Generic School Years Jump

by TheWalrus v1.6

Some folks remember their school years as the best time of their lives - others, their worst. Here's another shot at reliving or replacing those memories. You have 1,000 CP.

The jump begins on the first day of school (the first day of compulsory education - grade level or educational stage will vary by location). It ends either at midnight on the last day of school of your originally expected graduation year (what would be your final year of compulsory education) or midnight on the last day of August – your choice. Your jump ends regardless of whether you graduate or not (unless you take the **Delayed Graduation** drawback).

Instead of beginning on the first day of your compulsory education, you may choose to begin the jump on the first day of any school year, as long as you spend a minimum of 5 years in primary or secondary education throughout the course of the jump (ex. in much of the US, this might mean the latest permissible start would be 8th grade at age 13, graduating after 12th grade at age 18).

The jump may start in any year of the jumper's choosing after 1945, however it may not start in a year later than the jumper began their chain (ex. if the jumper started their chain in 2020, they could not start this jump in 2021). Some of the perks / items / etc. may not be appropriate for certain time periods (ex. **School Issued Devices**) and will not be available in this jump if it is set during those periods – determining whether something is anachronistic is left to your discretion.

All options may only be taken once unless otherwise specified.

You are not required to take free options.

Age: On the first day of school, you and your entire class year are likely the same age (this may vary by location depending on how cut-off dates are determined). You will be somewhat older or younger than your classmates depending on your birthday. If the Jumper's birthday was pre-established, you may choose to change the Jumper's birthday to a different day for this jump.

Sex / Gender / Appearance: You may select your starting sex, gender, and general appearance (as long as it is within human limitations and appropriate for your age). For 50 CP, you may take this body as an alt-form, otherwise it lasts only for the duration of the jump.

BACKGROUNDS

At five years old, you don't have much background to draw from, but there are some things that are starting to set you apart – choose one of the following:

- **Active** (▲) You are most interested in physical activities. Your parents encourage you to be active and participate in sports.
- **Inquisitive** (■) You are most interested in thought provoking or creative activities. Your parents encourage you to learn and do well in school.
- **Social** (◆) You are most interested in social activities. Your parents encourage you to make friends and be happy.

Entries with your background's symbol are discounted for you (they can be taken at half cost). One 100 CP perk marked with your background's symbol can be taken for free.

In addition to choosing one of the above backgrounds, you may optionally choose to be a Drop-In, in which case you will not have any established memories, no blood relatives (any relations are presumed to be adoptive), and may not change your sex / gender / appearance, but you will still revert to an appropriate starting age.

To help you relate to your peers, make a clean start, or for any other reason, you have several options regarding your prior memories:

1. You may erase all previous memories that you had going into the jump. You begin the jump without any memories outside those granted by your background (your lived experience as a five-year-old with all of the items / perks / etc. you select). Optionally, you may restore them at the end of the jump.
2. You may erase all memories of your childhood that you had going into the jump. Optionally, you may restore them at the end of the jump.
3. You may retain all previous memories that you had going into the jump.
4. You may retain all previous memories, but have them gradually fade. Over time, they will begin feeling less real and more like a movie you watched, or fade away completely. Optionally, you may restore them at the end of the jump.

You also have options regarding any CP-backed abilities (perks, powers, etc.) you have going into the jump:

1. You may disable all of your abilities for the duration of the jump.
2. You may disable abilities of your choosing for the duration of the jump.
3. You may retain all abilities going into the jump. **not recommended if you have erased your memories*

SOCIAL CLASS

You belong to the lower-middle class with a household income somewhere in the lower-middle quartile when comparing all households in the country of your choosing. Your parents will be employed in jobs appropriate for that income. For each purchase of 100 CP, you can increase your household income by one bracket (see graphic below). You can repeat this up to three times, making your household among the top 1% of earners. Your social class will have a dramatic impact on your quality of life and the experiences you have access to within the jump. Your social class is particular to your background for this jump and will not carry over into future jumps.

Optionally, you may belong to the lower class by taking a drawback for 100 CP (see **Lower Class** in the Drawbacks section). This is incompatible with increasing your social class.

Household Income by Quartile

Lower	Lower-Middle	Upper-Middle	Upper	Ultra-Wealthy
0-25%	25-50%	50-75%	75-99%	100%
+100 CP	0 CP (default)	-100 CP	-200 CP	-300 CP

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LOCATION

Select a country for the jump to take place in *(designer's note: there are both intentional and unintentional Western or American cultural assumptions built into this jumpdoc due to the author's limited experience with school settings outside the US – please adjust or ignore any element of this jumpdoc that would be culturally inappropriate for the country of your choosing or to add any element that would improve localization)*. You may either select a specific municipality / school district or leave it up to your benefactor to select one that best fits your preferences.

Your home is in a typical neighborhood for the community you live in. Your starting home is dependent on your social class and will contain appropriate furnishing. There is a 100 CP option in the **Items** section to take your home into future jumps. If you choose that option, your home will appear in the nearest community to your starting location (you will not need to pay taxes or fees to maintain the property and will have proof of ownership).

FAMILY

This section describes the family you start with by default. You can customize your family using options in the **Companions** section that will override these defaults.

You belong to a single-family home with two parents, no siblings, and no other living relatives. You may determine your parents' age / sex / gender / appearance, but their personality will be random and shaped by circumstance. Their professions and employment status will depend on your social class.

PERKS

All options in the **Perks** section can be taken exclusive to this jump at a discount – you do not retain abilities in future jumps, they are only active for this jump. Entries with your background's symbol are discounted for you (they can be taken at half cost). One 100 CP perk marked with your background's symbol can be taken for free. Discounts do not stack.

GENERAL PERKS

Age-Appropriate Mentality (100 CP) Your mind automatically adapts itself to match your apparent age. Your mental faculties revert to an appropriate state for your age. Your skills and knowledge are similarly repressed. The effects of this Perk never feel unnatural or confusing. This Perk is toggleable on/off at will and you are always aware of your ability to do so. You can never be compelled or mind-controlled into doing so.

Childish Antics (100 CP) Others will be uncharacteristically patient and forgiving for age appropriate behavior. Immature behavior will not be detrimental to your social interactions.

Danger Sense (100 CP) You are able to tell when there is a credible threat to your personal safety and the general nature of what kind of threat it might be. This manifests as a feeling of dread or anxiety that you know to be well-founded.

Dinner Time (100 CP) Each night you spend at home with family, you may choose the location within your home that you eat dinner (ex. a dining room for a sit-down meal or a living room for dinner in front of the tv). You may also choose whether you'd like an adult to make a home-cooked meal or whether they will order-in. The adult chooses what they will make or order once you've stated your preference. Your parents are great at cooking and they always make the time and dedicate the resources to ensuring you have delicious home-cooked meals. If you would like, they can teach you to be as good at cooking as they are over the course of the jump. In addition, as an adult, you will frequently find yourself invited to meals with family, friends, and people you just met.

Drip Fed Memories (free for this jump, 100 CP to take permanently) If you ever lose your memories for any reason, you will slowly recover them over a ten-year period. The process will be gradual – you will receive memories at an appropriate time and pace for you to be able to process the information. Particularly relevant memories that would prevent you from making significant mistakes will be restored in the moment, so as to save you from harm.

ESL (100 CP) You gain native fluency in a living language that is spoken by a population living within your community as their primary language.

Family Vacations (100 CP) You get regular opportunities for rest and relaxation and, if you would like them to, your family always takes a weeklong vacation with you during the Summer and Winter breaks. In future jumps, the "plot" accommodates to allow for breaks between plot points, forcing opportunities for downtime without a ticking clock. Circumstance will align itself where the jumper or protagonists cannot advance the plot (without any resulting consequences) for a period of time, so that they have no reason to feel guilty while completing side quests or lounging about.

Good Instincts (100 CP) You can instinctually identify actions that would be immediately, significantly, physically harmful to you. This will manifest when you decide to take such an action as a nagging sense that you should try something else without providing you with any specific reason, just a gut feeling. You can easily ignore this sense of danger if you wish to. You are also less likely to be guided by your natural instincts to avoid actions that would not actually result in harm.

Head on Your Shoulders (100 CP) You have good judgment and are generally aware of which actions are more likely to have positive outcomes. You are also good at taking measure of any risks involved to achieving your desired outcomes.

Helpful Adult (100 CP) If you ever find yourself in a situation where you are in significant danger, a helpful adult will appear and do their best to remove you from harm's way. If you have companions, they will be more likely to sense when they are needed and arrive to assist you when you need it.

Housekeeping (100 CP) You are skilled at performing household tasks that children and teenagers are often assigned as chores by their parents. You are a natural learner when it comes to cleaning, cooking, and home maintenance. In addition, you are able to learn and perform these tasks in roughly a quarter of the time it would take normally. In future jumps, this updates and adjusts to the setting, taking into account local customs, techniques, and technology.

Language Sponge (100 CP) You pick up languages quickly (in about half the time as peers of the same age) and, with practice, can reach the same language skills as a native speaker. You will be able to speak without an accent if you choose. This perk does not prevent language skills deteriorating.

Magical Holidays (100 CP) Every calendar year, you may choose up to six holidays (whether or not they are traditionally celebrated in that area / culture). Your family, friends, and school will go all out celebrating these holidays, complete with decorations, food, presents, activities, etc. Every holiday, you will have the opportunity to experience a thematically appropriate adventure (ex. saving Christmas) – a note on this: this will not make the Easter Bunny real or bring real magic into a mundane world.

Mental Endurance (100 CP) You tend to finish tasks once you start them and are better at staying focused to accomplish mentally strenuous activities. This can be improved further through training.

Mental Stability (100 CP) You are resistant to mental breakdowns and developing mental disorders. In addition to this, when something is stressing you, you are able to stay more calm and relaxed than you otherwise would be and less likely to give in to feelings of helplessness or hopelessness.

Mentor Figure (100 CP) Choose a commonplace, mundane ability (cooking, playing musical instruments, whatever) and (optionally) an individual within the setting that you have an established relationship with (a parent / guardian, a family member, a teacher, family friend, whoever) - they gain expert level ability in the named skill and gain ability in teaching that skill (if you do not choose an individual, an appropriate mentor will

be provided at random). The mentor will be inclined to provide instruction to you at no cost. Their instruction will be particularly effective for you.

Minor Luck (100 CP) Unless they are a direct consequence of your actions, you are rarely affected by significantly negative, unexpected events. You're not going to be randomly hit by a car or arbitrarily targeted by a bad actor.

Miss Mary Mack (100 CP) You excel at hand clapping games and rhymes like Miss Mary Mack. When playing hand clap games with others, you temporarily give them the ability to excel at it as well while playing with you. You can easily come up with new hand clap rhymes and games and have an extensive repertoire of them memorized.

Mnemonics (100 CP) If you come up with a mnemonic device to remember something, you will perfectly recall the mnemonic and what it is meant to remind you of. Mnemonics you create will be intuitive and help cement the intended information into your memory.

Movie Night (100 CP) Once a week (on a night of your choosing), your family will get together to watch a movie. Optionally, you may choose to go to the movie theater instead of watching in your home. You get to choose the movie (though it must be one that is available). In future jumps, you may choose a group that you share a familiar bond with to regularly gather and perform an appropriate leisure activity of your choosing. Circumstances will align themselves so that the relevant parties do not have scheduling conflicts.

No More Procrastinating (100 CP) You are able to prevent yourself from delaying yourself from accomplishing tasks and taking action. This remains true regardless of your emotional state and whether or not you have a solid understanding of how to move forward.

Nothing to See Here (100 CP) If you have memories inappropriate for your age, others will not find it strange that you speak or behave like a different age than you appear. You will not find it hard to fit in with others as a result of such memories. In addition to this, others will not find it strange if you display supernatural powers or abilities, even if they are out of context. Others will also not find it strange to see anachronistic technologies or items with extraordinary qualities that you bring with you.

Polyglot (100 CP) Your ability in languages you know will never deteriorate over time. You maintain fluency, vocabulary, proper grammar, and accent even if you go extended periods without practice.

Room of Your Own (100 CP) No one can enter your bedroom without your tacit approval. By sleeping in a private, indoor space (to a maximum of 100 sq. ft.) that is otherwise unoccupied, you may designate it to be your bedroom. The area you designate must be a rectangle and cannot have a side shorter than 2 ft (the area is square, not cubic feet – this is an area of ground, not a volume of space). Individuals that you do not allow are compelled not to enter the space and compelled to leave if they are forced into it.

Saturday Morning Cartoons (100 CP) You may change the schedule of programming that is being broadcast on television. You may only select programs to air on their appropriate stations (ex. MTV will not play Sesame Street). This will only affect the schedule of televisions you or your friends are actively watching – not everyone's televisions generally.

Selective Blanking (100 CP) You are not easily distracted or overwhelmed. You have the ability to selectively ignore and filter out stimuli at your discretion.

Sense Memories (100 CP) You can establish triggers to vividly recall specific memories. The triggers can be a smell, sound, taste, touch, or visual cue. Whenever you encounter the trigger after establishing it, the memory

will come flooding back as if you were re-living it. The memory recall is temporary but can be re-triggered repeatedly. You choose what memories to link triggers to. You can unlink triggers at will.

Strong Sense (100 / 250 CP) One of your senses is very advanced. Pick one of the standard five senses (sight, smell, hearing, taste or touch). Both your sensitivity and capacity to interpret sensory information for that sense is brought to peak human levels. For 250 CP, each of your five senses are improved similarly.

Wallflower (100 CP) You are good at staying unnoticed in social situations and preventing yourself from catching the attention of others. Rarely are you ever the center of attention. You can be an inactive participant in social situations without others noticing that you were not actively participating. When others do notice, they tend to find it endearing. All effects of this perk are toggleable at will.

Endless Summer (400 CP) The number of days in the jump that you would spend out of school (or outside of work in future jumps) are doubled. This is accomplished by extending the length of each year as if there were an additional number of days equal to the number of days you originally had off - these additional days occur immediately following the days you originally had off (ex. if you previously had a seven-day week with a two-day weekend, you now have a nine-day week with a four-day weekend); if you had a two-week vacation, you now have a four-week vacation; if you had a 1-day holiday, you now have a 2-day holiday). The time extension does not have negative environmental effects on the climate or otherwise. The additional time does not increase the rate at which the jumper and all others grow / age / mature / develop - they will still grow / age / mature / develop the same amount in a given year as you would have otherwise. This perk is toggleable, so that you can return to a standard flow of time whenever you'd wish that to be the case.

FAMILY PERKS

For any perk in this section that directly affects individual family members by granting them specific conditions or abilities, you may take the perk at a discount if you choose for that perk to only affect a single individual (ex. *Attentive Parents* can be taken discounted if it affects only a single parent / guardian - this is true even if the jumper only has one parent / guardian). Discounts do not stack.

Attentive Parents (100 CP) Your parents will always listen to you and will attempt to anticipate your wants and needs. Whenever you need a ride or a similar favor, they will be available to help. They will always make time for something that is important to you. Any direct guardians, mentors, managers, or superior officers will be similarly attentive.

Blood is Thicker (100 CP) Members of your family have an unbreakable, loyal bond to each other. Your family members will always prioritize and support one another even through hard times. You can rely on your family for help whenever you need it.

Diplomatic Family (100 CP) When having a disagreement, members of your family will try their best to understand one another and calmly look for a common ground whenever possible, as long as you do too. Positions argued by family members that are rationally the most well-reasoned, justified or supported by evidence will be more likely to be adopted by the group, including by you.

Energetic Parents (100 CP) Even after long, tiring days, your parents /guardians have ample energy to devote to parenting. They enthusiastically engage in activities with you and make time for your needs. Your parents don't suffer from fatigue, exhaustion, or burnout in caring for you.

Friendly Siblings (100 CP) Your siblings will always try to be your friend and will always want the best for you. They will have a deep bond to you.

Generational Experience (100 CP) Your family has expertise in a specific skill or trade that has been passed down through generations. Select any common, non-supernatural skill. Your family will have worked in that

field for generations. You gain apprentice-level ability in that skill, with the potential to advance rapidly under their guidance.

Getting Along (100 CP) The members of your family get along well with each other. Your parents / guardians love each other and will not separate. There is minimal conflict between family members. Your homelife is stable.

Homestay (100 CP) Once per year, you will be invited to participate in a three-week homestay program with a family in a country of your choosing at no cost. The family will provide you room and board, and generally provide you with a standard of living equivalent to your social class. There will be members of the family you are staying with of similar age to you that you will get along with. The family will be interested in sharing cultural experiences with you and will arrange for appropriate activities if you are interested. In future jumps where you are not school aged, you will still be invited to live abroad with a family in similar conditions.

Loving Parents (100 CP) Your parents love you unconditionally and will always try to do their best for you. Their love will be apparent to you.

One Big Family (100 CP) Your family readily accepts and incorporates new members. If you make meaningful friendships and relationships, your family will happily adopt them. Your family is welcoming and inclusive, developing bonds with new members quickly.

Shared Interests (100 CP) Your family shares common interests and hobbies with you. No matter your personal interests, your family will enthusiastically share them. You always have loved ones to enjoy quality time with pursuing activities you love.

Talented Family (100 CP) The members of your family pick up new skills quickly and excel at developing expert talents. Any creative, intellectual, or physical skills they attempt will be learned rapidly. You will be surrounded by gifted, successful role models you can learn from.

Words of Wisdom (100 CP) Your family members always know the perfect thing to say for important moments. They provide you guidance, reassurance, and validation at meaningful times. Your family provides you emotional support and guidance.

Runs in the Family (X CP) You may share any 100 CP or lower perk you possess with a certain number of family members at your discretion (one perk at a time). The number of family members you can share perks with scales with how much you spent on this perk (100=1, 200=4, 300=9, 400=16, 500=25, etc.). It takes 3 seconds to switch which perk is being actively shared or who it is being shared with.

SCHOOL PERKS

AP Classes (100 CP) Every school you attend will offer college-level classes and this will not seem out of the ordinary to anyone, even in an elementary school setting (this is most useful if you have retained your adult memories). Any college-level classes you take will transfer as credits to any college or university you attend in this or any future jumps. Should you wish them to, schools will be able to teach subjects relevant to any jump setting you have previously visited (ex. a real world school setting teaching Charms lessons from Harry Potter or Bending lessons from Avatar the Last Airbender). These classes will be theoretical, not practical application, and others will treat them as something of a harmless curiosity. You will require the relevant abilities to properly capitalize upon these lessons - you will not gain the power to do things you otherwise would not have been able to simply by attending them.

Engaging Teaching Style (100 CP) Instead of rote memorization, teachers use entertaining methods like projects, games, and experiments to teach. This makes learning more enjoyable and improves knowledge absorption. Subjects are taught in creative ways that hold students' interest and motivate participation.

Exchange Program (100 CP) As many grade years as you would like to, you may attend school in a different country of your choosing instead of your own. You will be provided room and board in an appropriate housing situation for a school exchange (note: this cannot increase your standard of living beyond your social class). If you would like them to, school-aged friends and family may also study abroad at the same location. If you would like them to, living relatives may visit you while you are abroad – they will not incur travel expenses by doing so. In future jumps, you may choose to “relocate” the plot and the setting aesthetically as long as it would not drastically affect the events of the story (ex. in Harry Potter, Hogwarts could be a French school and all the students could be from France).

Extra Extracurricular (100 CP) You will always have a wide variety of after school programs and clubs at your schools and you will be accepted into any that you would like to participate in. Any related costs necessary for participating will be paid for. Schedules will always work out so that activities you’d like to participate in don’t fall into the same time slots. In addition, you may replace up to five hours per week of classroom time with club activities. Generally, you will always find a wide variety of clubs, associations, and other membership organizations interested in recruiting you and, somehow, these activities will always make sense for your schedule.

Field Days (100 CP) Whenever you would like, your school will hold a field day in lieu of regular classes with a variety of sports, games, and other competitions. There will be small prizes, ribbons, and trophies given to the winners. In general, you also encounter opportunities to involve yourself in minor competitions and games more frequently.

Field Trips (100 CP) Whenever you would like, any school you belong to will offer field trips to farms, museums, historical sites, and other places of cultural or educational value. You will always be considered to have a signed permission slip as well as to have paid any relevant fees. Once a marking period, you can make this be a major overnight trip (ex. an amusement park, an outdoor ed trip, etc.). In addition to this, you frequently come across locations of interest in your personal life.

Gifted Students (100 CP) The academic abilities and talents of your classmates are increased. Students have higher aptitudes for learning, allowing lessons to be taught at a more advanced level. Classmates excel in creative and intellectual pursuits, providing inspiration through their achievements.

Good Facilities (100 CP) The buildings of any school, workplace, or organization you belong to will be recently built or renovated with modern infrastructure. They will be clean, spacious, and well-lit. Your schools have any facility that would be necessary to teach a subject you are interested in. The cafeteria is high quality with delicious food and you have unlimited meal tickets. The schools always have a significant amount of attached outdoor space including sports fields and playgrounds. The facilities of workplaces and other organizations are similarly improved with significant amenities appropriate to the facilities’ purposes.

Good Materials (100 CP) All non-fiction materials used by your schools will contain factual information – they will be accurate even if the true facts are not commonly known at the time. They are all structured in such a way that it supports your ability to learn the material. All translated materials will contain the best translations possible. Fiction materials will have their full text even if in the real world those works were lost or unfinished. In future jumps where you do not attend a school, books available in public libraries will be similarly accurate.

Good Teachers (100 CP) Your teachers (and any other mentor figures) are always engaging, supportive, and interested in your success. They are always good at conveying the material in a way that you understand. They are always able to anticipate the information that you would like to know about a subject and communicate it to you effectively.

Individualized Approach (100 CP) Schools you attend will not have strict curriculums, but instead will take a more individualized approach. Emphasis will be placed on identifying individual students' areas of interest and then taking a strength-based learning approach and tailoring learning to individual needs.

No Homework (100 CP) You are never given assignments to do outside of a classroom setting. In addition, you do not need to hand in in-class assignments in order to receive a passing grade. This will tremendously increase the amount of free time you have. Outside school settings, instructors, managers, superiors, and the like will only give you assignments that you would like to take (begrudgingly or otherwise).

Outdoor Ed (100 CP) Schools utilize outdoor, nature-based, and farm-focused programs as part of the curriculum. Students participate in hands-on learning outside the classroom frequently. Subjects are taught through gardening, animal care, ecology projects, and similar outdoor activities.

Peer Mentor (100 CP) You have an increased desire and aptitude for coaching, teaching, and tutoring your fellow students. You excel at breaking down difficult concepts into understandable lessons for struggling classmates. Helping peers master challenging material comes naturally to you.

Positive Reinforcement (100 CP) Any school you attend will have long-standing policies that faculty all follow regarding encouraging students for their successes, rather than punishing them for their failures. All faculty will be exceptional at providing positive reinforcement. This will improve the effectiveness of any other perks with similar purposes.

Private School (100 CP) You will be enrolled in any private schools of your choosing with all expenses paid. Private schools often have resources that public schools do not and do not have the same limitations on their curriculum and standards. If the school of your choice does not offer boarding options in the real world, it will in the jump if you want it to. If you choose to live on campus, you may do so year-round, returning home only when you would like to. If you live on campus, the school will provide for meals and snacks.

Relaxed Attendance Policies (100 CP) Most schools have policies regarding how frequently you must attend or how often you can be late without it counting as an absence - yours do not. With this perk, you will never be reprimanded or punished for being tardy or absent. Any company you work for will have similarly lax attendance policies.

Scholastic Bookfairs (100 CP) Any day that you would like it to, the Scholastic Bookfair will visit your school. They are guaranteed to always have at least one book that you are interested in reading. Also, you are more likely to encounter sellers of rare books (or the equivalent).

Stargazer (100 CP) Your schools have access to an observatory and you may choose to take a dedicated astronomy class or to incorporate astronomy units in your science classes. Views through the telescope will always appear unobscured, even when there is inclement weather. You will always be invited to any observatory programs or events. In addition, you will always be able to orient yourself using the stars (if they are visible or you have other means of determining their positions).

Striking the Balance (100 CP) The curriculum in your school is more effective than it otherwise would be. It manages to strike the right balance of difficulty between being easy enough to understand and yet challenging enough to keep your interest. This will improve the effectiveness of any other perks with similar purposes.

The Arts (100 CP) You find that your schools are always well equipped with dedicated staff and spaces for art and music (auditoriums, studios, band / orchestra / choir rooms, practice rooms, kilns, photo labs, etc.). These rooms will be well supplied with well-maintained equipment that are well-suited to their purposes. You may

replace up to ten hours per week of classroom time with activities that utilize these spaces. In addition, you will always be able to find facilities that cater to arts you have practiced out in the world.

ACTIVE PERKS

Athletic ▲ (100 CP) You naturally have a fast metabolism, quick reaction times, and good hand eye coordination. If you are at all active, you will remain in good shape and be one of the more athletically talented members of your class year. If you put in effort, you will be able to meet or exceed national records within your age group. As an individual contributor, your participation won't guarantee a team will be successful if you play team sports, but you will be a star player.

Calm Under Pressure ▲ (100 CP) You think clearly in high-stakes situations and react decisively. Your nerves never seem to be a problem when acting under pressure.

Champion ▲ (100 CP) If you join a team sport and put effort into your training, your team is guaranteed to make it to the state championship (or equivalent) and if you win, will have the opportunity to compete in a national championship (or equivalent). You are only guaranteed to make it to the state championship (or equivalent), your team must outperform other teams to make it further.

First Pick ▲ (100 CP) For any team activity or group project, you will always get to be part of the group you would like to join regardless of whether you are asked to choose your own teammates, someone else is choosing assignments, or if it's decided by random chance.

Healthy ▲ (100 CP) You have a naturally strong immune system and are not predisposed for any significant health challenges (including mental health). Even on a poor diet, you will be able to develop fully and remain physically fit. Your eyesight is good enough that you do not need glasses. Your teeth are straight and will not naturally develop any issues such as cavities with minimal maintenance.

Natural Swimmer ▲ (100 CP) You are a gifted swimmer and feel comfortable in the water. You can hold your breath for nearly twice as long as you would have otherwise.

Quick on the Uptake ▲ (100 CP) You learn new practical, physical skills extremely quickly. With minimal instruction, you can rapidly pick up talents like sports, instruments, crafts, trade skills, and more. Your hands-on learning ability for physical tasks is unmatched by your peers.

Summer Camp ▲ (100 CP) You will attend an overnight summer camp for up to three weeks every summer, all expenses paid. This may be any extant summer camp of your choice. As an adult, you will be regularly invited to participate in week-long, recreational excursions free of charge.

Team Captain ▲ (100 CP) You naturally find yourself in positions of leadership. You develop a natural confidence and do not get nervous when addressing groups (even larger groups) of people. Others tend to trust your judgment and value your opinion.

Wilderness Explorer ▲ (100 CP) You find yourself naturally at home in the wilds. You will be able to immediately recall any information you have learned relevant to a scenario involving traditional survival skills. Even without practice, you will be able to competently perform survival skill related activities that you have learned about – especially in dangerous or life-threatening situations.

INQUISITIVE PERKS

Academic ■ (100 CP) It takes you half the time to complete assignments or to study as it would otherwise. You can remember anything your teacher covers in class well enough that you could get at least an 80+ on any test or quiz without studying. Assuming you participate, your in-class performance will be enough that you can pass any class without handing in any homework or projects. If you put in effort, you would find it easy to qualify for national academic competitions and scholarships.

Creative ■ (100 CP) If you practice an art or hobby and put effort into your practice, you will find yourself learning related skills in half the time. You won't immediately produce professional works, but you'll get to that point twice as fast. In addition, you'll never face creative blocks – you'll always have a creative flow going.

Eager Learner ■ (100 CP) You have an intense drive and desire to learn new things constantly. You enthusiastically soak up knowledge, skills, and experiences. Learning brings you great satisfaction and fulfillment.

Know-It-All ■ (100 CP) You accumulate encyclopedic knowledge on topics you take interest in. You can extensively research your passions and remember all details without effort. Your deep familiarity with favorite subjects makes you an unrivaled expert.

Logical ■ (100 CP) You easily identify patterns and connections. You analyze information rationally to reach valid conclusions. You notice inconsistencies, biases, and logical fallacies with clarity.

No Late Fees ■ (100 CP) You may take out books from any library without a library card. You do not need to return any books you take out from the library unless you wish to. You may take up to 100 books that you have checked out into future jumps with you.

Outside the Box ■ (100 CP) You make imaginative connections others would not think of. You brainstorm creative approaches and solutions to problems. Thinking in unconventional ways comes naturally to you.

Trivia Whiz ■ (100 CP) You retain and can recall trivial facts, statistics, minutiae, and arcane knowledge. Dates, quotes, sports stats, pop culture - your memory for trivia is endless. You dominate at quiz games and jeopardy-style competitions.

Wisdom Beyond Your Years ■ (100 CP) You provide thoughtful guidance through poignant observations about life. Your advice gives others pause for reflection. You discern meaningful lessons and truths from your experiences.

Witty ■ (100 CP) You are mentally sharp and quick-thinking. You deliver clever one-liners and punchy comebacks instinctively. Your humor catches others off guard with its timing and incisiveness.

SOCIAL PERKS

Code Switching ◆ (100 CP) You excel at adapting your communication style to different social situations. You intuitively alter your behavior, word choices, accent, and body language to fit in. You come across appropriately regardless of the culture or values of the setting.

Cotillion ◆ (100 CP) You have extensive knowledge of etiquette, manners, and formal codes of behavior. You understand social norms and expectations across cultures. You can conduct yourself appropriately in any social context.

Empathy ◆ (100 CP) Your ability to understand others' emotions, perspectives, and experiences is enhanced. You can deeply relate to how others are feeling and the reasoning behind their actions. Your increased empathy allows you to be supportive, compassionate, and insightful.

Good Listener ◆ (100 CP) You give your undivided attention and remember details shared with you. You can recall anything said to you directly.

Happy Birthday to You ◆ (100 CP) You will always have a good day on your birthday. Any of your friends or family that you want to see will make an appearance. Your friends and family will always plan for food and activities that you want to eat and do.

Knock Knock ◆ (100 CP) You have a gift for making hilarious knock knock jokes and one-liners. Your sense of humor and comedic timing always gives those around you a good laugh. You can ease tension and lift spirits with your witty jokes and contagious laughter.

Lots of Laughs ◆ (100 CP) You find yourself frequently experiencing hearty, uncontrollable laughter. Humor seems to follow you wherever you go, with amusing situations arising often. You see the comedy in life and make the most of opportunities to laugh until it hurts.

Neighborhood Kids ◆ (100 CP) There are lots of similarly aged individuals that live nearby and it just so happens that you get along with most of them. It will be easy to make friends. If you attend school, they most likely attend the same one as you, though some of them may be in different grades. Whenever you would like them to (outside of school hours and before their bedtimes) they will show up to play. You may choose any activity to do with them when they show up as long as it is something that the others would not object to.

Social Butterfly ◆ (100 CP) You find it easier to make friends and influence people than others do. You are able to present yourself in a way that makes others more apt to like you (or like like you) than they would otherwise. You never have difficulty feeling relaxed in a social situation. In addition to this, you may take anyone you share a feeling of friendship with (you feel like they are your friend and they feel like you are their friend) as a follower in future jumps.

Summer Romance ◆ (100 CP) You will never have issues finding people your age who are romantically interested in you during the summer. These individuals are generally the sort of people you would be interested in romantically. Events will transpire in such a way that you can make a romantic connection with any of these individuals if you would like to. At the end of summer, circumstances will change and your relationship will end unless you make the effort to keep it going.

ITEMS

You receive a 300 CP stipend that you may use only to purchase items from this section. Others will not notice the special properties of items purchased with CP in this jump doc unless the jumper wants those individuals to be aware of their abilities.

Allowance (50 CP) Every seven days, you receive an amount of local currency that would seem large to a child, but not large enough for an adult to make even a modest living off of. For this jump, the amount will be equivalent to $100 purchasing power in 2020 USD. In future jumps, the amount will never be more than 10% of what an average adult earns in-setting working a full week.

Board Games (50 CP) You have a collection of 30 board games. Every month, you can switch out five of the board games for different games of your choosing – they must be games that were published and printed in the

current universe. Destroying or otherwise losing games reduces the number of games available. The number of games available will reset to 30 at the beginning of each jump.

Books (50 CP) You have a collection of 100 books. You can cycle out up to 25 books every month. They must be works that were published and printed in the current universe (not unique, handwritten, or otherwise special editions). Destroying or otherwise losing books reduces the number of books available. The number of books available will reset to 100 at the beginning of each jump.

Brown Bag Lunches (50 CP) You have a brown paper bag that refills every day with a typical packed meal (generally something like a sandwich, a piece of fruit, a drink, and a sweet). Every day, a new note will appear in your bag written in the handwriting and "voice" of one of your parents or guardians that will reflect true feelings they have about you. The notes never contain explicitly or purposely hurtful content. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Clothing (50 CP) By default, you have a small wardrobe of basic clothing options, the quality of which is determined by your background class. Instead, you have a considerably larger wardrobe that would allow you to go weeks without wearing the same outfit in any given season that will regularly refresh itself and adhere to your fashion sensibilities. Additionally, you have appropriate clothing for any common weather or activity (rain, snow, hiking, formalwear, swimming, etc.). The wardrobe also has a large variety of accessories to complement your wardrobe, including shoes, belts, bags, costume / inexpensive jewelry, etc. Clothing reappears, mended, within the wardrobe within 24 hours of its destruction.

Frozen Meals (50 CP) Any freezer you or a family member owns remains stocked with a wide-variety of frozen meals that meet your preference. The freezers are restocked once every 24 hours.

Handheld (50 CP) You have a handheld console, whichever is most common during the time period at the start of your jump. It has a cartridge / disc / whatever (which cannot be removed) that can run every game that was ever published on that handheld. The console always has power and does not require batteries. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Lunch Box (50 CP) You have a self-cleaning, hard plastic lunch box of a typical size and appearance. Once a day, if the lunch box is empty, you may tap the top of the lid, open the lunch box, and inside will appear nutritious food that meets the description of whatever you crave most in that moment. The food will not have any special properties beyond being delicious (no magical effects, etc.). If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

School Bag (50 CP) You have a backpack of a typical appearance that contains extra-dimensional space, so that twice the amount that should fit in the bag can fit in the bag. When the bag is zippered, the contents self-clean and self-organize in an intuitive manner. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Trampoline (50 CP) You have a large, round trampoline (safety netting optional). No one using the trampoline will ever fall or jump off the trampoline unintentionally. Use of the trampoline will never cause injuries (though it is possible to be injured while using the trampoline if the cause of injury is not the trampoline itself). If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Toy Chest (50 CP) You have a medium-sized wooden chest that can be used to store toys. Once a week, a non-electronic toy of your choosing that fits within the chest will appear within it. The toy cannot be especially

rare or unique. If sullied, damaged, destroyed or lost, the chest will reappear somewhere in your general vicinity within 24 hours in its original condition.

Childhood Home (100 CP[1]) You may take your starting home into future jumps. Your home will appear in the nearest community to your starting location. You will not need to pay taxes or fees to maintain the property and will have proof of ownership. If the home is destroyed, it will become available again in your next jump. *[1]In **Supplement Mode**, the cost is adjusted to 200 CP instead.*

Chores (100 CP) Separate maid, lawn, and handyman services will visit your home (or properties) regularly to clean and perform maintenance at no cost. As a result, your parents will not expect you to complete any chores, which, over the course of the jump, will give you back hundreds or thousands of hours of free time.

Family Business (100 CP) Your family owns and operates a small business like a restaurant, store, or trade shop. You can choose a type of business suitable to your social class. The business will appear in the nearest community to your starting location. You will not need to pay taxes or fees to maintain the property and will have proof of ownership. If the business is destroyed, it will become available again in your next jump.

Garage Band Instrument (100 CP) You have an instrument of your choosing typical to a garage band (a guitar, bass, drum set, keyboard, etc.) that grants the user expert-level abilities while it is in use. The user will temporarily gain a professional musician's level of understanding and intuition of that instrument. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Good Bones (100 CP CP) The household infrastructure, large appliances, and anything permanently built into your properties act as if they were of exceptionally high quality (to a contemporary standard) regardless of their actual quality or age. This does not aesthetically change or improve the affected items.

Personal Gym (100 CP) You have an elliptical and a total body workout machine. Any exercise someone performs with this equipment yields results twice as quickly as it would otherwise. The equipment will not provide similar benefits beyond peak human fitness. If sullied, damaged, destroyed or lost, the equipment will reappear somewhere in your general vicinity within 24 hours in its original condition. A note given the nature of this jump: please take care to only practice age-appropriate exercises – the manufacturer cannot be held liable for damages.

Pool (100 CP) You have a large pool in your backyard (or in your apartment building or wherever else might be appropriate) that requires no maintenance. The water is fresh and does not need to be treated with chemicals. Optionally, it may have a diving board. Unless they have their own pool, your classmates will always be envious of yours. Classmates will always accept invitations to any pool party even if they had prior engagements. You may import the pool to properties you own in future jumps. If the pool is destroyed, it will become available again in your next jump.

Racecar Bed (100 CP) You receive a bed housed within a plastic frame shaped like a racecar with a color scheme of your choosing. You will never have a bad night of sleep when sleeping in the racecar bed.

School Issued Device (100 CP) You have a top-of-the-line laptop or tablet (your preference) that will refresh its hardware every year to current standards. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition (without losing any files). This device will be unmonitored and you have full administrative controls. (note: this item may only be taken in a time period where laptops or tablets are prevalent)

School Supplies (100 CP) Your house (or properties) will always be stocked with the appropriate tools and supplies to attend school and complete academic assignments. The tools and supplies will always be of high

quality. Supplies might include, but aren't limited to: backpacks, notebooks, paper, binders, pens, pencils, highlighters, calculators, rulers, poster board, combination locks, sticky-notes, etc. They will restock once every 24 hours.

Security Service (100 CP / 200 CP) You have a security service that monitors and protects your family's property. Most of the security is performed remotely, though security team members may station themselves at the property or escort family members if there are credible safety threats. Security team members are armed similarly to typical security guards of the time period and setting. For an additional 100 CP (a total of 200 CP), there is permanent security presence of highly trained professionals at all of your properties. The security guards will be outfitted in a style similar to secret service agents (suit, sunglasses, earpiece, and sidearm).

Skateboard (100 CP) You have a skateboard of a typical appearance that grants the rider expert-level skateboarding abilities while it is in use. The rider will not be able to perform superhuman feats or things beyond their physique while using the skateboard, but they will temporarily gain a professional skateboarder's level of understanding and intuition of skateboarding. If sullied, damaged, destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours in its original condition.

Summer Home / Town Home (100 CP) Your family owns an additional property that it uses for vacations and possibly rental income. You may choose any appropriate location for a home. It will be the same size and share the same features as your regular home. In future jumps, the home will appear in a typical vacation or tourist destination (whatever is appropriate to the setting) of your choosing. You will not need to pay taxes or fees to maintain the property and will have proof of ownership. If the home is destroyed, it will become available again in your next jump.

Tree Fort (100 CP) You have the tree fort that every child dreamed of. It is large, (optionally) enclosed, and has functional electrical outlets. In future jumps, you will be able to choose to import the Tree Fort onto any property that you own. If it is destroyed, it will reappear during your next jump.

Your First Car (100 CP) The first motorized, road vehicle you obtain in any jump becomes self-cleaning, self-maintaining, and requires no fuel, fluids, or lubricant for continuous operation. If permanently destroyed, lost or stolen, the vehicle will reappear in a convenient location to you in one week's time. You always are able to produce the proper documentation for the vehicle when asked and no taxes need to be paid on it. You will never have to update the registration or have the vehicle inspected.

Jumper School (200 / 300 CP[1]) For 200 CP, the facilities of any school you attended as a student during this jump will be imported into future jumps to an appropriate location. It comes pre-populated with a faculty of followers. The followers are not persistent between jumps and are not the staff that were working there while you were a student (unless, optionally, you have selected a faculty companion option, such as **Import Faculty**). If they are public schools, they will be integrated into whatever local public education system exists (if there is one), otherwise they will operate independently. You do not own or operate the schools, but (if you are an appropriate age) you can enroll at no cost and regardless of any non-age-related eligibility requirements. The schools may optionally be adjusted to be appropriate to the setting (ex. setting appropriate curriculums, such as magic or local history) or completely out of context (ex. the school has a volleyball team in a world where volleyball never existed). For an additional 100 CP (300 CP total), you may own and operate any private schools or serve as the combined Superintendent / Principal of any public schools in a permanent posting (in addition, you may select any companion or follower to serve on any relevant School Boards). You will receive any appropriate profits or salary from the operation of the schools. If destroyed, they will become available again in your next jump. *[1]In **Supplement Mode**, the costs are adjusted to 500 / 600 CP respectively.*

COMPANIONS

All options in the **Companions** section can be taken exclusive to this jump at a discount – characters created / imported do not become companions if you take them at a discount, they exist only for this jump.

For companions that receive CP to spend in this jump: the jumper can transfer CP to these companions at a 1:1 ratio (but they may not transfer their CP back to the jumper). Companions may take drawbacks, but will not receive CP for doing so. Companions may not take companions.

Create-Your-Own:

Pet (100 CP) This can be any common pet. It will be effectively immortal. The pet will reappear the next day at your doorstep if it is ever killed, lost, or stolen. No one besides you, your companions, and anyone you choose will have a memory of its death. It will age to maturity, but never past its prime. You can import the pet without taking up a companion slot.

Au Pair (100 CP) You have a live-in nanny from another country (of your choosing) who works in exchange for room and board. You will develop a close, familial bond with them over the course of the jump. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance. This option can be chosen to create either followers or companions.

Best Friend (100 CP) You are guaranteed to develop a close friendship that will last the entire jump (unless you act to prevent this). They will be the same age as you. You can select their sex / gender / appearance. You can name a specific individual (prior to the start of the jump) if you choose the **Import Classmates**, **Import Friends**, or **Import Character (Classmate)** options. They receive 500 CP that can be used to select perks / items (does not stack with CP from other import options).

Extended Family (100 / 150-350 CP) You start with an extended family of up to 30 living members. By default, they are followers, not companions. You may determine their relation / age / sex / gender, but their history and personality will be random and shaped by circumstance. Their appearance will be determined by their parentage. You may not select paradoxical relations (ex. grandparents younger than parents). They will not live with you unless unexpected events force them to do so. For an additional 50 CP, you can name individual members of your extended family as companions (up to 5 of them, 50 CP per). Companions created by this option take up only a single companion slot to import into future jumps.

Highschool Sweetheart (100 CP) You are guaranteed to develop a friendship that will turn into a romance (unless you act to prevent this). Whether the romance is successful will be dependent on your actions. They will be a companion regardless of whether or not the romance is successful. They will be the same age as you. You can select their sex / gender / appearance. You can name a specific individual (prior to the start of the jump) if you choose the **Import Classmates**, **Import Friends**, or **Import Character (Classmate)** options. They receive 500 CP that can be used to select perks / items (does not stack with CP from other import options).

Personal Chef (100 CP) Your family has a personal chef that will prepare meals and snacks for you. Food will be prepared to your preference and you can make requests. You will develop a close, familial bond with them over the course of the jump. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance. This option can be chosen to create either followers or companions.

Personal Driver (100 CP) Your family has a personal driver that will operate vehicles owned by your family to chauffeur you from place to place. The driver is a former stunt driver of exceptional ability who is courteous, professional, and friendly. You will develop a close, familial bond with them over the course of the jump. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance. This option can be chosen to create either followers or companions.

Personal Valet (100 CP) You have a personal valet or maid. They are a similar age to you (at most, two years difference) and attend the same schools as you. They are an exceptional individual and have abilities

equivalent to the **Healthy**, **Athletic**, and **Academic** perks. You may assign them drawbacks to earn more CP to spend on additional personal Perks for them. They will live in the same house as you and be extremely loyal to you. They will be trained in the duties expected of a valet or maid and are exceptional at performing them. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance. This option can be chosen to create either followers or companions.

Rival (100 CP) You will develop a deep rivalry with another child around the same age as you. They will share similar interests and have comparable abilities granted to you by this jump. Sometimes your relationship may seem friendly and other times it may seem antagonistic. You both feel somehow tied together by destiny. You can name a specific individual (prior to the start of the jump) if you choose the **Import Classmates**, **Import Friends**, or **Import Character (Classmate)** options. This option can be chosen to create either followers or companions.

Siblings (100 CP) Each purchase of this will grant you one or two siblings (your choice). They may be older, younger, adopted, twins, and anything else that makes sense. You may determine their age / sex / gender, but their personality will be random and shaped by circumstance. Their appearance will be determined by their parentage. Each sibling gains 500 CP that can be used to select perks / items. This option can be chosen to create either followers or companions.

Soul Mate (500 / 600 CP) You are guaranteed to find the perfect match for you and to start a romantic relationship with them. In your eyes, they are a 10/10 looker, have the ideal personality, and relatable interests. Because they are such a perfect match, it is unlikely that the relationship would end without you actively sabotaging it. They will be a companion regardless as to whether or not the romance is successful. They receive 500 CP that can be used to select perks / items. For an additional 100 CP, this option can be applied to any individual that you imported (that is to say any companion entering the jump via any of the import options listed in the jump doc, however they must start at a similar age as you). As long as you remain in a romantic relationship with them, they can be imported into future jumps at no CP cost and receive the standard amount of starting CP as the jump doc provides other imported companions.

Existing Companions:

Import Existing Pet (100 CP) Any non-sentient existing pet may be imported into the jump using this option (for sentient pets, use the **Import Existing Companions** or **Bulk Import Existing Companions** options). If they do not have the appearance of a common pet (ie. an animal that can be purchased in a run-of-the-mill retail pet store), they gain a common pet alt-form that they are locked into for the jump's duration. They do not take a companion slot to import into this jump.

Import Existing Companions (100 CP) You can import an established companion using this option. They gain 800 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole, and not ones that would affect the Jumper's family directly. Each individual imported with this option will take a separate companion slot to import. You may select one of the following options for each companion imported:

- You may choose to have a familial bond with your companion – you may define this relationship as you would like it. The companion may optionally live in the same home as the Jumper for the duration of the jump or they can have their own separate living situation and family. You can choose whether or not this individual retains their memories, suppresses their out-of-context abilities, or reverts in age.
- You may choose for them to be a classmate attending the same schools. You may determine whether they are in the same grade as you or the grade directly above or below yours. If you or your family moves, they will move nearby as well. If you are accepted to or enrolled in a private school, they will be as well. You can choose whether or not this individual retains their memories.
- You may choose for them to be a faculty member. If they are not an appropriate age, they advance to an appropriate age. They may start the jump living on their own or with other companions you import. They may take any faculty position of your choosing. They will be offered a new job at any school you attend. You can choose whether or not this individual retains their memories.

Bulk Import for Existing Companions (300 CP) You can import up to eight of your established companions using this option. They each gain 500 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole, and not ones that would affect the Jumper's family directly. All companions imported with this option will take only a single companion slot to import. You may select one of the following options for each companion imported:

- You may choose to have a familial bond with your companions – you may define these relationships as you would like them. The companions may optionally live in the same home as the Jumper for the duration of the jump or they can have their own separate living situation and families. You can choose whether or not these individuals retain their memories, suppress their out-of-context abilities, or revert in age.
- You may choose for them to be classmates attending the same schools. You may determine whether they are in the same grade as you or the grade directly above or below yours. If you or your family moves, they will move nearby as well. If you are accepted to or enrolled in a private school, they will be as well. You can choose whether or not these individuals retain their memories.
- You may choose for them to be faculty members. If they are not an appropriate age, they advance to an appropriate age. They may start the jump living on their own or with other companions you import. They may take any faculty position of your choosing. They will be offered a new job at any school you attend. You can choose whether or not these individuals retain their memories.

Existing Relations:

Import Classmates (50 CP) The children the jumper attended compulsory education with populate this jump's schools. They are alternate universe clones of those individuals and do not possess any of their memories. They are not guaranteed to develop the same personalities and traits because their environments will be different. These individuals are imported as followers.

Import Faculty (50 CP) The teachers and staff members who worked at the jumper's schools for compulsory education will occupy similar positions at your schools in this jump. They are alternate universe clones of those individuals and do not possess any of their memories. They will begin with the same personalities and traits, but may develop new ones due to their changed environment. These individuals are imported as followers.

Import Individual Family Members (100 CP) The Jumper can import any individual from their home universe that they were related to. This individual will live in the same home as the Jumper for the duration of the jump. You can choose whether or not this individual retains their memories or reverts in age. All individuals imported with this option will take only a single companion slot to import. If imported family members are school-aged, they receive 500 CP to spend on perks / items.

Import Friends (100 CP) The Jumper can import any individual from their home universe that they were close friends with. This individual may optionally live in the same home as the Jumper for the duration of the jump. You can choose whether or not this individual retains their memories or reverts in age. All individuals imported with this option will take only a single companion slot to import. If they are school-aged, they receive 500 CP to spend on perks / items.

Import Family (200 CP) The Jumper can import all members of their family (they must have been alive when the Jumper was their starting age and they cannot be further than two generations removed). Only the Jumper's direct family members will live with the Jumper for the duration of the jump unless specific circumstances dictate otherwise. These individuals do not retain their memories and they revert to the age that they were when the Jumper was their starting age. The entire family only takes a single companion slot to import. Alternatively, they can be taken as followers.

Characters from the Multiverse:

Import Character (Classmate) (100 CP) Any school age character from a media franchise can be imported. They will have a similar background as their actual character history, but retain none of the memories from that other universe. They are not guaranteed to develop the same personalities and traits because their environments will be different. They will begin at the same age as the Jumper and attend the same schools. They lose all out-of-context abilities. Non-human, augmented, and magical characters will be altered to be mundane humans (or whatever might be appropriate should you be using supplement mode). They may optionally, at the jumper's discretion, regain their abilities (appropriate to the place you start in the timeline) if you jump to the setting they originate from (this is to say, any setting in which they are a featured canon character).

Import Character (Faculty) (100 CP) Any character from a media franchise that features teachers instructing students in a school setting can be imported. They will have a similar background as their actual character history, but retain none of the memories from that other universe. If they are an adult in their source material, they will begin at the same age as their source material. If they are not an adult in their source material, they start at age 22. They lose all out-of-context abilities. Non-human, augmented, and magical characters will be altered to be mundane humans (or whatever might be appropriate should you be using supplement mode). They may optionally, at the jumper's discretion, regain their abilities (appropriate to the place you start in the timeline) if you jump to the setting they originate from (this is to say, any setting in which they are a featured canon character)

DRAWBACKS

You can receive a maximum of 800 CP from the drawbacks that you take.

Animated (0 CP) The setting is rendered in the artistic style of your choosing and behaves with physics appropriate to the art style (ex. western cartoons, chibi, Ghibli, etc.).

Delayed Graduation (0 CP) Your jump will not end until you graduate high school.

Extended Year (0 CP - incompatible with **Endless Summer**) The year is now twice as long (730 days, 104 weeks, still split roughly evenly across 12 months). This does not have any negative effects on the climate, environment, or similar. Individuals still grow / mature / develop / produce / etc. the same amount as they would have in a given year.

Monogender (0 CP) Any school you attend will be either an all-boys or all-girls school. You may choose the school's policies regarding transgender individuals, as long as those policies are appropriate to the setting. Your assignment to either an all-boys or all-girls school must be consistent with your gender and the school's policies.

Overactive Imagination (50 / 100 CP) For 100 CP, you have an overactive imagination, are easily distracted, and susceptible to delusion. Wild thoughts regularly pop into your head that you feel compelled to express to others. When you are presented with mundane, run-of-the-mill information you can't help your mind running a mile-a-minute to wonder what amazing, terrifying, or strange events may have actually taken place (ex. you are told a classmate is out sick, but have they actually been kidnapped by pirates? Or maybe they're at their secret laboratory, just finishing building their giant robot? Or maybe they've run away and joined the circus – but it turns out the circus people are actually vampires?! Or maybe they died in a terrible accident and their ghost is sitting in their desk right now! Etc.). For 50 CP less (you receive a total of 50 CP instead of 100 CP), these thoughts can feed a single delusion or conspiracy (ex. maybe you think you are a superhero, but something is sapping your powers, and every new situation seems to somehow reinforce that belief for you).

ADHD (100 CP) You have trouble paying attention, controlling impulsive behaviors (you may act without thinking about what the result will be), and are hyperactive. Your condition can be managed with the standard medications.

Angst (100 CP) You feel misunderstood by adults and your peers. You experience a generalized anxiety that leads you to be moody and emotional. Sometimes you will feel like you want to disengage and isolate and others you will be unhappy for not being the center of attention. You will have a negative self-image, constantly scrutinizing your appearance and behavior. These feelings will be invasive and ever-present.

Asthma (100 CP) You sometimes have difficulty breathing, especially after physical exertion or when air quality is poor. You will experience coughing (especially when you wake up and before you go to sleep), wheezing, shortness of breath, pain in your chest, and trouble sleeping related to your breathing problems. Your asthma can be treated with an inhaler and other appropriate mundane medications.

Body Image (100 CP) You do not like the way you look and are decided on one or more unhealthy ways of dealing with it (ex. if you feel overweight, you may develop anorexia or bulimia). Your issues with body image will have a significant impact on your self confidence and the way you feel about yourself.

Bully (100 CP) One of your classmates constantly picks on you. They are physically bigger than you, stronger than you, and know how to use that to their advantage. They will regularly threaten you and demand you give them your things (like lunch money). Adults and teachers will be completely oblivious and even when caught, the worst thing that will happen to them will be a slap on the wrist.

Chatterbox (100 CP) You can't but help to verbally express your every thought and question. Others will tire from your constant, never-ending questions and long-winded, distracted stories. This may complicate your situation if you have retained memories and abilities, especially if you have not taken **Nothing to See Here**.

Even Younger (100 CP) Instead of beginning on the first day of compulsory education, the jump begins on the first day you attend school at a daycare or an early education center. You may choose the exact timing (which may make you as young as six-weeks old), but in order to take this drawback, it must extend the length of your jump by at least two years.

Foster Child (100 / 300 CP) Your legal guardians are not your parents - at first, they are strangers assigned by the state. While this is a somewhat traumatizing experience, it's not so different from having biologically assigned parents and they might adopt you permanently. For an additional 200 CP, you will have issues being placed with a family permanently and will bounce from household to household with a different set of foster parents each time.

Get to Work (100 CP) As soon as you are legally able, you must work the maximum number of legally allowable hours. Your wages will go directly to your parents.

Harsh Discipline (100 CP) If you don't toe the line, you'll find your school and your parents handing out disproportionate punishments compared to your mischief. The methods that they use to punish you will feel arbitrary and cruel.

Homeschooled (100 CP) You will not attend school in person. Instead, your parents will do their best to teach you from home. You may find it hard to make friends and relate to other children your age. Entries that affect your teachers / school will affect your parents / home instead – where this creates issues, assume the interpretation that will be less advantageous.

Incontinence (50 / 100 CP) Occasionally, you will lose control over your bladder and / or bowels, especially if you are unconscious, causing you to soil yourself. This will occur at irregular, inopportune intervals and will be a source of great humiliation to you. For 50 CP less (you receive a total of 50 CP instead of 100 CP) the drawback only causes this to happen when you're asleep. You will still find this highly embarrassing. You can eventually grow out of your bedwetting, but it will take much longer than normal - several years at least, regardless of your starting age.

Lower Class (100 CP) You belong to the lower class, with a household income in the bottom quartile. Your social class will have dramatic impact on your quality of life and the experiences you have access to.

Mental Instability (100 CP) You are prone to dramatic mood swings and mental breakdowns. You also have a low tolerance for stress.

Military School (100 CP) You are under constant threat of being shipped off to military school by your parent(s) or guardian(s). If you are formally disciplined by the school or they catch you significantly breaking a rule or expectation of a parent or guardian, you will be sent to military school. None of your companions or in-universe friends or acquaintances may follow you to military school - they may not attend, work at or live near the military school. You may not take this drawback if you are already attending or planning to attend military school.

More Assignments (100 CP) You are assigned significantly more out-of-class work to complete, including major assignments. You might need to spend hours on a nightly basis just to pass your classes - even if you took **Academic**.

Overshadowed (100 CP – requires a sibling) You have a sibling that your parents clearly favor and give more attention. They get animated when telling stories about your siblings or their accomplishments and will talk about them at length, but when discussing you they always seem to find a way to pivot back into talking about your sibling. Your sibling is likely to get credit for things that you did and you are more likely to receive blame for things that they did. Your sibling also seems slightly better than you at everything.

Persecuted (100 CP) You are targeted and harassed by your peers for one or several traits that they perceive as being different and bad. Other students attending your schools will regularly make remarks or take minor actions that make you feel unwelcome and unliked (especially when they are able to express their dislike for you anonymously). Your memories and feelings regarding the things they say or do will remain fresh.

Runaway (100 CP) At some point before your tenth birthday, your parents will buy you a pet that you will immediately fall in love with. Two weeks later, the pet will escape due to some circumstance that you cause (ex. you left the door open, you dropped their leash, etc.) and will blame yourself for. You will never find the pet or learn their eventual fate. You will constantly be reminded of the pet throughout the remainder of the jump.

School Uniforms (100 CP) Your school has a strictly enforced dress code involving plain, modest clothing, that leaves everything to the imagination. The school provides them, but they must be purchased by your parent(s) or guardian(s) for a modest fee.

Shared Birthday (100 CP) You share a birthday with one of the most popular kids at school and all of your friends are always invited to their parties (which are always fun and extravagant). Depending on your relationship, your friends may choose to go to their party instead of seeing you. Due to circumstance, individuals that attend one birthday party won't be able to attend the other. You may not attend the other child's party or share a party with them.

Social Stratification (100 CP) Every school you attend is especially clique-ish. There are strongly defined social groups and no one is willing to cross those boundaries. It will be difficult to maintain friendships in multiple friends groups. Membership in certain groups may lead to hostility from others.

Understaffed (100 CP) The schools you attend will all be understaffed leading to packed classrooms, teachers giving lessons without preparation, difficulty receiving individual attention, and poor maintenance of facilities.

Always Moving (200 CP) You will transfer to a new school in a different state every year. It will be difficult to make friends, leaving you feeling isolated and unrooted.

Bad Facilities (200 CP) Your schools were built a century ago or longer and they have not been updated to modern standards. There is no heating or air conditioning. The lighting is poor. The bathrooms are dirty. The cafeteria is unsanitary.

Bad Teachers (200 CP) Your teachers are disinterested, boring, and mean-spirited. Their teaching style is inconsistent and hard to follow. They will not pay you any positive attention outside of class.

Child of Divorce (200 / 300 CP) You have two parents or guardians, but they are divorced. It was not an amicable separation. You will split your time in different households, which has many consequences, including making it harder for you to spend time with friends and focus on school. For an additional 100 CP, you will have a step-parent who is actively antagonistic to you and will have a volatile relationship with your parent (their spouse).

Nemesis (200 CP) You must select one of the following: (1) a classmate, (2) a faculty member, (3) a family member. Your nemesis will actively work to undermine you and crush your spirit. They will dedicate most of their available free time to making you miserable.

Only Way Out (200 CP) You fail the jump if you do not graduate high school (or attain equivalency) before the end of the jump.

The Party (200 CP) Sometime in highschool (or the equivalent), a rumor will spread that you are throwing a giant house party, and there is nothing you can do to stop it. Circumstances will line up so that your parent(s) or guardian(s) is / are getting home late, and they will arrive sometime between 11PM and 1AM at a moment you will find particularly inconvenient. If you have a romantic interest or significant other, you will deeply offend them at some point during the party; if not, you will get into a heated argument or a fist fight with a close friend. Droves of school agers will arrive at your home starting immediately after school – first a trickle, and then hundreds. They will bring alcohol and illegal drugs. Theft and property damage will be rampant. Nothing you can do will dissuade them from having the party. The police will show up, but they will not do so until the party is wildly out of hand. You and your parent(s) / guardian(s) may face significant legal repercussions, particularly if anyone dies at the party or on their way home from it. You will be required to thoroughly clean the entire house, top-to-bottom without any assistance and make any repairs necessary (and there will be several). You will be expected to replace any damaged or stolen items; if you do not have savings, you will be required to find employment to pay this off. You will find the entire experience unpleasant, even in hindsight.

Inattentive Parents (300 CP) Your parents are negligent and will regularly not provide for your basic needs. You will find yourself having to be your own parent more often than not.

No Friends (300 CP) No matter what you do, you will not be able to form any lasting friendships. No one will want to hang out with you outside of school and in school no one will be more familiar than they have to be.

No Summers (300 CP) School is now year-round and there are no breaks longer than a week.

Single Parent (300 CP) You have one parent or guardian instead of two. This makes their job harder and makes it more difficult for them to be attentive and meet your needs.

Unloving Parents (400 CP) Your parents do not love you and they don't make it a secret. They will eject you from their home as soon as they can find an excuse to do so.

Not a Delusion (400 CP - requires the 100 CP **Overactive Imagination** drawback option) Your "delusions" become real when you have them. Whenever you unintentionally imagine something to be true, it becomes true (example: I imagined my teacher was a vampire, and now she is). You cannot control the delusions you experience.

Social Ineptitude (100 CP) You are awkward and uncomfortable in social situations. You struggle to pick up on social cues, initiate conversations, and relate to others. You frequently miss nuances in body language, tone, and facial expressions.

Ineloquence (100 CP) You have difficulty articulating your thoughts and expressing yourself verbally. Your speech includes frequent pauses, filler words, backtracking, and misspeaking. You often cannot find the right words when speaking and fail to make your meaning clear.

Bad Memory (100 CP) Your memory is below average. You forget details and events quickly. You regularly misplace items, forget plans, and fail to recall facts. Your forgetfulness causes problems and frustration.

No Sense of Humor (100 CP) You have no appreciation for or skill with humor. Jokes and comedic situations are lost on you. You cannot intentionally make others laugh. Your serious nature makes you oblivious to and impatient with lightheartedness.

Bad Puns (100 CP) You compulsively make cringeworthy puns at every opportunity. Your puns elicit groans and eye rolls from all who hear them. You cannot restrain yourself from punning, even if others plead for you to stop.

Poor Judgment (100 CP) You frequently make foolish, unsafe, and short-sighted choices. You fail to properly assess risks, consequences, and your own limitations. Your poor judgment gets you into precarious situations on a regular basis.

Bad Language Skills (100 CP) You struggle to learn and use languages other than your native tongue. You cannot pick up new languages or retain ones you know without constant practice. You have a strong accent that others find difficult to understand.

Penny Pinchers (100 CP) Your parents / guardians are excessively frugal and reluctant to spend money on you. They will avoid costs for extracurricular activities, entertainment, hobbies, and more. You have to deal with tight budgets and being told "no" when asking for things.

Lazy Parents (100 CP) Your parents / guardians are lethargic, unmotivated, and slow to take action. They put minimal effort into parenting, frequently forgetting responsibilities. You often have to pick up their slack and manage things yourself.

Uninterested in Learning (100 CP) You have no natural curiosity or drive to learn new things. You are apathetic about academics and education. You must force yourself to pay attention in class and study.

CHALLENGES AND SCENARIOS

You will be given the opportunity to attempt any challenges / scenarios that you wish to take. Those you do not wish to take will not present themselves as opportunities if you do not want them to.

100% You can import any video game (and the device you played it on) into a future jump if you complete it, 100%. Importing the games and devices will not have any import cost.

4.0+ You will gain the ability to game the system if your GPA at the end of the jump is 4.0 or greater (note: if your school does not track GPA, use the honor system and ask yourself if you've achieved a similar outcome). When you become a member of an organization, you will immediately understand the track for advancement within that organization and what steps you need to take to advance.

Academic Decathlon These competitions consist of ten events: seven objective multiple choice tests, two subjective performance events (an interview and speech), and an essay. They require knowledge in art, economics, language and literature, math, music, science, and social science. Topics are thematically linked each year (with the exception of math). One topic each year is chosen for the Super Quiz format (which is the only event viewable by the public), where a coordinator reads questions aloud and students are given seven seconds to select the correct answer. Team and individual medals are awarded within each tier of the competition. Your team is a quirky and fun group of social outcasts. If your team makes it to Nationals, you will find that most of the competing teams will post perfect scores in the objective sections and that there is stiff competition in the subjective events as well. If you place for a team award, you become significantly better at working in a group and identifying / playing to individual team members strengths and weaknesses. If you place for an individual award, you will retain a perfect memory (with instant recall) of the knowledge relevant to competing in an academic decathlon.

Acceptance Letter If you receive an acceptance letter to a college or university, you may immediately proceed from this jump the **Generic College Years Jump** and attend the college or university you were accepted into. Alternatively, you may choose to be a full-time student at any college or university you have been accepted to in future jumps that the college or university exists in (tuition free, room and board included).

Adventures in Truancy In 8th-12th grade (or the equivalent), should you choose to skip school or take a sick day, you will find yourself dragged into a series of over the top shenanigans for the whole day by an outgoing friend or acquaintance. Each of the various escapades you are forced into will risk revealing to an authority figure (a parent or guardian, a school official or other appropriate adult person) that you are skipping school, as it will just so happen that they are nearby or that the event is broadcasted or filmed. The day will culminate in you leading a full blown parade through the middle of the city (or somehow similarly drawn into an event of a similar scale). If you can avoid being found out, authority figures in the future will be near-completely oblivious to your absence in situations where you would wish them to be.

Adventures in Detention Whether you deserve it or not, at some point during your education, you will find yourself attending a Saturday detention with four fellow students that are virtual strangers to you, and probably belong to very different sets of circumstances. You will have an opportunity to confront any prejudices you might have regarding those from different walks of life as well as participate in various rollicking but ultimately bonding escapades, right under the nose of the supervising vice-principal. If you manage to breakthrough to your fellows and avoid the vice-principal's ire then you will come away with an expanded perspective into how different you and your classmates are, but how this is ultimately unimportant and there are many ways in which we're all the same. You'll also have made four new friends with whom you will share a deep and abiding connection, as well as have an easier time connecting in the future with people from other walks of life.

After-School Job If you get an after-school job and are not late and don't miss a shift for 100 consecutive shifts, your salary will double and in future jumps, you will always get any job you are asked to interview for.

Arcade Hero At the end of the jump, you gain ownership of any arcade cabinet that you have the High Score listed on. You may import them into any future jump for free. Otherwise, you can place them in your warehouse. These machines will not need maintenance or a source of electricity to function. Any arcade you visit will have one teenager (a very competitive teen that loves to smack talk) whose mission in life is to set the high scores on each cabinet.

Beauty Pageant Should you decide to enter a beauty pageant (or should your parent(s) / guardian(s) decide for you), you will find yourself with steep competition. Several of your competitors are attractive and talented enough to deserve winning if it were another beauty pageant, but the anticipated front runner is stunning. Somehow, you don't know them, even though they apparently go to your school, but they already have the start of a promising modeling career, above a 4.0 GPA, and a killer talent. It seems strange that no one at the school seems to know them. If you win the beauty pageant, you will become predisposed to be an ageless beauty. In any of your forms, you will seem to physically age slower and more gracefully. You will always remain at the height of attractiveness for your age.

Big Fish There's local folk tales about a fish of legendary proportions that supposedly lives in a nearby body of water. If you catch the fish, you will always be able to discern between the truth in folklore and the exaggeration. If there is any scrap of truth to a folk tale or legend that you learn about, you will be able to know what that is. The fish will not bite any store-bought lures and will snap any standard fishing line.

Bike Race Bullies in a grade above you have organized a bike race through town to settle a dispute between them and you / your group of friends. The particulars might be different, but the stakes will be something like: *if we win, you can't hang out at the playground anymore; if you win, we'll stop bothering you.* Throughout the designated race track, the bullies will have set up obstacles that are intended to slow you or your team down. They will likely try to cheat in several different ways. If you manage to win the race, you (and anyone on your race team) will gain the ability to stand up to bullies. Attempts to bully or intimidate you will have no effect on you emotionally.

Boat Race Sometime before you enter the sixth grade, you will have the opportunity to enter a competition where you are expected to build a model sailboat and participate in a race. If you win the race, you gain intuitive, expert knowledge of how to operate a sailboat. One of the other children competing (a wealthy child with a snooty accent) will have a professionally made boat.

Books are Friends At the beginning of future jumps, you will receive a copy of any published books that you reread at least five times or any series with at least 10 installments that you read to completion or any books that you attend the launch event for. This excludes out-of-context books or books purchased with CP.

Bridging the Divide (this scenario requires you to attend a school heavily divided into cliques or similarly exclusive social groups) You cannot tolerate how the students of your school treat each other any longer. You are going to cause an event that breaks down these artificial boundaries - you're just not sure how you're going to do it yet. If you are able to dismantle the clique establishment of your school and replace it with something more welcoming and inclusive, you will find that you are able to build relationships with anyone regardless of their other social affiliations.

Broadcast Journalism If you take a broadcast journalism course, you will be given the opportunity to create a segment for a junior reporter program hosted by a public broadcaster (the equivalent of a local NPR or PBS station). If the program is picked up and run by a national broadcaster, you will gain strong editorial instincts and the ability to flawlessly and effectively read off a teleprompter without sounding like you are doing so.

Bull Riding As part of a carnival held at your school, there will be a mechanical bull. If you are able to remain on the mechanical bull longer than any of your classmates, you will intuitively gain the abilities of a professional equestrian. You will be able to make quick bonds with horses and perform complicated tricks and maneuvers

on horseback. One of the classmates you will be up against is a student who always wears a cowboy hat in class and competes in youth rodeos.

Camping Out If you sleep a night in a tent in your backyard with family or friends, you will gain the ability to easily fall asleep in any position you find yourself contorted into and still get good rest without any aches or pains when you wake.

Capture the Flag Your school runs an epic capture the flag game against a rival school once a year. The playing field is massive and includes a considerable amount of your community and is split into two territories. The goal of the game is to take the opponent school's flag to your base. Whichever school accomplishes this first, wins. Players that are tagged while in their opponent's home territory must report to "jail." If you capture the opponent's flag, you will begin to display a commanding presence that makes others want to follow you.

Carnival You may import any prize you win in a carnival game into future jumps at no cost.

Cartoon, Cartoon At some point during the jump, a major broadcasting network will hold a contest to produce a single season of a cartoon show based on the idea of a contest pitch submission. The network will receive thousands of submissions, including one from a shy student that recently transferred to your school who has put together a well thought out and professional pitch with gorgeous concept art. The network may renew the show for additional seasons if it turns out to be successful. If your submission is chosen, you will receive a copy of the show in a format that will be playable on any media player in future jumps.

Chess Tournament If you enter a school-sponsored chess tournament during the jump, one of your classmates, an athletic student known for being an all-star on a popular school sports team will also enter the tournament. It turns out that they are a Class A USCF ranked chess player - the highest ranked player participating in the tournament, but they don't like to let others know that they are into chess. If you outperform them (fairly or through coercion), you will gain the chess skills of a grandmaster.

Classroom Pet In elementary school, one of your classes will have a class pet that is cared for collectively by the class. On the weekends, a different student takes the pet home to care for them on a rotating, volunteer basis. The first time that you volunteer and take the pet home, it will escape your house. If you are able to locate the pet and return with it to school, no pet of yours will ever run away again.

Concert Choir If you join your school's choir, they will be invited to perform at the state house (or equivalent) for an official event. You will be assigned as a soloist for one of the songs. If you are able to successfully perform the solo, you will gain the ability to sing with perfect command of rhythm and harmony.

Debate Team If you join your school's debate team and win a competition you participated in, you will receive the ability to construct and deliver an effective argument for any side of a debate.

Driver's Ed If you are able to receive an unrestricted driver's license before the end of the jump, in future jumps, you will always be assumed by authorities and others to have permission to operate any common class of civilian transportation, even if you do not have identification documents.

Eating Competition At some point, you will have the opportunity to compete in a speed eating competition – specifically a pie eating contest. Each competitor will be served a slice of pie of the same size with a dollop of whip cream on the top. Contestants will have to eat the pie slice while sitting on their hands. You have to swallow before raising your hand, signaling that you have finished. One of your classmates competing against you will eat their slice in two bites (one for the whip cream, one for the pie). If you win, you will never suffer adverse effects from overeating, such as weight gain or indigestion.

Egg Baby In a high school health class, you will be given an assignment to keep an egg-shaped device safe and on your person for a week to supposedly simulate parental responsibilities. The device has an alarm that will go off at irregular intervals that can be turned off by the push of a button. If you can manage to keep the egg safe, always silence the alarm within 30 seconds, and have it on your person for the week, any future offspring of yours will avoid significant, accidental injury during infancy / toddlerhood.

Essay Competition If you win a statewide or national essay competition with at least 100,000 entrants, you will gain the ability to write convincing, captivating, and effective persuasive columns and essays on any topic you have passing familiarity with. You also gain perfect command of grammar when writing. In addition, you will also be able to recall appropriate quotes at significant times.

Fitness Exam Regardless of whatever the current fitness standards are for the time period and setting you occupy, if you are able to meet the original Presidential Fitness standards established under the Eisenhower administration for every year of the jump in every category of the test, your physical abilities will never degrade.

Free Willy You will learn about an animal being mistreated in a nearby zoo, aquarium, circus, or theme park. If you can rescue the animal successfully, no animal will ever attempt to harm you without being provoked.

Game Show You will have the opportunity to appear on a children's game show of your choosing (ex. Legends of the Hidden Temple, Double Dare, etc.). If you win the game show, you may take any prize into future jumps. If the prize is a vacation, you will be able to take a similar vacation at no cost once per jump.

Girl Scout Cookies As a fundraising activity, an organization that you belong to will sell cookies, popcorn, coupons, or some other product typical of this sort of fundraiser. If you can sell more product than any other participant in your school district, you will develop a natural sales acumen. You will be able to quickly identify prospects, have effective customer conversations, accurately qualify opportunities, and consistently close opportunities.

Guinness Book of Records If you set a world record (as an individual or with a group) future jumps with equivalent publications that list that record type will have your record listed until it is surpassed. You may import a certificate of your accomplishment into future jumps at no cost.

Hall Monitor In elementary school, students in your class are assigned hall monitor duties on a rotating basis. The hall monitor is expected to help ensure students arrive at their classes on time and have permission to leave their classroom, generally by checking to see whether they have a "hall pass." The first time that you are assigned hall monitor duties, you will observe an instance of bullying that will escalate into physical violence unless you intervene. If you are able to break up the incident successfully with no injuries to any party, you will gain significant skill in keeping tense situations from escalating into violence.

Haunted House Every year, your town puts together an absolutely terrifying haunted house. If you can complete the haunted house without making any visible or audible reactions, you will become immune to jump scares.

Junior Park Ranger If you visit and spend time at every National Park and Monument, you will gain an intuitive understanding of any natural process that you observe. You must collect the stamp that they give out in the visitor center or gift shop. You will gain the ability once you have all the stamps in your collection (and have physically visited each site).

Kissing Booth At some point, your school will have a fundraiser or carnival and a kid that had agreed to do a kissing booth will come down sick. They need someone to fill in and for some quirky-and-possibly-contrived reasons it's going to be you. If you do, you'll get the chance to kiss at least a few people you wouldn't mind kissing - and since you were forced to participate, no one will be jealous or upset at you.

Launch Night For any book / movie / console / product launch that you wait in line overnight to make a purchase for, the newly-released item that you purchased will receive fiat backing. If it is ever lost or destroyed it will reappear after 24 hours in a nearby, accessible location.

Lead Role If you are able to be cast as the lead role in a school play and deliver a performance, your acting abilities will improve to the point where you are able to convincingly telegraph any emotion on command.

Man's Best Friend Any dog that you have as a pet that survives to the end of the jump can be imported to a future jump without cost or taking a companion slot. The dog is not immortal and will only live a natural lifespan without further intervention.

National Championship If you win a national championship as a member of a sports team, you will mature into the peak physical fitness that your anatomy can support (this does not override other perks or abilities that allow you to increase your physical abilities beyond those limits). In this and any future jump, when you have fully matured, you will have peak human strength, speed, and reaction times (as a floor, not a ceiling - you can raise your abilities beyond this through perks or abilities). In the final game of the championship, the other team will be ahead in score at the halfway mark and your coach will give a rousing speech.

Newspaper Anytime you are mentioned in a newspaper, you will receive a copy of that paper. You may import any of these newspapers into future jumps at no cost.

Old Building Occasionally, buildings will be scheduled for demolition that are of arguable local cultural or historical significance (a theater, factory, home, etc.). If you can save a building from demolition, you can import it into future jumps as owned property (that you do not need to pay any taxes or fees on) at no CP cost.

Olympian In 1896, Dimitros Loundras set the record for being the youngest Olympic team medalist at 10 years, 218 days. Since then, there have been school aged competitors in every Olympic games. If you participate in an Olympic games during the course of the jump, your physical condition will never deteriorate below what it was when you competed. If you medal in an Olympic games, you will gain expert, Olympic medalist-level ability in every Olympic event.

Parade Float You will have the opportunity to decorate a float for a parade. There will be a contest for the subjective and somewhat arbitrary title of "best float." One of your classmates will design a different float with help from their parent who has previously designed a float that was used in a major parade and is friends with one of the judges. If your float wins, you will be able to make cosmetic (not functional) changes to any vehicle you possess just by willing them to be so – the changes take 24 hours to come into effect.

Perfect Test Scores If you achieve a perfect score on a general college-level aptitude test (ex. a 1600 or 2400 on the SATs depending on the time period), your academic skills and knowledge will never deteriorate.

Picture Day If you take an individual school photo each year and appear (to your own standards) looking good in each of them, you will find that you will appear photogenic (by the same standards held previously) in each picture taken of you from that point onward.

Pitch Perfect If you join your school's a cappella group and win a regional competition, you will gain the ability to sing with perfect pitch. The regional will have stiff competition, including a team that won a national championship in the previous year that your school has a fierce rivalry with.

Poetry Competition If you win a statewide or national poetry competition with at least 100,000 entrants, you will gain the ability to speak in a meter and / or rhyme scheme of your choosing at will without it slowing or

otherwise hindering your speech (or comprehension thereof). You will also be able to recall appropriate poetry quotations at significant times.

Prom If you are elected prom king or queen in a free and fair election, voted on by your peers, you will find it easier to make friends and influence people. Should you find yourself in positions of authority, your subordinates are more likely to respect you and less likely to rebel against your authority.

Renaissance Fair If you are able to unseat an able-bodied, adult rider (who is not taking it easy on you) while participating in a joust on horseback, you may begin future jumps with a horse and a suit of full plate armor at no import cost.

Regionals If you join your school's show choir group, you will be entered into a regional show choir competition.The regional will have stiff competition, including a team that won a national championship in the previous year that your school has a fierce rivalry with. If your team wins you will gain a natural aptitude for choreography and your physical exertions (such as dancing) will never impede your ability to sing.

Ride All the Rides If you ride all of the rides at a major theme park in a single day, you will be able to import the theme park into any future jump at no cost. You will not own the theme park, but you will never need to pay admissions. You will also become immune to nausea. Parks are considered to be separate theme parks for these purposes if their admissions are sold separately (ex. Magic Kingdom and Epcot are separate).

Robotics Competition If you join a robotics club, any robot that receives an official award or places in a competition will become a fiat-backed item that you can import into future jumps at no cost.

Rumble If you regularly hang out with a crew of neighborhood friends into your teenage years, another nearby crew will develop a rivalry with yours. Beginning with pranks or minor disagreements, this will escalate into outright violence, unless you deescalate the situation. Eventually, if the situation is not deescalated, one of your neighborhood friends will end up in the ICU with life-threatening injuries (they will survive). One of your other crew mates will organize a rumble to finally settle things between the gangs, which will involve extreme (and possibly deadly) violence if it comes to pass (though it will not involve firearms). If at this point, you are able to deescalate the situation between the gangs and there is no further violence, you will become significantly more likely to succeed in any crisis negotiations you participate in in the future. If you participate in the rumble and survive, you will no longer experience fear in combat scenarios.

Sandlot Kid Somewhere in your neighborhood is an empty lot that local kids around your age use for sandlot baseball games during the summer. If you can muster the courage to introduce yourself and ask if you can play, you'll come to know a diverse and eclectic group you otherwise might not have and potentially experience various other adventures together around town. Bordering the lot is a yard with a loud and intimidating dog that will collect any balls hit into the yard. Circumstances will ensure any home runs hit will fall into that yard, and any ball lost this way ends the game for that day at least - unless you go over the fence to retrieve the ball and escape the dog by outrunning it. If you do, you'll find the dog is actually quite friendly, and will happily let you use any of its many collected baseballs for your games. You'll also get a baseball autographed by Babe Ruth and the rest of the 1927 New York Yankees.

Science Fair If you enter a science fair, you will find that there are a lot more science enthusiasts attending your schools than you anticipated, maybe even some classmates that you are close with but didn't know had a passion for the sciences. In general, the number of entries in the science fair and the level of quality of those entries will be extremely high. If you are able to win the science fair, you will obtain a level of knowledge and understanding in the related subject of your science project of a bachelor's degree.

Scouts For any badge (or equivalent) you earn in a scouting organization (or similar extracurricular organization), the skills trained to achieve that badge will never deteriorate (ex. if you had a sewing badge, your sewing skills would never deteriorate).

Secret Admirer You will have a secret admirer. They will not make their identity obvious and will not tell anyone besides their closest friends. In fact, they will try their hardest to prevent you from finding out. If you can identify who they are, you will have the opportunity to begin a relationship with them. They will be someone that you are compatible with and that you find attractive.

Shoveling Driveways You start future jumps with an equivalent amount of currency to any money that you earn in this jump from shoveling driveways or mowing lawns. If you shovel someone else's driveway or mow someone else's lawn for free (with their approval), this counts as having earned $10 of purchasing power in 2020 USD for doing so.

Soap Box Derby If you win a Soap Box Derby competition, you will intuitively gain the abilities of a stunt driver. You will be able to perform complicated tricks and maneuvers with any ground vehicle you operate. One of your competitors (a rough and tumble child that lives near a scrapyard) will attempt to cheat by sabotaging the other vehicles.

Snowed In If your school has a ski trip and you attend, you will be snowed into your cabin in an avalanche. You will be trapped inside the cabin for a week before you are rescued. If you survive and spend the full week in the cabin, any individuals you go through traumatic experiences with will be more likely to agree to become companions than they otherwise would have been. Also, you become well adapted to living in tight quarters with a small number of people for extended periods of time and can more easily defuse tension in those situations.

Spelling Bee If you enter a spelling bee, the greatest competitor that you are up against will be a shy, quiet, bookish kid that you may never have noticed before - they don't call much attention to themselves, but spelling and grammar is their true passion. They will never misspell a word, so you will need to stalemate them into a tie or, to win, you will need some way of cheating. Be warned, if you cheat, they will be heartbroken. If you are able to tie or win a national championship, you will always be aware of the correct spelling of any word in a language you are familiar with.

Spin the Bottle If you're invited to play a game of spin the bottle with a group of at least five other people and you follow through and kiss someone you are not romantically interested in, you will have good luck finding romantic partners in the future and your first dates will always go smoothly (barring you taking action that would specifically sabotage it).

Student Council If you are elected class president, you will always have good luck running in elections and your opponents will always perform below expectations in any formal debates you participate in.

Take Me Out to the Ballgame If you catch a baseball in the stands hit during the course of a professional game, you will never drop any object thrown to you (provided it is something you are able to hold and carry under normal circumstances).

The Big Kiss If you have one, your crush will be cast in a school play in a leading part that shares a kiss with the other lead role (such as *Romeo and Juliet)*. If you are able to kiss them during a performance, they are guaranteed to say yes if you ask them out on a date.

Treasure Hunt You will find a treasure map associated with some local legends. If you follow the map, it will take you all across town in a massive scavenger hunt with difficult and obscure clues. If you are able to solve all of the clues and find the treasure, you will find a little box with a slip of paper inside. The paper will read,

“the real treasure was the friends you made along the way.” You may take any individuals who helped you with the treasure hunt as followers in future jumps.

Up All-Night If you and all the attendees of a sleepover you were invited to pull an all-nighter you will need less sleep in the future. You need half the amount of sleep to get a full night’s rest. You must skip a night of sleep, staying awake for a minimum of 32 hours (this condition applies to you, but not the other attendees).

Valedictorian If you are named as your class valedictorian, you will always be perceived by others as intelligent and admirable.

Volunteer You may contribute the number of hours you spent volunteering in this jump towards any altruistic cause in each future jump. The effect will be as if you had spent the same number of volunteer hours (at the power level you were at the time) working to promote that cause. The time allocated must be towards the type of activity you could put on a college application in the mundane world.

Witch’s House Somewhere near your house there is a spooky, dilapidated building and there is local folk legend that there is a witch that lives there. If you and a friend stay in the house overnight, you will find a chest with a sad journal and some simple treasures. You and the friend will be bonded for life and you may import them for free into future jumps without paying a CP cost or taking up a companion slot. You may attempt this exactly once. That night, there will be a freak storm (either a thunderstorm or a blizzard depending on the season), there will be an animal trapped in the house (it will pose no real danger to you), there will be strange noises and smells, and other scary (but non-threatening) events throughout the night.

Yearbook If you are ever able to get the signatures of all of your classmates and faculty in your yearbook on the last day of school, you will lose any awkwardness that you feel in social situations and find it easier to make friends. Others will also lose their awkwardness in your presence. In addition, you may import the yearbook into future jumps at no cost.

SUPPLEMENT MODE

Instead of taking this jump as a standalone document, you may choose to combine it with another setting. To do so, select any non-gauntlet jump to combine this one with. Wherever rules clash between the two jump-docs, choose whatever makes the most sense to you. You receive the standard amount of CP for each jump, however the CP must be kept separate – you cannot spend CP earned in one jump (this includes starting CP, CP earned from drawbacks, etc.) on perks, items, etc. from the other. The jumps may be combined in one of the following ways:

A. You enter the other jump as a school ager as described in this jump document. Nothing else is different about the setting.
B. You enter the other jump as a school ager as described in this jump document. Instead of entering the other jump at the point of the timeline described in that jump doc, you enter at any point of your choosing as long as a canon protagonist is a school ager at the same time. Nothing else is different about the setting.
C. You enter the other jump as a school ager as described in this jump document. All canon characters of the other setting are reverted to being school age and attend the same school as you or they remain the same age and are brought on as faculty (your choice – feel free to mix and match). Canon characters retain any abilities / alter egos / etc. as they have in their original setting, though specifics may be adjusted wherever it makes sense for them to be different (fanwank responsibly). If you are looking for examples as to how this might be accomplished, check out some of the following media: *Muppet Babies, Super Juniors, X-Babies, A-Babies vs. X-Babies, Teeny Titans, Tiny Titans, Little Archie, Li’l She-Hulk, Mini Marvels,* the *JLU* episode *Kid Stuff, Iron Man: Armored Adventures, Attack on Titan: Junior High, Itty Bitty Hellboy or DC Super Hero Girls.*

ENDING

At the end of the jump, you will have a decision to make:

- **Live Your Life**: you may stay in this world - your chain ends here
- **Live Anew**: you may jump again - continue your chain
- **Go Back**: you may return to your original life - your chain ends here

Regardless of your choice, you will lose all drawbacks taken from this jump and retain any Perks, Items, and Companions. You may optionally restore memories and abilities that were suppressed for this jump, as described in the Backgrounds section.

SPECIAL THANKS TO…

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…and anyone that I missed!

From the first round of revisions on the discord, to the several more on the subreddit - this would be a much worse jump without your feedback. Everyone listed above had an effect on what ended up included in the jump to a greater or lesser extent, but all of it was very appreciated. Thank you for all the conversation, critique, ideas, and community!

The first draft of this jump was completed on June 30, 2021:
v0.1, v0.2, v0.3, and v0.4 can be found on the r/JumpChain discord
v1.0, v1.1, v1.2, v1.3, v1.4, v1.45, and v1.5 can be found on r/JumpChain

Generic College Years Jump v0.1 was posted on November 2, 2021 to Reddit and the discord.
A separate WIP doc for v0.2 was created on March 14, 2022 and can be found here.

CHANGELOG

v1.6 2023.09.24

- Clarified which companion options could be taken as followers
- Slight clarification to *Characters from the Multiverse* imports
- Approved the following perk additions: *Diplomatic Family, Good Instincts, Housekeeping, Individualized Approach, Positive Reinforcement, Striking the Balance, Strong Sense*
- Added 2 Active perks, 6 Inquisitive perks, and 1 Social perk
- Approved the following item addition: *Good Bones*
- Reassigned which perks were background perks
- Cut the following drawbacks: *Pre-Internet*
- Reorganized perks
- Incorporated comments / suggestions
- Adjusted Sex / Gender / Appearance to grant alt-form option
- Added additional background memory loss / retention option
- Adjusted perk discounts: jump exclusivity and taking family perks for a single individual