawback to reflect the changed timetable, with it now making the start of Pitch’s assault concurrent with your Insertion
- Gave you the option in the “Happy Jumper Day” scenario to take over a pre-existing holiday rather than making your own, at the cost of more difficult completion requirements
- Added the End Choices section; I thought I’d remembered this time, but apparently I was wrong