

Show by PBS Kids, Jump by Aehriman

What's the story, Wishbone? What's this you're dreaming of?
Such big imagination, on such a little pup.

What's the story Wishbone? Do you think it's worth a look?
It kinda seems familiar, like a story from a book.

Shake a leg now Wishbone, Let's wag another tale.
Sniffing out adventure with Wishbone on the trail!
Come on Wishbone.

What's the story, Wishbone?

Welcome to the world of Wishbone, a 90s TV show that introduced kids to the classics of literature. The titular Wishbone is a smart-mouthed (not that anyone can understand) but earnest Jack Russell terrier, whose owner, Joe Talbot and his friends Sam & David would keep getting into situations eerily reminiscent of those presented in public domain works, such as struggling with vengeful feelings like Edmond Dantes, or a well-meaning lie like Cyrano de Bergerac.

Thus, half of each episode would retell the tale, with Wishbone cast as the central character. Intercut with the kids struggling with the relatable dilemma.

And so you have two choices here. You can spend the Jump in the harmless world of 90s sitcom suburbia, or you live in your choice of classical adventures, romances, etc. where nobody else seems to not notice that the main character is a talking dog.

In any case, have **1,000 cute pooches** (cp) to see you through.

ORIGINS

Literary Figure - You replace a character from fiction, preferably a side character but no real restrictions.

Suburbanite - Isn't it great to be a kid, or grown-up, in the 90s? The Cold War is over, the economy is booming, life is great! You get a large home with the utilities taken care of. If an adult, you get a job that provides for your upper middle-class lifestyle while taking very little of your time, leaving plenty for weird hobbies or dispensing sage advice to the neighborhood kids.

Talking Dog - It's a dog's life. You get fed, and played with and don't have to do much beyond occasional tricks. Unless... you are replacing characters from classic literature!

FRIENDS

Once, a man challenged his three quarreling sons to break a bundle of sticks, and they could not. He then unbound it and threw each man one stick, which they snapped easily in two. Then he explains that his sons are like the sticks. The world is cold and harsh, and a lone man is quickly and easily broken, but a man with support, with family and community, endures. As such, pay no fees for your friends but treasure them always.

Old Friends (Free!)
Any and all of your Companions can join you, receiving 700 cp. Companions cannot take drawbacks for further points.

New Friends (Free!)
If you make any new friends here, far be it from us to say they can't come with.



SKILLS

You may take four (4) of the 100 cp skills for free.

Big Little Dog (-100 cp)
You ever hear the old saying, it's not the size of the dog in the fight, but the size of the fight in the dog? David would surely agree. Like him, you have the courage to do what's needed, and never hesitate when your moment comes.

Bone of Arc (-100 cp)
Lots of people have very firm opinions on what boys or girls should do. Girls shouldn't play sports or become soldiers, boys can't play with dolls or express genuine emotion, etc. These prejudices always

seem to have a blindspot when it comes to you, as people easily accept your doing things regardless of your sex. And once they've already accepted one person doing these things, it's a whole lot easier to accept others.

Cyranose (-100 cp)
You are a master of witty repartee and wordplay, always with a *bon mot* or clever comeback at hand. When others mock you, you can embarrass them by pointing out dozens of superior jests they could have made at your expense, or otherwise turning it upon them. You are also particularly skilled at insulting people in such a manner that they won't notice until much later, if ever.

Entre-paw-neur (-100 cp)
You have a nose for financial opportunity. It may not be a literal Midas touch, but that would be inconvenient anyways. Your lemonade stand and grocery-delivering business rake in cash, you know how to draw investors and exploit new markets. In no time at all, you could be running this town.

Furst Impressions (-100 cp)
It is a truth universally agreed upon, that a dog in possession of a fortune must be in want of a wife. Fortunately, whether in the cafeteria of your new school or the court of the high king, you always know how to make a perfect first impression, and to continue to impress. You are a master of charming flattery and small talk, everyone's friend and confidante, and know just how to arrange matters so that when someone's mad relative storms a party of their bastard child comes to light, no embarrassment is made of the right parties.

Frankenbone (-100 cp)
You have become a superlative physician and biologist, a surgeon who can treat practically any ailment in most conditions. You have even mastered the secret of animating dead flesh, though what you create would be new life, unrelated to the person(s) providing the raw materials.

Groomed For Greatness (-100 cp)
You have unmistakable potential, and others hold great expectations for you. You find it easy, even accidentally, to draw patrons and special instruction and opportunities for growth. Even that wretch you helped once may come into a fortune and wish to repay your kindness manyfold, or have connections you never dreamt of. Your future's so bright, you have to wear shades.

Homer, Sweet Homer (-100 cp)
Ulysses had to pass many years and bitter trials to finally return home to Ithaca, his best years behind him. You are now his equal as an unstoppable force, with the resolve to never quit and the cunning to overcome impossible odds and impassable barriers.

Hot Diggity Dog! (-100 cp)
Boredom at least will not be a problem for you. You can find the excitement in the little things, and when you want or need it, adventure shall come calling. Perhaps you overhear a murderous plot, or

find an old journal of exploration, a part of a buried treasure. Something will happen. This can be toggled off, if you prefer some quiet time.

Paw-Prints of Thieves (-100 cp)
You are an extremely skilled woodsman and archer, much like Robin of Locksley, called Robin Hood.

Muttketeer (-100 cp)
You are skilled enough with a sword to duel Porthos, Athos and Aramis - all at once. Certainly subduing the Cardinal Guard or other common soldiers at thirty to one odds is no sweat for you! This has also given you phenomenal agility, endurance and general athleticism to perform feats of skill and derring-do long after your teammates have collapsed from exhaustion! Have at thee!

The Prince & the Pooch (-100 cp)
In each Jump, you may pick one famous person to have an uncanny resemblance to. Your own parents couldn't tell you apart, your faces and voices (and fingerprints, retinae) match so perfectly, and you can make a really good impression of them. Try not to abuse this power.

Rosie, Oh! Rosie, Oh! (-100 cp)
There's love in the air, and it would be a shame to be left out. You are a master of romance and seduction, coming up with grand gestures, or putting in the quiet work of a dedicated partner - being there, providing emotional support. You make an ideal and skilled lover, and whether you make one person very happy or leave a trail of broken hearts behind, your partners cannot help but remember you fondly.

Salty Dog (-100 cp)
You know the sea as an old friend, and have become one of the world's greatest sailors! You can cobble together a raft that holds up better than the work of many shipwrights, and sail her through the nastiest squall undamaged. Navigate by sun and stars alone, feel a storm in your bones before the sky first darkens, and tie a myriad of knots blindfolded in a hurry. No doubt, if the food and water holds out, you will reach land safely.

Shakespaw (-100 cp)
You are a most accomplished poet, playwright and actor. You understand what audiences wish to see and your work could stand for centuries, even if mostly as a window into the times.

Slobbery Hound (-100 cp)
You have the observational and reasoning skills to match Sherlock Holmes! Of course, even the brightest mind can leap to conclusions based on faulty information, but you are also great at critical reasoning, as if there was a second person in your head checking your assumptions and speculating what if this or that clue was false.

Sniffing the Gauntlet (-100 cp)
Honor is a funny thing. When you act honorably, or defend someone else's honor, you become far more likely to succeed, whether that's hitting a homer or in a trial by combat.

Tail in Twain (-100 cp)
You're as skilled a liar and manipulator as Tom Sawyer. For some reason, unless major harm was done, people are more likely to shake their heads at what a lovable scamp you are then get angry when your lies and manipulations come to light.

¡Viva Wishbone! (-100 cp)
You attract signs and portents of the divine, their favor. This may be toggled off. You also know just how to care for children and the elderly, the perfect gifts for your parents and children. You will make a great teacher, or a son/daughter or father/mother.

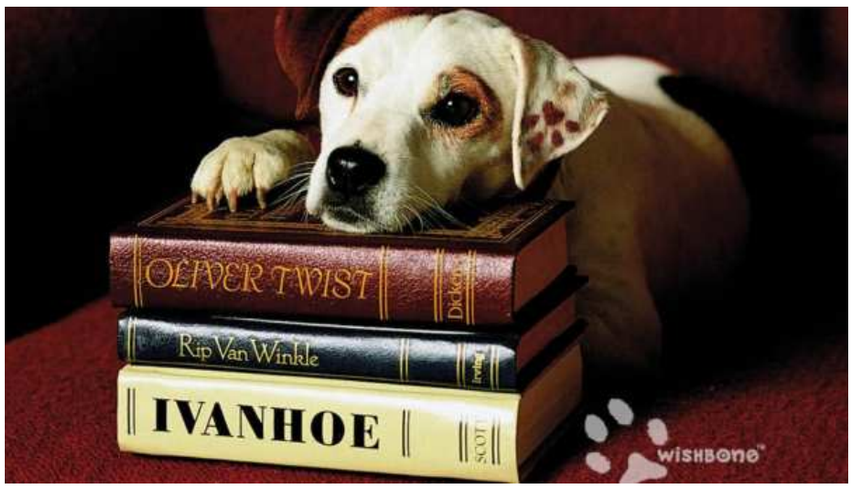
War of the Noses (-100 cp)
Where schemes and conspiracies flourish, is any man safe? Have no fear, for whatever your enemies attempt cloaked in shadows and secrecy, a clue will reveal itself to you which will if pursued unravel any plot. The initial clue shall be unmistakable, for all following from it, you must rely on your wits.

The Im-paw-sible Dream (-200 cp)
The world is full of madness, and perhaps the maddest of all is to see life as it truly is, instead of what it could be. Your madness, your dream, inspires others. Your presence makes the world a little safer, a little softer. Problems and quarrels are easily buried, happy endings are more common and more real. Stories of your heroic deeds spread like wildfire, magnifying their impact, while your errors cause limited damage. Bring the optimistic spirit of 1990s children's media wherever you go, Jumper.
This can be toggled off if for some reason you want to wallow in the grim darkness.

Hercules Unleashed (-400 cp)
Hercules was cunning, Hercules was skilled, Hercules was a lateral thinker. But for some reason, they only ever seem to recall his physical might. So be it then, you have the raw physical strength of Hercules, enough to hold up the sky were it made of marble and plenty enough to lift and/or wreck most anything you can lay a hand to.

Barking at the Buddha (-800 cp)
You have developed several of the signature powers of the Monkey King from Journey to the West.
The first and least of these are golden eyes that see over great distances, through smoke and mist, and can recognize evil on sight.
The next boon is charms of fire and water avoidance, letting you fireproof yourself and breathe underwater, though the latter takes much concentration so you are unable to do much but move slowly and deliberately.
Third of these boons is a golden somersault cloud, which can whisk you in moments up to 108,000 li, or about 33,500 miles when you leap and wish it so.
Fourth, the 72 Transformations, letting you assume any shape from a specific person, to a mouse, to a house. Only in all your assumed forms you share the 'tell' of a monkey-tail.

Fifth and finally, the immortality of Monkey who ate a whole garden of immortality granting peaches and chased them with pills. Not only are you functionally invulnerable to most harm, even should you be slain you have 72 lives which refill each Jump.
This is a lot of power for this setting, are you sure you can handle it?



GEAR

Treats! (Free!)
A small bag that is always full of tasty dog treats, from dried salmon bits to kibbles to moo tubes. Spoil the dogs in your life some.

Wardrobe (Free!)
You have the most adorable costumes for every time period and place and story.

Noble Steed (-100 cp)
A horse, bicycle or automobile, even a ship. Always there when needed, you never have to worry about feeding, grooming, fuelling or maintaining it.

Bark That Bark (-200 cp)
Once, it is said, a people in Africa had wings, springing from wisdom hoarded by Anansi and returned to the world. When the slavers came, people forgot their hopes and dreams, and their wings shattered and fell off, but a father and son kept some wisdom, nurtured it and in time made this potion, to give people wings once more.

The Count's Account (-200 cp)
You have struck gold! Fifty million francs! Which converts into dollars, er, drachmas, cowrie shells… Look, you have a tremendous fortune, in whatever currency the locals use, enough to make you a peer of great nations and kingdoms, the envy of all men and barring the most spirited and determined efforts you probably can't spend it all or give it all away before it refills in a decade/next Jump whichever comes sooner.

The Moonbone (-200 cp)

A sparkling gem, a yellow diamond with a prominent flaw in the center, that is larger than and outshines all the diamonds in the world, including the Hope Diamond, Koh-i-noor and the Orloff Diamond. Besides looking pretty, once per Jump you may trade this priceless relic away for practically any one good or service.

Paw-Loined Paper (-200 cp)
A letter, in a raggedy envelope. This contains proof of some scandal of someone of significant rank, plenty enough to blackmail them, or perhaps get a reward for turning it in. Each month you can get a new one, but it cannot create evidence from nothing, if an official is actually clean, there will be nothing.

Bark to the Future (-400 cp)
Your very own time machine, working to the same principles and rules as that in the book the Time Machine.

PROBLEMS

Canine Cure (+100 cp)
You are an incurable hypochondriac, seeing in every sniffle and headache the foretelling of an untimely death. Or perhaps you are equally superstitious. Whatever the case, expect to spend a great deal of time self-absorbed and miserable.

Hunchdog of Notre Dame (+100 cp)
Disfigurement is such a common device in old stories, no? You are deformed, horribly scarred and otherwise quite remarkable in appearance in a way that horrifies men, sends children to shrieking in terror or mirth, and is not easily concealed. Wherever you go, expect your passing to be well-noted as the most remarkable event of the month.

Dogged Expose (+200 cp)
Your embarrassing moments and little secrets have a way of getting out, almost always in ways that show you in the worst imaginable light.

In the Doghouse (+200 cp)
None of your perks or powers from previous Jumps seem to function. But you retain knowledge and skills.

Pantin' At the Opera (+200 cp)
For some reason, any time absolutely anything goes wrong in the general vicinity, you are the very first suspect that blame falls upon.

Rushin' to the Bone (+200 cp)
You have a terrible habit of jumping to conclusions based on incomplete information. It gets you into trouble a lot.

A Terrified Terrier (+200 cp)
You're something of a scaredy-cat, but if there's one thing that cares you more than danger, heights, the unknown… where was I going? Right! If there's one thing that's especially frightening to you, it's being seen as a coward, so peer pressure will see you facing your fears over and over and over…

A Twisted Tail (+200 cp)
Charles Dickens protagonists are made to suffer, especially the young orphaned ones. During your stay, you will endure similar hardships to Oliver Twist, David Copperfield, or Esther Summerson. The exact details will vary by your origins, time period and abilities, but expect a trying time.

Flea-Bitten Bargain (+400 cp)
Normally, your extraordinary powers and skills come from the Jumpchain, or your Benefactor. No longer, you have these boons because you shook paws with Mephistopheles, and he aims to collect your very soul. Not that your case is entirely hopeless, like with Fause your deal hinges on experiencing a moment of transcendent bliss, if the ol' devil can show you such a good time you sincerely wish that moment to never end, you and your chain are lost. So go, and make yourself miserable!

Golden Retrieved (+400 cp)
Not all stories have a happy ending, and of those that do, not all start quite so merrily. You have become as bitter and misanthropic as Silas Marner, the Weaver of Raveloe was at the beginning of his tale (that's a lot, if you were wondering). A hermit, betrayed and framed by a friend, cheated of love, seeing good in no man and comforted only by his hoarded gold. Perhaps, in time, you may overcome this, it took Silas almost thirty years, and a daughter to do so.

A Thousand And One Tails (+600 cp)
Oh dear. It seems you won't be visiting *a* classic of literature, to clear the Jump you'll live through all fifty-one books and stories covered by the Wishbone series, and like Wishbone, will be replacing the protagonists each time. This does not actually give you the strength to replace Hercules or the skills of Holmes, best hope you build well. Also, while some of these stories wrap in a few weeks, others cover entire lifetimes.

Mixed Breeds (+600 cp)
There is good and evil in all men, but something has given your dark side a heck of a shot in the arm! Periodically, an evil persona will take over your body and go on a rampage of unleashed id, no planning, no care for the future. I want this, so I take it.

THE END

What will you do now? Settle down, go home, or move on to the next adventure?