Gremlins Jump

Version 1.0.3



Welcome Jumper to the world of Gremlins. It's a world much like our own, except for the existence of small, teddy bear-like creatures called mogwai, a Chinese word for a variety of evil spirit. Of course this teddy bear-like form is merely their immature state, and they can go through a metamorphosis that makes them a reptilian creature which will come to be called by the english name gremlin, originally used for faeries blamed for mechanical sabotage in the 1920s through WWII.

Of course if you stay long enough this world may devolve into fourth wall breaking zaniness with a pinch of mad genetic engineering. If you don't want that there's a toggle to rid you of the sequel. If you'd like to skip to that it's an option as well. Still this is the world of a horror comedy, though which is more emphasized changes, and you may be needing something. So take these

+1000 CP

And good luck.

Location:

You can begin either in Kingston Falls when Billy is first being given Gizmo. Or in the Clamp Center in New York City as Gizmo is brought into the Splice o' Life labs.

Species and Origin:

There are two species of importance in the stories of this world, and for each there are two options of character and background. Your species will determine which origins are available to you and your origin will determine what perks and items you will find to be discounted. Any origin other than Newborn comes with background memories of this world - and even Newborns seem to receive a limited info-dump - but you can pass on these memories if you'd prefer to Drop-In.

Human: You are a normal human, much like you'd find in real life. Your origin options are:

> **Small Towner**: You come from a small town, Kingston Falls or another much like it. Maybe you could even come from rural China.
>
> **Enterprising**: You're a big city boy (or girl), someone used to the corporate system, and quite willing to do what it takes to continue in the cut throat business of business.

Mogwai: You are a mogwai. In your larval stage you are a cute, fluffy creature able to fit into a small box or to be carried in hand by a human with relative ease. Humanoid in shape, and seemingly rather intelligent, they do seem to have some difficulty speaking in human words.

There are, however, three rules about mogwai. First they are extremely sensitive to bright lights, and bright enough lights - such as direct sunlight - will kill them. Post-jump this light sensitivity will be reduced for you, merely knocking you out of your Mogwai alt-form. Second should they get wet they will multiply, reproducing asexually and producing several additional mogwai in this larval stage if the parent was or in their more mature state if the parent was in it. These newborns seem to possess some form of instinctive, ancestral, or reincarnation derived knowledge, able to quickly recognize how to interact with the world, and understanding the rules that govern mogwai. Unfortunately the young created this way seem to be dangerously mischievous and destructive and unlikely to aid you in any tasks other than random hedonism and destruction unless you take the **Water Replication** perk. Post-jump you will lose this ability unless you take the **Water Replication** perk. Finally, if a mogwai is fed after midnight it will enter into a pupal stage cocooning itself and turning into a mature form over the course of several hours before hatching. This mature form, better known as a gremlin, is about 2' tall, possesses sharp teeth and claws, is surprisingly strong for a 2' tall humanoid - though still not a match for a grown human - and has a hideous visage with scaly skin. While you will begin this jump in the cute, younger stage, post-jump you may choose whether to begin as a 'mogwai' or a 'gremlin'.

Like humans, mogwai have 2 origins available to them. This mogwai form is an alt-form.

> **Elder**: You've been in this larval form for some time. How long is unclear, you could very well be older than most humans. Though if you'd prefer to be somewhat younger that's fine.
>
> **Newborn**: You are a newly born mogwai, and most of these tend to be mischievous and downright sadistic. You can be an exception to this if you desire - we don't know why Gizmo is after all - but it is the trend. Still like all newly born mogwai you do seem to have a basic info dump on yourself and the world around you.

Age and Gender:

Your gender is your own to decide. Given mogwai reproduce asexually, I am not touching on their gender.

Your age will vary. As a newborn you are newly born, possibly starting the jump as you develop from a ball of fur. As an elder you are at least several years old, though we do not know of a maximum lifespan for mogwai. As a human you can be any age from Pete Fountaine (Corey Feldman) to Ruby Deagle (Polly Holliday).

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Genetic Sunblock (100/300): You seem to have gotten your hands on some sort of genetically engineered sunblock and had it injected into you, and now you need never again fear the sun's light. Besides making you immune to sunburn and sun-light related skin cancer, you will find any weaknesses or vulnerabilities you have to light negated; a sudden flash of light could still blind you momentarily, and a laser will still hurt you, but it'll be no worse than with a normal human even if you are some sort of demonic spirit of darkness.

For 300 CP, this is improved to apply to all weaknesses inherent in your race. It won't make you invulnerable to them, but they won't hurt you worse than they would a normal human. They may still however negate superhuman resistances or regeneration; a holy sword wouldn't make a demon erupt from within and explode any more than it would a human (some holy swords do that) but if the demon couldn't be harmed by non-holy weapons it'd still be harmed by the holy sword. Or in the case of a kryptonian this would protect you from green kryptonite poisoning or the wild mutations of red kryptonite, but it'd not stop red sunlight from draining you back to merely human, or protect you from magic (as magic doesn't affect a kryptonian any worse than a human, just can get around their general invulnerability).

Random Musical Number (100): Why is this here? Why did the creatives include this? Well it would seem you are good at impromptu musical numbers. This won't do anything for your singing voice (go to **Musical Talent** for that), or your coordination, but you will find it easy to string together a song and dance on the spur of the moment, and if anyone chooses to join in with you they will find themselves naturally coordinating with you as if you had all practiced and choreographed the musical number for weeks, even if you're a bunch of day old, uncivilized monsters who love to wreak havoc.

Arachne (200): What did you do? You seem to have become some sort of spider monster. From the waist down you seem to possess a spider's abdomen, complete with eight legs. From the waist up you're 'normal' at least for whatever you are. Still this spider body allows you to cling to walls like a spider (despite the weight that should be making that impossible) and to spin webs strong enough to catch and contain humans within them.

Post-jump this modification can be added or removed from your current alt-form in the same time - and general process - it takes for you to switch alt-forms.

Horrible Metamorphosis (200): No jump is complete without an appearance perk. You are ugly, nothing supernatural or monstrously horrible, but you'd be a 1 or 2 out of 10, or rather average for a gremlin. And now with some time and concentration you find yourself able to shift from however ugly this makes you up to however beautiful all your appearance boosters would normally make you, selectively toggling them on and off. This shift also allows you to shift from a more youthful appearance to your actual age (whatever it is) or back again; as a mogwai this includes the ability to revert to the cute mogwai stage or become a gremlin without eating after midnight or going through an hours long cocoon. Couldn't just trap you as one or the other without a recourse.

Wings (200): Some genetic splicing experiments have led to you growing a pair of bat-like wings from your back. These wings allow you to fly, providing enough lift and force to carry you aloft, and even allow you to almost lift a human off the ground with you as a gremlin - though their exact strength will vary with your own and your form - or to fly for some distance while covered in still liquid cement; just make sure it doesn't harden and set in place on you.

Post-jump this modification can be added or removed from your current alt-form in the same time - and general process - it takes for you to switch alt-forms.

Brain Boosted (300): By imbibing an enigmatic serum designed to stimulate the expedited proliferation of neurological tissue and accelerate cognitive development you find that your intellect and erudition have been significantly ameliorated. Strangely this seems to have filled you with a fairly wide, if superficial, knowledge about the local culture and society. Even as an ordinary gremlin - a savage little demon intent on destruction - you would find yourself able to function on a wholly human level, and converse eloquently and at length on topics of New York tourist activity, or culture.

In plain terms, however, you are significantly smarter than average, qualifying as a genius for your species, and find yourself with a bizarre automatic knowledge of the local culture and society which while not necessarily in-depth is enough to have a basic understanding of how it functions; this knowledge updates at the start of each jump.

The Jumpster (300): There would normally be 2 things in the world that gremlins truly feared, sunlight and Hulk Hogan, now, though, there are 3. You are now Hulk Hogan's equal in skill as a professional wrestler, with the physique to match. This is real Hulk

Hogan and not kayfabe Hulk Hogan; still you have the makings of a rising star of the professional wrestling world.

More than that you possess his skill - at least in this verse - at intimidation. Maybe it's that you're big, muscular, and carry yourself with confidence, but you can easily put on an intimidating front and one which is even more effective against monstrous creatures. This intimidation effect increases when you tear apart your own shirt; by threatening them and ripping your own shirt to shreds you could even get gremlins to behave - at least in your immediate proximity.

Living Electricity (600): What genes did they splice into you to cause this? You seem to have become a living creature of electricity, able to run through wiring and electrical systems - or shoot around following water and electrical currents. Your voltage is high enough that you could - with time - melt down a gremlin or electrocute a human to death, and while you are still electricity and your movements will be guided by the same forces that guide actual electricity you have some ability to fight back and resist this - the stronger you are outside of this the better this works. Of course this form does come with some downsides, probably want to avoid anything that'd ground you, and it's possible to trap you in a phone by putting you on hold. Still because you're paying CP for this when you're not currently in an object you can resume a fleshy form, treating this electrical form as an alt form.

Sliding Scale of Horror and Comedy (600): Both films, *Gremlins* and *Gremlins 2 the New Batch*, are horror comedies, but their tone is wildly different. One could argue this was because *Gremlins* was a horror movie with black comedy, and that *Gremlins 2* was a zany comedy film first and only a horror movie second. But whatever the reason they show just how far one can go on the tonal scale between two extremes within the same work.

And now you've got the ability to fiddle with that scale. At the start of a jump you can choose to modify how serious or silly it is. The characters - and events - will still follow the same general flow, but as you increase the seriousness you will find the world becoming more grounded and more realistic consequences following events, and as you increase the silliness you will find zanier things becoming more and more likely to happen, and at high enough levels the fourth wall will begin to break down. Of course this is based on how silly or serious a work is already; the effects on a world that function on toon physics will be different than the effects on a grim and gritty serious story. This will determine where the limits are; you could expect this perk to be able to make

Gremlins as zany and silly as *Gremlins 2*, or *Gremlins 2* as serious as the more somber moments of *Gremlins*.

You can change these settings once a jump has begun but it will take time. From default to one of the extremes (or one of the extremes back to default) would take about 6 years, seeing a gradual change over that time. This takes no special action on your part besides initially willing it and waiting.

Small Towner Perks

Artistic Skill (100): You have a natural talent as an artist in the visual arts. You are already capable of drawing and painting at a professional level, and have the talent that with work and practice could be considered truly gifted. While this won't put you at that level in other forms of visual arts you will now possess some level of talent for them.

Stable Relationship (200): Billy and Kate have something that's somewhat of a rarity in movies. A relationship which survives the sequel and is stronger than before. Now you have the understanding and patience to put work into relationships, and build them on stable ground in which you trust - and have good reason to trust - your partner.

This won't let you phone in a relationship, or help you start one. But once the spark is there, as long as you're willing to put time and effort into the relationship you can keep it and keep it from going sour or twisting into something abusive. As long as you keep treating them like you love them, they'll keep loving you.

The Answer is Still No (400): And it's not changing. You will not sell out your morals. When you believe something is the right action, you possess the strength of character to follow through with it no matter how much money they offer you, or what other bribes they might come up with. You might still choose to yield to a threat, or even a bribe, but it will not be in a moment of weakness, but because you decided you could live with the results and it was worth it. Still you won't forget why you refuse to sell the American the demon you keep in your shop, or why you refuse to sell the heartless businessman your shop, even if they double and redouble their offer.

This won't make you immune to more supernatural corruption and control, but it will give you a healthy resistance to it. You have the strength of character to say no.

Peltzer (600): There's something about you, something that sees you survive situations of violence and danger. Maybe it's wits, maybe it's luck, or maybe it's just because you're one of the main characters. Let's be honest, it's all three.

When you find yourself in a dangerous situation, instead of losing your head or panicking, your mind seems to actually begin to work faster and more efficiently. You come upon ideas to fight back or protect yourself, and find your senses growing more acute. Beyond that, you find that the reverse seems to be somewhat true; your enemies get sloppier and make more mistakes, being less likely to land a lethal blow. You definitely have a touch of plot armor here.

Most uniquely, when you are facing large groups you have an odd luck with finding them gathered together in one place or thinking of ways to gather them yourself. And when they are gathered together you are likewise lucky in finding ways to kill them all at once.

Enterprising Perks

Corporate Tool (100): Working for a corporation like Clamp Enterprises is more than a little soul crushing. Thankfully you can handle something like this. You find it relatively easy to survive in conditions which are spartan or worse. The annoyances of working in a cubicle all day, with malfunctioning smart devices, and bosses who spy on any location that you might feasibly go to to escape the soul devouring monotony for a few minutes so as to fire you for taking an unauthorized break are conditions you could tolerate and even thrive under.

Eccentric Billionaire (200): Well this won't make you a billionaire, but it'll help you get away with being eccentric. The more socially powerful you are the more you will find people are willing to put up with your oddities. Demand all your employees use experimental technology full of bugs while only communicating with people via television? Well if you're a billionaire your employees might consider it perhaps a talking point, but the world at large wouldn't bat an eye. This covers other social failings other than mere odd behavior, outright rudeness and even harassment being more acceptable the more social power you possess; grow powerful enough and this might even cover outright crimes, or allow you to escape much of the consequences of having a bunch of green monsters suddenly threaten a large office building you owned - and leased out floors of - in the middle of New York and then attempted to cover up and keep the police out of it. This effect is magnified when you hold socio-economic power over someone.

Definite Progress Gentlemen (400): It might not come easy, it might not come quickly, and it might create a few dangerous horrors that could threaten all of New York City or more, but you will create progress. You have a Hollywood knowledge of genetics and genetic engineering, capable of calling yourself Doctor Catheter's equal and creating bizarre gene splices and such horrors as giant spiders, plants that produce seed pods larger than human children, or rats which generate electricity. These creations will not necessarily be perfect, but given time and effort you can perform absolute horrors with the genetic materials of living organisms.

Career Advancement Opportunities (600): Where will you get in life without these? Yours is not the luck that keeps you alive, hopefully you're somewhere zanier than it is dangerous, but instead it is a luck that sees you presented with opportunities for personal gain. These will be chances to improve your career, or advance your business interests. You'll have to seize these opportunities yourself, but you'll find this comes with a good eye for business opportunities and how to take advantage of a situation to advance your own position. Caught at ground zero of a monster outbreak you might well find how to

take advantage of it to move from low grade horror host to news anchor, or how to spin it so that you are not at fault despite owning the building but instead the hero who stopped the disaster. Sometimes these opportunities may be dangerous, it's up to you to survive pursuing them, but you'll always seem to find opportunities (and not all will be dangerous) and have a good idea on how to seize them.

Elder Perks

Musical Talent (100): You have a wonderful ear for music, able to identify and recreate notes by ear with ease and to memorize a song only hearing it once. This also gives you an excellent singing voice, even if you don't have the proper vocal chords for human language, you could weave your vocalizations together into music. You'll find that learning musical instruments is also extremely easy for you.

Pushed too Far (200): It hurts to watch those you care about be threatened - or worse hurt - while you can do nothing but watch. Now, though, you seem to have a sort of meter which fills up as bad things happen to those you care about which you are unable to do anything about. When the meter fills up you will find your powers and abilities spiking temporarily, providing you with the chance to make a difference and save those you care about. When this meter fills you will also find yourself spurred on to arrive in the nick of time to save those you care about.

Dangerously Adorable (400): You are cute. Stupidly cute. So cute that people just have trouble believing you'd do anything wrong or bad. Even if they see you do it, they'll be a bit more hesitant to believe it was actually malice; you just didn't know better. Repeated actions or obvious plans may push this too far, but you're cute enough that even then you might get away with it if it was minor enough.

And it's not just a desire to see you as good because you're cute. People are less likely to want to cause you harm the cuter you are. You're just too adorable to hurt, and normal people would be extremely hard pressed to hurt you, much less scar or kill you. Of course some people are just too mean and cruel for that, but that doesn't completely stop this. You see they'll instead delight in causing you pain and torment, tying you up, throwing darts at you, and causing you fear, pain, and psychological trauma. This isn't necessarily good, but at least they'll hold back from killing you, or even just maiming you, until they've slowly escalated to it. Even if they're a reincarnation of someone you killed you'll find your eviller foes are eager to take their time and hurt you instead of just kill you.

Imitative Learning (600): You are capable of learning things, at extreme speeds, just by watching. Watch someone perform a dance once and you could repeat it. Watch someone drive a car once and while you might not know the rules of the road you could drive a car. This isn't perfect, you'll still need to practice and train to reach full mastery, and being able to copy a technique is far different from knowing when to use it, but you will be able to learn most skills to a functional level just by watching them a handful of times.

And this isn't limited to real world skills. By watching tv and movies you can learn cinematic skills. This even helps them work a bit. Watch Rambo and you could start pulling off some Rambo style tricks. They will rarely work as well as they did in the film, but this gives a certain cinematic air to the copied actions which help enforce the tropes of action cinema.

This is less effective for outright supernatural abilities. The cinematic air is just not enough to make them work, for one. If you already have the means to perform them you could learn to do them through this method, but unless all it takes to cast a spell is certain movements and words as opposed to a proper flow of invisible internal energies, you'll still be finding them harder to copy with just this. Not impossible, mind you, but it'll take practice to get them to anything reliably usable and even more for mastery.

Newborn Perks

Distinctive (100): The mogwai generated from Gizmo as mogwai tend to be a whole lot more unique and distinctive than the gremlins generated from them as gremlins. Most notable are Stripe and Mohawk, the leaders of the gremlins. Now you have what they had. Not leadership abilities, but a distinctive physical feature. This distinctive feature will follow you through all alt-forms, and any other forms you assume without actively trying to suppress it, be oddly difficult for imitators to copy perfectly, and those who know you will always be able to recognize you by it even if you've been changed from a cute, fuzzy creature into a reptilian horror with no explanation.

Atmosphere of Horror (200): *Gremlins* is not the scariest of movies, but it's not without its atmosphere when the gremlins want it. You are skilled at creating scary environments, the perfect mix of silence and the sudden creak, and the skitter of things unseen to create the feeling and sensation of danger in your victims and audience. You have an instinct on how to maximize these elements, not just in general, but for specific targets if you desire. This won't reveal deep seated secret phobias - though if you're aware of one you will know how to work it in - but trends and what tricks would work best to unnerve or get them on edge from what you know about their personality and character.

This works best when not you are not directly seen, creating an atmosphere of terror that can leave them primed to break even before reaching you. It will still help you some once you're in view, but you know movie monsters, the more you see the less scary it actually is. As such this does help you with knowing how to keep out of someone's line of sight. It's not perfect, and won't help you remain quiet, but you'll be pretty good at scampering from behind a desk to out of the room before they can turn their head towards the noise of your flight.

They Break Things (400): It's what gremlins do. And now it's what you do too. You have an instinctive knowledge of how to break things. This is stupidly effective with technology. Doesn't matter if you're a newborn creature that has never seen such a device before you won't just know how to make it stop functioning by sufficient applications of force, but how to make minor acts of sabotage that turns it into a death trap for whoever uses it - overload an automated chair, cut break lines, turn electronics into electrical death traps. It doesn't matter how advanced the technology is, you see it and you have an instant idea how to disable it or make it malfunction. This won't help you to recognize ways to fix it, and already malfunctioning technology will be resistant to your sabotage, but if you need to shut down some technology it'll just take a glance and a thought to understand that much.

This is less effective on non-technological things, but you still find your mind quickly coming to understand how to break things. This is easiest with things like living creatures, helping you to more quickly figure out anatomical weak spots or how the resources you have at hand might be used to kill a creature larger and stronger than you, but it also applies to other things just to a lesser extent. Want to destabilize society into a state of lawlessness and collapse? You'd have an idea… just don't expect it to necessarily be one that helps with your longer term goals or a perfect idea.

Water Replication (600): You know what happens when you get a mogwai wet. Well now it doesn't matter what you are, when you get wet from water you multiply. This only triggers from water, pool water with chlorine in it is fine, but beer is apparently far enough from water to not count. The more water the more you'll reproduce, jump in a pool and you might create dozens, even hundreds of 'children'. These children possess all your biological traits, though they will typically be a little 'lesser' than you, not quite as strong or as smart, close but slightly inferior - so that you may maintain your rightful dominance. This will even include supernatural elements of your biology if you were an angel, demon, or the like.

And more like Stripe than Gizmo, you find that your progeny naturally defer to you and take after you. This isn't absolute obedience, but they will at least respect you and show a similar natural character and behavioral pattern.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. General items offer no discounts on their first purchase.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here. Additional purchases of the same item are discounted if they were not already - this will not double discount an item.

Companions cannot buy any of the items costing 200 or more CP after (any applicable) discount.

Gremlins Merchandise (100 CP): This is a copy of all official Gremlins merchandise produced in the real world. This gets you a copy of every toy, stuffed animal, soundtrack, movie, video game, and so forth that was produced for sale on the open market, as well as copies of the original props and puppets used in making the film. In the case of the films, soundtracks, and games you will find that a copy exists on any device you possess capable of playing or emulating them without taking up harddrive space.

As a bonus you can now cause the Gremlins theme to play in your presence. Whether only you can hear it or everyone can is up to you each time you play it.

Snow Plow (100 CP): Made in America out of American parts, this snow plow never needs maintenance and is extremely robust and resilient to damage. It could drive straight through wooden walls without a scratch, or take shots from a gun point blank and not get holes. If destroyed or damaged, it will be repaired within 24 hours and if somehow lost it will reappear in your warehouse or property after a month. Automatically refuels itself when not in use.

Femininity Serum (200 CP): Hailing from Splice o' Life's labs this is a serum intended to increase the recipient's feminine characteristics. By injecting it into a living creature they will become female, exhibiting the primary and secondary sexual characteristics associated. Even normally sexless entities will become female from this serum. If the recipient already has female secondary sexual characteristics then they will become exaggerated.

If you'd prefer you can get a masculinity serum which turns the injected male, or exaggerates male primary and secondary sexual characteristics. Either way you get a new vial each year.

Landmark Bar (200 CP): This is a local bar, some might even call it a dive, but it has an extremely comfortable atmosphere, and could easily become the place in a small town where people go to propose. Beyond merely being a cozy, comfortable small town bar it does seem to have some advantages. First, while you are not intrinsically involved in running the bar - it has an owner that does that for you - you're always considered a long time patron, your drinks - and your friends' - are always on the house, and the other patrons here recognize you as a long time regular even if it's your first time going here in a jump. People hired on as staff always seem to be the kind of people you can get along with as well, whether that's in a romantic sense or just as friends, they'll always be the type that might be able to give you the companionship you desire at the time. Finally you will find that rampaging monsters will find the bar very distracting. They may ransack it, but they will also stop to drink at it, and seem to enjoy their time here, possibly enough to let you get away because they're too busy enjoying themselves.

Small Towner Items

Bathroom Buddy (100): A hand sized device that contains a variety of toiletries, everything you need for basic hygiene short of a shower. Yours has the problems worked out so it won't spray you with toothpaste or shaving cream. In fact the toiletries included seem just more efficient and higher quality than normal toiletries.

Instant Camera (200): This is an ordinary, 1980s instant camera. Take a picture and it'll print it out a few moments later no need to take the film in to get developed. Oh, and it has a flash you can turn on or off by raising the bulb up. The flash probably should be mentioned for another reason. It's oddly good at momentarily blinding and stunning monstrous creatures, causing them to be disoriented for a few seconds. If used in quick succession it will produce diminishing returns, but still it should be good for buying you time to escape. The more murderous or monstrous a creature is the greater the effect, don't expect more than a normal flash if used on your human love interest who just wants to survive, but it might leave a Slasher villain stumbling for long enough to run away or grab a weapon and hit their head a few times.

Picturesque Town (400): Your very own hometown. Or at least a town you can call it. Roughly the size of Kingston Falls, or Clamp Quarters, and at your option it could be Kingston Falls. This small town will follow you from jump to jump and have all the (idealized) traits of an American small town. Neighbors know each others' names, and people have a sense of community come from living for generations in close proximity to each other. Most people will be rather well inclined to each other, knowing that a community only survives by acting like a community. And no matter how long you leave it you'll always be considered a member of that community, one which people recognize as one of the town's favorite sons/daughters. Even if you accidentally unleash a monster horde on the town, or bring your enemies back to it, people will be disinclined to hold it against you as long as it was in fact not intended.

The town does have some oddities. First, is that weird things tend to happen in the town around Christmas. At least once a decade you can expect something supernatural to happen here. Not necessarily beneficial mind you, but something on the scale of someone ending up with a Chinese demon - or space alien - as a pet that causes a town wide disruption. It might even happen twice or thrice a decade, but it will be something that stands out as unusual even by the context of the current setting. Second, it seems to recover preternaturally well from disasters. A horde of gremlins could go on a killing spree and it'd be fine a week later, and somehow even repopulated within a year despite everyone having lived there for generations.

Enterprising Items

Some Small Assault Weapons (100): What office building, or genetics lab, would be complete without these. This is 5 assault weapons on the lower end as far as caliber is concerned. Their ammunition restocks hourly if used, and if damaged, destroyed, or lost they will be replaced within 24 hours, but otherwise it's just 5 normal guns. Useful if you have to shoot some little green monsters, though.

Mail Order Diseases (200): You receive a small glass bottle containing a live sample of the rabies virus. But this is more than a bottle of rabies. Every month for the rest of your chain you will receive a small glass bottle containing a live sample of a pathogen. These pathogens can be from your current jump or any previous world you've visited (including your original world), though you do not have complete control over what pathogens arrive. You can write down what you want but it may be months, or even years, before the specific disease arrives and if you put in more specific orders it can back up yet further.

These pathogens do need to not be unique or extinct; if it's been wiped out even to the level of Smallpox in the real world, or if it's a bio-tailored disease that never had a public outbreak you won't be getting a sample with this.

Jump Center (400): This is a massive corporate tower which will import into the setting in a major city of your choice at the start of each jump (you can choose not to import it). It is the equal in every way to the Clamp Premiere Regency Trade Center and Retail Concourse, the largest smart building in North America with the latest in security, communications, and climate control, though in future settings with technology surpassing that of 1990 CE it will update to be slightly beyond cutting edge - if also a little prone to bugs due to this fact - in its technology. The building also comes with a secret escape tunnel if you ever need it, and only provides one entrance/exit through its lobby which can be locked electronically as easily as hitting a button. Really probably a major fire code violation but no one seems to notice or care.

The building can be leased as you see fit, and, if you don't fill it with businesses of your own, will automatically begin the jump with several businesses having leased floors already. Most of these will be basic corporate work, but you can expect a cable tv channel as well. Do be careful about leasing the 51st floor as it seems to attract problematic tenants who are pushing the limits of what is possible in the local setting in one way or another; in this world you might get mad genetic engineers, in Marvel you could expect to end up leasing a superhero or supervillain, and in an urban fantasy setting with a

masquerade you'd probably end up with a practicing wizard who was on the outs with normal wizarding society and seemed to drag supernatural events back here. It won't be anything that strictly wouldn't exist in the setting otherwise, but will be on the fringes of things; in the real world you might get terrorists, organized crime, or a scientist working on cutting edge science funded by illicit sources, but you'd not get a wizard, or even something like Splice o' Life.

Elder Items

Portable TV (100): This is a tv made to be carried under one arm. By modern standards it's got a small screen compared to a laptop, and is a lot bulkier but it does have some conveniences. For one it seems to work without an apparent power source, never needing to plug in or recharge - though it can't be used to power other devices - and for another it seems to have access to every channel being broadcast anywhere on the planet, as well as any and all streaming services free of price.

Merchandise Deal (200): Toys, dolls with suction cups on their hands and feet for placing in car windows, Macy's balloons and more all with your face on them. This line of merchandise seems to be being produced - by in setting means - in any jump you visit, spreading your image across at least the hegemonic culture of the local setting. Of course the cuter and more attractive you are as something to put on toys and clothing the more widely this merchandise will spread and the more money it will make. Oh yes, you do get royalties. If for some reason you don't want a line of merchandise based on you, you can choose to not have this item manifest at the start of a jump.

Awesome Little Junk Store (400): This shop may or may not be run by Sam Wing, but it'd be hard to tell apart from his just by going in. A small store selling all sorts of random antiques and 'junk' run by an elderly Chinese gentleman. It will follow you from jump to jump and the proprietor recognizes you as an old friend who he is willing to sell his more exotic items to. And yes this includes a mogwai if you want to buy a chinese demon.

While most of the shop's contents are nothing more than curiosities and the occasional valuable antique, you will find that it has a way of procuring supernatural objects from time to time. These can be from the current jump, or a past world you have visited, or even from worlds merely sufficiently similar to one you have visited. It's sort of luck of the draw what does show up here, but if you put a word in about something you need the proprietor can try and look for it. The rarer and harder to acquire it would be the longer it will take him and the more expensive it will be though, so if you're in a rush for something it might be a good idea to invest in some luck perks to help make sure what you need is what you get instead of just relying on asking and waiting.

Newborn Items

Midnight Snack (100): This is a collection of sodas, beer, junk food, and fried foods enough to feed a family gathering and which appears in your warehouse or a property of choice at midnight every night. Not the healthiest diet, but everything a growing gremlin would need.

Movie Theatre (200): This movie theater can take the form of a freestanding movie theater, the older sort with only a few screens you might see in a small town, or as an attachment to your warehouse or another property you own. It has an impressive collection of films, however, including everything Disney, as well as a wide variety of other films. The film quality is perfect - not necessarily the highest definition, but the quality that the film was made to be watched on - and the screen is large. Plus you get free concessions in it for all the candy, popcorn, and sodas you could need, not even having to go out to the lobby for refills.

Of course its film collection does expand with each world you visit, adding a large and broad collection of films from that world. You will also get at least one film of your time in each jump you've completed - and at least one new film with each jump you completed - these films will be of varying quality and not always accurate to your story in the world, but you can see what sort of actors get cast to play you from each world.

Splice o' Life (400): Your own genetic research lab. Comes complete with a wide range of animal and plant samples, ones which will update for common species (and some rare ones) in future jumps, and all the tools you'd need to perform Hollywood genetic engineering. It does not, however, come with employees or the skills necessary to do this. Still if you could provide those it could be the center of a genetic engineering revolution.

Even if you can't, you will find that every year or so some sort of genetic serum appears in the lab. If injected into an organism it will cause mutations to that organism. Given these aren't guaranteed to be purely beneficial, probably best to inject them into something other than yourself, something expendable. A lot of these will just result in things like Greta, or the Vegetable Gremlin, but some will cause distinct upgrades - like wings, genetic sunblock, or spider hybridization - and rarely you will even find ones as useful and powerful as the brain booster or the serum that changed a gremlin into living electricity. If you had the skills to duplicate or improve upon these serums it could all become even more dangerous… I mean it could drive forward human progress even faster.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed. Companions cannot buy any of the items costing 200 or more CP after (any applicable) discount.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Memetic Hulkster (200 CP): This is Hulk Hogan, but it's not merely the man, and sometimes actor, we know as Hulk Hogan. This is Hulk Hogan with the full power of his role in the stories woven together as part of professional wrestling with all of the less realistic elements as well as an immense ability to intimidate others even - perhaps especially - monsters into obedience.

Mogwai of Your Own (200 CP): This is a mogwai. It's taken a liking to you, like how Gizmo likes Billy and Sam Wing. You get to decide whether it's more like Gizmo or one of the gremlins, but even if it's normally as mischievous as a gremlin instead of being as sweet as Gizmo it definitely has a soft spot and a liking for you. This Mogwai has all of the **Elder** and **Newborn** perks, as well as **Horrible Metamorphosis**.

By **paying an additional 50 CP** you can give it 100 CP worth of general Perks, you may pay this additional cost multiple times for an increasingly mutated Mogwai.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Gremlins (Toggle): It'd be a shame to come here and then have nothing happen. This toggle ensures that some gremlin outbreak will unavoidably happen while you're here. It might not happen how it does in canon, but it will happen somewhere near to you. Just to keep things interesting without having to intentionally let it happen and people die. As such note this is an option for Jump-chan more than Jumper.

Novelization? (Toggle): Prefer to go to the novel, video game, or another adaptation of *Gremlins* or *Gremlins 2* as long as it doesn't have its own dedicated jump feel free to use this toggle to do so.

Sequel? (Toggle): Are the events of a New Batch canon? If you want them not to be just take this toggle and Clamp Enterprises, Splice o' Life, and everything else introduced within will be wiped from existence.

Irresponsible (100): You might should stick to keeping a dog, or something easier to take care of, and avoid any exotic pets. You have a tendency to be somewhat irresponsible, forgetting rules, and being somewhat clumsy. This won't ensure you leave a trail of destruction in your wake, and you'll still be able to generally keep a job or survive, but you really shouldn't be babysitting or taking care of a mogwai given your tendency to spill things, or do things without thinking or checking the clock.

New Batches (100): Where the gremlins toggle ensured there'd be an outbreak, this guarantees there will be multiple and you will be at ground zero for them. You can expect at least 6 months between outbreaks, and maybe even several years, but you'll have to deal with a minimum of 4 gremlin outbreaks on the scale of when Stripe jumped into the pool in Kingston Falls during your time here. While you won't necessarily have to deal with them all on your own, there's also no guarantee they will be successfully dealt with otherwise and who knows what will happen when the military gets involved.

Something Terrible Happened to Me … (100): Choose a major holiday. You have a traumatic childhood memory associated with that holiday. This trauma will haunt you through life, and make certain that the holiday is always depressing for you.

Technical Malfunctions (100): Technology more advanced than that of the 1970s seems to just mess up around you. It's hard to say why, and it won't be in lethal ways, but you

can expect any high tech gadgets or new inventions to somehow inconvenience you on a regular basis.

Childish (200): You are a child. Or at least you act like one. You will find that you have the personality and emotional maturity of a young child, or a gremlin. Your intelligence and even knowledge also seems to take a nosedive towards that of a young child. You'll still know more assuming you've been jumping a while (or have knowledge dump perks), but if you were an average person before you'd be an average gremlin now, and if you were beyond an average person you'll only be proportionately beyond an average gremlin; and this is in addition to having the personality and emotional maturity of a gremlin. This also makes you easily entertained by children cartoons. So that's something.

Christmas Movie (200): You might like Christmas, but that might change over the decade. But at least you shouldn't have to worry too much about entertaining Jump-chan. Something interesting, supernatural, and dangerous happens to you every year near Christmas. It won't be exactly on Christmas and it may come before or after, but some time in that season you will find yourself at the epicenter of something as dangerous as the gremlins outbreak in Kingston Falls. And it will be coming for you. It won't be the same thing twice; you'll have to figure out and adapt to the situation again each time.

If taken with **New Batches** there's no guarantee both won't happen at once.

Working to Support Your Whole Family (200): Good news, you're gainfully employed. The bad news is that it's a dead end job, that you find particularly soul crushing, and that you must keep working it full time or lose access to all out of jump resources, items, powers, perks, and even companions and followers. You also will need it to support your in-jump family if you have one. On the bright side if you are fired or quit you will only lose your out of jump abilities until you acquire a new, equally miserable dead end job. You're also on the clock, and increasing your efficiency with out of jump means will just result in having more work piled on you.

Gremlin Groom (300): A rather odd gremlin has taken an interest in you. They're your preferred gender, but they're hideous, pushy, rather yandere, and an insane gremlin that wants you to become their significant other and won't take no for an answer. You can maybe get rid of them for a while, but they'll always be back, more insistent than ever, and harder to dispose of. And they are a murderous, psychotic yandere who if they can't have you will make sure no one else does, and even if they can have you expect them to be abusive or worse.

Three Rules (300): You probably know the three rules about mogwai by now. Well the rules now apply to you. Bright lights hurt and disorient you, making you very uncomfortable, and direct sunlight kills you. If you touch water clones of yourself will be spawned, but these clones will be dedicated to seeing you suffer and die and possess all of your perks and abilities. And better watch the clock, because if you eat after midnight you will transform into a monster with morality inverted from your own which if Jump-chan is merciful will simply count as Chain Failure. If they aren't it's possible the monster will take over your chain and retain this inverted morality in perpetuity.

Wicked Witch (300): You are something like Mrs. Deagle now. You are a most unhappy, and bitter person, a deep core of displeasure gnawing constantly at you. This causes you to lash out at others, filling you with a deep desire to see everyone else as miserable as you perpetually are now. This doesn't apply to your pets, and is reduced with your companions, but you will not have a moment of happiness in this decade, merely increasingly unbearable bitterness which is only reduced by causing others to be equally miserable, and never beyond a merely neutral state.

Outro:

So it's been a decade, barring a chain failure at least. And now it's time for what comes after this jump.

Back to the Shop: Jump-chan has come and decided you aren't responsible enough for the omniverse, it's time for them to take you back where you belong. Or maybe you're just homesick and want to go home. Your chain is over, you return to your home reality the moment you left, keeping everything you've gained in your chain.

Gremlins 3: Or maybe you'd rather stay in this world. Assuming you didn't die, you can choose to remain here. Your jumping days will be over, but you'll still keep everything you gained.

Maybe I Should Watch Critters Instead: Proceed to the next jump in your chain, still keeping all you gained. Good luck and good travels.

Notes:

Jump by Fafnir's Foe

The novelization apparently made mogwai aliens, and Gizmo a 1 in 1000 freak that had inherited the recessive good genes and was how the mogwai were supposed to be. The director of the original film declared the novel non-canon and I haven't read it so I'm ignoring it for the most part.

Dangerously Adorable got elements of the evil mogwai who were rather bad tempered initially but got away with it because they were cute, and even Steven Spielsburg's intervention to stop Gizmo from being the leader of the gremlins and to be a hero instead. And Mohawk from the sequel was according to statements a reincarnation of Stripe.

I was gonna add some pictures, but I got lazy and didn't feel like hunting for them.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed a mislabelling of one origin's items.

Version 1.0.2: Added Gremlins merchandise.

Version 1.0.3: Typo corrections, remembered to actually increase the version number.