BOB'S BURGERS

The Jumpchain - version 1.0

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Welcome to the World of Bob's Burgers, in this American Seaside community you'll find plenty of ways to spend the time. You could head to the wharf and check out the various rides and games, maybe even head to the famous Museum of Natural History. Hungry? Why not check out the family run burger restaurant known simply as "Bob's Burgers".

The Belcher family is known by the town for their fierce bond, love for each other and the various antics of their children, Gene, Louise and Tina. Most importantly they're known for the family's staple product, Bob's namesake and his pride and joy, his burgers.

You will be spending ten years in the universe of Bob's Burgers, so to be sure to pay the Belcher's Restaurant a visit, it's not hard to miss, it's located next to a funeral home and crematorium. It's sadly not as busy as it should be, but Bob's wife Linda will be sure to bring a smile with her lovely service and you'll want to check out Bob's latest "Burger of the Day". Plus, if that weird guy who's always there bugs you, there always is another restaurant across the road, just don't tell Bob you're going, he seems to have a problem with the owner...

While visiting this world, you may need a few things to get by, your benefactor is still generous even if this world may not *seem* challenging, (just don't get on Louise's bad side, she can get creative.) Anyways here's

+1000CP

Origins

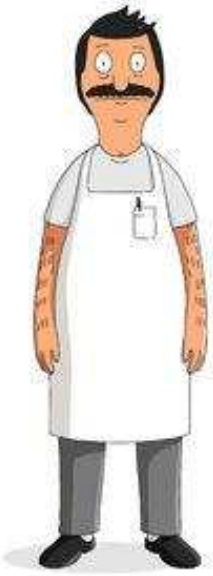
Roll 3 D8 + 20 for your age or 1D6 + 9 if you choose the "Belcher Kid" Origin. Gender is the same as your previous jump or your own if this is your first. You may choose both your age and gender freely for 100 CP. Your starting location will be right outside of the Belcher family restaurant and it seems to be as busy as any other day. You may choose your starting origin for free.



- Drop In

For the Jumper who doesn't like to confuse things

Dropping into this universe means you will have no friends, family or memories, when you start in this world all you'll have is some I.D to prove you're a living breathing thing. You might want to make some friends if you don't want to end up on the streets, the family in this restaurant seems pretty nice.



- The King of Burgers

For the Jumper who loves a good burger

You've been cooking for as long as you can remember, working for your Dad in his diner, but you've always had one true love, Burgers. Over your years of cooking you can say you've certifably mastered the art of the American Hamburger, you know what toppings work well (even the non traditional ones) and what combinations work well for those toppings Too, you can keep up when it's busy, handling multiple orders like a pro and still being able to make those burgers as beautiful as you want them to be. While that heart may still love burgers you also something much more important in that heart, your family, while you have your pride in your craft you also take pride in being the best family man you can be, and you'll never miss the call to be there for them (even if you're not the best at the things that aren't burgers.) You may choose to replace Bob in this world, work in the kitchen for the Belcher's (likely for free at first, they don't get much business right now) or at a similar small burger joint.

- Belcher Kid

For the Jumper who wants to have a bit of childish fun again

You haven't been around for very long but your upbringing has been an eventful one, you were raised by a odd but loving couple who run a small burger restaurant, growing up you always tried to help out where you could (sometimes against your will and as a chore) but you've learned a few things from your parents, love, how to have fun and how good burgers can be, you may choose to become the fourth child in the Belcher family and join the Belcher kids in their misadventures or be a close friend of the Belcher Kids as one of their Wagstaff classmates. Have fun with the Belcher trio, Louise will be sure to get you involved in some schemes.





- Loving Mother

For the Jumper who loves their family and loves bringing smiles

You work hard on so many fronts. You work hard as a parent, as a wife (or husband) and bringing service with a smile in your restaurant, patrons will be left with a lovely impression of your loving personality even if it's sometimes a little overbearing, you bring joy and love all around you but a vicious ferocity when your family is in danger, your family always knows they can come to you in a time for need, for your loving support or motherly advice, your family is grateful to have a mom (or dad) like you. You can choose to replace Linda in this world, be another sibling of hers or be the mother of a similar small family in this community.

Skills

You receive a fifty percent discount on any perks belonging to your chosen origin, A 100 CP perk discounted is free



- Drop In
  - 100 CP Burger Lover
    You really are a loyal customer, after a few visits to any establishment you'll become of a member of that businesses "family", you'll get name recognition and a friendly conversation, they'll also brush off your weird quirks as good ol you and occasionally you'll get the odd item on the house, you are family after all

  - 200 CP Gut of a champion
    How is he not dead after eating all these burgers? That's a question that must come into mind when people think of Teddy, You now have a supernatural gut, you'll be able to shovel piles of piles of greasy, fatty, unhealthy and unholy foods into your body and no longer feel the repercussions (minus a small beer gut)

  - 400 CP Handyman
    You may not have had a steady stream of work for a while but you still know all your old tricks, you have a knack for all sorts of general repairs and electrical work, Someone needs a sign installed? You got them, need a toilet put in? Sure! Any friends of yours will be sure to call you when their door keeps sticking.

  - 600 CP Uncle Teddy
    No one hurts Teddy's family. Anyone who would try to hurt the Belcher's would have to get through Bob's best friend Teddy first,

When protecting your loved ones from a attacker stronger than yourself your strength will now increase to match the assailant, at least enough to be able to fend the attacker off, you may not be able to fight as good as them but you'll hit as hard as them.

- The King of Burgers
  - 100 CP Burger of the Day
    "Carrot on my Wayward Son", "New Bacon-ings", these are some of the great ideas Bob came up with for spins on the classic burger, you now have a natural ability to innovate on classic dishes with ingredients most people wouldn't consider and make amazing dishes every time.
  - 200 CP Bob's Burgers
    It's one thing to have the idea, it's another thing to cook the food, you now have the equivalent experience of a lifetime cooking american diner style food, but your specialty is burgers, it's almost more challenging for you to make a burger that tastes bad at this point, anyone who tastes your burgers will be convinced it's the best one in town.



  - 400 CP Family Business
    There is a certain joy in getting to work with the ones you love and there's also certain challenges but when the time comes your family will come through, any family members that work under you will now gain experience at a rapid rate to the point where your 12 year old daughter can man a grill better than some 20 year olds, you have a natural aptitude for educating your offspring, you may not be the sharpest tool in the shed but you can always steer your kids on the right path.
  - 600 CP This Wedding is my Warzone
    For some reason you and your family have a knack for closing things out with a song, you now have the ability to enter into a song yourself or with your companions describing the potentially ridiculousness of the situation you're in, this will now empower your abilities physical (and supernatural) tenfold the more absurd the situation the higher your abilities can climb.
- Belcher Kid
  - 100 CP Gene's Music
    You are very gifted with the keyboard for your age, being able to craft excellent songs that anyone could bob their head too, you'll also learn any other instruments you may be interested in quicker
  - 200 CP Tina's Fanfiction
    You've become an incredibly gifted writer, being able to craft intricate stories surrounding the people in your life or characters from your favourite pieces of fiction, they'll be very interesting reads for when you're bored, just be careful selling them if the stories surround you and any potential boys you may be in love with



- 400 CP Serial Killer Face
  Parent's not giving you what you want? Siblings? Maybe you just want someone to leave you alone. You now have an extra unsettling facial expression you can employ that has some supernatural results, dad will be unsettled enough to let you go out for the night, your siblings will give you their spare change, with enough practice maybe you'll get discounts at shops by using this, good luck intimidating someone dangerous with it though
- 600CP The Belcher Trio
  While the Belcher kids don't have a crazy amount in common they do have a fierce bond and will always try their best to help each other with their problems and childish schemes, at the start of each jump you may pick two companions or characters within the jump to be a part of your "trio", any tasks or schemes you may undertake with these two will happen with ruthless efficiency and a extra degree of childish fun.

- Loving Mother
  - 100 CP "We're building that loft bed!"
    Your dad never helped you finish that fort when you were a kid but you aren't your parents, you now have an aura of warmth and protection, any of your proteges being affected by this motherly aura will feel an ease to their conscience.
  - 200 CP Lessons from mom
    Parents have to be plenty of things, loving, supportive and another important role is that of a teacher. You've become an excellent teacher, anyone you may tutor will hold your lessons close to heart and never forget them, so make sure you brush up on your subject matter!
  - 400 CP What did you do?
    Another important role a parent has to fill is the disciplinarian, you now have a stern knowing look you can give someone close to you and they'll fess up to any wrongdoings on the spot, they'll also be less likely to make that same mistake, you don't want to be on mom's bad side after all.
  - 600 CP Mother's Love
    Let mom get that boo boo, any wounds your loved ones will heal much quicker, nasty cuts will be scarred over the next day, scrapes in a hour, all it takes is a kiss on the wound, a big hug or any other form of your love, they do say love is the best medicine after all.



Items

Items belonging to your origin are discounted, the 100 CP item isn't free



- General Items
  - 50 CP Bob's Burgers the Collection
    A collection of every existing episode of Bob's Burgers now at your disposal, this will be accessible on any of your Jumper's media players
  - 50 CP Cash
    A cheque for 100,000 Dollars from Mr Fischoeder, cashable at any future date. This can be purchased multiple times
  - 50 CP Bushy Moustache
    You now have a CP backed Moustache that will be big and bushy like Bob's and the colour of your choice, enjoy all your facial hair fun
  - 100 CP Exterminator Van
    Sometimes due to bad hygiene or simply bad luck unwanted insect invaders can populate a home or restaurant, you now have a number that will now call a exterminator company with a pun in their name to clear your bug infestation free of charge;

- Drop In
  - 100 CP Teddy's Tools
    A collection of all the tools a handyman could need, even the ones you wouldn't expect you need, welding equipment, pressure washers, any odd job you could get paid for you'll have the equipment you'll need.
  - 200 CP Bob's Food Truck
    You now own the rights to Bob's failed Business venture, Bob's food truck, you can either convert this into your own mobile food operation, open it as a burger and fries truck or alternatively you can choose this second option

    Once per Jump Bob and his family will take this food truck to your location across multiversal lines (Jumpchan will assist with this) to cook you a meal like you would've gotten in your ten years here, with a burger of the day just for you.
  - 400 CP Mr. Fischoeder's Eye Patch
    It's kinda odd that you have this, are you even missing your eye? Well either way this item belongs to a rather influential and well

respected and sometimes feared man Calvin Fischoeder, when you wear this you'll gain an aura of power and wealth, people will want to be close to you based off of your prestige, be careful wearing this around Mr. Fischoeder though, he'll think you're copying them and who knows what that crazy old man will do.

- 600 CP Wonder Wharf
  Mr Fischoeder's pride and joy, his Wonder Wharf now belongs to you, a large festival of joy on the edge of town outlooking the sea, this small American Amusement park comes with various rides, games and attractions for you to enjoy and make a nice hefty paycheck while you're at it, this bundle of fun can be inserted into your future jumps or be attached into your warehouse for more private enjoyment, comes with plenty of Carnies to help staff it for you.

- The King of Burgers
  - 100 CP Burger of the Day Recipe Book
    A Recipe Book containing every burger of the day ever made by Bob, written by Bob himself and he even signed it for you "in case it's ever worth something."
  - 200 CP Meat Supplier
    Meat makes the burger, you now have access to a high quality meat supplier who will supply cases of high quality beef for all your burger making needs, you'll receive enough to serve 450 Burgers every week, you can make rush orders for a small fee if you happen to run out.
  - 400 CP Cooks Tools
    Jumpchan Brand spatulas, grills, knives, meat grinders, everything an aspiring burger cook could want to make a perfect restaurant style burger, burgers you make using this will taste just a little bit better for some reason, maybe it's the company? You will need some good kitchen space if you'd want to sell burgers with this equipment though.
  - 600 CP Jumper's Burgers
    Your very own burger restaurant, a small family style burger joint with its own basement storage, spacious kitchen with an open pass, walk in fridges and a nice comfy diner style lobby for your patrons to enjoy, this can be attached to your warehouse or be inserted into your future jumps, it can be staffed by your inactive companions or it can be run by a local family in the area you place it in, or run it yourself! Whatever you may choose. Can be combined and placed under the Family Home if purchased together



- Belcher Kid
  - 100 CP Fanfiction Collection
    A collection of stories written about your journeys, wait, who's Tina Belcher and Jimmy Jr and why are they in all of these? All of these stories were written by Tina Belcher herself and a good few of

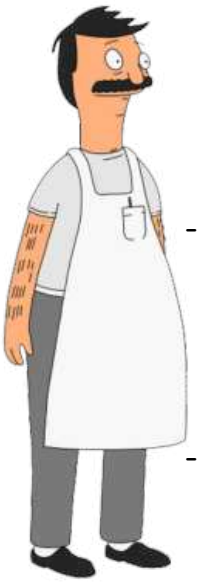
these stories will have certain takes highlighting her "teenage imagination". You'll get a new collection of stories with each finished jump

- 200 CP Gene's Keyboard
  You now have an electronic keyboard that was once owned by Gene Belcher, this keyboard will return to you in perfect condition the next day should it ever need repairs or is somehow lost or stolen, it comes with different sound effects and a seemingly infinite amount of built in storage space for saved musical pieces, making music with this seems to come more naturally to you.
- 400 CP Kuchi Kopi
  Louise's real best friend this little green friend will be sure to be a great friend to you on your journeys, when you rest at night you'll get to go to a world with a giant version of your friend, Kuchi Kopi will give you advice on your problems you may be pondering, can be there for a friendly chat and once per jump will enter this form in the real world to help protect you from your enemies, he'll always return to you unharmed after the battle.
- 600 CP Wagstaff School
  During this jump this will be the school you'll attend, after this jump you will now be the Principal and owner of Wagstaff School, you'll be able to guide the minds of future generations here and you'll receive a monthly budget from your local government to help run this institution, it'll also come with some of it's friendly staff to help run it including Mr. Frond, Mr. Branca, Ms. Schnur and the rest of Wagstaff's friendly (and often tired) faces. This can be attached to your cosmic warehouse or inserted into your future jumps

- Loving Mother
  - 100 CP Mother's Photo Album
    You'll put these in a photo album, definitely, you now have multiple shoeboxes filled with various pictures of you and any companions you have celebrated special occasions with over the years, these pictures could've been taken by Linda herself! They capture all of your most special memories that you wish you could've captured
  - 200 CP Server's Apron
    A cute little server's apron for you to wear while you're serving food and smiles to lovely customers, when you wear this customer service is a breeze to you, people will be raving about your speed and bubbly personality
  - 400 CP Home Kitchen
    A small lovely kitchen to go into any home you may own, you'll be able to host any of your companions for a lovely family breakfast in the mornings, any of your allies who start their day together from cooking in here will feel more energised and form stronger bonds quicker than normal
  - 600 CP Family Home



A comfy family home with multiple bedrooms for you and your family, above ground of a small family business it may be a little noisy but it has enough space and rooms for raising your own little jumper family, any children growing up in this home will grow up happier and healthier, less likely to contract any illnesses, this property can be attached to your warehouse or inserted into any future chain, can be combined and placed above the "Jumper's Burgers" if purchased together



Companions

- Companion Import (50CP/100CP/150CP/200CP)
  The Belcher's have their own family but you may have your own you'd like to bring it, for 50CP You may import one companion, 100CP for two, 150CP for four or 200CP for a full slot of eight, each companion will get a origin of your choice and 600CP to spend on any items or perks of your choice.

- Bob Belcher (300 CP, Discount Loving Mother)
  The Man himself, dedicated to his craft of burgers and just as dedicated to his family, it may take some convincing for him to leave his restaurant behind but the prospect of bringing his burgers to the multiverse may be all the convincing you could need

- Linda Belcher (300 CP, Discount The King of Burgers)
  Loving wife and mother, Linda will surely bring some laughs and joy into your journey with her bubbly personality. It'll definitely take some convincing if her kids aren't coming along but maybe she'll want to do good for all the babies in the world.

- Belcher Kid (300 CP, Discount Belcher Kid)
  Gene, Louise and Tina, these lovely and often mischievous kids are plenty of fun even if they do get themselves into often ridiculous and sometimes dangerous schemes, one purchase of this will give you one of these kids to join you on your journey, keep them safe Jumper! They're still only young.

- Canon Companion (300 CP)
  Is there someone in this series you would just love to bring on your journey that isn't listed here? Just pay the CP and convince them to come along!

Drawbacks

You make take any combination of drawbacks for a maximum of +1000CP

- **+100 CP - Broke, Belcher Broke**
  - The Belcher's are in real financial trouble constantly, always struggling to make their rent, keep their restaurant afloat and provide for the three children. You'll find yourself in a similar financial burden throughout this jump, constantly struggling to get by and pay the bills, companies will always charge you at a ridiculous rate so no matter how much you may have you'll understand how tough it can be to be Bob and Linda.
- **+100 CP - Guidance Counsellor Issues**
  - (Can only be taken with the Belcher Kid Origin), Wagstaff is lucky to have Wagstaff's own Phillip Frond, you may not be counting yourself lucky, Wagstaff's principal found you up to no good and now you'll have to spend your school lunches with Mr Frond for the rest of this Jump, he'll also happen to transfer to any schools you may attend instead of Wagstaff to continue this unfortunate situation.
- **+ 200 CP - Zoom! ("I say that now you like that right?")**
  - Jimmy Pesto, Bob's certified Arch Nemesis is now naming you one of his enemies, he'll be on the same power level so it's no use to even try to fight him, he'll resort to his usual schemes and public shaming to drive you insane from annoyance.
- **+ 300 CP - Sergeant Bosco**
  - At some point in this chain Sergeant Bosco will pin you as a suspect for a high stakes Robbery, he'll chase you out of the city and out of state if it comes to it, you'll be the only suspect for this and if you get caught you'll spend the rest of your jump in the slammer.
- **+ 300 CP - Five Star Restaurant**
  - How the Hell did Jimmy Pesto get a Michelin Star? Bob's pissed and is now making it his sole purpose to get two Michelin Stars to one up Jimmy Pesto, you have to help him get to this goal by the end of your ten year stay, otherwise you'll fail your chain.
- **+ 400 CP - Sterling Archer?**
  - For the past few months some shady Russian characters have been tailing Bob, they believe he's a secret agent named Sterling Archer for some reason. These Shady characters are agents from the KGB, these Russians will keep



trying to Assassinate Bob and will resort to means such as kidnapping his family to get to him, it'll be your job to fend these agents off and keep Bob and his family safe, Bob will insist on keeping his restaurant open and resist your attempts to keep his family from their home, if Bob dies your chain will be failed and you will return home.

- **+ 600 CP - McBelchers**
  - Bob has an amazing burger, he just isn't the most amazing business man, it's not going to be your job to be that business angel he needs, within your ten years you'll have to turn Bob's Burgers from a small family restaurant into a multi billion dollar worldwide fast food empire, Bob must remain the face of the company and he cannot be fired, if his fast food empire bankrupts or isn't present on three continents by the end of the jump it'll be a chain failure.

End

You've made it through ten years in the Bob's Burgers universe!
You now have another free choice to make.

- Stay -
  Is this the world where your journey will end? If so, all your companions may come to settle in the Bob's Burgers universe with you, time in your home universe will resume and you will get to spend the rest of your days in Bob's universe.

- Go Home -
  Longing for your old world? You may now return home freely with your powers, gear and abilities, time will resume as normal but you might have to explain a few new tricks

- Onto the next Jump -
  Time to take your next jump! Good luck in the next world




BOB'S BURGERS
OPEN

- Cthulhu's Burgers +1000 CP
  How did you end up here? Well, here we go, it seems Louise has gotten into something real bad in her usual antics, she seems to come into possession of something called the Necronomicon? She now has combined herself with the book and possesses unimaginable and horrific power and is calling on the help of ancient and dark gods to take over this plane of existence, what have you gotten into now Jumper?