

Jump v.8

By
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Binford Tools is launching an exciting new venture with one of their best salesmen as its lead. The venture is a show about tools, called “Tool Time.” The lead is a family man who is terrible at fixing everything but cars. His name is Tim “the tool man” Taylor, and he's joined by a co-host named Al Borlin, and a “Tool Girl” who's a model. They produce episodes five days a week, 52 weeks a year as Tool Time tries to make its way to the top of the tv charts! Almost every episode some form of hilarious hijinks ensue as Tim makes outrageous modifications to devices and inventions.

Of course, there's more to Tim’s life than Tool Time. He has a wife named Jill. Three kids, and a wise neighbor who tends to give out advice in his retirement, yet doesn't charge for service.

You are not Tim the Tool Man, jumper.

But you could be. Can you handle running a Building trades show for ten years?

Let's find out!

Welcome to Home Improvement and the glory that is Do It Yourself! This struggle for the top of the charts is for those who know that MOAR POWA is better and that Ohohohoho is a ululation of pure craftsperson joy! If power tools make your fingers twitch with anticipation, this is what you have been waiting for.

Can you do better?

Naturally, as with other jumps, you must start somewhere! You gain 1000 CP.

Roll 1d8 to determine where and how you start things off.

Location

World type: Comedic Normal Earth - Comedy has its own magic. While almost everything is normal, in most cases, this world leans towards the funny.

1-2: Suburban Neighborhood
This is your average suburban neighborhood and you have a very nice home on a small, but pleasant plot of land. It even has a fenced backyard. You arrive on sunny morning, feeling refreshed, as if you'd just had a fresh cup of coffee.

3-4: Famous Hardware Store
You arrive in the middle of a quiet, obscure aisle of a hardware store. You can't live here, but you probably have a nice home somewhere in town. You might check your pocket for a key or something. Oh, and don't forget to get that thing on the list.

5-6: Public TV Show Set
Good thing they got cue cards! You show up in the middle of a live show and now have to wing your way through it. Good thing you know how to sand properly!

7-8: Mobile Office at a Construction Site
Coffee break is over and everyone is looking at you to tell them what to do next. Better take a look at the blueprint real quick and remind yourself that you're the one in charge.

Origin

Now to figure out who you are. Pick your own gender, but the origin as a concept, still applies.

Tool Guy/Girl (Drop In) - Free
This is the usual. You'll wake up with no new memories or personal contacts besides what you bring. But you will gain some small sundry benefits like a leather tool belt and an innate knowledge of the proper way to sand. Age 14+ 1d8

Auditions for Tool Time will occur in six months. The competition for one of the parts is vicious, with various models competing for the role that are as beautiful as Lisa or Heidi. Luckily, the Tool Time producers are thinking of expanding the budget for a two to three person "Tool Crew" for assisting with the studio and various off site jobs that the Tool Time Show does.

(Co-Host) **"The Al"** - 50 CP
Als are grounded individuals of practicality, common sense and talent. It is generally up to Al to support or thwart the more exciting side-effects of their co-star/partner-in-craft. Their expertise is unquestioned, but they don't mind letting other stars shine bright, so long as everyone follows the safety protocols.Age 20+ 1d8

"The Tim" - 50 CP
Tims aren't really mad scientists, per se, but that doesn't mean they don't get that gleam in their eye when they think about what they're going to do next. Inventive and sometimes a bit Hax, Tims steer the course of their show/invention to amazing heights or incredible pratfalls. Age 20 +1d8

"The Wise Neighbor" - 50 CP
A good neighbor is a real treasure. A little older and wiser, this neighbor is helpful, skillful, unobtrusive and yet surprisingly well informed. These individuals are genuine gems and can make a big difference in a person's life. Age 55 +1d8

You're retired, but people always seem to want to pull you back into working just as hard as you did when you had a job. Your neighborhood association always has contests and your local golf club will be hosting someone who wins the regional championship to a real PGA tour. Your painting hobby may provide the opportunity to sell a few portraits at a charity drive, which just so happens to get a big art dealer impressed with your work. Or you might just bet your retirement funds to enter that world championship poker tournament. Whatever you choose, show the world that Senior Citizens are still relevant!

"Tool Mom (or Dad)/ Kid" - 50 CP
Tool Mom (or Dad)/Kids are the reason that Tims and Als can get so much done (and their reason for trying). They are their own person and fully capable as such. They are also, often, the secret heroes behind the scenes; at least to you. They are family and family has your back. Adult: 20 +1d8 ; Kid 8 +1d8.

Be prepared to knuckle in. College is a whole other experience. Some professors will hate you and not give you an inch of leeway at the same time as life throws obstacles such as a family emergency, a crisis at your kid's school or that surprise PTA meeting. Or perhaps life will throw something more sinister your way. Something that scales to your abilities, like an old nemesis from another jump being your archenemy. Just like Tim has Bob Vila, though competition between you and your nemesis might be ... Bloodier.

Tool Kid: Your life and the jump is stuck on a Slice of Life Ultra-teen-experience Mode unless you are smart enough to act like a genius kid and test out early.(It's possible- not a drawback in which you'll gain a an apprenticeship on a trade show of your own somehow.). You will be stuck going to school and have amped up problems such as bullying, dating, friendships and jobs that

are their own adventures, and morality tests, like drugs that may have you or your friends fall into bad habits. Some of those habits may be even more dangerous than one might think, given that there are shootouts over special brownies now and then. Good luck surviving the shark-pool of teen life. Full ten, as you grow up and move on to college; yeah, life doesn't quit when you graduate.

Perks

Like other jumps, 100 point perks are free to their origin and the usual origin bargain prices apply.

"Tool Guy/Girl" Perks

The Improved Eye - 100 CP

You have gained the gift of improved vision. You are able to spot a weak joint at 100 paces, the flaw in the grain, the perfect place to set a nail.

If It Can Be Done - 200 CP

You gain an innate ability to translate any blueprint, as long as it's mostly coherent and nearly complete, into a more workable format; even if it is written on a napkin. You might need to use CAD to get it formalized, but this perk improves efficiency greatly in the design stage and allows any business or group you share it with to accurately assess and understand your ideas. Many Master Builders have designed entire houses on pieces of scrap paper and built them the next day, with an experienced crew. While not all such sketches are of equal value, the ability to extrapolate information from incomplete contexts crosses over into your daily experience, allowing you to make accurate guesses and maybe even prognosticate a bit. This perk mainly reduces the time building takes by streamlining things, as well as allowing a true craftsman's gifts, experience and bed of prior knowledge to shine.

Expert Tool Handler - 400 CP

If it's a tool made for crafting, you can use it. Sanders, Grinders, Saws, Hammers, whatever it is, you can use it well, easily, and efficiently. You're so good, that (in a pinch) you can even use tools as weapons. With practice, you might even become as good as "The Shoveler".

More Power - 600 CP

As you advance your ability in crafting, you gather fans, both expert and otherwise. The more fans you have, the better you are able to craft, the longer you are able to craft, and the more you are able to craft. Craft long enough and hard enough, you may even found a religion dedicated to carpenters (or something similar) and gain the title of Master of Masters(see note). Remember a Master carpenter/architect is someone recognized as a pillar of the artistic, architectural, and crafting community, with skills sought out worldwide. Entrance into such a

group and recognition of your work is a large reputation booster. For example, if you were violin crafter, you would eventually be as renowned as Antonio Stradivari. If you have the skills back it up.

"The Al" Perks

Be Prepared! - 100 CP

By reaching out of sight of everyone, be it behind your back or somewhere else, you can magically procure a small amount of almost any safety equipment you may need for the task at hand; from protective eyewear to gardening gloves, to a facemask and nose plugs for those dirty jobs, to a hard hat. You can be sure you have at least the right equipment for keeping you safe on the jobsite, if not the actual tools to start. Bringing the hammer and nails are on you.

"I don't think so, Tim." - 200 CP

With four little words and a name, put together, you gain an increased chance to make someone stop and think before they do something. Generally, this is an effective persuasion boost, so long as there is an inherent risk present. Safety first!

The Next Bob Vila - 400 CP

You are a savant when it comes to restoring old homes and buildings, whether they be a hundred or a thousand years old. With a little research and the occasional archeological foray, You can discern and match historical styles, and determine how they built old tools, lifts, and pulleys; or figure out the techniques used to fashion the proper materials and put together period correct pieces. In time, and given enough experience in building, one could even discern the proper mixture of Roman Cement to create or restore places that are truly ancient to as good as the day they were made.

Hazard Awareness and Removal - 600 CP

Want to remove lead paint from the walls without possibly contaminating and endangering your health? Now you can, so long as no one else but you is on the build site at the same time. This perk works for radon, pesticides, and other chemical cleanups, including agent orange! It is good for all the problems some troublemakers get into on your jobsite. Be reasonable on the site's size. This won't work for more than a large house or plot of land at a time. This ability doesn't magically whisk away the contaminants for you, it just condenses the contaminant particles into a locked safe-to-store container overnight, when no other workers are on the scene, to be carted away without health risks later. This makes cleaning dangerous chemical clean ups no more labor intensive than sanding and sweeping. Just make sure to label the trash "Hazardous Waste." Somehow, it will seem as if the work was done in the normal fashion with a proper documented cleanup crew! You may even find a stray bootprint on the scene when you return. But only one though!

"The Tim" Perks

Ohohohohoho - 100 CP

No matter what contraption you are building, as long as it's made with power tools, you are guaranteed that any foul-ups or catastrophic mistakes which may destroy the entire project, will end up being hilarious, and everyone will live through it.

“It's All About Performance, Al.” - 200 CP
For some reason, equipment likes you. Even if it shouldn't work, if you can touch the equipment for a moment, the motor will start (though it may smoke and spark a bit), the power saw will roll, the flashlight will briefly come back to life. However, this doesn't mean it will do so forever. It's just a stopgap, in a moment of necessity. That said, the perk works twice as well in appropriate locations, such as on the set of a PowerTools show or in a workshop. Normally, soon after it may fail in spectacular manners that leave the audience wondering, was that staged?

Grand Plans! - 400 CP
The bigger the plan, the more ambitious the goals, the greater the risks in the design, the more successful recognition the results get. Good or Bad. You've learned to go big or go home! Your Landscapes aren't just small pools with tiny waterfalls, no, they are the small lake with a fishery and the deer path. Want to build a treehouse? Become a treehouse Master! Somehow, some way, this works. Most of the time. Occasionally plans do falter in the face of reality. After all, a small lot can't hold a whole forest. Or can it? If anyone can make that dream a reality, it's you, Tim. Aside from the fluff, remember that the larger successes in history required risk in materials and design. Like the Kaufmann house, aka Fallingwater, designed by Frank Lloyd Wright utilizing large cement shelves in the design, which later needed costly restoration. Only the fewest of tries to get everything right the first time may succeed, but when they do… it will certainly be remembered. Moreover, this enhances the “style” of your craft. Never will a simple oversight happen twice. Of course, that doesn't mean something won't be off due to a new thing you have left unaccounted for. In time, mistakes will happen less and less as your craft is honed to perfection, as each failure brings about some useful discovery for your next project. As an added bonus - at the end of a build you'll know what went wrong, and where with at least one idea how to fix it so you'll never make the same mistakes again in future builds!

Syndication Service - 600 CP
When running a show for yourself or sponsoring a Project for the Public that's not for profit, but with Star Power, you know how to find loyal sponsors with a greater likelihood to forgive any mistakes you make. Provided you actually fix them, if there are mistakes in the first place. These sponsors are far more likely to refinance or pull in support for demonstrable benefits for the public in the face of adversity, such as rebuilding after a natural (or unnatural disaster of your own doing, so long as it was unintentional). Building something for charity means a greater chance of things going right.

An example is building a library or building homes for the impoverished denizens of a city struggling to rebuild after a monster not entirely unlike Godzilla, but not Godzilla for trademark reasons, attacks. People will back your humanitarian aims, regardless if Notzilla comes back a second or third time. Aside from the economic gains, this counts as a targeted luck boost of

moderate means to rebuilding efforts, and a heavy one to humanitarian projects. Provided you're not the source of the disaster in the first place, public opinion will remember such endeavours. If the man in city hall is being the bent nail preventing a public works project to go through, public opinion will be greatly leaning towards making you the hammer to nail them down!

"The Wise Neighbor" Perks

Hello, Neighbor - 100 CP

You get a slight boost to your gift of gab. As long as you are on neutral or friendly terms with someone and the world isn't presenting a danger (no using this in a war zone) you get a moderate boost to your social skills in talking to them. At least for the first five minutes if they don't have something overly pressing to do.

Working on Your Back-Swing - 200 CP

Let's face it, the life of a jumper is chock full of stressful things to do. Quality time to deflate the pressures which build up is a necessity, but sometimes it's hard to find time to go on vacation. As long as you aren't in combat 24/7, you may set aside an hour or so every week for a safe activity, or hobby, where no major stressful events will occur, so long as you don't go looking for trouble. It could be biking, fishing, golfing, building models; anything so long as it can be reasonably placed under the term leisure.

Green Thumb Gardening - 400 CP

While you won't have a thumb of prodigious growth and you might not be the connoisseur of horticulture, you could easily place second in your neighborhood's "best groomed" yard award. Hedges and plants on properties you own seem to grow a little fuller, or bloom a few more flowers, which smell even better than usual. Think about a minor boost in quality and quantity depending on the effort you put in. This is before you use alternate means of improvement, such as quality mulches, and the benefits those methods might bring. This even works on plants and herbs (of a non-illegal kind of course, this is a family show) that one might grow in a family garden.

Fence Post Wisdom - 600 CP

As long as you are speaking to someone in an informal setting, like over the fence of a backyard, they will find a profound meaning in your conversation. If you advise someone enough times (as long as it pans out) you might just forge the strongest, longest lasting bonds with them, the kind they'll remember all their life. If something horrible comes up, a situation in life that presses you to the brink, they will rush to your aid by any means feasibly possible. Get cancer and have no means of getting across country to a treatment study while too sick to operate a vehicle? They'll drop what they are doing for a week and drive you. Get knocked down by the big bad super-powered villain? They would be the guy in the crowd throwing stones, grabbing a pipe, and shouting to leave you alone; no matter how outclassed they were. For these people, the ones whose lives you change, shall always have your back when all the

chips are down. *To make it clear, this is a targeted, yet decent, form of applicable plot armor mixed with lucky timing. Be careful though, your friends may not be as durable as you are and would expect you to do the same for them in a True Crisis.

"Tool Mom/Dad/Kid Perk"

Patience - 100 CP

You have gained the gift of true patience. The forces of Chaos may be gathering, but you are the center of peace and tranquility. It may take a bit, but those who are around you will also find their center and quiet place; at least for a little while.

"**It's your turn to take the kids today!" -** 200 CP

You have a way with getting someone to do you a little favor (aka an excessively overwhelming chance of guilt tripping someone to do something you need them to do); be it in your family, or circle of friends, or in your professional life. Whether you need that day specifically off from your boss, or need someone to go get documents at city hall for you, or your spouse to take out the trash, this grants you a significant boost to your persuasion when trying to get someone to do something for you. Though ultimately it's stronger the less you use it. For example if you use it once per year, it could be for something large like, watching the kids for six months while you're deployed in the army. If it's used every day, don't expect to get much more then someone fetching you lunch when you are swamped.

The Manager - 400 CP

You have gained skill in multitasking and organization. You are able to concentrate on multiple details at once and navigate events coming at you from several directions, at the same time. Your skills will grow quickly as you use them. You will be able to coordinate rides, pack lunches, do your homework, gather your supplies, and plan for the day either at once or in quick enough succession to not matter. You're also able to organize your family and friends into helping themselves and yourself, in naturally unobtrusive ways. You will also have a gift for spotting, acquiring, and using items and tools that will assist you in organizing things. Because of this knack for pulling everything together, most things will roll fairly smoothly in the background, even when other things are in crisis. This power functions most efficiently behind the scenes and at the family level, though it also works well with friends and coworkers. Not only do you take care of everything that happens in your home territories and with your family, you have your own job, your own life, and you're darn good at it. If you are a "Mom/Dad" gain one new professional skill at a Master's degree level. This certification will follow you in future jump. If you are a "Kid," gain a permanent last period homeroom/free time during school in any school jump setting. It's an extra hour each day!

Do Your Homework! - 600 CP

Whether it's for your child, or your younger sibling, or just a friend or someone else you know, when you are in a position to teach someone an informed practical crafting, building, or mechanical skill, you may, once per year, confer upon an individual the benefits of the basics of

any one crafting, building or mechanically-based perk you own. This takes work, normally applying those lessons you learned on discipline from those military family methods you one time experienced. Total, prepare to cram 5000 hours of progression into training that takes three months. It will be up to them to improve upon what you've given them. You may change this chosen perk once every five jumps.

"Undiscounted (But Very Cool) Perks."

Tool Supermodel - 50 CP

Many shows want a good looking guy or gal showing off power tools as their motors rev. This is a basic increase in your looks and appeal to others, necessitating a physical change. On a jobsite you tend to remain, if not immaculate, quite appealing. A hard work's sweat might give your muscles a nice sheen, but dirt and grime on your skin will never clog your pores! It's all so you can keep looking your best when you're working hardest!

Handyman Wanted - 100 CP

This perk means that a Jumper will always find employment, should they desire it, so long as they have the skill to accomplish it. It may be a simple day job or something more impressive. Small jobs pay smaller amounts, while big jobs usually pay a great deal more. Only works in areas where there are people that could feasibly employ you (for example, not in a barren wasteland). It never takes more than an hour to find an entry level job, or a few days at most to find a high-paying job, assuming you actually have the skills to perform it.

Steady Hands - 200 CP

You have been granted the gift of truly steady hands. You can hold almost any object (so long as you can lift it) steadily in your hands. You can draw perfectly straight lines, perfectly round circles, and perfectly square squares.

Sponsorship Testimonials - 200 CP

Any civilian applicable tool not explicitly designed as a weapon (power tool or whatever, as long as it's basic) about to be released to the wide public, in any jump you take, you may gain a free sample of; provided that you submit to the company a 1000 word review of that product. Want the Whizbang Humdinger 5000 from Ryobuster? It's yours. There's only one exception: you can't take any item purchasable by CP.

"They may not laugh..." - 400 CP

... but they may groan. While every joke may not fall flat, people will remember the bad ones, yet be less judgemental and more forgiving of your sense of humor, thus giving you a second chance to hit them with a Zinger. This equates to a boost to your comedic skills and timing, plus a boost to your social skills, allowing you to recover from awkward moments more easily.

Smart Tech - 400 CP

This perk updates the basic carpentry and workman's skills to include some modestly advanced concepts, strategies, and skills of the Modern Age. In practice, it allows you to artfully upgrade

your skills from the 20th century into the 21st, like other Home Improve aficionados have. You can now use an automatic leveler, 3-D printer, that vastly larger fusion generator you made out of 20th century parts after that halo jump, or the paint-it-all 1000. It also allows you to build basic smart houses. They won't have AIs, unless you're bringing some other skills to the table. They'll just be awesome places to live. This perk doesn't give one access to deeply futuristic knowledge not previously obtained. It does allow more retro-engineering principles to be applied with lower age components, which an apparatus or "house" may need. This means adaptations are likely to be larger in size due to the lower tech components which you will be obliged to use in this or other similar modern age settings. An example might be, that fusion tech you picked up in halo that was left in a meter cubed space for a warthog's engine, which now needs to take up a city block in order to work. This perk also comes with decreased chances of things going wrong in the retro-building. Your armaggeddon shelter might need to be built into a mountain, but the cave you dig won't fall on you.



Items

Hardware Catalog - FREE
Need the Super-lathe 5000? You can find it in this catalog and it's on sale! The catalog may be found in your warehouse mailbox as you need it and updates every month with new sales and/or items. Items will generally be locally available to your jump, with a few unique (aka out of jump) items popping up in the Specials section. You still have to pay for them, and more powerful/advanced/useful items cost more (potentially MUCH more if they're particularly high end). It never includes items, beyond the utterly mundane, that would normally cost you CP to purchase.

The Budget - 50 CP
Every TV show needs one. This is a one-time purchase of $500,000. Enough to get a few episodes off the ground and into production.

Toolbox - 100 CP (free for The Tim)
A "box of holding" for all your tools. Comes with a basic hammer, screwdriver set, and wrench set. The rest of the tools you'll have to provide. Acts like you would expect a bag of holding to act, except it's a toolbox. Comes in your choice of fire-engine red, chrome, or black. May be battered and worn or always in mint condition. Optionally, may always look like any old tool box from where-ever you currently are.

Ultimate Screwdriver - 100 CP (Free Drop In)
This is the ultimate screwdriver, but it's not sonic. Still, it is powered, will never fail, can be upgraded and it will screw anything in and anything out, effectively. No more torqued, bent, or broken screws.

Paint-it-all 1000 - 100 CP (Free The Al.)
This nifty automated gadget lets you paint nearly anything and everything quickly, efficiently, and perfectly. The system allows templates and even does pinstripes. Need one of those flashy paint jobs for your latest go-cart? This thing will get 'er done. Note: Large objects, such as three story houses, take longer to paint. Plan accordingly. Whatever the case, a single drop of paint in its infinite reservoir will add that color to be used at the whim of its operator. For an additional 50 cp, this may have an optional conversion into a chemical sprayer alt-form for those hard jobs.

Garden Grass Seed- 100 CP (Free Wise Neighbor, Tool Mom/Dad/Kid) This bag of infinite grass seed comes with the best mixture of grasses, like kentucky bluegrass, with a few added perks. Any grass grown from these seeds will never allow dandelion infestations or influence your guests at a barbecue if they have allergies. This bag of seeds is never ending and always full! Buy Today!

Stack o' Blueprints - 200 CP
This random collection of blueprints generates a new set every jump. You will find the local architectural schematics for homes, buildings, and a few sundry extras. The extras sometimes contain futuristic templates, but not always. Maybe something 20 years ahead of the curve, or unique like Frank Lloyd Wright's design of Falling Waters.

The Power Strip - 200 CP (Discount: Drop-In)
Need power, but can't find a supply? Use this power strip. It will power almost anything you can plug into it that would be useful for a truly intensive build as long as it wasn't your intent for it to be put to any use in a combative situation. That giant electric rigger crane and joist for redwood extraction? Sure… any large mundane terrestrial electrical vehicle or power tool will work, except maybe starships and nuclear plants. Still, this should keep you going in a pinch. Does not need to be plugged into a source, but will "run better" if you do.

Certificate of Certified Expertise - 200 CP (Discount: Tim or Al)
Some equipment, like operating one of those giant Bulldozers, requires being certified in order to use it. This is that certification. This certification applies to any piece of specialized construction equipment and grants you the know-how and skill to operate it effectively. This certification will follow you through your jumps and be recognized as official whenever you may need to demonstrate your competency. Moreover, post jump this grants a pseudo perk ability for learning the use of any industrial equipment much faster than other people. Once you gain the ability to operate another piece of machinery, the certification updates to include it as well.

Gasoline Can - 200 CP (Discount Tool Mom/Dad/Kid)
This titanium and ceramic gasoline can is nearly indestructible, plus, it's the perfect container for fuel. Guaranteed that any fuel dispensed from it will never experience unplanned combustion. The gasoline inside will be self regenerating. Any garage it's in will have the benefit of any vehicles gas tanks automatically topped off every twenty four hours so long as it's safe to do so. Don't be a budding pyromaniac or all bets on whether it burns you is off. Furthermore, you may sacrifice this item once and only once ever to give a prior wheeled or treaded vehicle owned infinite fuel if it could run on gasoline or petrol or other fuel basis like jet fuel and the usual backing of your benefactor for it's replacement if destroyed. Doesn't work on starships, etc. This item may not be copied or duplicated by any means, perks or otherwise, only cp bought.

John Deere Tractor Mower - 200 CP (Discount: Neighbor)
This John Deere RC 20 Series is seated mower is a miracle worker in your yard or on any of your properties landscapes. It never brings up rocks or chews through plants you would want to keep if you go outside the lines. It has various attachments for hedging, and even a tower attachment for grinding brush and shrubbery into mulch. More at home on a farm with shovel attachments and various odds and ends, it is The Perfect Mower. Oddly enough it has been souped up in power and torque. Are those nitro nozzles? 180mph speedometer? Did Tim Get to this? Comes with infinite gas and you may freely import a prior vehicle to give it this alt-form. You will also never be stopped to get a ticket if driving this on the road, unless it's specifically for speeding. Others might look at you funny.

The Vending Machine - 300 CP
Home Improvement is hungry, thirsty work. Tool Time's sponsors have provided a vending machine with their logo proudly emblazoned at the top to the set. It is very popular with the staff and the audience. The vending machine has chips, snacks, candy and soda. In jump, the machine may eat your change, sometimes be chipless, and basically operate about the way you would expect a popular machine to work. After the jump, it will placed in your warehouse or follow you to your local work site, and be ever-full, with a minor chance for unique foods, snacks and drinks. It may still eat change (of the local variety), because it's going to continue to be popular if you let it follow you, but fortunately, you will know how to fix that. Obviously, you will be able to keep the revenue. It will also 'remember' any popular snacks from prior jumps and warn you if such might be harmful to you.

The Ladder - 250 CP (Discount The Al)
This tall, straight indestructible ladder holds up to 2000 pounds, has up to 500 rungs, depending on how tall you need it to be, and is utterly stable no matter where you plant it. It could be in the middle of the air and it will stay there until you remove it. Anyone who climbs this ladder is perfectly safe from falling. The fear of heights, if a person has it, will be temporarily ameliorated while on this ladder. This ladder has a small extra platform for tools and paint cans, which will scale up as needed.

The Uber-Chair - 250 CP (Discount the Tim)

Need a place to think and dream, need a place to nap? This is the chair. It's better than a Lazy-Boy, is easy to clean, and has massage options that are tailored to take the stress right off a person's bones. Spend 20 minutes in this chair and it's like you had a 2 hour nap and you're ready to go and get that wall built or that new swimming pool started.

The Home Depot Truck - 300 CP
Every week, a Supply Truck rolls up to your warehouse's loading bay and drops off a palette of lumber, nails, screws, and other general construction supplies. 20,000 tons of construction materials may be called upon once per year for a single large project, an almost infinite amount if used in disaster relief.(When Interdimensional FEMA actually works.) Sometimes they'll be what you need for your current project, but more often they seem to be random orders that got shipped to you by mistake. But not to worry, it's all good stuff, just stick it somewhere, you'll find a use for it.

The Best Minivan Ever! - 300 CP (Discount Tool Mom (Dad)/Kid)
This is not just a minivan. It's "The Best Minivan Ever!" The interior will stretch up to seating for thirteen people without changing the external volume. This 'minivan, comes with its own interior Wi-Fi that can't be hacked! and it contains tablets built into the seats that work as a PIM (Personal Information Manager), but it syncs with your phone, exterior devices, computer, and is run by a personal GPS assistant to provide accurate information on pretty much any road condition you might need to manage a group of people on the go (aka known as your family, friends, and/or companions) and their needs effectively. Included in this package is infinite fuel, guaranteed indestructible internal framework (the paint and exterior panels could get dinged though) to protect your loved ones, along with seatbelts that will prevent injury in any accident. Press any document against a blank surface in or on the van and the document will be scanned into the organizer. Comes with its own non-sentient Virtual Assistant for ease of use. Watch movies or play games on the installed monitor. None of the technology inside will ever break.

The Golf-bag - 300 CP (Discount: Neighbor)
Hobbies are important, but sometimes costly. This bag acts as a support system to your latest hobby. Mostly geared toward golfing, this bag can be multipurpose and support items like fishing poles or archery gear. The golf bag will only spawn items for one new hobby per every 2 years, however, once it starts spawning the items it will continue to do so through your jumps. In other words it 'stores' past hobby choices . Thus, you may accumulate new hobby gear with each new jump. Once you choose the hobby, the bag will spawn everything you need. Need golf-clubs? This will give you a perfect set, the golf-balls and whatever else you may need; goofy shoes included. You can break 'em and they'll renew in the bag for the next game. Note: This bag only supports hobbies. If you're going off to war, you're not going to get anything cool like a sub-machine gun, even if you have a target shooting hobby. Keep it neighborly. Also, it only ever looks like a Golf-bag. You may look silly pulling your paint brushes from the bag, but they'll be in perfect, usable condition every time.

The Workshop - 300 CP (Discount: Al or Tim)
This is not just any ol' workshop. This is The Workshop. This place is the heaven and haven of crafts-persons. It holds the machinist's dream, the carpenter's hope, the blacksmith's wishes. This place has room enough to build almost anything, with it's size similar to any warehouse you would find in a port. Make a project like that wooden motor boat you've been dreaming of, or that two and a half story tall monster truck, with enough mundane materials such as including wood, steel, slate, and brick storage to supply that building, hardware enough to make it possible and power enough to make Tim, himself, cry tears of over-powered joy. Especially as any tools inside will slowly mend themselves and never wear or need sharpening! Don't expect to build the Death Star here. This isn't a star port. Post jump this may merge with your warehouse, or follow you on jumps.

Gardener's Paradise - 300 CP (Discount: The Wise Neighbor, Tool Mom/Dad/Kid)
In jump you will gain the caretaker's position of a plot of land hosting an urban garden consisting of an acre of tended lands, an acre of greenhouses, and an indoor arboreal heritage site designated as a crop share for those in the city to tend small plots. These gardens will be expected to be taken care of and decisions made to present it as a horticultural paradise every year at The Flower Expose. I hope your gardening skills are up to par or you can pay really skilled workers to make the place bloom. Post jump this may merge with your warehouse, or follow you on jumps in a manner you prefer.

Companions

Companion Import - 50-200 CP.
Bring in 2 companions for 50 CP, up to 8 for 200 CP. Companions may have up to 600 CP and a choice of origins. If drop in, companions may gain the Tool Supermodel Perk for free.

Best Mom/Dad - 50 CP
Been waiting for a chance to bring in or personalize that quality companion? Now is the time. This companion will be someone who loves and supports you enough to help you out of the fire, but also not put up with your guff. They'll dope-slap you, but also hug you, if you need it. They get 700cp.

Best Kid - 50 CP
Of course, all your kids are the best, but this one stands out in a crowd. This kid has a solid sense of self, common sense and a big dollop of bravery to boot. They may occasionally be sassy, but they'll rarely get out of hand. This is a good kid. They get 700 cp.

Canon Companion - 300 CP
Have you always secretly thought that Al or Tim or Jill or someone else on the show might make a great companion? Here's your chance to bring them along on the great adventure. If they choose to go along with you then at the end of the jump they may have 1000 cp to spend on any perks from this jump as you wish.

Drawbacks (So many Drawbacks!!)

800 cp limit for more than two drawbacks. 1200 cp max if you take *both* 600 cp drawbacks. Or 1400 if you take the 800 and a 600 cp drawback. Beware, if you take those options for more cp the jump will be Much harder.

Basically creating a Wonder of the World hard.

More can be taken for "flavor" but will not give extra cp. TV syndication does not count towards drawback limits.

+000 TV syndication
Your family's and your life is now a reality tv show with some form of craftsmanship taking center stage as your business takes flight. Optional craftsperson tv show may be happening at the same time. Does not count towards drawback limit.

+100 Really, Tim?
You're a nice person, but sometimes you'll say the most bone-headed things. You have a perpetual case of foot-in-mouth. Fortunately, you won't lose your job or your family over this, but expect to apologize, a lot.

+100 Fumble!
Any time you settle in for the big game an emergency will come up. It won't take the full length of the game, but the timing will be random so you may see the end, but you'll miss the big play as it happens every time.

+100 Electricity
You won't die from it, but electricity seems to like you. A lot. For some reason you're always the one to find that one spot that will buzz and tingle, and not in a good way. It won't be daily, but it'll be often enough you'll remember you chose this as a drawback.

+200 Where Is It?
You know that important tool or piece of technology you know you left on the counter and just need to have right now? Yeah, it tends to move or get moved. It takes you longer to find your

gear when you need it. Unless someone helps you out, you're going to have twice the difficulty in finding parts, pieces, tools and gear for doing what you need to do. Good thing you love what you do.

+200 Ham Handed
In another life you might be a god with tools. In this one, maybe not so much. You can hold a hammer, but that's only good when you're not swinging it. Somehow you make holes in the wall, send grinders lifting off into space, and manage to make equipment do strange, odd and sometimes dangerous things around you; all without meaning to or even really trying. While luck may keep other folks from getting hurt, don't count on it protecting you.

+300 New Star!
Every year the show will try to introduce a new star. You won't like it. They'll be confident, capable and there's always something about them that throws you - whether it's a case of opposites in temperament, someone who your spouse won't approve of, or just someone incredibly annoying, you're going to have to deal with them; and it always seems as if you're at your worst or even moderately incompetent when they first show up. More, if you're not careful, it can seem like they might take your place, in your job, in your family. At least they aren't trying to kill you, right? Right? You have a 10% chance of making them a real friend, and a 50% chance of making them a real enemy. Either way, you are in for a bumpy ride.

+300 Survival Time
Somehow, you managed to roll a -1 on that d8 and you've landed on a primitive island. You've got a wrecked boat with a dead battery, some gum and duct tape. You might luck out and find a simple tool or two. But you're on your own until you can either figure a way off this island or get someone to come get you (and no, you can’t just summon up your companions or rely on them to come pick you up). Good luck.

+400 It’s Totally Wrecked!
You’ve landed a contract to maintain a rather special building, but there is some guy that always comes along, every full moon and tries to smash it to bits. Your job is to fix everything that he smashes and keep him from totally destroying the building while he is breaking things. You don’t have any special tools to work with, and your budget sometimes won’t cover everything, but you will have 28 days between to get 'er done. You’re going to have to get creative. There may be even toothpaste Spackle instead of the real stuff involved sometimes, but as long as it looks right and can hold up to at least one punch, you're golden. You’re allowed to fortify, but that is no guarantee the building will stay totally pristine, as somehow the big guy will find a way to wreck something really major if you do. If the building gets totaled while under your care, the jump is over. Good Luck!

+500 Architectural Masterpiece
During your time here, you must complete one project that gains not only international acclaim, but that makes a lasting mark in the architectural world. Can you build a new Wonder of the

World?

+600 Treehouse Master! (Must take TV syndication drawback.)
Pete Nelson, from Animal Planet's Treehouse Masters, has entered into a competition with your tv show. By the end of this jump you may expect a number of crossover projects and "build offs." If, by the end of the jump your tv show has equal or better ratings, you move on. If not, back home you go. If you succeed, you may summon him and his crew to help you build masterpieces in future jumps before he is sent home.

+600 Homemaker's Challenge (Must take TV syndication drawback)
Bob Vila, and This Old House, has entered into a competition with your tv show. By the end of this jump you may expect a number of crossover projects and "build offs." If by the end of the jump your tv show has equal or better ratings, you move on. If not, back home you go. If you succeed, you may summon him and his crew to help you build masterpieces in future jumps before he is sent home.

+800 Worldwide Syndication (must take TV Syndication Drawback) Uh oh, now you just don't have to compete in the ratings business- you have to manage an entire Global TV Empire for your show's marketing plans. Unfortunately a lot of this will be reliant upon the dreaded circumstances of helping fund public broadcasting stations so they can afford your own show. What does that mean? An additional two years of time is added to your stay for all the Telethons and Product public demonstrations you'll be doing. It's time to get out of the recording studio jumper and help out those groups with a vested interest for Quality Television. Good Luck Jumper!.

END

Stay: It's not a bad world, in fact, it's a lot like home. Stay and be happy.

Go Home: This world reminds you of what you miss and hey, you've got some cool things to show for it.

Next Job: Jumping on to the next great build! Have fun with your new toys.

Notes:
A Master Craftsman/Plumber/ etc
Master of a trade or craft are usually knowledgeable about many different aspects of their work, though some choose to specialize in one or more areas. Pipelayers, for example, install pipes of all sizes to be used for water and gas transport. They connect pipes between sewers or water mains to to different facilities. Master pipefitters usually specialize in working with pressurized water systems, such as those used in manufacturing firms and power plants.

To become a master craftsman, a person must (at the least) typically obtain an associate degree from a community college or complete a training program at a vocational school. Many plumbers begin their careers as apprentices, where they assist experienced plumbers for four to five years to learn the trade firsthand.

After completion of an apprenticeship time, the person can begin practicing independently and prepare for a state- or country-specific licensing exam. Written exams test a person's general plumbing knowledge as well as his or her understanding of local plumbing codes and regulations.

Someone recognized as a Masters of Masters is known to be in the top 5% of professionals in the world. The people others go to the first time when millions of dollars is on the line with things like refinery pipelines etc. AKA, when a job has to be done right the first time, no exceptions.

Different Masteries recognized have different requirements. Wiki is your friend.

Special Thanks to:(put your name here if you comment and assist)
SJ-Chan - First round grammatical and formatting review.
Hogan? For his opinions, reviews and edits.

For the Young People or those who just don't know…

Background:
Home Improvement was a comedy sitcom about a guy (Tim) who starred in a TV show, about Home Improvement, along with his trusty sidekick and fellow builder (Al). Added to this mix was family and friends, and the events that happened in their lives. Accidental rocketry, mishaps and stunning successes were all part of the gag. This jump is about the spirit of the idea of Home Improvement because a lot of the popularity of today's Home Improvement efforts stemmed from the show.

If you're curious about Home Improvement you might start here:
http://www.imdb.com/title/tt0101120/

****
Changelog:

Price adjustments abound.
Added some clarity to items.
Drawback cp limit raised to 800.