ARTHUR CHRISTMAS



Arthur Christmas Jumpchain

1.0 - Original Edition
Movie by Sony Pictures Animation & Aardman Animations
Jump Adaptation by EYouchen/MadaMada
WARNING: THIS DOC CONTAINS SPOILERS.

'Twas the night before Christmas, when all through the house
Not a creature was stirring, not even a mouse;
The stockings were hung by the chimney with care,
In hopes that St. Nicholas soon would be there.
-Clement Clarke Moore, Twas the Night Before Christmas/A Visit from St. Nicholas

Story:

Santa Claus. Father Christmas. Saint Nicholas. Sinterklass. Père Noël. Kris Kringle. Every Christmas Eve, this kindly old man flies across the world and delivers gifts to good children everywhere, near and far, for the joy of all.

But that gives rise to many questions. Many, many indeed. Santa Claus has been around for generations - how is he still around and giving gifts, when centuries have passed? And what about the logistics? How can Santa be sending gifts to houses all around the planet without waking a single soul? It would be a logistical undertaking of an unprecedented scale, and yet it happens every year. It's nothing short of *magical.*

Just *how* does Santa pull it off?

Well, let me answer those questions about the situation in this world. Let's start with the first question. Here, Santa Claus is not a person, but an inherited title passed down through many generations of Santa Clauses. As for the second, the old flying reindeer-and-sleigh combination has become dated and obsolete in this day and age. Times have changed, and Christmas with them - now, the current and 20th Santa, Malcolm, relies on the S-1, a high-tech, cloaked ship easily the size of a couple of city blocks, along with hundreds of highly-trained elf operatives. Nowadays, the operations are run by Malcolm's eldest son, Steve, who runs a tight ship as he ensures each home is sufficiently festivized every year, utilizing cutting-edge technology to get the job done. The other members of the Claus family include Santa's loving wife, Mrs. Margaret Claus, the elderly Santa the 19th, now known as Grandsanta, and of course, our titular hero - Arthur - a young man who's very passionate about Christmas.

Of course, like all people, the Clauses don't live perfect lives. Though they still love each other, they've got their fair share of family strife. Though Malcolm's the current Santa, the majority of the heavy lifting is left to Steve, who coordinates operations as Mission Control from the North Pole. Grandsanta resents Christmas' new reliance on technology and wishes for the olden days

of sleighs and reindeer. And Arthur has been reassigned to answer letters to Santa, a job he puts his heart and soul into.

You start a week before the Christmas Eve of 2011. December 17th. Preparations for this Christmas are coming to a head, and in one week, Christmas will happen. All seems well, and the night seems poised to be the most successful Christmas of all time until a series of mishaps lead to one present in millions being forgotten, a bike meant for child 47785BXK, a.k.a Gwen Hines of Trelew, Cornwall, England. When this is discovered, Arthur takes his grandfather and a wrapping-obsessed elf named Bryony on a desperate quest to get the gift to Gwen before sunrise…

Take this as a gift.
+1000cp (Christmas Points)

Locations:

No place is neglected during Christmas Eve, and the Clauses and their elves have visited every single one of Earth's nations in their yearly efforts to send gifts to nice children around the world. To determine where you're starting, roll 1d8 or pay 100cp to determine

1. The North Pole - The northernmost point of the planet is unsurprisingly the residence of Santa Claus and his elves. The entire Claus family and thousands of elves call this frigid region home, living in a massive complex of underground bunkers, tunnels, and shelters. It's quite cold, so please remember to shut the doors.



2. 23 Mimosa Avenue, Trelew, Cornwall, England - Home to Gwen Hines, the girl whose forgotten gift will cause a crisis at the North Pole. It's a small house in a cul-de-sac by the local church. It's a nice town, really, and I wouldn't be surprised if you wanted to stay here for the duration of the jump.

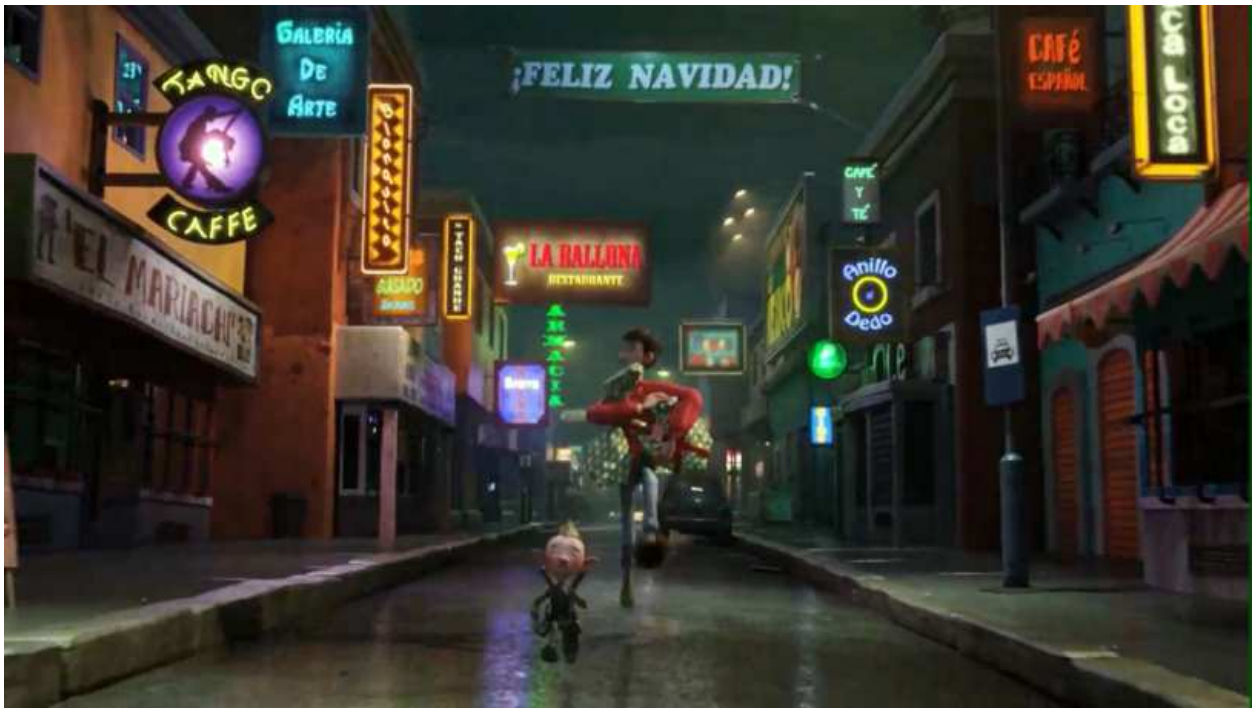
3. Toronto - Canada's most populous city and the capital of Ontario (also the most populated province), right on the shore of the lake. Home to almost three million people, the Royal Ontario Museum, Casa Loma, the Rogers Centre, and more. Try to drive carefully around here. Or if you're on a flying sleigh, don't crash into the CN tower. You wouldn't believe what can happen to distracted drivers…



4. Idaho - It's Idaho. The Gem State. More specifically, you're somewhere in the middle of nowhere, right next to a small auto shop with a *very* enticing golden reindeer decoration. In a week or so, the Clauses will come along and steal it, which will set off a chain of events that'll eventually lead to the governments of the world mistaking Clauses for hostile aliens.

5. Serengeti National Park - The famous national park, located in the northern plains of Tanzania. This is where the great wildebeest migration takes place every year and is home to many animals you'd expect to see in Africa, like lions, zebra, giraffes, and elephants. Some of which might not be very friendly to you. Don't get it confused for the Paris Zoo.

6. 23 Mimosa Avenue, Trelew, Mexico - Unfortunately, it's unknown just what region of Mexico *this* Trelew is in, but it's much more well-known than its counterpart in England. The house in question that you're going to is home to a boy named Pedro and his pet Chihuahua.



7. Cuba - You're on some beach in Cuba. I think it's a cay. I don't know what else to say. There's sun, sand, and shore for you to enjoy. Maybe you can go for a swim. In a week, Arthur and co. are going to lose their sleigh and be briefly stranded here.

8. Free Choice - You got lucky! Or maybe you just paid the cp. Either way, you may choose any of the previous locations to start at, or anywhere on the planet for that matter. Don't choose something stupid, like "the bottom of the Marinaras trench" or "in the Oval Office." That's not going to end well. Or do.

Origins:

Who are you, and what role shall you play in this Christmas story? Choose now. Your age and gender can be whatever you want them to be, but don't go crazy and say you're 20 billion years old or you'll have a situation like the Sibyl of Cumae's on your hands and spend the jump in a jar.

Child: This can *optionally* be taken as a drop-in. You aren't necessarily a child, but you're a seemingly mundane person on this Earth. You have a place to live, and if you're not a drop-in, a loving family.

Claus: You're a member of the Claus family, a sibling to Arthur and Steve, and you have a role to play every Christmas. Your family has been spreading cheer across the globe ever since 259 AD, and the 25th of December has been getting more and more successful. Maybe you've even got aspirations to be the 21st Santa Claus…

Elf: Santa may ostensibly run the show, but you elves are of invaluable help to him. Elves provide most of the manpower, do the wrapping, sit at the mission control computers, make the toys, and deliver the majority of presents and gifts on any given Christmas night.

Perks:

The meat of any given jump. Not so much for this one, as much as you're probably here for one of those awesome flying sleighs, but here they are. As always, perks associated with your origin are discounted by half, with the 100cp perk being free.

Child Perks

Believe in Christmas (100cp): Sometimes, Santa exists in a given universe. Sometimes, he doesn't. You will always know in your heart which myths are true, and which aren't - this manifests not as certainty, but as a strong belief if they do exist. Additionally, you are very observant, and much more likely to catch a glimpse of Santa or his elves than the average person.

Holiday Blessings (200cp): The winter holidays are supposed to be a time of joy. And what better way to spark joy than a million little miracles? You seem to be a person blessed with good fortune in general, but this luck skyrockets when the month gets to December. By being kind and doing nice things for others, you can bestow others with this perk.

Get the Bike to Gwen (400cp): Santa Claus cares for every child in the world, and you are no exception. Maybe you've written lots of letters because they might have a soft spot for you. Not that you're likely to know it - but you do, because you took this perk. You're just so likable that people are much more inclined to pull out all the stops and go the extra mile to do nice things for you.

The Jumper is Nice (600cp): And nice people get gifts every Christmas. Act with virtue around every year, and Santa Claus will provide you with a gift. No matter where you are if you're kind and just, you can look forwards to a gift. It'll always be setting-appropriate and useful, and its value scales proportionately with how much good you've done. If you've done many deeds of kindness and valor, in say, Middle-Earth, don't be surprised when a corruption-free Ring of Power shows up on your doorstep. However, no weapons will come, for Santa Claus is not an arms dealer.

Claus Perks

“Dear Santa…” (100cp): When the holiday season comes around, many children worldwide mail letters to Santa Claus. And surprisingly, they make it to the North Pole. Santa himself doesn’t answer the letters - that’s Arthur’s job. And now yours, too. You can *somehow* read and write in almost every language in the world, have excellent handwriting, can write incredibly fast, and have a near-encyclopedic memory when it comes to who mailed which letter. Lastly, your hands will never suffer from writing too much, and you are immune to paper cuts.

Mission Control (200cp): It takes a special sort of person to direct Santa and his elves every year. It’s a job akin to being NASA’s Chief Flight Director. And now you have the talent for this kind of job. You’ve got excellent leadership qualities, a head for copious multitasking, and are *very* hard to unsettle. In short, you’ve got the competency and command to lead thousands of subordinates and make effective real-time decisions to maximize efficacy, efficiency, and effectiveness.

On A One Horse Open Sleigh (400cp): Being Santa isn’t all about bossing around elves and doing none of the actual giftings yourself. There was a time when he flew around on his sleigh with eight reindeer, and distributed the presents himself. And you weren’t one to neglect this aspect of Christmas - from a young age, your grandfather took you aside and secretly taught you to work his sleigh. Congratulations. You’re now as good as there can be at flying a magic sled around the world at ludicrous speeds that make fighter jets look like flying metal snails. You can also pilot the S-1 if you’re inclined to.



“Worry Me!” (600cp): Once again, the position of *Santa Claus* belongs to a kind person, one who cares for every child in the world and wants nothing but the best for them. To Arthur Claus and the elves to a lesser extent, even *one* missed child is a disaster of epic proportions - the thought of their sadness when realizing they haven’t been left a gift is unbearable. Your competency drastically increases when you’re worried for someone, to the point where an exceptionally clumsy teenager could catch and regain control of a runaway sleigh going many times the speed of sound, hundreds of feet in the air. Santa cares for everybody, and everybody deserves to be happy when it’s Christmas time.

Elf Perks

Elf Training (100cp): The elves do the majority of the present delivery, and that takes a lot of expertise and work to do. You’ve trained for this. You have proficiency in rappelling, incredible feats of acrobatics and stealth, and know how to competently use all the gear that you’d be expected to, from carrot chompers to tape guns to stocking fillers.

Wrapping (200cp): Similar to a certain elf, you are nothing short of amazing when it comes to wrapping. Not everybody can say they’ve wrapped hundreds of thousands of presents in three days, after all. You can wrap nearly anything in record time, from any sort of toy to alarms, to even what would seem near-impossible to wrap, such as your own head or a moving bike.



Longevity (400cp): Believe it or not, there’s an old (but unwise) elf at the North Pole, who was around in 1816. He makes a little speech that sends the elves into a panic, hence the foolish part. But that’s beside the point, which is that he’s been around for over 150 years. You, too, have this incredible lifespan and are likely to see many Christmases in your days.

Christmas "Magic" (600cp): The North Pole's got a *very* sophisticated operation going on, but who makes and maintains all that tech? Well, Steve probably knows a lot about it, as he owns the S-1, but also you. You've got all the technical know-how on how to make all the gear the Clauses use - which includes, but is not limited to advanced computers and cloaking technology, night vision goggles, a very battery-efficient and durable sort of cell phone, and even flying sleighs and their successor - giant flying vessels that are a step away from being spaceships.

Items:

The *actual* meat of this jump. Welcome to the item shop, where you can get your hands on cool stuff from this world that may or may not be especially difficult to acquire otherwise. Spend your cp wisely. You may have one half discount for each price tier of item (100/200/400/600cp), which can be applied to anything within its price. As always, things that cost 100cp are free when discounted. Any items bought here are replicas that are just as good as the originals. All will be returned/repaired/replaced within the week if lost, damaged, or destroyed.

Christmas Slippers (100cp): They look like Reindeer with big, googly eyes, and they're certainly comfortable. You have a pair of brown, furry slippers that will always keep your feet warm and comfy. They're the same as Arthur's pair. The eyes are electronic and can glow when shaken, which is sure to mesmerize and temporarily distract any nearby animals.

Elf Gear (100cp): You have all the gear and equipment an elf working on the field of present delivery could want. This starts with a green uniform, a comfy hat, plungers to climb walls with, a vest, tape guns, and night vision goggles. Now get those presents delivered, soldier!

HOHO 3000 (100cp): That stands for *Handheld Operational & Homing Organizer.* Like the case for most products that throw a big number in their name, the 3000 is just there to make it sound cool. This is a very good smartphone, found exclusively at the North Pole. Has fantastic battery life and unlimited data and can somehow pick locks, but the real kicker is its navigation feature, which is *decades* ahead of anything else in this world. Around as durable as a Nokia. Comes only in red.

Christmas: The Board Game (100cp): It's a board game. Pieces include Santa Claus, a candle, a reindeer, a turkey, a sleigh, and a boot. Have some family fun. It's probably like Monopoly, but with parts of Snakes & Ladders thrown in alongside little golden present pieces and trivia cards, one of which needs you to sing *Silent Night* backward.

Santa Suit (100cp): Customized to fit you perfectly, and you'll always look good in it. This outfit's some variation of the traditional Santa outfit made uniquely just for you in a style you'd appreciate. Whether you're a traditionalist or you'd like to spend Christmas in a Versace, this is the getup for you.

Replenishing Wrapping Paper Containers (200cp): Two black containers, both containing a large amount of wrapping paper, bows, tape, and some scissors for good measure. If you have the **Elf Gear,** they can be mounted on the back of your vest, where they'd be easily reachable. The wrapping paper and bows come in whatever color and design you like, and if you run out, the containers will refill within an hour.

Command Chair (200cp): It's super comfy, made from black leather, has heating pads and massagers, can be driven around, and best of all, it has a built-in espresso machine, which can be configured to make any type of coffee or hot drink you like. Also, it'll never run out of coffee. And all of that's on top of the fact that it's a chair of *commanding* - it has all sorts of computers hooked up to it to help you better coordinate operations.

A House (200cp): You have a place in this world to live in now. A small two-floor house. It will appear near your starting location during subsequent jumps. It's fully furnished and has running water, power, heating, air conditioning, a bunch of home appliances, and a comfy bed.

Infinite Christmas Food (400cp): Because Christmas dinner is one of the best meals of the year. So much that you might want to eat Christmas dinner every day. You have an unlimited supply of turkey (which can be swapped out for some other kind of poultry or oven roast), mashed potatoes, gravy, vegetables, stuffing, pie, cranberry sauce, gingerbread cookies, hot chocolate, and eggnog.

Toys (400cp): Wonderful toys. You have a supply of not just one toy, or a hundred, but *two billion* of them. Before you ask where you're going to put them, let's just say that they're stored in a pocket dimension that you may summon them from or return them to at any time. Makes things simpler. If given away to somebody nice, a toy will be immediately replaced. If used in any other matter, the toy will take the normal amount of time for replacing.

Northern Lights (400cp): The *Aurora Borealis* may be the result of energized particles from the sun meeting Earth's magnetic field, but in this universe, they produce magic dust, which can be mined and used to power vehicles. I guess you could say the same for the *Aurora Australis,* but Santa doesn't live anywhere near Antarctica. You can summon the lights to your location at any time, even if it doesn't make sense, as well as the magic dust, which will be able to power any machine with terrific energy output and efficiency.

EVE (400cp): Most of the Claus family thinks this beauty got scrapped in the 1960s, but it's still around. The original sleigh, from the days when the Clauses were the only men in the world who could fly. Built in 1845, made of Icelandic Birch and Arctic Balsa, and can reach a speed of 50,000mph at a maximum height of 40,000 feet. Somehow, you will not be harmed no matter how fast you fly, and somehow, your reflexes will be boosted so you can pilot the sleigh as easily as the average person would drive a car. It's piloted with reins and a panoply of levers and dials. It also has a built-in camera (although it's one of those 19th-century models) and can disguise itself by covering itself in wooden panes. Comes with eight trained, healthy (and immortal) reindeer, stables to house them (and the sled itself - the stables will attach to a

property you own or the warehouse post-jump), food, and a natural horn to rouse them. You can make the front ornament read anything you want, and change it every Christmas. Will never run out of fuel, but you still need reindeer to carry it along.



Polar Base (600cp): The North Pole is taken, so maybe you could operate out of Antarctica. Or you could have your own spot somewhere else at the North Pole. This here is essentially a base/home of your own, on par with the one the Clauses live in. Aside from being a place where you and your companions can live, it's got the stuff you'd expect a modern-day air base would have, sans weapons, and excepting the fact that it's underground and the only "planes", so to speak, would be either EVE or the item right below this one. A barracks big enough to house thousands of people (conveniently scaled up to suit both humans and elves), as well as private living quarters. Of special note is its state-of-the-art computer system, which is incredibly good for hacking all sorts of things across the globe.

S-1 (600cp): The new-and-improved sleigh. Steve's baby. A big red toy. I like the original more, but the S-1 is objectively much better when it comes to delivering presents. I suppose this is the closest thing to an actual spaceship on this Earth, and it approaches the size of a large city - it's big enough to blot out the sun over Trelew, England. Firstly, it goes so fast that it makes even EVE look slow - its maximum speed is a mind-boggling Mach 1860. It can also function underwater, *probably* in space, and has a cloaking system that allows it to camouflage itself to imitate the night sky, as well as turn invisible. It contains what's its toy factory and thousands of openings where you can rappel or parachute out of - battalions of elves do just that over every major city on the planet.



Companions:

Christmas is a time meant to be spent with family and friends if you have them. Or you could meet new ones!

Import (free): Import your eight companions free of charge. Everybody gets 1000cp free of charge and can take drawbacks.

Canon Companion (free): If you want to take someone native to this world, be my guest. You just have to convince them, and the decision is entirely theirs - you cannot influence them in any way.

Elf Legion (200cp): These guys are followers, not companions. You have around a thousand elves, trained in all sorts of roles, at your beck and call. They'll be off doing their own thing when you don't need them, but they're always around to help when you need them.

Drawbacks:

Need more cp? Well, this is your stop. You'll just have to take one of these complications. There's no limit to the number of drawbacks you can take - go wild.

"I'm Terribly Sorry!" (+100cp): You're just *clumsy* now. You tend to go places where you're more likely to trip, and you will occasionally slip up and fall in a somewhat comedic way.

“Shut the Door! ” (+100cp): In the North Pole, it’s a good idea to do so, because it’s a cold place up there. Unfortunately for you, you have a bad habit of forgetting to close doors when you go through them. This can be overcome with enough mindfulness and effort, but don’t expect it to be easy.

“Melted Down the Elf Barracks…” (+100cp): You have an unfortunate tendency to mention things in the past that are better left unsaid. You’ll allude to embarrassing moments and it may frustrate those around you sometimes.

“One Child Doesn’t Matter?” (+200cp): It seems you have lost sight of the meaning of Christmas. It’s all about something else now, whether that’s earning somebody’s approval or something else. Fate will conspire so that you relearn the true value of holiday spirit before the jump ends, but expect to be less happy and more miserable every Christmas.

Postman in a Spaceship (+200cp, incompatible with “Twelve Reindeer and a Drunken Elf!”): You’ve grown overreliant on technology and forgotten how to do things without it. If you’ve taken the *Child* origin, you’re one of those sorts who are on their electronic devices too much. If you’re a Claus or an Elf, you’re probably one of those sorts who do everything from a desk and have no real experience in field delivery.

“Twelve Reindeer and a Drunken Elf!”: (+200cp, incompatible with Postman in a Spaceship): On the other hand, you might be more like Grandsanta than Steve, who the last drawback was based on. You’re (possibly) old, crotchety, and slow to adapt to the current state of things. When things have advanced to a state where they’d be much easier if you changed your ways, you’re going to have a hard time swallowing your pride and leaving the old ways.

IN STEVE WE BELIEVE (+200cp): You’re a suckup. You have a slightly unhealthy obsession with a certain person, and you’ll constantly act all sycophantic around them. This person is always either the current Santa Claus or his heir. So that’s either Malcolm, Steve, or Arthur for you. As always, with great effort, you can grow out of this.

Lumps of Coal (+200cp): You must’ve been quite naughty because you won’t be getting any gifts during your time here. Not. One. Gift. Not from Santa, not from anybody. And despite the title, you won’t even be getting coal.

“You’re Gonna Make It, Soldier!” (+200cp): You are unlucky and more prone to injuries before. This won’t draw anything life-threatening, but you’re likely to draw much pain to yourself. You might accidentally bang your head against walls sometimes, or get your feet stuck in mousetraps. Either way, expect your stay here to be somewhat pain-filled.

Too Many Mince Pies (+400cp): You’re getting on up there in years, Jumper, and it’s beginning to show. Just as Malcolm isn’t nearly as good as he used to be after 70 years as Santa Claus, your competency has taken a big dive. You’re nowhere near as good as you once were, and it’ll stay that way.

“I’m Not Good With Big Animals!” (+400cp): Or most animals, for that matter. The majority of animals have some measure of dislike for you and are more likely to attack you. If you aren’t careful, you might get attacked by a lion or a polar bear. Maybe you should take a wilderness survival course. As a small mercy, reindeer are immune to this effect.

That *One* Drawback (+400cp): It’s shown up so many times that I can’t be bothered to describe it in detail this time. You’ve lost all your OCP powers, reducing you to just your body mod. Not that it’s going to be much of a pain - this is a pretty safe world and the body mod is great.

That *Other* Drawback (+400cp): It’s the above drawback, only for items. Go figure. How will you ever live without the power armor that’s been through about 47 imports and does everything for you?

“Season’s Greetings From Mankind…” (+600cp): It looks like the governments of the world have reason to believe you’re an alien, Jumper. And I guess you are, though you’re one from another universe as opposed to one from another world. Circumstances will align so that somebody in this world spots you, mistakes you for an alien, tells their government (who will believe them), and eventually, a predator drone will be sent after you.

Future:

Ten Christmases have passed. All your drawbacks have been revoked. Either way, a familiar choice presents itself…

Home for Christmas: And for good. The holidays are a time of joy, and perhaps that has reminded you that there's no place like home. You have made your decision - to return to your original universe, taking with you everything you have gained on your journey. Merry Christmas to all, and to all a good night!

Jumper Settled Down… and was Happy: Going home is all well and good, but this is a nice world, with lots of holiday spirit. They've got a wonderful thing going on at Christmas around here. This here is the option if you choose to stay. Things back home will be taken care of. This is where we part ways, then.

Dash! Dash! Dash!: Of course, your tale has not yet been told in full. This is but a footnote in the legendary saga of the Jumper, though hopefully a happy one. Onwards to the next universe. May you share the spirit of Christmas with far-off lands. And gifts, and cookies and milk, and everything else that makes the holidays a happy occasion.



NOTES:

Jump Notes:

Mada Mada Plus Ultra. EYouchen/MadaMada Jump #10.

I attribute the first part of the poem I'm using as this jump to Clement Clarke Moore, but it is contested that the author may have been Henry Livingston Jr.

Denmark and Poland were initially on the locations list.

I'm getting sick of saying "any origin may be taken as a drop-in." I'd like to start to make dedicated drop-in origins in future jumps. That's why I didn't do it for this jump. If you want to be a member of the Claus family, it should come with the appropriate memories.

In my opinion, this jump isn't my best work. It's mediocre, but I haven't made all that many jumps yet so I may change my opinion. I didn't like creating it all that much (I enjoyed the end process much more than the beginning), but it's done because I didn't want to abandon it. I had to make up all the perks for the first origin. It was made for the December Monthly Jump Challenge. Not my best, but not my worst either. I should probably stop making jumps for the Monthly Jump Challenges and get on with the ones I want to make jumps for. Dress-Up Darling wasn't made specifically for the November Monthly Jump Challenge, it just happened to coincide with it. Trying to make jumps for MJCs results in rushed, crappy jumps on my part. But I feel like I improve a little with every jump I make, so hopefully, the next one's better.

Postman in a Spaceship was originally intended to be named **Techno Tommy**, but the newer name sounded way cooler.

I had the below drawback, but it got scrapped. I've decided I'm not a fan of that kind of drawback. I'm getting sick of power loss drawbacks.

Escape Hatch (+0cp): This isn't a drawback, but a toggle. If you take this, you may choose to leave once Christmas day is over.

Changelog: (I regret not specifying my last jump as 1.0 - there's always something I notice and regret about my jumpdocs after I publish them, and I suspect this one will be no different)

- Made on December 14th, 2022
- Finished on December 24th, 2022
- Version 1.0 - Original Edition Published on December 25th, 2022

Location Categories: Now with a total of 10 Jumps.

- Not Earth: 3 - Peter Nimble and his Fantastic Eyes, Sophie Quire and the Last Storyguard, Thor: Love and Thunder
- Earth, Unspecified Location: 2 - Toaster Dude, the Giving Tree

- Earth, Global: 2 - DCeased, Arthur Christmas
- Earth, Specific Area: 3
    - Canada: 1 - The Troop
    - United Kingdom: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling

Credits:

- EYouchen/MadaMada - me, the Jumpmaker. Eliang on Discord.
- Thanks a bunch to that person who told me about the PDF compressor.

Other Notes:

Man, it's sad that I'm scrutinizing a random movie from 2011. According to the movie, Santa started in 259 AD.

My favorite jumpmakers are Aehriman and NuBee.

We're that Techno Tommy sort.

I want to slap my past self for selling almost all of my Skylanders. The little jerk. And my entire set of *Shark Wars.*

The North Pole has somehow managed to steal sensor technology from some military's missile program. Go figure. Congrats to Burkess on the job. Merry Christmas, and Happy Holidays to all.