

In a world where the imagination of children can make real living friends, there comes a time when such friends are usually abandoned by the child who created them. For such friends, there exists Foster's Home For Imaginary Friends, a safe haven made to both care for lost imaginary friends and put them up for adoption so they can continue to bring smiles to children.

One such child and friend are the duo of Mac and Bloo who, through a series of whimsical events will become embedded in the daily life of this fantastical place and the various friends that call it home.

You shall spend the next 10 years in this world of imaginary friends, starting on the day that Mac and Bloo get into a fight with his abusive older brother Terrance, which kickstarts their new life of adventure. Take these

1000 Imaginary Points (IP)

to spend on offerings provided in this document to find your place in this familiar yet whimsical world.

Backgrounds

All backgrounds may either come with pre-existing memories and history in this world, or can be "drop-in" without these things.

Adult

Just like in our world, it's hard-working adults that keep the world running smoothly and functioning. As an adult you start off in a small apartment in the same town that Foster's Home resides in. Starting age is 17+2d20, or you may spend 50 IP to choose any age that is 18 or older...in case you're curious, Frankie is 22 at the start of the show. Make of that what you will.



Child

For every Imaginary friend there exists, there is also the child that created them. You yourself are now a child, and you start the jump either at your parent's home or at the same school that either Mac or Terrance goes to. Starting age is 1d12+5, or you may spend 50 IP to be any age from 5 to 17.



Imaginary Friend (-100 IP)

Seeing as how the vast majority of the cast are imaginary friends, it makes sense if you chose to be one yourself. Imaginary friends come is all manner of shapes and sizes, and are seemingly ageless (meaning no need to rolls for any age). You start off the jump either in your owner's house, or in front of the front door of Foster's.



Perks

Perks are discounted 50% for their associated backgrounds. The 100 IP perks are instead free for their associated background.



Child

Gaming (100 IP each)

If there's one constant in every world, it's that kids love to play. Pick a single game, sport, or activity whether that be basketball, paddleball, bowling, or a particular style of videogame. You are innately talented at playing that game, and take to it naturally. You can buy this perk multiple times, though children only get the first purchase free, though children also get subsequent purchases at a discount of 50 IP.

Imaginary Tears (200 IP)

Adults are suckers, give them some waterworks and they'll believe anything. You're quite good at feigning sadness and contrition, and have a good sense for the right things to say to convince others of your innocence. Even if you get caught in a lie, you can still be pathetic enough to make people not want to deal with you in public.

Orlando Bloo (400 IP)

Everyone loves a good disguise, and you're got the confidence to pull off most disguises. You're skilled at making even fake-seeming disguises seem at least plausible, and you have the skills to pull off the "three kids in a trench coat" ploy.

Active Imagination (600 IP)

The imaginative will and capacity to create an imaginary friend isn't something all kids have, but you now certainly do. Through just your own sense of imagination and wonder you can create imaginary friends, not just in this world but even in future worlds and jumps not in this universe. Imaginary friends created in this way cannot be any more powerful than what is shown in the show (with beings like Imaginary Man, World, and the various Extremasauruses seemingly being the peak of what an Imagination can do), and are sapient beings possessing their own free will.

Adult

Housekeeping (100 IP each)
As always, it's the adult's job to look over, fix, and keep things tidy and functioning well. Choose a type of domestic skill, such as housecleaning, plumbing, roofing, cooking, or any other home maintenance skill. You are now trained in it, to the extent where you could feasibly make a modest living. You can buy this perk multiple times, though adults only get the first purchase free, though adults also get subsequent purchases at a discount of 50 IP.

So Cool and Hot (200 IP)
Something about you is just naturally attractive to others. Could be your down to earth nature, disheveled good looks, or how nicely you clean up. Regardless, you'll find people are more likely to develop crushes and attraction towards you, especially when you are friendly and gracious towards them. Plus, should you take out all the stops and put in the effort to dress nicely fancy (maybe do some hair and make-up work) you can easily make people stunned with your jaw-dropping beauty.



Granny's Intuition (400 IP)
You've been around for a while, and with age comes an intuition regarding people. You have a good sense for how trustworthy or good hearted a person is, and with just a few seconds of extended eye contact you can good a solid and accurate feel for how reliable and well-meaning a person is and if they can be trusted.

Foster Parent (600 IP)
Taking care of children, especially foster children is a great labor regardless of if they're real or imaginary. Exceptionally so when you have over dozens of imaginary friends with different bodies and needs all clamoring for assistance and support. You have a near impenetrable sense of composure and patience, and are able to calm down and inspire composure in those you have responsibility over. Further you have an excellent instinct when it comes to caretaking and raising people, and have a good sense of how to prioritize the needs of those placed under your care.

Imaginary Friend

Imaginary Power (100-600 IP each, Imaginary Friend exclusive)
Since kids always find it cool to have an imaginary friend with special powers, many such beings do indeed have bizarre and supernatural powers. Each time you purchase this perk, you may grant your imaginary friend form a unique power or ability. For 100 IP it can be something pedestrian like extra eyes, improved senses, being tasty, or having a built-in tool or instrument incorporated into your form. 200 IP will grant you a more useful power such as stretchiness, being extra tall or short, being made of multiple smaller beings/bodies, or being able to emit or eject some harmless substance from your body. 400 IP grants you more significantly powerful abilities such as increased strength, flight, or some elemental abilities like fire breath or electric tentacles. For 600 IP you instead can get an exceptionally powerful ability such as an invulnerable body, personal time-travel, Coco's egg creation, the ability to create or emit dangerous items and substances like the Extremasuar's bombs, or World's ability to possess and manipulate objects. By default none of these abilities are discounted, though you may instead choose to forgo your discount for any of your background perks to instead apply its discount to any one ability you purchase of the same IP value.

Fun Loving (100 IP)
Children create imaginary friends to be companions and play buddies. As an imaginary friend, you will never lose your sense of fun and whimsy, and you will always be able to come up with ways to have fun and play with your owner and friends.

Unorthodox Performance (200 IP)
You ever wanted to serenade someone with your armpits?...don't answer that. Choose some sort of strange bodily noise you know how to make, such as hiccups, belching, or armpit-farts. You now have a musical talent with this rude sound, able to control its pitch and make entertaining music with your rude noise of choice.



A Good Turn (400 IP)
One good deed deserves another. Whenever you help someone out of the goodness of your heart, this will accumulate good karma. Eventually, should you find yourself in a bind, you'll find that the consequences of your good deeds will somehow result in a way out of your sticky situation, like helping mow people's lawns for free allowing you to be acquitted of robbery charges. Please note this doesn't work if you do good deeds to try and force this to happen, your charity must be sincere and of your own honest desire to help others.

Extremasaurus (600 IP)
It's a sad fact that many jerkwad teenagers will make imaginary friends for no other reason than for glorified cockfights. It appears you may have once been one of these friends made for battle. You have an innate sense for combat, excellent reflexes and instincts, and you know how to fight in a way that can get a crowd excited and clamoring for more action like a proper gladiator should.

Undiscounted

Cookies (50 IP each)
Madame Foster's cookies are famously delicious. As a welcome present have a plate of her cookies to enjoy. You will get a new plate of cookies once a year. You may buy this item multiple times for multiple plates of cookies.

Child

Underwear for Christmas (100 IP)
Everyone needs some underwear. By buying this option, every year for Christmas (or the local equivalent at least) Santa Clause will deliver to you a new pair of underwear as a Christmas present. The underwear isn't special or anything, just a comfortable set of undergarments made for your current jump's body.

Family Yearbook (200 IP)
Sometimes it's fun to see how time progresses and how others change with it. This yearbook is one made for you and your companions. Every year it adds a photograph of you, your companions/followers/pets etc. standing together either in your warehouse, in one of your properties, or in the starting location of your current jump. A lovely memento to reminisce over as the years go on.

Items
Items are discounted 50% for their associated backgrounds. The 100 IP items are instead free for their associated background. Items broken or lost are repaired and returned to your warehouse at the end of each jump.

Extremasaurus Cage (400 IP)
Extremasauruses are generally dangerous to handle, especially for anyone not their owner. Blame it on the teens for making them so aggressive. You have now a giant heavy-duty cage, one that can lock away even the most violent imaginary friend or similar figment-type being. Comes with a padlock and oversized key to it.

Schmeebay (600 IP)
This small laptop computer is not impressive to look at, but it does have a constant internet connection to Schmeebay, an online shipping retail site where you can find or sell anything. Anything you order on there will be shipped to you within a week, and should you have anything to sell, just print out the provided order manifest and tape it to the package and overnight it will be picked up and your payment delivered to you. Please be mindful of scalpers.

Adult

"When did you get jobsss?" (100 IP)
What the most annoying part of getting a job? Making sure your resume is up to date. This is an resume document that automatically updates with your skills, qualifications, experience, and certifications, so you don't have to do much arguing to convince someone that you're actually a licensed pilot.







Foster's Cookies Recipe (200 IP)
Be careful, this little notepad has in it the written recipe for making Madame Foster's famous cookies. Please promise to only use this treasure for good.



The Bus (400 IP)
This is large a former school bus in a garish tie-die paintjob. She's a tough old bird that can take a beating and go through a high-speed chase bursting through fences and bushes without too much damage. Comes with ropes and straps for carrying luggage on top.

Mansion (600 IP)
Your very own large estate, in the style of Foster's home. This mansion is filled with dozens of hallways, rooms, and amenities, has a large pool in the back, as well as a stable on the other side of the property. After this jump, this property becomes either attached to your warehouse or similar property, or imported where appropriate in the world.

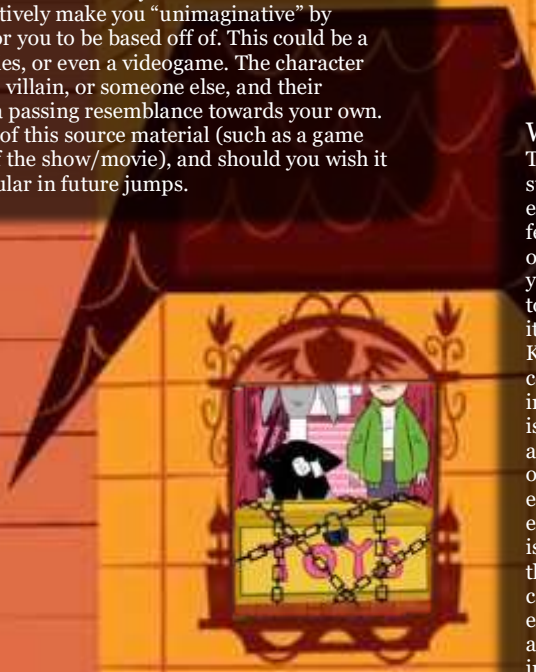
Imaginary Friend

Massage Chair (100 IP)
Have this really nice massage chair, it was apparently on sale. Its vibrations are very comforting, and can even drive you to sleep if you stay in it too long.

Lawnmower (200 IP)
This rusty-looking riding lawnmower is more durable that it appears. She's a gritty old gal, and can hold enough gas for constant operation for a whole day, can survive the abuse fairly well, will shred through 6ft high grass without clogging or seizing, and can drive as a surprising speed if put to full speed.

Unimaginative Show (400 IP)
There are plenty of imaginary friends that are "unimaginative" meaning just something some kid created based off of what they've seen on television. Purchasing this option will retroactively make you "unimaginative" by retroactively creating something for you to be based off of. This could be a cartoon show or movie, a book series, or even a videogame. The character you're based off of could be a hero, villain, or someone else, and their personality and abilities will bear a passing resemblance towards your own. As an item you get a physical copy of this source material (such as a game cd/cartridge, book, or VHS copy of the show/movie), and should you wish it this show can become nichely popular in future jumps.





World's Toybox (600 IP)
This unassuming toybox has a surprise inside. In it is a great expanse of white, a nearly featureless void. This is a place of raw imagination, for should you imagine it while inside the toybox, it shall create whatever it is you can think of or desire. Keep in mind, being constructed by your imagination nothing made here is truly "living" or has any autonomy. Any creatures or organisms created are essentially automatons that execute their last order you issue. Still, this toybox has theoretically endless space and can be used to create vast expanses, landscapes, locales, and anything from your imagination, though nothing created from the toybox can ever leave the box.

Companions

Here are some options for companions and followers.

(Yes, Created OC Companions can be unimaginative friends that are expies of other characters, even from other properties, provided you can get the budget right.)

Import/Create (50 IP each, 200 IP)
Have some companions you wanna bring along? Or maybe an OC you want to create? For 50 IP a pop you can either import or create a companion, giving them a budget of 400IP for perks and items (and to be an imaginary friend if you so choose). Companions cannot purchase other companion options. Companions can take drawbacks, but cannot take Cheese, Berry Clingy, or Foster's Foreclosure. If you are a child, or any companions are children, then either you or another companion can be their imaginary friend, or vice-versa. You can also instead spend 200 IP to import 8 companions at once instead of needing to spend the whole 400 IP.

Canon Companion (50 IP each)
Got a favorite character you want to take with you in the future? For 50 IP you can offer that character the chance to become a companion when the jump ends. They must willingly choose to join you though, no kidnapping.



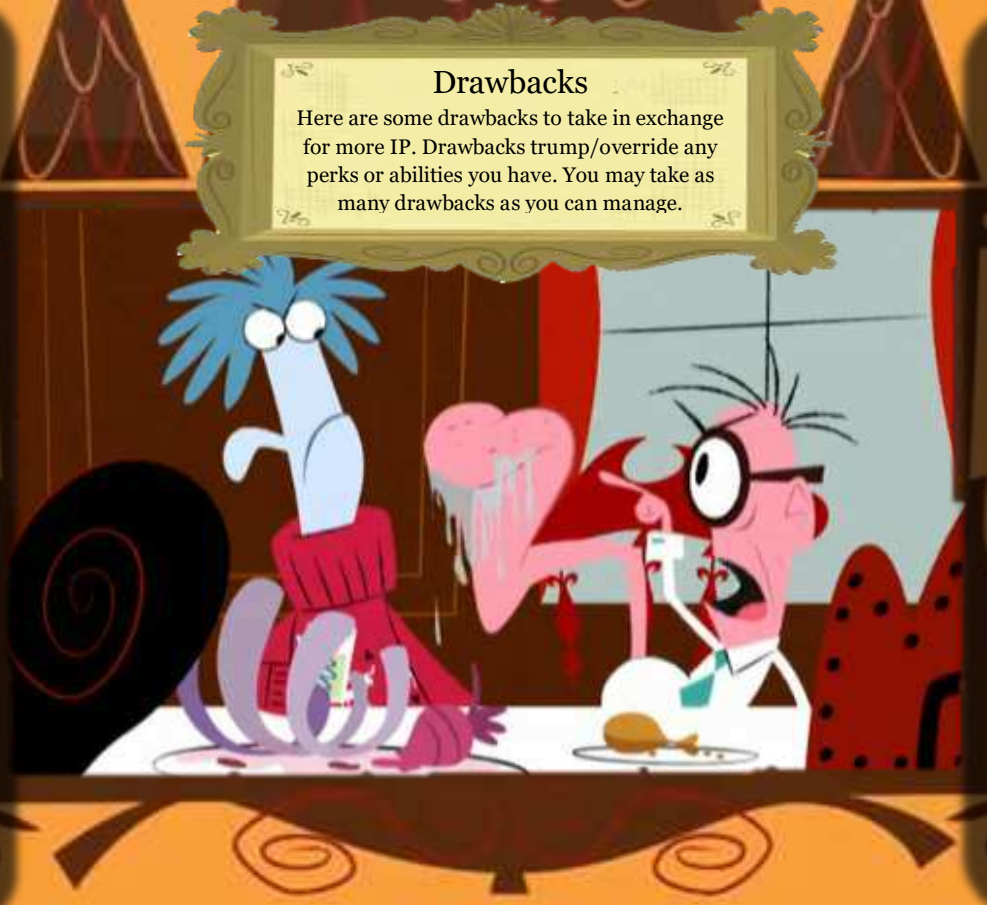


Scribble Scramble (50 IP each)
Scribbles, smalls balls of infantile emotion and imagination given form. They're not very intelligent, but they're innately helpful and easy to train, though they only can know a handful of jobs or tasks. Upon each purchase of this option you get two as a follower, each one trained in a single useful housekeeping skill (or just doing raspberries on demand). You can purchase this multiple times, each time, it doubles the number of scribbles you get (2, 4, 8, 16, 32, etc.). After this jump, you may change each scribble's skill at the beginning of each jump.

Flee Infestation (50 IP)
For some reason there are a LOT of Imaginary Fleas out there, and they're very good at both getting in contact with each other and even reproducing more of themselves. AS a follower you now have a small town of flees living in either your fur, on a property of your choosing, or on this nice fur coat you can buy as a one-time deal. The flees are friendly, if a tad annoying, and will grow and spread their population numbers to the size of wherever you let them live. While each is only the size of, well, a flea, they are quite industrious, able to build a fully functioning city in only a week's time. Further, a bunch of them can infest any creature with fur, allowing them to seize that creature's motor functions, though most would rather not engage in such violence.

Drawbacks

Here are some drawbacks to take in exchange for more IP. Drawbacks trump/override any perks or abilities you have. You may take as many drawbacks as you can manage.



Inconvenient Imagination (Imagination only, +Varies each)

Not all imaginary friends are created equal, and some have various physical problems and inconveniences innate to them. For +100 IP you can be afflicted with a minor inconvenience, such as having tongues or feet or fur that constantly sheds and gets everywhere. +200 IP drawbacks will instead be a constant inconvenience and majorly impact your life, such as being in a state of constantly crying/sneezing or you're ludicrously clumsy. For +300 IP you'll instead suffer from a significantly crippling trait, such as having no legs, or perhaps no arms. You may take multiple inconveniences, but each inconvenience reduces the refund for subsequent ones by 100 IP.

Disregard Q Kazoo (+100 IP)

You've developed a bad case of selfish jerk. You're more likely to make decisions based on short-sighted benefits even at the expense of your friends and family. If you don't engage in some self-control, Santa will certainly get you some Coal.

Two Squares (+100 IP)

You're a tad anal retentive and possibly have some OCD. You're obsessed with ensuring proper protocol and making sure everything is up to your perfectionist standards. You're now the type to badger people for installing toilet paper the wrong way or annoy people for talking while chewing their food.

Scaredy Cat (+100 IP)

You're somewhat cowardly. Meeting new people leaves causes you to hide, spiders will send you running and screaming, and loud strange noises will leave you quivering in panic. In times of real danger, you can muster up courage to help save your loved ones, but day to day you're a total wuss.

I'm sorry (+200)

You are unfailingly polite…to a fault. Its hard for you to say no to people or put your foot down. I someone needs help with something you can't help but provide assistance when asked, and you're constantly apologizing for every minor inconvenience. Really, you're kinda a doormat.

Always Hallways (+200)

You're sense of direction is spotty at best. You're liable to get lost for days navigating Foster's Home's many halls and rooms, and your skills on the road aren't any better.

Say Cheese! (+200)

The ever-annoying Cheese has chosen to stick himself to you like a barnacle. No matter what you cannot seem to rid yourself of this juvenile menace whether it be by words or by force. Furthermore, any attempts to help train or educate him to not be so bothersome are doomed to fail.



At the end of the jump, you can choose to keep Cheese as a free companion as restitution for taking this drawback…but why would you?

Sugar Rush (+300 IP)

Just like a certain child, you and sugar have a disastrous relationship. Even a single hard candy will drive you absolutely feral, causing you to go on an insane sugar rush causing you to act more like a meth head tweaking out. I suggest watching your diet very closely.

Carrot Addiction (+300 IP)

You've got a problem. Select one specific vegetable or fruit, you're now hopelessly addicted. You're not above stealing it from others and hoarding this produce for yourself to sate your animalistic cravings. With significant effort you can try and suppress the habit, but its easy to fall off the wagon.

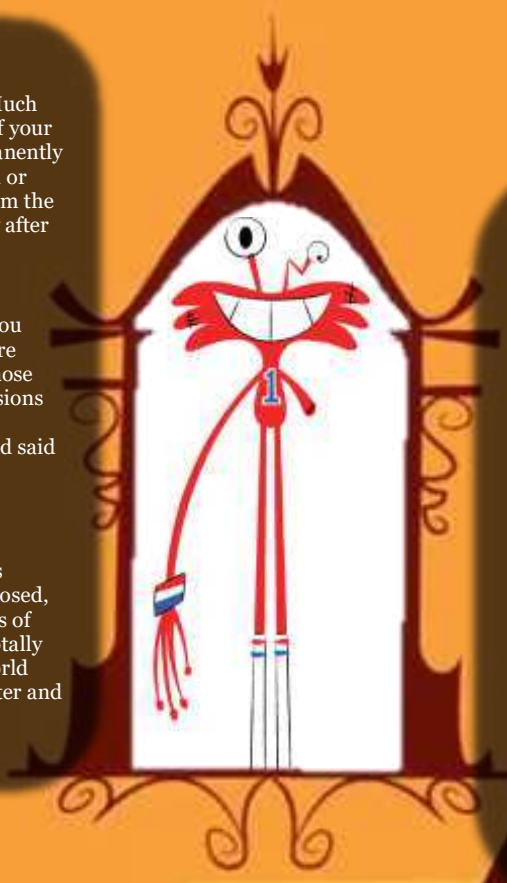
Berry Clingy (+300 IP)

Someone is obsessed with you to an unhealthy degree, someone whom you would normally have no interest in. This stalker will try and do everything they can to have you for themselves, isolating you from others, turning you against your friends, gaslighting, and potentially even kidnapping and murder.

Wilted (+400)
You seem to have gotten into an accident. Much like a certain basketball loving friend, one of your limbs and one of your eyes have been permanently crippled. These body parts cannot be healed or fixed up, and should you try and replace them the new prosthetics will consistently fail shortly after their addition.

Empty Gold Safe (+400)
You have no luck with money. Money that you make or funds that you scrounge together are either meager or swiftly lost, and you and those around you are prone to poor financial decisions and impulse buying, such as spending your savings to buy a solid gold safe meant to hold said savings.

Foster's Foreclosure (+400)
Between the damages, lack of money, and a million other small issues piling up, Foster's Home for Imaginary Friends has now foreclosed, and Madame Foster, heartbroken by the loss of her life's work, has passed away. This will totally change the trajectory of the plot, and the world itself has become a tad sadder and more bitter and cynical. I hope you're proud of yourself.



Scenario
Below is an optional scenario/challenge to take for your jump here.

Jumper's Home For Imaginary Friends
Fallen in love with the main concept of the story, but want to take it with you? Well, you're going to have to earn it. As a scenario, you must work for and help manage a foster home for imaginary friends. This foster home must be able to successfully and comfortably provide for whatever imaginary friends enter its halls, give them opportunities and avenues to be adopted in the future by a new loving family, and must never be shut down or closed during your stay in this jump (keeping them all cooped up in the home without helping the majority of them find new homes will constitute a failure). This foster home can either be the titular Foster's Home, or it can be your own facility that you yourself have opened up and manage.
Should you fail to keep the foster home open and properly functioning, or should none of your friends hosted ever be adopted, then you shall fail both the challenge and your chain.

Should you successfully keep this foster home running and operational to the end of the jump, then you may open new branches of the institution in future jumps you go to. You may be wondering, how would this work in worlds that don't have Imaginary Friends or similar entities? Simple, every world you open a new branch of your foster home in will soon experience the birth of new imaginary friends, with kids suddenly developing the means to create their own imaginary friends. Should you take a background with an appropriate history, you can also have the foster home and the existence of imaginary friends happen retroactively in the setting.

Ending
It's been 10 years since you started. Your drawbacks have been revoked and its time to choose how your story ends.

Adopted
You've grown to enjoy and love this new lighthearted world, and have chosen to stay. You keep all your perks, items, companions, and properties from your chain and stay in this setting.

Jumper's Home
Its time to go back home, for end your chain and choose to return back to your world of origin, taking your perks, items, companions, and properties with you.

Destination Imagination
You've stayed long enough; it's time to continue on your chain. Continue on to your next jump, taking with you all the perks, items, companions, and properties you've gathered along the way as tradition. Good luck on your next adventure.



Notes
Questions and Clarifications below.

<u>How big can an Imaginary Friend be?</u>
Default is any size from that of an eight-year-old child to around 8ft tall. Any bigger or smaller and you'll have to pay for it.

<u>Can my imaginary friend be an expie o-?</u>
Use your imagination

Special thanks to /jc/ whose desire for Frankie inspired me to make this jump.