

v1.0 by Negative-Tangerine

Take **1000 Choice Points** to fund your adventures.

Age and Gender

You need to roll your age using a 1d20 + 2d8.
By default, your gender is whatever you were previously.
It is 50 CP each to freely choose your own age or gender.

Origins

These origins are meant more for in-universe flavor,
as discounts a tiered and not tied to a specific origin.

Any origin can be taken as a Drop-In and you will enter this
universe with no background, memories, or documentation.



The Brains [Ex. Barney x Elroy]
You have the brains to get ahead with the intelligence to create and the sensibility to try and keep out of trouble.



The Brawn [Ex. Fred Flintstone x George Jetson]
You may not be the smartest in the room, but you are the man of the house and the main breadwinner for your group.



The Beauty [Ex. Betty and Wilma x Jane and Judy]
Intelligent and socially savvy you know the latest trends and have the skill to insert yourself into the IN crowd wherever you go.



The Businessman [Ex. Mr. Slate x Mr. Spacely]
Not only are you hardworking but you have the skills and business sense to create and run massive corporations and business franchises with ease and continue to turn a profit.

Setting

Here is the first option that you will need to decide on that will affect what your time here is like.

You will need to choose whether you are inserted into the future with the Jetsons or the past with the Flintstones for this universe.

You can go into a combined time period for this universe if is you take the Scenario [Crossover].

The Future?

The setting of the Jetsons takes place in the far future of 2062, a future where the buildings and society have been forced to rise above the clouds on hover tech and long pole-like structure upon which the buildings reside.

This is due to two possible factors, the first is that most of the surface world has been flooded by melting ice caps and the air lower atmosphere has been covered in thick smog from early industrial technology.

The focus of this setting is the Jetsons Family.



George Jetson, born in the year 2022 at age 40, he works at Spacely Space Sprockets, Inc. The man of the house and is a bit dim and lazy.



Jane Jetson, a 33-year-old homemaker that is obsessed with the latest gadgets and fashion, and enjoys shopping at mooningdales, and is a member of the Galaxy Woman Historical Society.



Judy Jetson, the daughter and eldest child at 15 years old,
she was born when Judy was 18 years old.
She goes to Orbit Highschool and likes clothes, boys, and filling her diary.



Elroy Jetson, at 6 ½ is the smartest member of the family, he goes to Little Dipper School and isa genius in any and all space sciences.



Astro, the faithful dog and companion to the boy Elroy.



Rosie the Robot Housekeeper, an outdated but beloved maid robot.

The Past?

The setting of the Flintstones takes place either in the distant past with man and intelligent but mostly domesticated dinosaurs roamed the earth together ... ?

Or in the far future where caveman chic and stone-age technology is in fashion along with oddly intelligent and subservient dinosaurs which may or may not be the creation of future man ala. Jurassic Park as they exist side by side in a more relaxed, back to nature existence.

This focus of this setting is the Flintstone Family and their neighbors the Rubbles, primarily composed husband and wife duos, Fred and Wilma, Barney and Betty, with two children Pebbles and Bamm-Bamm respectively.

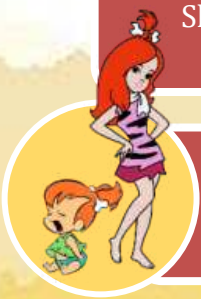
The flintstones also have a pet dog(?) in the form of the purple dinosaur Dino.



Fred Flintstone, the bread winner of the Flintstone household.
He works at the quarry by day and spend many nights with his best buddy Barney Rubble either bowling or at the lodge.



The strong-willed and level-headed one in the marriage.
She is often criticizing Fred's schemes, and is the one who must bail him out when they land him in trouble.



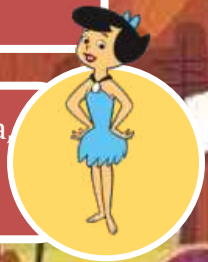
The red-haired daughter of Fred and Wilma Flintstone.
She is born near the end of the third season, and her constant companion and love interest is her neighbor Bamm-Bamm.



Dino, the faithful talking Snorkasaurus (dog?) and family pet.



Barney Rubble, the best friend to Fred, the brains to his Brawn.
Though that doesn't stop him from going along with his schemes.



Loving swife to Barney, she spends most of her time socializing with Wilma, and often aids her in bailing their husbands out of whatever trouble Fred landed them in, sometimes even scheming with each other.



Bamm-Bamm is the adopted son of Barney and Betty Rubble.
After being unable to conceive they wished on a star and then found him on their doorstep in a basket.

Starting Location

Roll a 1d8 to determine where you start or pay 50 CP to choose your Starting Location.

01

Bedrock

The hometown of the Flintstones, Bedrock is like a medium-sized American city, with all the amenities of such, but with a "prehistoric" twist.

Skypad Apartments, Orbit City

This is apartment where the Jetsons live in Orbit City.

02

Slate Rock and Gravel Company

Bedrock Rock Quarry is a gravel pit and where Fred Flintstone and Barney Rubble work.

Spacely Sprockets

This is where George Jetsons works as a "Digital Index Operator" whose job is to maintain the self-aware computer RUDI.

03

Rock Vegas

This prehistoric gambling capital of the world is only a two-day drive from bedrock, and contains hotels and casinos for pleasure and entertainment, and wedding chapels like the Blue Suede Heaven Chapel of Love for those looking.

Las Venus

It is a city located on nearby Venus is possibly the sole city beside Venus City on the planet.
Las Venus is a honeymoon destination with plenty of casinos, hotels, dance halls, restaurants and more.

04

Bedrock Bowl

Located in Bedrock, this bowling alley is equipped with circular rocks bowling balls, pottery bottle bowling pins, and monkeysauruses and octopusauruses pinsetters, who descend on a trapeze to remove and replace knocked-down pins.

Milky Way Bowling Center

This circular bowling alley is rocking twenty-four hours a day every day of the week, always open and ready for a game.

05

Bedrock High School

This is the school where Fred went and played football, and Pebbles Flintstone and Bamm-Bamm Rubble will go.

Little Dipper School=Orbit High School

These are where Elroy and Judy Jetson go to school, choose one or the other.

06

Free Pick

You are free to choose where you choose from the available options.

Perks

Take two 100 CP Perks for free and one 50% discount from each subsequent pricing tier.

Spaced-out and Feral Beauty
[100 CP]

You are a real beauty, able to draw the eye of any sex.



Bamm-Bamm Caveman
[100 CP]

You have the strength of 10 men and as a baby can lift and throw full grown men with ease, and like all good cavemen you are nearly inexhaustible when it comes to normal excursion like running or foot pedaling your massive wood and stone cars.

Universal Education
[100 CP]

Choose a single setting appropriate subject, like robotics, programming, hover technology, miniaturization, etc. and gain a masters education.

This comes with all of the relevant papers and documentation, that will adapt and be valid in future jumps.





The Judy Effect
[100 CP]

You constantly run into famous or important individuals, especially those plots bound.

You can attract pretty much anyone you desire and have the ability to attract the affection of those you desire regardless of your respective

Christmas?
[100 CP]

Even though it's the stone age we celebrate Christmas. Like the Flintstones celebrating Christmas well before the birth of Christ, you can introduce anachronistic ideas and items without being found odd.



Stoe-age Injinuity
[100 CP]

You have a skill in innovating and creating various new and interesting items, from the world's first paper-bag or "The Fred Flintstone Hiccup Cure", to various soft drinks including one that can turn you invisible. This also give you talent in chemistry, potions, and soft drink creation.

Push the Button
[100 CP]

It is easy for you to find a well-paying job with minimal work that will keep you in a middle-class lifestyle.

You are skilled at making work easier with minimum effort and will find it impossible to be fired outside of extreme circumstances.

Past? Future? Both!
[200 CP]

You are more than a one note sitcom character. You are a unique and complex individual. Feel free to take another origin to represent this fact now and in future jumps.

Left on the Doorstep
[200 CP]

You can target your origin to be placed with a specific family, this can be you getting left on a doorstep or orphanage to be adopted like Bamm-Bamm or as a legitimate child.

This also allows the option to insert as a specific character in that jump, waking up at the age or time specified by your origin or the jump.

The Jane Effect
[200 CP]

You will find that you always manage to find or scrounge just enough money to go on modest shopping spree or purchasing trip.

You will find that you practically attract loose money and are constantly finding lost bills, coins, or credits. Whether in cushions, spare pants, on a street corner, this will ensure that you always find up to a few hundred a day if you look. Have fun shopping!

Punch the Card
[200 CP]

When desired, you have complete fiat-backed separation of your Work and Personal life.

When you are on the clock or off the clock nothing from the other will intrude.

Technologically Savvy
[200 CP]

You can become easily familiar with any technology you come across, even if you have never seen it before, with new languages being deciphered using context clues from the technology itself.

You can work out how to use, maintain, alter, and reverse engineer to other technologies, as well as identify any safety issues and sialagogue or missing parts.

Genius Mind of the Future
[400 CP]

A general all-round boost to mental parameters and grants you a perfect memory and a doubling of your ability to learn and absorb information.

Feral Technology
[400 CP]

As seen in the Flintstones society it is possible to train animals to perform duties and take the place of machines.

This provides you with the ability to uplift animals and train them to perform any task you desire.

This also grants them the ability to talk and reason but ensures that they will perform the job or function they are trained for.

Future (2062) Technology
[400 CP]

You are exceedingly skilled in robotics and programming, as well as creating sapient robots for various jobs and functions.

This grants you a basic working knowledge of the technology used in the far-off year of 2062.

This especially makes you skilled and knowledgeable on miniaturization and hover technology that is so ubiquitous.

From a single Sprocket or Stone
[600 CP]

Business acumen and ability to build a massive company from the ground up.

Innovation and Adaptation
[600 CP]

Just like how the Jetsons can create working jetpacks with the supplies available to the Flintstones caveman setting, and the Jetsons setting can market and profit from the extreme retro-ness of the Flintstones cars, you are skilled in innovating on existing ideas and items, as well as adapting modern amenities and technology to create version from local resources, and market them and have them accepted by the masses.

This means that not only can you make physical things like bowling alleys or record players easily no matter your tools and local supplies, but you can adapt an merge technology or magic you know to settings and tech levels far easier, able to adapt, substitute or find alternatives to any methods, or ingredients needed.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Take two 100 CP Item for free and one discount from each subsequent pricing tier.

Timeless Traveling Trunk
[Free]

You have a rustic stone and metal clothes trunk full of both Caveman Chic composed of the finest furs and Futuristic Fads using the latest space age fabrics and materials.

This traveling trunk is the size of a grown man and comes filled with clothes both male and female clothes for casual, business and party settings.

You can merge other clothes and wardrobe items into this trunk gaining it new alt-forms.

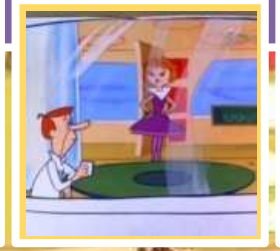
Middle-class
[Free / 100 CP / 200 CP]

You have a middle-class home that comes with a decent car.

For 100 CP you gain this in every jump you go to now and in the future and it fits in with your chosen background, origin, and setting.

For 200 CP this is upgraded to a large estate.









Stone-age Bowling Ball
[50 CP]

You get this snazzy personalized stone bowling ball that will be guaranteed to always hit what you are aiming for as long as you have the strength to fling it that far.







Holo TV
[50 CP]

This ceiling mounted holographic television creates realistic and when needed solid holograms to project television and programs.

The programs can get mixed and interact if the television goes on the fritz, suggesting that is uses some form of AI to create the shows along with recorded broadcasts.







High-End Vehicles
[100 CP]

You get high end version of both the stone age vehicle as well as t space age flying car.

The stone age **Cavemobile** is a fancier and indestructible high-end car.

The flying car now has is a larger and comfier model that can shrink and fold down into a small briefcase sized package, and its seat eject out the bottom into automated drones to drop off their occupants before either returning or shrinking down to be pocketed.



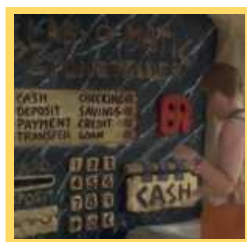


Clams, Rocks, Bills and Sand Dollars
[100 CP]

You gain an untraceable and secure bank account / trust fund containing the equivalent of one million dollars in modern day funds. This will absorb all other forms of money, inheritance, or funds you gain from other jumps to provide secure and safe storage of funds that adapts to provide various denominations for each jump universe.

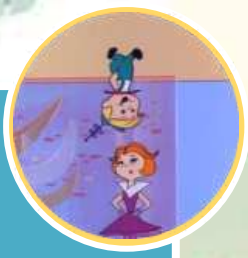






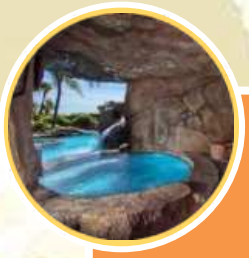






Space Boots
[100 CP]

You gain a pair of space boot in your favored design, just like the version owned by Elroy Jetsons these allow you to walk on any and all surface such as walls and ceilings as if you were taking a stroll on the floor. Just don't leave footprints on the ceiling, that's what got Elroy's pair taken away.



Stone Age Hot Spring
[100 CP]

You get to upgrade your home with a lavish and steaming hot spring.
Anyone using this will find their aches and pains and tiredness fading away under the waves of heat penetrating throughout their body as they soak within these waters.



Anti-Gravity Belt
[100 CP]

These devices are an advanced device placed in or around a person or object to provide the ability to remain at the same elevation and move around.

These are not the only means to do this but they are used widely and are a necessary part of many things like the sport of Spaceball.

You gain a single Anti-Gravity Belt and the plans to create variations of the technology.

Bowling Alley
[200 CP]

This Bowling Alley will conform to whatever setting and tech level it is imported into on the surface but will retain any and all higher tech and magic capabilities it gains from other jumps as desired in the background beyond the setting facade.










Brontosaurus Ribs
[200 CP]

Take a full rack of delicious Brontosaurus Ribs from **Bronto-Burgers and Ribs Drive-in** the leading name in bar-b-q in Bedrock.

These massive Ribs will never spoil, cool off, or otherwise be anything but perfectly ready to be eaten. Once they have been consumed, they will replenish their meat over the next 24Hrs.



Dial-a-Meal
[200 CP]

The **Dial-a-Meal** isa device used to produce various food in a pill form.
It is also capable of dispensing liquid coffee.

You version come with the ability to reproduce any form of food in pill form that you have the recipe or a scan of.

The device can be connected to any external computer to expand its recipe database for pill manufacturing and drink dispensing.



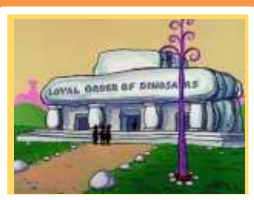
Water Buffalo Lodge/Hall or Loyal Order of Dinosaurs Lodge/Hall
[400 CP]

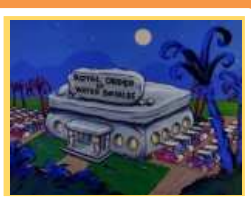
You gain your own exclusive hall or lodge that caters to an exclusive and select membership, this will always attract and keep a respectable size membership that includes those from all walks of life and social strata.

You can select what the entry requirements are for this society before entering a jump and they need to be possible to be filled so no force wielders in a non-Star Wars jump or vampires jump that has no supernatural elements.

This can be a broad as females, or a narrow as dark side wielding Gunjan's, and you will always attract at least a small collection of members.







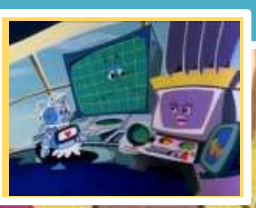

Custom R.U.D.I.
[400 CP]

You gain your own self-aware atomic supercomputer like the one known as RUDI (Referential Universal Digital Indexer) at Spacely Space Sprockets, Inc.

Your version has the personality that you desire and comes in a portable formfactor as either a handheld cellphone or laptop, this handheld version is connected to a larger central mainframe in your warehouse that can connect to any already existing system or network that exists within your properties to control and centralize their management.

As this Atomic supercomputer is from an advanced time period it comes with numerous additions from cyber security and warfare suites to entertainment relaxation videogames, it can also interface and interact with older hardware and software with ease.








Free Range Dinosaurs
[600 CP]

You gain an island full of dinosaurs and other wild animal, both sapient and non-sapient. You can attach this to your warehouse or import it as a hidden island into future jumps. This will contain animal you can train and ones you can hunt for massive food.





Jetsons Universal Drive
[600 CP]

This small universal thumb drive contains a copy of the entire tech base that exists in the Jetsons, this does not include proprietary or one-off devices, or thing that have not yet been created as of the time of your entry.

Anything that you encounter outside of what is already on this drive will be included and different tech based on other settings will populate new tech databases on this drive.

If this drive is lost or destroyed, it will reappear in your pocket or hand in 24 hours.

Booming Business
[600 CP]

Just like **Spacely Sprockets**, **Cogswell Cogs**, and the **Slate Rock and Gravel Company**, you have a large ad almost uncontested business in a field of your choice, while it might not actually be the case to the average man you seem to hold a near monopoly and your companies name is synonymous with quality by the average person.

This will provide you with a company that can be focused on a specific field, it can be a wide or narrow a focus as you would like, after all Spacely and Cogswell are know for sprockets and cogs. You will gain a basic group of followers to manage you business and will find that expanding into new markets to be easier than it would otherwise be.

Depending on what you choose to be your focus you will find your business attracting attention and maybe even employment interest from important and significant figure within a jump. Each jump you can add a new small division within you company that is focused on a different item, or field than the previous ones and grow that as well.








Companions

You can companion anyone you wish without purchasing a companion option, they just do not gain fiat backing unless imported into a new setting for the first time.

The companion options work in two ways.
1) For generic and OC options they will simply give you that companion at the start of your jump as a companion, like in the case of generic robots, or non-named characters.
2) In the case of Named characters they will arrange and guarantee a good first meeting to provide a chance of befriending them and then provide a chance at the end of your jump to ask or reaffirm in a situation or location removed from any external influence that may sway them away from accepting whether they are willing to you join you as a companion, This means that if you have already asked them to join you then they will appear in your warehouse or warehouse alternative and have their choice confirmed.

Companion Import
[50 CP - 200 CP]

Import or create a single companion for 50cp each or eight for 200cp.
Each import or creation gains 600 CP to spend on this jump doc for origin, perks, and items.

Canon Companion
[100 CP]

So, you want to take any other existing character from this world.
Well then, this option is for you.
This guarantees you to have a good first meeting and a guaranteed chance to companion them when you leave whether they survived or not.



Pet
[50 CP]

This cat or dog like creature is smart, sapient and capable of talking or communicating through charades like gestures. This can be a dog, cat, or Dino-like animal.

Dinosaur
[100 CP]

You have an actual Dinosaur of your choice as a pet, if you have the skill then you can train it to do things for you, if it is big enough maybe you can use it to travel.



Robot
[100 CP]

You gain a robot companion, whether this is a rather outdated robot maid like Rosie, or a more modern one like Lucy 2 is up to you. You may also choose what job they are made to perform, whether as a maid, or something else you desire.



Great Gazoo
[300 CP]

An alien from **Zetox** (also known as **Ziltox**) a planet that exists 9,000,000,000 miles from Earth, he was banished here as a way to get him out of Zetox and as punishment for the crime of creating a device that could destroy the universe (though he didn't intend to use it), in an attempt to have him learn the value of and the benefits of helping others he was tasked to serve whoever found him upon arrival.

If you don't want the Great Gazoo himself then you can create a custom member of his species whose looks are up to you within the mold of a two-foot tall green Zetoxian, they will simply have decided to head to earth on a vacation and will be fascinated by you, you will be the only one who is able to see or sense them unless willed otherwise.

If you pay for him or another they will be fascinated enough by your status as a Jumper to have no interest in returning home and will be willing to travel with you as a companion going forward, they are super intelligent and scientifically minded.



Scenarios

These are events that you can choose to take that if completed will provide you with additional rewards and/or options ranging from perks, items, companions, or additional CP.

The rewards may even be things that you would not be able to find in universe like unique, one-of-a-kind items, and companions that relate to the scenario to list a few options.

How the various scenarios ply out and affect each other will be up to the Jumper and Jump-Chan to decide, like how the prequal livce action "Viva Rock Vegas" movie meshes with the "Genocidal" Paleolithic Wars" scenario.

Each Scenario provides you with an additional +300 CP to spend for taking them along with any reward stated in the scenario. You are guaranteed to be roped into any scenario take in one form of another.

Scenario One
[Crossover]

If you take this you wil now go into a universe where both the Jetsons and the Flintstones take place in what is probably a post-post-apocalypse future in the year 2062 with the Jetsons society is in the clouds and space, and the Flintstones society is on the surface of earth with what is probably genetically engineered intelligent dinosaurs. Whether the flintstones society is simply the descendants of surface-dwelling survivors or are those exiled from the advanced jetsons society or are simply escaping to a more back to nature society is up to you and your Jump-Chan, as the details are vague on how they mesh.

Scenario Three
[The Jetsons Meet the Flintstones]
You can be in anytime period with you going to the other during these events.

If using the Crossover universe scenario then you will be travel to the surface of the earth and not through time like the other scenarios, though the time machine is still a working machine it just malfunctioned.

You can include the events of the crossover movie into your stay.

Plot

The Jetsons accidentally travel to the settings of the Flintstones followed by the Flintstones accidentally traveling to the jettons setting. Hilarity ensues.

Scenario Two
["Genocidal" Paleolithic Wars]
Must be in either the Flintstones-centric universe or the Crossover universe.

Bedrock was founded on land claimed during a genocidal war with the Cro-Magnon, and now like Fred and Barney, you will be involved in this war and must survive.

Details

As shown in the fifth episode of the second season "Fred Flintstone Woos Again" of the original series, Fred and Wilma have been married for 15 years. As Fred is listed as being 41 years of age during the series start, this means that they got married when he was approximately 25 or 26 years old, which would place that as after the war.

As such the war will take place when Fred Flintstone is 20 or 21 with Fred and Barney being drafted, and his marriage to Wilma taking place 5 years later after the war is over.

Your start time will move back to ensure you are the same age as Fred with your rolled age starting you at the appropriate age and year for the war to happen during your time there.

Example: If you roll a 17 as your age then you will start when Fred is 17, three years prior to the war, and the subsequent founding of Bedrock.

As this will be taking place around 20 years prior to the show starting, you will finish before the start of the series unless you extend your time in this accordingly or have a method of time travel.

The details prior to the show are up to you as they are not fully fleshed out much, so where they lived and what they did are pretty much blanks slates outside of the fact that they all grew up together and who their parents were.

If your start in the Jetsons section of the universe you will be randomly teleported through time and space by an accident possibly with something Elroy created, to arrive and be drafted into the war with Fred and Barney.

If you have perks like "**Left on the Doorstep**" you can't insert as either of the Flintstones or Rubbles child obviously, but you could insert into their family as a sibling to Fred or Betty for example or directly insert as one of the main characters.

Reward(s)

[Perk] Land Claim: You can claim land that you conquer through war or other forms of conflict whether through war or simply the defeat of the previous owner or ruler, and have you claim, and rulership be held up as your right as the winner.

[Perk] Alternate Start Time: You now can start you jumps before or after the cannon time periods, you can choose to have your start times moved to coincide with earlier or later important or known events allowing you to be around for them. You can move your start time within 100 years of the normal jump start.



Scenario Three
[The Flintstones 1994 Live-Action Movie]
Must be in either the Flintstones-centric universe or the Crossover universe.
You can include the events of the first live action movie into your stay.

Plot [Wiki]
Cliff holds an aptitude test with the worker with the highest mark becoming the company's new vice president. Barney gets the highest score but switches his paper with Fred, whom he knows will fail. Fred receives the promotion, complete with executive perks such as a luxurious office and Stone appointed as his secretary. To test Fred's willingness to follow orders, Cliff asks him to dismiss Barney who, with Fred's test paper, has the lowest score in the company. Though Fred is unwilling to fire him, Cliff warns him that he will fire both of them. Fred reluctantly accepts, but continues to help Barney support his family, even inviting the Rubbles to live with them so that they can rent out their house. However, Fred's job and newfound wealth eventually hinder his relationships with Wilma and the Rubbles. Cliff eventually tricks Fred into dismissing the other workers, over the objections of his office Dictabird. Later, Barney confronts Fred after seeing worker riots on the news and, after revealing that he switched tests with Fred, moves out with Betty. Wilma and Pebbles also leave for Pearl's house, leaving Fred behind.

Reward(s)
[PERK] Plot Diffusion: You gain the ability to better detect, lies, plots and schemes, with an increased ability to create and execute plans to turn the tables on your opponents.



Scenario Four
[Viva Rock Vegas]
Must be in either the Flintstones-centric universe or the Crossover universe.
You can include the events of either movie into your stay.

The events of “The Flintstones in Viva Rock Vegas” live action movie, now take place during your stay with Fred using Barneys going to Vegas and originally meeting Wilma and Fred there.

You arrive with your chosen age a few days before Fred and Barney.

Plot [Wiki]
Young bachelors and best friends Fred Flintstone and Barney Rubble have recently qualified as crane operators at Slate & Company. Soon to be employed, now they want dates, and a little green alien The Great Gazoo, exiled to Earth by his species, offers to help, although only they can see him. Meanwhile, Wilma Slaghoople wants a normal life and activities, like bowling, though her controlling mother Pearl wants her to marry smooth casino-owner Chip Rockefeller. After Wilma angrily escapes to Bronto King in Bedrock, waitress Betty O'Shale, mistaking her as "caveless", offers to share her apartment and gets her a job.





Scenario Five
[Jetsons: The Movie]
Must be in either the Jetsons-centric universe or the Crossover universe.

The Events of “Jetsons: The Movie” take place during your stay. This means that if you start early as in the War scenario then you will, be stuck in this jump until the normal time the events would happen which take place after Fred would be 41 at minimum.

If you are in the Flintstones society you will be brought here through some accident caused by Elroy’s technology and unable to return until at least the plot is resolved.

You can choose o start with an apartment in the adjoining apartment community to the “Orbiting-Ore Asteroid” and its neighboring shopping complex and be a neighbor to the Jetsons similar to the Furbelow’s.

Once they leave you can move your apartment to the Skypad Apartments in Orbit City and continue being their neighbor.

Plot [Wiki]
In the late 21st century, Spacely Sprockets and Spindles has opened a new mining colony on an asteroid. The proposed project is meant to increase productivity at 1/10 the cost of making the items on Earth. However, the factory continues to be sabotaged by someone or something. As Cosmo Spacely (Mel Blanc) checks up on the "Orbiting-Ore Asteroid" again, he learns from the plant engineer Rudy-2 (Ronnie Schell) that the latest head of the factory Alexander Throttlebottom has run off, making four vice presidents of the new plant that Spacely has lost so far.

Fearing for his company (and profits), Spacely names George Jetson (George O'Hanlon) as Throttlebottom's successor and sends George and his family to the plant. While the family is thoroughly upset at being thrown from their normal lifestyle (and the plans that they had coming up that week), they set up apartments on the adjoining apartment community to the asteroid and its neighboring shopping complex, while it takes the family time to adjust.

Toggles

These are my personal set of standard Toggle Drawbacks that I always include and so gave them their own section. These can be used or discarded as desired.

Self-Insert
[+0]

So, you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe
[+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real
[+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King
[+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon
[+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

1) **The Flintstones and Rubbles are swingers?**
2) Fred is insane and imagining The Great Gazoo?
3) The entire world of the Flintstones is an experiment or game /entertainment created by the Great Gazoo and he created the sentient dinosaurs with his powers to entertain himself during his exile?
4) The Flintstones society takes place on earth in the Jetsons future time period beneath the floating society that the Jetsons live in, with the talking sentient dinosaurs being some form of mutated animals from an atomic fallout of Jurassic Park style experiments.

Whatever the fanon theory, it is now fact in the version of the Goof Troops universe you're

Drawbacks

Take as many drawbacks as you wish, just make sure you can handle them.

Extended Stay
[+100 CP]

For each purchase of this your time here is extended 10 years.

Episodic Format
[+100 CP]

Your life follows a schedule where someone or something of note or interest will take place that concerns you. This also causes you to attract a "cast" of other people to you, who will also react to these events and play off you.

So, on the one hand, you're a protagonist! On the other hand, anytime something of note happens, you'll always either be nearby or it's going to come to you.

No naughty language
[+100 CP]

No one in this world can swear, and instead you and everyone else will invent new swears which would sound silly to children but everyone takes them very seriously.

A very special episode
[+100 CP]

Occasionally, you'll have events in your life that are straight out of a public service announcement. It'll be as if the universe wants to highlight a particular issue and your reaction is how impressionable children are meant to respond in a similar situation.

The Barney Effect
[+100 CP]

1 in 3 times, other people around you will be credited for your successes and accomplishments. The more incompetent someone seems, the more likely it is that other people will see this as a sign of their hidden brilliance and attribute your positive traits to them.

Catch Phrase
[+100 CP]

Whenever you feel strong emotions, you'll eventually have to release the pressure by uttering one of your iconic catch phrases. If you keep it in for too long, you'll scream it out in a loud

Big Eater
[+200 CP]

In order to feel satisfied, you must eat roughly half your weight in food a day. You have an extreme preference for meat, particularly gigantic steaks. Going without will leave you feeling hungry and cranky, even if you normally don't need to consume food.
You won't have any unwanted weight gain from overeating.

The Future has made you WEAK!
[+200 CP]

Much like George and many in the future you are weak, you are barely able to lift your own body weigh and tire when doing anything more strenuous than pushing a single button.

Dumb as a Rock
[+200 CP]

Man, you epitomize brawn over brains, don't you?
Well hopefully you have brawn as you don't have the brains to survive without them.

You are rather slow mentally and have issues with your memory and making quick connections, any form of advanced mathematics is beyond you.

Techno Addict
[+300 CP / +500 CP]

You feel a strong need for advanced technology and are deeply uncomfortable if you don't have access to it. This awards an additional 200 CP if taken with Technophobe.

Technophobe
[+300 CP]

You don't feel comfortable using technology that's above the tech level that the Flintstones world displays. If taken in the flintstone setting this includes newfangled Dino Tech.

Unintelligible
[+300 CP]

Unlike everyone else, you weren't given the ability to understand the language that animals speak and instead it sounds like unintelligible animal noises.

Yabba Dabba Don't
[+300 CP]

Fate has written you into the world as an antagonist to the Flintstone and Jetson families. Even without trying, you'll somehow end up inconveniencing them, and you'll often find that your goals and desires are directly in opposition to theirs. As if you were some kind of recurring minor threat who keeps appearing in their lives.

Anyone you're associated with will also gain this effect, becoming the rival of the person they most match thematically. If you have a baby, for example, then this child will be Pebbles' antagonist.

Setting Appropriate perks and Items
[+300 CP]

For your entire stay here, you will only get the perks and items that conform to your chosen starting setting, for Flintstones gain Orange and Red, and Jetsons gain Blue and Red.

Cataclysm
[+200 CP / +400 CP]

The world of the Flintstones will soon have to face a meteor of the same size that killed the dinosaurs on other versions of Earth. The world of the Jetsons will face even further devastation from pollution. You have roughly 6 months from when you enter the jump to act if you want to avert these events.

If you are in the Flintstones or the Jetsons only setting, then you only get the single setting appropriate disaster for 200 CP.

If you are in the combined setting, then you can buy one for 200 CP or both for 400 CP.

Lockdown
[+600]

You have all Out of Context items, powers restricted, and your warehouse locked.
You are only left with access to what is part of your Body Mod or Body Mod Alternative.

Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home?
Well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0 - Initial Jump Creation



Thanks to u/Burkess, u/dangerfun , u/Rhylith, u/-Frog-Queen-, and u/BrightKhaos.



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