Spy Kids Jumpchain

By Get_a_Grip_comics

Thank you to all who helped me improve it.



Welcome Jumper to your next 10 years!

This is a world that involves villains, redemption, gadgets and spies!

Based on the first 3 glorious movies by **Robert Rodriguez** where two siblings Juni and Carmen find out their parents aren't boring but Spies! Soon the parents get captured, thrusting them into the role of spies to save their parents.
(This follows the creation of the Spy Kids section in the next movie.)

Whether you are a kid, spy or a villain this world has many opportunities to take advantage of, this certainly won't be a boring jump. I just hope that you are smarter than the average person here. You will start at the beginning of the first movie in 2001

Have **+1000cp** to spend on your build.

-LOCATION-

Spy Headquarters:
The headquarters of the spies, many offices.

Floops' Castle:
The location of the Floop TV show and the villain's lair. You will appear in a random safe location.

Uncles house:
The house of the best gadget inventor in this world.

Cortez House:
The house of the main protagonists, a regular home.

Free Choice:
Anywhere you like on Earth that is a public area. (No spawning behind the bad guy)

-Age and Gender-

Pick any age between 11 to 50, Kid origin can only be between 11 to 15.
Pick any gender you want free of cost.

-ORIGIN-

This is your background in the setting, some options can give you an advantage others can give you a disadvantage depending on what your build and plan is. This, of course, can either cost or grant you more points. (All Origins have discounts on perks/items/Items)

Drop-In: (Free)
No memories, no baggage. Come in as yourself with no background in this world.

Kid: (Free)
School is now your main concern, unless your parents are spies?

Spy: (-100cp)
An adult American who works for The **OSS** (Organization of Super Spies). Doing international espionage and defence. You'll gather intel about enemies, know cool fighting moves and have very nice hair.

Villain (-100cp)
Though a lot of the villains in this verse are scientists, this does not make you a genius in a field unless you buy the perks for it. Villains aren't too bad in this world since most become **'Family'** in the sequels. Your background history will have some sort of tragic past for the cause to start you on the path of 'Evil', it is up to you if you continue down this path or not. (You can choose the type of tragedy).

-PERKS-

Perks are special talents, abilities or passive effects to give you an edge in this world, especially if this is your first jump and don't have any inherited perks from a previous jump.

A Matching Origin to its perk provides a 50% Discount, 100cp perks do not get discounted but are free for that origin, only one free perk though.

General Perks:

Stylish: (Free)
Your sense of style will always be good, no matter what garish item you wear you will look 'cool'.

Your Full Name Please: (-300cp)
Your name in every jump is now incredibly long, complex, and difficult for anyone not yourself to rattle off and pronounce perfectly. In addition, your name can, if you so choose, replace your warehouse key in functionality allowing you to recite your full, newly complicated name in one

go to open up your warehouse. Similarly, you gain the ability to retool any lock or password system to require this type of password. This can, if you desire, be spread to any family you may have. This can be turned off and on at will.

Aged Up: (-100cp)
You can make it into spy teens or adults.
Allows the jumper to shift the age range of groups of people pre-jump without affecting the timeline or other details. For example, you can make this jump be Spy Teens or Spy Adults. This perk can only be used before you enter any world and can only be done in groups, not individual people. (Groups can be perceived/conceptually linked and not directly like “Age of all Wizards”)

Good Impressions: (-150cp)
People will be inclined to see you in a good light in your first interaction with them, as long as you don't do anything drastic against them. They will at least let you explain yourself if caught in an unfortunate moment.

Opposites Attract: (-200cp)
When in a friendly or working relationship with someone of opposing factions/ideology any issues relating to this topic will cease. As long as you both have the same goal you will work together easily without Drama. This also prevents people who are close to the person from wanting to harm you.

Drop-In Perks:

Good Looking: (-100cp)
You are the best combination of your parent's genes to make you the ideal ‘you’ in both looks and health.

A Job: (-200cp)
You will have a job in this world and 10 years' worth of experience in the chosen profession at the top of your field.

He’s the Guy!: (-300cp)
First impressions are important and this perk will help you, this effectively gives you the impression of being the ‘chosen one’. If you meet a group of people that needs someone, either to fulfill a prophecy or fix their car, they will assume you are the guy until the REAL person comes along. This can be toggled on and off.

Time’s Awareness: (-400cp)
You can feel the effects of time on you and around you, you will be able to carry your memories from a time loop or resist the time loop and break it. This doesn’t give you control over time, but prevents you from being negatively affected by timeline shenanigans. This prevents your erasure from the timeline.

Beta Tester: (-400cp)
You can get access to items/services before their release date by up to a week in advance. This will still cost you the same amount unless you manage to negotiate with the provider.
You will be able to find people or make contact with the right people who could get you such items. Depending on the item in question this could be both legally or illegally.

Die Another Day: (-600cp)
As long as you are close to the plot of the world you are in, you will gain **Plot Armor** that will protect you from death, serious Harm and Long-term entrapment. This won't prevent danger from coming your way, but with this perk and effort on your part the Hero will save you just in time. Allies in your immediate area are affected by this, protecting them.

Kid Perks:

Spy Blood: (-100cp)
Perhaps your father was a spy or your mother or your uncle… this means spying is in your blood. Take one Perk from the Spy section at its discounted price (50%)

Pure Heart: (-150cp)
Kids are innocent, not like jaded adults. You will never give up, You have the willpower of a generic shonen character, and this has the added benefit of protecting you against all mind-related attacks through sheer force of will.

Underestimated: (-200cp)
Enemies will always underestimate you, this could manifest in not putting a security guard near your prison cell or that they will think you're bluffing when you would kill them. This only works on Enemy targets. You can toggle on and off.

Nepotism: (-200cp)
One of your family members seems to be a gadgeteer and has allowed you to get some items at a discount, pick 1 item and you can buy it at 50% discount. (If already discounted from origin then you get it for free.) (Only works for this Jump, and can only be brought once)

In the Family: (-300cp)
You have a large family, all of your perceived family in any world you are on, can be chosen to have the **Basic Spy Training (**100cp) perk and the **Basic Gear: (100cp)** For Free.
If you adopt someone and actually see them as a family you can grant this effect onto them.

Gaming God: (-300cp)
You're really good at playing games, if you don't have experience in the game previously then this boosts your luck in the game and you gain a quick understanding of the rules and strategies

of the game. This gives you a heightened sense of both sight and sound, increased dexterity, and memory when playing a game. This effectively allows you to play the game blindly through sound alone. This also prevents any hand/wrist injuries from repetitive actions both in and out of games.

Cliche Role: (-400cp)
As long as you act like a cliche you will gain benefits and perks from it, such as if you act like the comedic relief during tense moments you will gain minor plot armour to protect you from harm. If you act like a younger sister who grew up with 10 brothers you can handle anything a tough guy can. As long as people perceive you to fit this role the greater the effect, this declines when their expectation is broken. You can only have one 'role' at a time.

Spy Perks:

Basic Spy Training (-100cp)
You went to spy camp and have received the basic training of all cadets. This puts you on Par with Juni and Carmen at the start of the second movie.

Mundane Disguise (-100cp)
You have mastered the art of Disguise, wigs, glasses, make-up, and acting will receive a boost to cover the real you. Basic Disguises will be more effective, however long-term scrutiny will break this Disguise.

How did that get in there? (-200cp)
You have a tiny inventory the size of a baseball that can fit small objects inside protected from any detection, perfect for smuggling weapons or microfilm. Only objects can go inside and time stays still. Objects will appear and disappear in your hands, all you have to do is think about it.

Back out of retirement (-300cp)
Never again will your skills as a spy go rusty if you haven't used them in a long time, you will always be in your prime. This perk provides no skill decline in the arts related to the spy arts.

Top of the Class (-400cp)
You were the best in your graduating class as a spy, in a few short years having some experience you will be one of the best spies in the world. Your talent as a spy is the height of 'Hollywood Spy Skills'. Who needs to know how to hack for real when you can just enter the mainframe?

Shaken not Stirred (-400cp)
Your levels of seduction and love will make James Bond look like a virgin. Be the Chad you know you can be. Your words will be like honey to those who hear it, as long as they are slightly attracted to you. You can't sweet talk as a hobo after all.

Like a Movie! (-600cp)

You can learn any skill or ability with time that any spy in fiction has shown or implied to have. The more natural and realistic it is, the faster you will learn it. You could pick up a decent understanding of a foreign language in less than a week. **This is only for spy-related abilities.**

Villain Perks:

#1 Goon (-100cp)
This is best used if you're not the mastermind but under them instead, this provides you protection from being sacrificed/betrayed by your master/superior. As long as you are loyal to them they will not send their favourite goon to be used as cannon fodder.

K.I.S.S. (-200cp)
Or, keep it simple stupid, a problem that most villains have is creating overly complicated and impractical plans that inevitably fail, preventing issues such as a plucky farm boy finding a weak point in a Galactic Weapon. This perk helps you make plans more efficiently and finds possible problems that others could take advantage of, the more obvious the problem the more likely you'll find it.

Loyalty (-200cp)
This will ensure that anyone under your leadership, including robots, will not betray you. Unless you betray them first. This perk prevents betrayal but not people leaving you if you mistreat them, after all, Goons are people too.

Blackbox (-300cp)
This makes it sure that your tech can't be used against you or reverse-engineered. You've been put in your own body-transformation machine and the 'Hero's are planning to use this against you? Not without your permission!

Networking (-300cp)
What is a villain without friends? You will know how to move in social situations and make fast connections, you will have an easier time finding people that you need to fill a role that you need.

Me, Myself and I - Perk Version (-300cp)
Ever feel lonely? This perk creates 3 egos within your mind that will have a different personality than you, aligning towards stereotypes like a 'Hippie' type. They may be annoying but that's because they're you, but they will make great conversationalists and provide unique insight that will help you make decisions. You can make them appear and disappear at will.

Always a Backup (-300cp)
A true villain is always 10 steps ahead of their enemy, this perk doesn't make you paranoid because your preparations are all necessary. When you're planning, building and making decisions you'll always make a backup plan, create redundancies, or a spare invention **if your**

future determines that you'll need it. Whether or not these preparations will work 100% is up to your effort and luck. You won't know how or why you'd need a backup plan, but your gut will always give a hint when you might need that extra escape pod.

Competent Adult: (-400cp)
For some reason in films where the kids are the heroes, the adults are either stupid, incompetent or both. This perk makes sure that your mind and behaviour don't get influenced by external influences, keeping your mind and free will in your own hands.

All is Forgiven (-300/600cp)
For **300cp** In case you fail at taking over the world, this will allow you to be forgiven by the 'Heroes' and brought into the fold of their group. This only works once per jump/10 years. And requires you to stop your evil plans. This prevents jail and death by the heroes.

For **600cp** you can use this once a year as long as you stay within a cartoonishly evil role.

Evil Genius (-600cp)
Some Villains say they are an Evil Genius, but if they are so smart how come they are dead? With this perk you will be a **true genius**, the evil is all you. Your learning and comprehension have made leaps in progression. You will have a photographic memory and you can pick 1 field that you will be an expert in that is at least 100 years more advanced than what is on Earth. You can buy multiple fields at the default cost of 200cp each (without discount).

-ITEMS-

+ 300cp for Item purchases only.
Each item can be brought multiple times unless stated otherwise.
You can pick one free 100cp Item in your origin, the rest are discounted 50%.

General Items:

Jetpack: (Free)
A small jetpack that provides the user with fast flight, be careful the flames don't give you a bad haircut.

Fake Mustache: (Free)
A fake moustache (self-sticking) realistic enough to pass as people's uncles.

Magna Costume: (Free!)
A helmet that is tiered grey-and-red and U-shaped and has magnetic properties to be able to support a fully grown person's weight if connected to a metal surface. Dampening materials prevent cranial damage in impacts up to 40km. The uniform is A red cotton jacket with tails (sized 44L), a pair of grey flat-front polyester slacks (size 36), round sunglasses and black cotton gloves. (Conforms to the Jumpers body for a comfortable fit)

Spy Kids DVDs 1,2,3: (Free)

All three movies in DVD and VHS formats, if destroyed or lost, they will appear in a convenient place the next day. You can pre-choose this location.

Spy Media Tablet: (-50cp)
All media related to spies from your original Earth is uploaded onto this handy tablet and recharges in any outlet plug. Can not be stolen, only you or authorized people can view it. if destroyed or lost they will appear in a convenient place the next day. This tablet updates to any new world you bring it to, only Spy-related fictional media though.

Instant Meal Microwave: (-100cp)
You will get a microwave-sized machine and a replenishing week's worth of meal packets, load these packets into your machine and after an instant flash you will have a fully created and cooked meal, this is the best food item short of a Star Trek dispenser. Each week you can change the menu items, as long as it's mundane food created by humans in the world you've visited *this can be anything*.

Troublemaker Theme Park: (50cp, 150cp)
50cp: 5 tickets that replenish each year for free that allow access to the theme park from the second movie. You can buy more tickets there, you cannot leave the park to the world.

150cp: You have an entire theme park installed into your warehouse. Rides and shops are managed by npcs. Food and maintenance are replenished for free, but you will be a customer in it and will still have to buy said food, items and tickets.

Troublemaker Studios: (-300cp)
A Film and VFX studio that you will own and will make any film you want within a year. Will attach to your warehouse by default but can be brought into each world you visit, each world will link to it as a distributor and its sales will create your profit.

Private Island: (-600cp)
A dead volcano island that is hidden from all electronic technology. Installs into your warehouse by default, surrounded by water for 7 miles until it hits an invisible wall. The door to access this can be opened anywhere.
Optionally filled with chimera hybrids (friendly towards the Jumper and companions)
Optionally make the Volcano Active.

Drop-In Items:

Money: (50cp or free if chosen the Drop-In Origin)
$10,000 in a secure bank, you have a card and $1000 already in cash.

House: (-100cp)
You have a small house in your name in a place of your choosing and a cheap car. Can be attached to the warehouse at the end of the jump free of cost.

Advanced VR Headset (-200cp)
You have an advanced VR headset that you can plug into any video game and your consciousness will appear in the game. Your real body is safe and sleeping in the real world. If you die in the game you will be safe, either restarting the game or being logged out. This can't be hacked or used by anyone else unless you want it to. Time dilation is 12 to 1. 12 hours in the game is equal to 1 hour in real life.

Business: (-200cp)
A small shop that you own that generates enough money to live comfortably each week. The type of shop is your choice as long as it fits the theme and tech level of the world.

Island Treasure (-400cp)
You will gain a large cave with a treasure room filled with gold and other treasures. The cave will warp space for intruders that mean harm. The warped space will loop the intruders back into the same room when they try to leave. This will do so until you stop it with a mental thought, you will be notified by a mental ping when intruders intrude.
Comes with 6 skeleton security guards. Skeletons will respawn each day if destroyed.

Kid Items:

Electroshock Gumballs (-50cp or free for Kid Origin)
A set of advanced gumballs laced with microelectrodes that, when activated by chewing, can be placed, spit or thrown at a target. After **20 seconds** post activation the gum will send a powerful surge of electricity through it. This gadget is ideal for stunning targets or frying electronics… Besides, who's going to pay attention to a kid with a few gumballs in their pocket?

R.A.L.P.H. (-50cp or free for Kid Origin)
Short for Robotic Arachnid Lithium Photo Helper, is a palm-sized robotic spy bug belonging to Juni Cortez and now you have one too. It can climb any surface with ease and speed, it is semi-sapient.

Instant Cement Spray (-100cp)

A hand-sized aerosol can that looks like it sprays silly string, but it quickly sets into a strong, cement-like compound that works incredibly well as restraints or as a quick, temporary reinforcement to a structure. Refills daily, If lost/broken will return to your warehouse.

Tooth Tracker (-200cp)
A tooth that is an organic tracker that does not rely on electronics, a paired necklace that when used with an interface device and finds the tooth's precise location. The tooth is easily installed into any mouth but can easily be removed. If destroyed you will receive the blueprints to make more.

Flying Hair Ties: (-200cp)
A pair of hair ties that when used to create a pony or twin tail will spin fast enough that will provide flight up to 2 meters off the ground. Hair will grow to its needed length if sufficient hair is not enough. Only works on the head. You can toggle the flight on and off with a thought.

NIX Super Guppy Submarine: (-300cp)
A yellow submarine owned by the Cortez family, in the shape of a fish it can comfortably house at least 2 children. It is a submarine but can also reach speed boat levels when on the water surface. Has an autopilot feature and includes an installed version of the **Instant Meal Microwave** item**.**

Hammer Hand Gloves (-400cp)
Gloves that give the user increased strength to create craters when smashing the ground. A small forcefield is used to protect the user of its strength and impacts at a similar level.

Spycraft (-600cp)
A small aircraft that fits one adult or 2 children, super-sonic speed. Cannot stop/land unless modifications are made. Ejection seat installed. If it explodes or is lost it will reappear inside your warehouse and a Danny Trejo look-alike will fix it.

Spy Items:

Basic Gear: (-100cp)
You will receive the basic gear that all spies have. A fake passport/documents, $500 of the local currency in cash. Small pistol with a full magazine. Stylish Black formal clothes.

Basic Disguise: (-100cp)
A duffle bag in a nearby secure/safe location that has all the items needed to make a convincing disguise.

Holographic Arm Brace: (-150cp)
An arm brace that you can interface with via holograms that is a mixture of your phone, radar, scanning devices and other small information-gathering objects. Recharges in any outlet.

Stealth Suit: (-200cp)
A special suit that is designed for stealth. Boots that reduce sound while moving, black clothing that blends into the dark easily and night goggles.

Spy Wheelchair: (-200cp)
A comfortable wheelchair that can also fly. Charge lasts a week. It can be plugged into any conventional power source.

Spy Car: (-300cp)
A Car that can also turn into a submarine underwater. Bulletproof windows and armour. Comes with 4 ejection seats and a minibar. If destroyed, it will return to your warehouse in 6 months.

Spy copter: (-300cp)
A small one-man-sized helicopter that is as fast as a standard 2005 commercial helicopter. If destroyed, it will reappear in your warehouse in a month.

Cyberspace Trap: (-400cp)
A small flash drive that adapts to other forms of input that, when applied to any device that brings the mind into a digital space will forcibly trap them within a digital prison. The brain of the original body is left empty and the body comatose. While in this prison they cannot interact with the physical world directly but, in theory, they could find ways to connect and communicate with others digitally but will remain hamstrung in terms of the ability to personally act.

Villain:

Black Book: (-100cp)
A black book filled with in-universe potential minions, traders, and allies that you can contact. Self-updates in each jump world with new contacts. The level of quality is dependent on the world you visit and how much you are willing to pay. You can't hire a genius that knows out-of-context knowledge. The standard untrained Goon rate is minimum wage. A top-level Henchman has a $200,000 starting salary.

Thumb Thumbs: (-200/300cp)
Human-sized Androids with Thumb-based limbs and heads. Their intelligence is low but good enough for basic Goon work. Every Purchase provides 3.
300cp is the previous option + blueprints to build more.

Romero's Miniature Zoo 2: (-300cp)
A miniature zoo that is the size of a dollhouse filled with hybrid Chimera creatures such as 'Bull-frog' , 'Slizzards' , 'Catfish' and more. These creatures are loyal to the jumper and their companions.

Growth Serum: (-300cp)

A vial containing a Growth Serum created by Dr. Romero that when a single drop is used on a living creature will cause it to grow massively, able to turn a mouse into the size of an elephant.

The Third Brain: (-400cp)
A small object in the shape of a brain, this is a database archive of advanced spy skills. Installing this into any Android or A.I. will make them a top-level spy that can learn and adapt over time.

Transmooker: (-100cp/400cp)
100cp a palmed-sized device that when directed can be used as a small emp blast. (Radius 5 meters) shielding the wielder from any electronic device.
400cp A powerful Magnet that can shut off all electronic devices globally. Prevents technology from finding or registering an area up to that of a fairly large island. It also attracts metal. It can magnetise any metal to act as another magnet but at a normal level.

Manga Men ship: (-300cp)
A flying Saucer-type shit that has powerful magnetic technology that can pick up over 30 grown adults (wearing the Magna hat) from 6 stories up.

Android Blueprints: (-600cp)
Blueprints on how to make an Army of Robot Children, stronger than regular children. (Brain not included)

Chimera Blueprints: -(600cp) ***50% discount if bought with Miniature Zoo***
You have the medical and other scientific blueprints on how to create the tiny mundane or tiny merged animals from the Island of Dreams movie.

Transmogrifier: (-600cp)
A room-sized device that will transform a living being on its table to the desired item that is placed in the scanning tray. Takes clay sculptures and drawings.

Villain Lair: (-600cp)
A secret lair that is kitted out with the necessary workshop/laboratory of your choice to build whatever your little black heart desires. The materials are enough for a month and to build an item the volume of a car. Attached to the warehouse at the end of the Jump.

-Drawbacks-

Bad things that you can choose to get more points to spend, like all jump chains, these are removed at the end of the jump/10 years.
Perks can't override Drawbacks.

Carmen Elizabeth Juanita Echo Sky Bravo Cortez: (+50cp)
You have an extremely long name and will have to say it in full whenever someone or something asks for your name. For documents and security, you will still have to say your full name.

Warts and all: (+50cp)
You have warts on your sweaty hands. You can apply creams and they might go away for a day or 2 but they will always come back.

Annoying Sibling: (+50cp) (can only be taken if you choose a sibling companion)
For this jump your sibling will annoy you, they know the best methods. They know your cringy past and your inner issues. They won't harm or hinder you, but they will be annoying. You can't ditch them for long as within a day they will manage to catch up with you.

10 Years Longer: (+100cp)
Stay another 10 years, you can choose this multiple times. Just be careful you live long enough.

Forget Spykids: (+100cp)
You will forget everything related to the franchise 'Spy Kids' including this Jumpchain document. (If you have the media tablet, Spy Kids will be blocked for this jump.)

Rival: (+100cp)
You will have a rival that is always going to be a little better than yourself, they aren't overly hostile towards you. It is at the level of making childish jokes about your last name. They also look cooler than you.

Blacksheep: (+100cp Can't with Drop-In Origin)
In your family you're the odd one out, your family will not want to be around you and perhaps even hinder you.

Comical Bad Luck: (+100cp)
You will have bad luck that will annoy or humiliate you, expect a lot of camel poop in your future. This luck is never fatal on its own nor likely to result in non-comedic, permanent injury on its own but will always be annoying or humiliating.

Look ma, no legs!: (+150cp)
For this jump, you can't use your legs, just like a certain grandpa. No method can fix your usage of your original legs for the duration of the jump.

You're the robot: (+200cp)
You are actually a mechanical person, this gives you increased strength but a decline in intelligence at the level of an 8-year-old, as you learn/age this will increase your intelligence to a baseline human. After jump this becomes an alt form but without the mental decline.

Damsel in distress: (+200cp)
For this jump, you will have someone of similar age trying to get your attention via putting themselves in danger that you must rescue from or the president will go after you. Luckily the danger is always something that you can handle and will only happen once a month.

Evil: (+200cp)
You will be evil, selfish and a right-oh meanie.
If you are already evil then this makes you cartoonishly incompetent at it.

No Warehouse: (+200cp)
For this jump you can't access your warehouse, any warehouse items and effects from this jump will appear in the world or a convenient place.

Smarter Villains: (+200cp Can't with Villain Origin)
The villains in this world are a lot smarter and ruthless in this world, watch out as this will change the original timeline.

Me, Myself and I - Drawback Version: (+100cp)
This drawback creates 3 alter egos within your mind that will have a very different personality than you and will often be there just to annoy you. They will appear when you aren't focused and will disappear when you concentrate on them to go.

Forget Identity: (+300cp)
You won't receive any of your past memories or powers/perks in this world. You will be whatever identity you have chosen from the Origin.

Trapped: (+300/500cp)
400cp: You are trapped in a Cyberspace world by an old enemy. You have access to the world through the internet and your body is in the VR space. The space will be like a crappy apartment. Given time and effort you can escape from this.
600cp: You can't escape and have to ride out your time here until the end of the jump.

No Abilities: (+500cp)
For this jump all your jump abilities besides your Body mod will be sealed off.

Overbearing Parents: (+300cp)
Your parents specifically wanted to keep you out of the spy life. Expect to have to work around them trying to actively block your work however they can in an attempt to keep you safe.
If you get married in this jump, your parents-in-law try to separate you and their child.

Dumb Crush: (+100cp)

You have a crush on someone who you really shouldn't. Expect this to color your decisions and lead to you trusting them when you really shouldn't.

Not your Uncle: (+300cp)
One of your companions will betray you at some point during this jump and it will come at a complete surprise. After taking this you will forget you have taken it with the CP gained being written off as coming from a drawback about how your missions will always be slightly less pleasant than they would be otherwise. They won't betray you enough to cause death or permanent harm.

Does God hide because he fears what he has made?: (+400cp)
Anything you make, build, gain, or have any hand in creating even indirectly will turn against you and work to try and destroy you utterly. The only way to avoid this is to, more or less, live like Dr Romero as a hermit in a bunker somewhere which, as you may imagine, is not exactly something most benefactors will allow....

Gamer Over: (+600cp)
"When you run out of life. You lose. No replays. No restarts"
This drawback can only be taken if you pick the **"Spy Kids 3**" mission.
This drawback will make it that if you die(you only get one life) in the game you will die in real life and your jumpchain will fail.

-Companions-

Besides Canon Characters, all companions are loyal to you and will never betray you, you can choose the level of obedience now.
You can't buy companions with companions.
You can buy as many companions as you want unless it has a MAX.

Canon Character: (-100cp)
Pick an on-screen character from the movies.
If you have the 'Kid', 'Spy' or 'Villain' origin you can choose to have a positive history with them like childhood friends or a distant relative. Alternatively, you can instead choose to meet them within a year and have a positive first impression on them enough to start out as 'Friendly".
The Drop-In origin can only have the 'First impression' option.

Import/Create a Companion: (50cp or 200cp for 8) (MAX 8)

Create a companion with an origin and they have 600cp to spend and can take up to 400cp in drawbacks.

Sibling: (-100cp or Free for Kid, -50cp for Spy) (MAX 3)
You will have a sibling in this world of the gender/sex of your choice. You can pick any origin, If you choose Drop-In then they will be your real Sibling from your original world. If you were an only child or picked another origin, then you can create an OC or import any previous sibling-like figure that you had in previous jumps.
They have 600cp to spend and can't choose drawbacks.

Parent: (-100cp or Free for Kid) (MAX 2)
You will have a parent in this world of the gender/sex of your choice. You can pick any origin (except Kid). If you choose Drop-In then they will be your real Parent from your original world. You can create an OC or import any previous parental figure you had in previous jumps.
They have 600cp to spend and can't choose drawbacks.

Robot Clone: (-100 or Free for Kid)
An Android clone of anyone you want, even a version of you, they can't speak properly but they are nice and will help you. They do not have any of the person's memories and will have the intelligence of a 5-year-old. Their intelligence can grow with time and experience up to that of an adult human at baseline.

Robot Pet: (-100 or Free for Kid)
A robotic pet of your choice, they can talk. This is limited to what could be expected as a housepet so no dinosaurs, dragons, or other such things.

A.I. Friend: (-200 or Free for Villian)
You have an A.I. with the same intelligence as a human.
Age and Gender are your choice. The default personality is friendly.
They can enter any device but cannot make copies of themselves.
They come pre-installed in a mundane game console.

-Missions-

Side missions that are optional to complete but will net you special rewards.

Take over the OSSS (Spy Organization).
Reward: A spy organization that you can import into other jumps at the cost of 100cp each jump. Attached to the warehouse when not imported.

Take over a country.
Reward: A king's charisma, a perk that allows you to receive recognised authority if you claim territory for over 6 months. This won't prevent fighting, but you can conduct trades and legal matters with this authority.

Take over the world.
Reward: 100 million souls that you can use/store for later uses.

Revolutionize the world.
Introduce a piece of technology to the public that changes the day to day life of them.
Reward: The villain Perk **"All is Forgiven"** is upgraded to the 600cp version, if already brought then it doubles the number of uses and you can do some less cartoonish actions as long as it's not seen by the heroes.

Prevent the Spy Kids division from forming.
Reward: Any perk listed above at a 50% discount can be brought after the jump with any leftover CP.

Prevent the 'Toymaster' Villian from escaping.
Reward: Free AI Companion. (Description from the companion section.)

Help the 'Toymaster' Villain to escape.
Reward: Toymaster as a free companion + Free Giant Mecha Robot.

Spy Kids 3
Enter the Game that the toy maker has created and complete it, you need to enter the same version that Juni did.
Reward: You can enter any video game and experience it in a life-like VR manner. You can exit anytime, you can't take anything in or out of the game. If you die in the game you won't die in real life, instead just kicked from the game.

Cure Grandpas Legs
Reward: Can become a companion for free and you get a free advanced wheelchair.

Brotherly Love:
Bring the Cortez brothers back together.
Reward: A Isador "Machete" Cortez shop will be accessible in your warehouse via a portal Providing spy gadgets for cheap. You cannot leave the shop to the spy kids world.

Prevent The Cortez parents from being captured
Reward: They can become companions for free.

Prevent Cardmens Capture in VR
Reward: You will never fall into an undesired sleep/comatose situation.

Create a Successful TV show
Successful includes a profit and is popular with at least 50,000 people. (Repeatable)

(Optional: Choose 1)
Reward: The Troublemaker Studios item is free, and returns CP to be used to buy items after the jump.

Reward: You receive the Spy Kids DVDs and any notes from pre-production that would be relevant. And a copy of the Tv show you make in a DVD format (added to your warehouse along with a DVD room)

Kill the Cortez Family before the end of the first month.
Reward: All of their skills and abilities are now yours, including their items.

-Ending-

Your 10 years are up and you've done well to survive in this weird world. I hope you enjoyed it but the question is what is next?

Go home:
Go back home to your original Earth keeping all powers, perks, companions and items but you will forfeit the opportunity to earn the Spark.

Stay:
Stay in the world of Spy Kids.

Move on:
Pick another Jump Document and continue on your chain.

Thank you to the Jumpchain Reddit community for suggestions and proofreading.

Last edited: 25/8/24

Get a Grips Other Jumpchains:

Jimmy Neutron:
https://docs.google.com/document/d/1_nWFquamqylVzueUAgN_2dbVir9ATvxz1jt1HXjmpD4/edit?usp=sharing

Pixar's UP:
https://docs.google.com/document/d/1yG1M0s0CXUfFX0_UYCKWS0EORX82Nfqhd2-SMLsx934/edit?usp=sharing

Hoodwinked:
https://docs.google.com/document/d/1uF3__Z5Q7iyOemM_EwaayHZtFyhhQMOe7OtZLdqA92E/edit?usp=sharing