Jimmy Neutron Boy Genius Jump

V.1

Created by u/Get a Grip comics



Intro

Jimmy Neutron set in the Early 2000s is a 3D animated Nickelodeon Movie and Series. It's about a Boy Genius creating inventions that always end up causing problems.

You will spend the next 10 years here Jumper, and you receive 1000cp to spend on to change your experience within this world.

-Origin-

Your origin is how you arrive in this world. Each Origin has its own advantages and disadvantages. Gender/sex is free to pick.

Drop-In: (Free)
Drop in as you are currently, no background no history in this world. You may freely select your age.

Kid: (Free)
You are a kid, a human child in the age range of 8 to 12 years old. You pick.

Adult: (Free)
You are an adult human being within the range of 18 to 50. You pick.

Location

You have free choice over where you start.

Alien Planet: (+50cp)
You start on the alien world that the movie takes place on. Be wary of giant chickens.

Retroville: (Free)
The main characters' home hometown and place of the majority of the show.

The Moon: (+50cp)
Earth’s moon. Grey and barren, low gravity, no air.

The Himalayas: (+50cp)
A mountain range on earth near Asia, very cold and high above the water surface. Remote location.

Time:

Movie Start: (+50cp)
The movie is about Aliens abducting all the adults in Coolsville to sacrifice for a Giant Chicken, leaving the children to rescue them by creating their own space rockets.
Requires taking the “No Parents?” drawback

Show Start: (Free)
You start at the beginning of the show.

-PERKS-

Matching origins with perks has a 50% discount, and **100cp** perks are free for that origin.

General Perks:

This is the theme song: (Free)
You will get a custom 1-minute theme song for each jump that you can play at any time, you can set it as your alarm clock for each day or when you are about to do something cool. You get a list of your previous theme songs and can use those too. You can toggle it to be only heard by you or by people around you.

Jimmy Timmy Power Hour AU: (Free)
You can choose to merge this Jump with any Fairly Odd Parents Jump.

Into the Stars: (Free/-100cp)
The physics are weird in Jimmy Neutron, enough that you can survive in space without a suit. You get this for free but it only lasts this jump, by paying **100cp** you get it in any jump you want.

Daddy's Money: (-200cp)
In this jump and every jump after your family will always be incredibly, mind-bogglingly wealthy. This does not DIRECTLY translate into personal wealth but, well, let's just say an allowance for you is almost always far above that of the average kid.

Alien Species: (-400cp)
Oh, you must not be local. The tentacles gave it away. Allows you to become an alien species of your own design so long as it is (mostly) cosmetic. Alternatively, you may choose to be one of the various races shown in the show so long as they are sapient and sentient. This acts as an alt form after this jump.

Drop-In Perks:

As Hard as Diamonds: (-100cp)
Your skull is as tough as a diamond without its brittle weakness, this adds a layer of protection from blunt impacts and mind control.

Island Survival: (-200cp)
You know how to survive and thrive on a deserted island, this extends to any wilderness-based location. You will know how to get water, food and shelter easily. For Thriving you won't be able to craft a coconut helicopter but a primitive plumbing and elevator is possible.

Transfer Student: (-300cp)
Entering any community or group will be easier and prevent people from questioning how and why you are there. As long as you keep up the expectations of being a part of the group then this effect holds. This is less effective the more drastic the difference between you and the group. For example, you wouldn't be able to pass yourself off as a Bee if you showed up in human size and form. If you were a bee-sized human and your Bullshitting skills were high enough you could convince them you are a lost mutated bee.

Out of Context Protection: (-600cp)
You will be protected from any mind or 'mystical' harm or influence. So you won't catch the local stupid. This would prevent any hormonal influence such as puberty or pheromones. This also prevents anything that would harm only the locals/natives. For example, if you entered a world that has a special magic disease that's only in that universe, you would be exempt from this harm as you are an 'outsider'. This perk is less effective if you take any native origins.

Kid:

Best Parents: (-100cp)
Any parents you have in any Jump will be fixed to be the best they can be. Kind, supportive, and will not abuse you. They will always have good advice and wisdom that will be helpful for you to grow or when you are struggling if you take the time to listen. Of course, said advice might be a bit confusing sometimes (Duck metaphors can be weirdly complex) but there will always be some nugget of wisdom in there.

Straight A's: (-100cp)
Your learning and studying ability is boosted to a superhuman ability.
With minimum effort, you can ace any school exam. This also allows you to leave school or class without losing attendance provided your grades remain straight A's.

Moral of the Story: (-200cp)
Anything that you cause to go wrong will eventually teach you a moral lesson, this will also teach you where you went wrong and will give you insight to help prevent this issue in the future provided you actually learn from it.

Brain Blast: (-200cp)
In dire situations or intense emotions you will gain an 'Eureka' moment that will help solve the day, this gives you the knowledge of how to escape from deadly situations or defeat the big bad. This piggybacks on what you can actually do and won't be a ***'Deus ex machina'*** moment. You can induce this 'Eureka' moment but it will use up your day's slot.

Neutron Robotics: (-300cp)
You can create life! Of the mechanical kind, the intelligence is simple at the level of a 4-year-old human. Your robots can be as tiny as a thumb or as big as an 11-year-old kid. Unlike Jimmy,

however, you are able to hard-code loyalty into your robotic creations… That and an easy way to shut them down if they go rogue.

Backyard Science: (-400cp)
You can turn junk and household objects into resources for your inventions. Turn a toaster into a satellite or a rubbish bin into a rocket engine. Basically this is a recycling perk, allowing you to use most mundane objects as replacements for carefully engineered components at need.

Boy Genius: (-600cp)
You have a brain as good as Jimmy's, your intelligence, problem-solving skills, and creativity are boosted to superhuman levels. You can devise intricate plans, invent new gadgets, or figure out puzzles extremely easily.

Adult:

Whittle Expert: (-100cp)
You know how to whittle animal sculptures, for some reason you tend to favour ducks. This allows for very intricate and delicate carvings that can sell for a rather pretty penny.

Niche Knowledge: (100cp/300cp)
Pick one field that isn't popular or widely known and you will be an expert in it. Limited to the universe of Jimmy Neutron.
(100cp) For something not helpful such as Ultralord or Llama trivia
(300cp) For something that is useful such as Martial Arts, Sales Tactics, or Alien Television.

Good Parent: (-200cp)
You are and know how to be a good parent and can give out wisdom that will help people. This also extends to teaching your kids any skills you may have, allowing them to learn 1.25 times faster under your instruction than otherwise… Provided you have applicable skills to teach them.

Cool as Can Be: (-300cp)
You're…. Well, there's no other way to say it but cool. Something about you, the way you talk, walk, or whatever tends to just come off as smooth. Comes with an incredible poker face allowing you to pretend to be chill as all get out even if, internally, you are panicking.

Adults Wisdom: (-400cp)
If you are about to do an action that will have negative consequences you will get a very strong gut feeling that 'this isn't a good idea'. This also boosts your general decision-making skills.

Adult Authority: (-500cp)

If you have authority over someone they will listen to you as long as the person believes and respects this authority. You can ground your kid indefinitely without them trying to escape etc.

-Items-

All items will reappear in the warehouse if lost or destroyed. Destroyed items will appear in a month. Lost Items will appear in a day. Items can be bought multiple times.
50% discounts for items matching your origin. 100cp items are free for that origin.
+300cp for item-related purchases.

General:

Candy bars: (Free)
You have a never-ending chocolate candy bar. You can change the type of chocolate bar to any mundane chocolate bar that you have previously eaten.

Tickets to Retroland: (50cp)
3 tickets to the Retroland theme park. Ripping a ticket will transport you to a private dimension that holds a theme park that is from the Jimmy Neutron film. These tickets can be given to anyone. You can return to your previous location by exiting the theme park.
3 new Tickets each year. You can stock these up.

Alien mind control Helmet: (-100cp)
You have a helmet that when placed on someone's head they will become mind-controlled, they will be controlled by a small handheld device and can only do simple instructions. When mind-controlled the person will lack personality or memory, however, enough familiar stimuli will break this trance.

Private Caribbean Island: (-600cp)
I Hope you like sand! You will have an entire deserted island to yourself. You can import into any jump free of charge. Attaches to your warehouse with a portal-like system. This island has renewing resources that respawn once a month and is perfectly habitable. Comes with a small beach house with basic utilities, and endless food and drink of the tropical kind.

Drop-In:

The Essentials: (-100cp)
House, car, a job, and documents for proper citizenship. Only for human settlements.

Orange cola hulk serum: (-100cp)

Drinking this will make you look like you work out, towering over people you will have a large increase in strength and durability. This is an alt form that you can switch to when you want. This version prevents ***'dumbing'*** the user.

Interdimensional TV Subscription: (-200cp)
You gain a free, unlimited subscription to every tv channel in the universe! In fact, even as you travel to new settings, you get fresh TV from that universe as well! Comes with a free converter for things like purely audio mediums, shows that are depicted entirely through smell, or other oddities and converts them into a show you can actually comprehend. In fact it even has an inbuilt "Contextualizer" which will convert the showing into a context you can follow in case of all those nasty cultural differences though that one is toggleable. Comes with a TV that needs no power and an omnimedium connector to allow you to watch any video, smell-o-vision, or whatever type of movie or show you may have recorded.

Pretty good for 200cp huh?

Costume Converter (-400cp)
You have, in your possession, the ultimate in costume technology. When activated it can turn the chosen individual INTO any monster of their choice. For this jump it's limited to the classic universal monsters and some additional ones but, as you travel throughout the multiverse, you can add to it with fresh new monstrous variants based around the popular media of the era.

Be careful though as, if set to 100% realism, it can affect the minds of those who are changed and, if the monster's folklore has it able to spread… Well, it just might end up doing so.

N-Men Serums: (-600cp)
Is perhaps orange cola hulk not enough for you? Or maybe you want to save on fresh clothing after tearing through the last set? Well then how about this. In this set of beakers are the N-Men serums, each containing the powers of one of their abilities from Sonic Belching to super speed to Cindy's "Flying Brick" set, this has all of their abilities. Do note that these serums are temporary and last for about 12 hours and do not mix. Luckily you gain a vial 24 hours after you use one to replace the one used.

Kid:

Pocket Change: (-50cp)
A weekly allowance that equals the local currency enough to buy 4 loaves of bread.

Skateboard: (-50cp)
A cool-looking skateboard, you can pick the cosmetic design. Riding this will grant you peak Tony-Hawk levels of skateboarding.

Book gum: (-50cp)

5 pieces of gum that look like mini books. When a piece of gum is touched to a book, it absorbs the book's contents. Once chewed, the gum grants the chewer the knowledge contained within that book. However, it does more than just impart knowledge—the chewer will also temporarily reenact the story as if they were living it. **Be careful:** chewing more than one piece of book gum at the same time is risky. It can cause a dangerous condition known as "literature overload," which is harmful to the chewer. (The gum replenishes itself each year.)

Auto Hair Machine: (-50cp)
A device that is installed into any warehouse or owned property that will give you random haircuts and styles in seconds. If you lack hair this can grow it in less than a second but only for the purposes of styling it. You can cycle through these until you find one you want.

Bubble Bouncing Gum: (-50cp)
A packet of bubble gum that when used will encase the user in a transparent bubble that can be bounced for transportation. Speed will reach 50mph. The bubble will protect the user from its own impacts and momentum but can easily be popped. If popped improperly (the user will know how to do so safely from within) it will cover the user in blobs of the gum. The gum is yellow.

Toaster satellite: (-100cp)
A toaster that contains communication instruments, powered by a soda can. However, it needs to be launched in at least high-earth orbit or not under heavy gravity influence. This Satellite will automatically translate any message placed into it into the receiving species' language perfectly and ensure there are no misunderstandings. Does not prevent the species who received it from choosing to do harm, unfortunately.

Chest of salt taffy: (-100cp)
A large chest full of the Salt taffy Candy, it Replenishes each month. This taffy is of the highest quality and, if given to an adult or authority figure, tends to cause them to treat you in a more favourable light… For about 24 hours. Nothing out of the ordinary but giving you an A+ on a test you "Forgot" to turn in is a perfectly valid use of this perk.

Pants Smart Chip: (-100cp)
A smart chip that can be implemented into any pants and will make the pants fold themselves. The pants will have the ability to transfer a copy of this power. Unlike the original this chip has been perfected and will not go haywire and try and take over the world. Unfortunately, they are meant to only have your pants fold themselves and help organize and sort any other clothing you may have.

Submarine: (-200cp)
A submarine invented by Jimmy can traverse the undersea with ease. Has a large viewing window at the front. Can hold up to 5 people comfortably and has unlimited fuel, air, and supplies for those 5 people. If this submarine is damaged it will be repaired within 24 hours and be returned in the form of a small toy-like package that expands when placed in water.

Hovercraft: (-200cp)
A hovercraft that can fly. It looks like a giant inflatable inner tube. Can hold up to 6 people and travel 100 mph through the air. Takes any conventional fuel and many unconventional ones such as soda. Is self-repairing and, if crashed, will be automatically repaired by the next week.

Space-ship: (-300cp)
A spaceship that can house up to 20 people, however, it will be a converted theme park ride and when in use, will move like said ride (Ex: Coasters will loop, twist, turn, etc). Alternatively, you can pick Jimmy's version which will be more of a traditional cartoon rocket ship that is far more stable in flight. Can only hold 2 people though. Both versions have unlimited fuel and have a form of warp drive to go at above light speed at need, though using the theme park ride version at such speeds would get… Uncomfortable.

Shrink/growth Ray: (-300cp)
A small handheld device that when pointed at a target can shrink it without any side effects. To undo this shrinking use the device again and press the grow button. This shrinking can be set to a timer or without it if you need it permanently shrunk or grown.

Brain Drain hat: (-400cp)
Adjust the Intelligence of anyone wearing it, make a moron into a Genius or the opposite. Important to note is that being smarter does not mean being happier and, depending on the individual, they may want to go back to normal.

Cloning Machine. (-500cp)
A machine that can clone living beings and their memories. These clones will often have variants on the cloned individual's personalities and priorities but, unlike the original, it has a nice "Evil Filter" installed to prevent evil clones from being made. Lazy clones or the like? Can't help you there.

Jimmys' Lab: (-600cp)
An advanced underground lab fitted out with various materials and equipment for inventing. Comes with an advanced computer, DNA security systems and a mini assembly factory section linked to the computer. The outside entrance is a common backyard shed, after entering you will need to go through the chute and land on a mattress. After this jump this becomes a warehouse attachment or can be attached to another property where it will take the form of an unassuming shed with these same security measures. This also opens up a Cosmetic mod for your Warehouse, allowing you to change the look of your warehouse into a 'Sciency' look.
(This does not add anything into your warehouse)

Hypercube: (-600cp)
It is a high-tech portable cube that can store infinite amounts of objects and even people inside its contained pocket dimension. Inside the cube, time doesn't pass in the same way allowing

food to remain hot and fresh but people and living things will age. Storing aggressive things inside this cube is not possible… Mostly to prevent them from sneaking inside and causing havoc with your stuff.

Adult:

Wardrobe: (-100cp)
A simple dresser that will contain your clothes, self-cleaning, and folding. Contains a copy of 21st-century clothing. Can be combined with any other clothing set you have to help consolidate and clean up clutter.

Infinite ice cream cone: (-100cp)
A self-refilling ice cream cone with 3 scoops. Flavour is your favourite. If the cone is also eaten you will get a new one in 24 hours. The ice cream will always be at the perfect temperature and will not melt (unless you like melted ice cream for some odd reason). Cannot make magical or empowering “Flavors” of ice cream… At least not without it being 100% artificial flavouring.

Hypno-Ray: (-200cp)
A small handheld device that looks like a ray gun that came from a 50’s magazine, using this on someone will hypnotize them into a puppet/zombie-like state for 24 hours or until the target is overwhelmed with enough stimuli like being hit on the back of the head.

Alien Chicken Egg: (-300cp)
A giant egg that contains a giant alien chicken. It will imprint on you and will have the potential to be trained like a dog and grow up to the size of a skyscraper. When fully grown it can shrug off missiles, lasers, and the like with only its internals having particular vulnerability. It’s no wonder an entire alien civilization worshipped this thing as a god.

Time remote: (-600cp)
A tv remote that has been altered to be able to affect time in the relatively local and targeted area. (3 meter radius for areas) (for targets distance is unlimited but the targets are limited to only 4). You can **Pause, reverse, fast forward, AB repeat, skip forward, skip backward.**

-Companions-

Companions can’t choose companions.
Appearances and personalities are you to your to design
You can only have up to 8 companions.
Pets don’t count towards this number.
You can only have up to 1 for each pet, all pets are loyal to the Jumper.

Canon Characters:
Characters from the show.
Kids (-50cp)
Adults (-100cp)
Other (-100cp)

Parent(s): (-100cp) (Max 2)
Create your own custom Parent. They must take the Adult Origin.
600cp to spend, They also get the 300cp Item bonus but can't take drawbacks.

Import: (-100cp) (300cp for 8)
Import your own companions.
600cp to spend on the companion build. They also get the 300cp Item bonus. They cannot take any drawbacks.

Create OC: (-100cp) (300cp for 8)
Create your own custom character. 600cp to spend, They also get the 300cp Item bonus but can't take drawbacks.

Robot Sibling: (-50cp) (200cp for 8)
A custom robot sibling that will love you. They are younger than you and will look up to you and will be a very nice person. They will have the intellect of a kid around the age of 11.

Lama Pet: (-50cp) (200cp for 8)
A basic but nicely groomed Lama. Very chill and can be used as a mount. Carl will be incredibly jealous.

Dino Pet: (-50cp) (200cp for 8)
Good at sniffing and dancing, originally from the Jurassic Era. Loyal and will start out as a newly hatched baby but will grow up over the course of the jump. Does not come with dino-appropriate food. That's on you and possibly your parents.

Mechanical housepet: (-50cp) (200cp for 8)
A mechanical animal in your choice of a conventional household pet. They will be as smart as Goddard from the show. About the level of an 8-year-old child. Self-repairing if damaged.

-Drawbacks-

Bad things to get more cp to spend.

You can only take your own Origin's drawbacks and/or General.
Can only take up to **1250cp** in Drawbacks.

General:

Closing Credits: (+0cp) Can only be taken with the Movie Timeline
Your Jump will last only up to the ending of the movie, you will be forced to help Jimmy and save their parents.

One more season: (+50cp, can be taken twice)
Just in case 10 years here weren't long enough for you, you can stay here for another ten years! Keep in mind that it is ten more years where things could go wrong. This drawback can be taken twice.

Pizza Nightmares: (+50cp)
You will experience nightmares every night that will have floating pizzas with a scary face, attacking you. These will always be frightening despite how strange it may be.

Evil Goatee: (+50cp)
It just makes you look evil and people will be slightly suspicious of you. You cannot shave it off and if you try it just comes back even more evil-looking.

Hi! I'm Paul!: (+50cp)
A mysterious Three-eyed monkey will appear at the end of every big event and say this line to you, they will disappear after completing this. No one will believe or remember this except you. This will always be confusing and surprising no matter how often this happens and they will randomly perform variants such as two pauls or a Mexican paul appearing.

No Parents?: (+100 CP)
For some odd reason, your parents have vanished! If taken with the movie start this can be solved by helping Jimmy save the adults but otherwise… Well, seems like the giant alien chicken did get at least one snack. As you are lacking parents (or failed to save yours if you took the movie Start) this means that you will be in the foster system and being housed with some… Less than pleasant people. They aren't abusive so much as apathetic and more in this for the paycheck that comes with being in the foster system. This WILL bother you no matter what perks you may have. If you are an adult you live with your parents who will henpeck you and make your life miserable and you cannot send them off to a senior citizen's home nor get rid of them in any manner… You're stuck with them…

No Copy, Right?: (+100 CP)
Well there are always some copyright issues. Not in this jump. Any songs and movies or series that you try to watch or listen to while you are here have been slightly altered from the original. Maybe the title is different, maybe it is a remix or remake but you will always know that it is just

a fake… and it will always stress you out and even want to make you shout it as loud as you can (but you cannot, no matter how much you want to).

Fat: (+100cp)
You are overweight and perfectly round. For the duration of this jump, you can't lose the weight. This applies to your body mod and any alt forms. This will often leave you out of breath and struggling to perform many physical tasks as well as sweating… A lot.

Hamster Body: (+300cp)

A hamster's body replaces your body with no way of changing it for the duration of the jump. Your head will re-size to a hamster proportion. This cannot be fixed for the duration of the jump.

Ice Age: (+400cp)
For the duration of this jump, the world will experience an Ice Age, this can't be solved by any means, not even sweat. In addition, this will cause people to devolve mentally and most modern conveniences to stop functioning as well as the re-evolution of ice age creatures such as mammoths… and saber-toothed tigers.

Normal Person: (+400/600cp)
You can't really fit in with all those fancy powers, can you?
400cp: All your supernatural perks and items from outside this Jump have been sealed away. Any other abilities and items a human in this setting might possess (e.g. such as the intelligence of a physicist or huge luck or mansions and the like) as well as your body-mod are not affected by this lock-out.
600cp: All of your out-of-Jump perks, items and your Warehouse (or other equivalent supplements) are not available for this Jump. You still have your body-mod (except for access to magic or any other kind of other supernatural energy, it wouldn't be much of a hindrance otherwise).

Candy Addict: (+600cp/800cp)
Oh dear, it seems you have tasted the ultimate candy and become hopelessly addicted to it…. And even worse, the only one with the recipe is Jimmy. This will put you at direct odds with the titular boy genius as you will be driven by your addiction to capture him and force him to make the candy.

Alternatively, if you prefer, you can choose another reason to be directly opposed to Jimmy but the reason cannot be something anyone can solve for the duration of the jump. Regardless of this conflict expect to be compelled to act against him roughly once a month in a manner that is your best attempt at being an actual threat to him.

For an additional 200 cp on top of the 600 this goal will be impossible to achieve and/or Jimmy will ALWAYS defeat you and this will always frustrate and enrage you forcing you to further

double down on whatever it is that is making you oppose him leading to a vicious cycle of ever escalating obsession. After this jump, you will get a chance to explain and apologize if you want.

Drop-In

Are you going to finish that Croissant?: (+100cp)
You like to eat a lot, enough for a family of four.

Sorry, Wrong Era!: (+100cp)
You will be dropped in the Jurassic period. You can find a method to reach modern times however you cannot change the timeline. Attempts to do so will have causality and find new ways to achieve the same results. This Drawback does not, in and of itself, provide jump time protection as you can spend your full 10 years in this era…

Beacon: (+200cp)
Your arrival will attract attention, something like a meteorite impact or a light show. People will arrive in 10 minutes to investigate the area. Opinions will be divided about what you mean for the world and the like but most people will want to see you smashed with hammers for some odd reason.

Abducted: (+200cp)
You will be abducted by an alien culture that worships a giant chicken. They will attempt to feed you to said chicken and, likely, will get creative with how they can ensure you are eaten and safely digested.

Moronic Fix: (+300cp)
The world will be more realistic, this impacts the intelligence of the average person. No longer will people be idiots for comedic effects. This will often greatly increase or decrease the danger scale depending on the situation…. Imagine if the government got involved given all the shenanigans Jimmy gets up to…

Queen Libby: (+400cp)
You will appear in the alt-timeline future where the Earth has been taken over by an evil Libby. You cannot change this future and, at best, you can MAYBE escape to a branch of the past. She will send robots to hunt you, however.

Evil Clone: (+400cp)
400cp: They have all your previous powers and perks (no warehouse or companions), but they will get to go through this jump doc the same as you. You and any companions will forget taking this perk, the clone is aware of you.

Kid:

Nerdtron: (+50cp)
People will always call you with insulting names. These names will always be annoying and always get under your skin.

Embarrassing Parents: (+50cp)
Your parent's goal is to humiliate you, not out of malice but love. And they will succeed in this goal frequently and with flying colours.

Rival: (+50cp)
You will have a rival that will try to upstage you, they aren't smarter than you but they are wiser. Specifically, they will almost always come up with solutions that, in hindsight, should have been obvious and this will always irritate you on some level.

Jimmy's Mom has got it going on: (+50/100cp)
50cp: Like Carl, you have an unhealthy fixation on Jimmy's mom or Miss Neutron. This lasts for the Jump and nothing can stop this.
100cp: Luckily for Jimmy's father you are also incapable of acting on this fixation beyond creepy stalking.

Tsundere: (+50cp)
You will like someone but be unable to express your true feelings, enough that you will become a 'rival' to them. Mocking them repeatedly. They will never understand WHY and this will only serve to frustrate you more.

Sodium chloride: (+50cp)
You will be compelled to always show off your knowledge in the most annoying way and situations without the awareness that this annoys people. And it will… Annoy people that is.

Head too big: (+50cp)
Your head is way too big, the only side effect is that your arms can't reach the top of it. There will be frequent occasions where reaching the top of your head would be useful and will range from needing to remove something stuck in your hair to an annoying itch right at the top.

Envy: (+100cp)
You will have a big envy streak. This will lead to you starting fights, trying to upstage people you are envious towards, and generally acting incredibly rude and unpleasant.

Regression: (+100cp)
Instead of starting as a Kid around the age of 10, you will start at the age of 5 months. Your mind and memories will be intact but your physical abilities and other augments that are not purely mental will be affected.

Parental Oversight: (+100cp)
Your parents will disapprove of anything outside a normal kid's prerogative. They will ground you and always say no to nighttime theme parks. You will be compelled to listen to them and if you disobey you will feel extremely guilty.

School: (+100cp)
You have to go to school until you are legally 18 years old. Cheating by aging yourself up or going to the future cannot speed this up.

A knack for Inventions: (+100cp)
You will have a growing need to build or invent something that if not satisfied properly it will force you into a ‘tinker fugue’ state in which your body will lose control and build something without your conscious input. You won’t remember this state and will be less aware of outside input. If the state is interrupted you will return with even more intensity. A week without building will initiate the trance, leading up to this you will experience withdrawal-type effects.

Parasite: (+100cp)
You have an Alien parasite on your ass, don’t worry it's friendly. But being a teenage parent is always hard. Lasts a month. The child will float away never to be seen again…. Each year you will gain another one, repeating over again for the duration of the jump

Animal Obsession: (+200cp)
Like Carl or Hugh, you have a particular animal that you like that will infect your hobbies and lifestyle to a large degree. You will be seen as quirky.

Sticky Fingers: (+300cp)
Your possessions always seem to go missing and fall into the wrong hands. Those who gain your possessions will almost universally use them irresponsibly, in manners they were not designed to be used, go on to break them, lose them, or otherwise use them poorly.

Inventional Backlash: (+400cp)
Your inventions will always have some sort of backlash, whether that be your love potions hitting the wrong person or your pants taking over the town. This cannot be prevented or planned for as the way it goes wrong is always random and impossible to predict… How were you supposed to know there was a species of aliens who worshipped space llamas?

Curiosity killed the Cat: (+500cp)
Actions you take even if it was filled with good intentions will always come back to bite you. This could start out with wanting to make contact with friendly aliens and leading to your entire town being abducted by un-friendly aliens. You will never learn from these mistakes and will frequently repeat them.

Adult:

The Joys of Birth: (+100cp)
Hugh got a hold of the time remote again and as pointed towards you, you will experience the ‘miracle’ of birth repeatedly (3 hours worth). This is an illusionary pain/experience to not deal with real-world baby implications or if you are a guy.

Bad Financial Decisions: (+100cp)
When you need to make a choice between family and money, family always comes first. This will actively drain any money items or income perks as family expenses will always come up to eat away at any windfall you gain to keep you solidly in the middle class at best.

Unwanted Suitor: (+100cp)
Like Jimmy's mom, you have someone that is after you in a creepy manner but they are close to someone you love so you can’t do anything about it. If you have no one you love then they are simply impossible to kill and only seem to grow more creepy the more you try and get rid of them… Ignoring them might be the best option.

Unconventional medicine: (+100cp)
You can only use non-standard medicine practices like herbs, leeches in a jar, etc. Even out of setting medicine cannot be used with you instead, it is focused entirely on homeopathic remedies even if you have something better.

Have a Kid they say: (+200cp)
You have a child that you must look after for the jump, they are 10 years old and you can decide their gender and personality. You can pick a companion to inherit its genetic traits, the other half is yours. (This is baseline genetics no perk shenanigans). They aren't loyal to you at the level of a companion. They will be like a normal child. Depending on the genetics this can get weird and expect the kid to get into shenanigans.

It’s not that bad: (+300cp)
With kids running around and constantly claiming that there is yet another calamity… they must be exaggerating, right? You are completely oblivious to any dangers and calamities or other destructive schemes unless you are directly in danger (or another person in plain view of you). Only then will you get your act together (until the threat is dealt with). Otherwise, you will just ignore all foreshadowing and other bad omens being hurled your way and will probably even help the villain due to a decently worded request.

He just… Never Grew: (+300cp)
Like a certain OTHER super genius in the series you never actually grew as you got older. This has left you incredibly, mind-bogglingly short. Notably, this is not dwarfism. Doctors are honestly rather baffled and while you LOOK your age your body just hasn’t ever had that growth spurt you were always told was waiting in the wings. This will cause many issues in day-to-day

life from being unable to reach the tops of counters to driving a car to getting a job. In the personal life area, it isn't much better… How many women (or men) want to date someone who looks like someone shrunk an adult to the size of a child?

Senior Citizen: (+600cp)
You're no spring chicken are you? You've been around the block a few times… Or was that last week? Hard to tell with your memory failing you lately. Congratulations jumper because you are now old. Old enough that your memory is failing you, your vision is going, and your hip has been replaced twice! Forget about any high-action adventures or keeping up with the youth. You have enough problems keeping up with your list of medications!

-Missions-

Missions are side quests you can take that will grant special rewards.

Save the day from Pure Destruction: (Repeatable)
It's basically what it says. You need to save the day while the usual hero (or potentially up to the entire cast) is out of commission for some reason. You need an actual threat to the city or above to cash in the points, though.
Reward: (**+10cp)** to bank and spend on items in this jump or others.

Prevent the adults from being abducted:
(Can only be taken if you choose the movie timeline start).
Reward: Free Alien ship.

Get Jimmy or Cindy to confess to each other:
Reward: Perk 'Straight A's is granted for free.
If you already have this ability then you can give it to a companion.

Defeat Negatron:
Jimmy Negatron is an evil Doppelganger from the Jimmy Neutron Video games, picking this mission will make him appear in your jump. Defeating him will grant you a reward.
Reward: Prevents alternate selves of you from trying to kill or harm you. (This doesn't prevent drawbacks that would give you this type of problem.)

-Ending-

Your time is up, 10 years goes by quickly when you're stuck in a children's show that people don't age in. What is your decision now?

Home:
Go home to your original Earth

Stay:
Stay here with Nerdtron and friends.

Continue:
Pick another jump for your chain to continue.

Thank you to the Jumpchain Reddit community for suggestions and proofreading.

Last edited: 25/8/24

Get a Grips Other Jumpchains:

Spy Kids:
https://docs.google.com/document/d/13rlzTaJ51Ec7yqeIH399ih404GsI45MHvIKGDXmT1Mw/edit?usp=sharing

Pixar's UP:
https://docs.google.com/document/d/1yG1M0s0CXUfFX0_UYCKWS0EORX82Nfqhd2-SMLsx934/edit?usp=sharing

Hoodwinked:
https://docs.google.com/document/d/1uF3__Z5Q7iyOemM_EwaayHZtFyhhQMOe7OtZLdqA92E/edit?usp=sharing