

Generic School Years Jump

by TheWalrus v1.2

Some folks remember their school years as the best time of their lives - others, their worst. Here's another shot at reliving or replacing those memories. You have 1,000 CP.

The jump begins on the first day of school (grade level or educational stage will vary by location). It ends at midnight, the last day of school of your originally expected graduation year (what would be your final year of compulsory education). Your jump ends regardless of whether you graduate or not.

The jump may start in any year of the jumper's choosing after 1945, however it may not start in a year later than the jumper began their chain (ex. if the jumper started their chain in 2020, they could not start this jump in 2021). Some of the perks / items / etc. may not be appropriate for certain time periods (ex. **School Issued Devices**) and will not be available for jumps in those periods – this is left to your discretion.

All options may only be taken once unless otherwise specified.

Age: On the first day of school, you and your entire class year are the same age. You will be somewhat older or younger than your classmates depending on your birthday. You may choose a birthday if you would like, otherwise it will default to the character's actual birthday.

Sex / Gender / Appearance: You may select your starting sex, gender, and appearance (as long as it is within human limitations and appropriate for your age).

BACKGROUNDS

At five years old, you don't have much background to draw from, but there are some things that are starting to set you apart – choose one of the following:

- **Active** (●) You are most interested in physical activities. Your parents encourage you to be active and participate in sports.
- **Inquisitive** (■) You are most interested in thought provoking or creative activities. Your parents encourage you to learn and do well in school.
- **Social** (◆) You are most interested in social activities. Your parents encourage you to make friends and be happy.

Entries with your background's symbol are discounted for you (they can be taken at half cost).

In addition to choosing one of the above backgrounds, you may optionally choose to be a Drop-In, in which case you will not have any established memories, no blood relatives (any relations are presumed to be adoptive), and may not change your sex / gender / appearance, but you will still revert to an appropriate starting age.

To help you relate to your peers, make a clean start, or for any other reason, you have several options regarding your prior memories:

1. You may erase all previous memories that you had going into the jump. You begin the jump without any memories outside those granted by your background (your lived experience as a five-year-old with all of the items / perks / etc. you select). Optionally, you may restore them at the end of the jump.
2. You may erase all memories of your childhood that you had going into the jump. Optionally, you may restore them at the end of the jump.

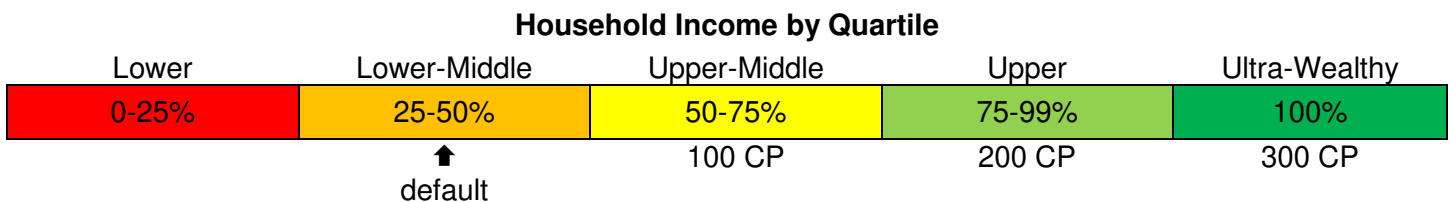
3. You may retain all previous memories that you had going into the jump.

You also have options regarding any CP-backed abilities (perks, powers, etc.) you have going into the jump:

1. You may disable all of your abilities for the duration of the jump.
2. You may disable abilities of your choosing for the duration of the jump.
3. You may retain all abilities going into the jump. **not recommended if you have erased your memories)*

SOCIAL CLASS

You belong to the lower-middle class with a household income somewhere in the lower-middle quartile when comparing all households in the country of your choosing. Your parents will be employed in jobs appropriate for that income. For each purchase of 100 CP, you can increase your household income by one bracket (see graphic below). You can repeat this up to three times, making your household among the top 1% of earners. Your social class will have dramatic impact on your quality of life and the experiences you have access to within the jump.



LOCATION

Select a country for the jump to take place in (*designer's note: there are both intentional and unintentional Western or American cultural assumptions built into this jumpdoc due to the author's limited experience with school settings outside the US – please adjust or ignore any element of this jumpdoc that would be culturally inappropriate for the country of your choosing or to add any element that would improve localization*). Select one of the following types of communities: (1) Rural; (2) Suburban; (3) Urban. Then, select a province or region in the country of your choosing. Your patron will select a municipality for you to live in and a school district for you to attend within your chosen region of the community type you selected. For 100 CP, you can choose a specific municipality / school district.

Your home is in a typical neighborhood for that community. Your starting home is dependent on your social class and will contain appropriate furnishing. For 50 CP, your home will follow you into future jumps. Your home will appear in the nearest community to your starting location. You will not need to pay taxes or fees to maintain the property and will have proof of ownership.

FAMILY

You belong to a single-family home with two parents, no siblings, and no other living relatives. You may determine your parents' age / sex / gender / appearance, but their personality will be random and shaped by circumstance. Their professions and employment status will depend on your social class.

Siblings (100 CP) You start with up to four siblings. You may determine their age / sex / gender / appearance, but their personality will be random and shaped by circumstance.

Extended Family (100 CP) You start with an extended family of up to 30 living members. You may determine their relation / age / sex / gender / appearance, but their history and personality will be random and shaped by

circumstance. You may not select paradoxical relations (ex. grandparents younger than parents). They will not live with you unless unexpected events force them to do so.

For 50 CP, you may choose to take any of the individuals from the family section (parents, siblings, extended family) as companions. All individuals affected by this option as a group will take only a single companion slot to import.

PERKS

Allowance (100 CP) Each week, \$100 appears in a location that you designate. You may designate a new location every week. In future jumps, you receive an amount of currency or tradable goods of equivalent purchasing power.

Danger Sense (100 CP) You are able to tell when there is a credible threat to your personal safety and the general nature of what kind of threat it might be. This manifests as a feeling of dread or anxiety that you know to be well-founded. This ability carries forward into future jumps.

Drip Fed Memories (100 CP) You will slowly recover your memories throughout the course of this jump. The process will be gradual – you will receive memories at an appropriate time and pace for you to be able to process the information. Particularly relevant memories that would prevent you from making significant mistakes will be restored in the moment, so as to save you from harm. In future jumps, your memories will be restored in a similar fashion if they are ever taken from you against your will.

Family Vacations (100 CP) Your family always takes a weeklong trip each summer. You may decide the location and the activities for the trip. Optionally, your family can own a modest cabin on a lake somewhere within six-hours driving distance. In future jumps, you will regularly get opportunity for rest and relaxation.

Field Trips (100 CP) Whenever you would like, your school will offer field trips to farms, museums, historical sites, and other places of cultural or educational value. You will always be considered to have a signed permission slip as well as to have paid any relevant fees. Once a marking period, you can make this be a major overnight trip (ex. an amusement park, an outdoor ed trip, etc.). In future jumps, you will frequently come across locations of interest.

Frozen Meals in Front of the TV (100 CP) Your parents keep your freezer stocked with a wide-variety of frozen meals that meet your preference. Whenever you would prefer, you can have dinner sitting on the couch with a frozen meal instead of your normal routine. You can always choose the television channel or what you want to stream. You have the most premium TV package available and access to all of the available streaming services. In future jumps, your freezer (or equivalent) will always have meal options available and you will have the same TV / streaming access (or the equivalent).

Minor Luck (100 CP) Unless they are a direct consequence of your actions, you are rarely affected by significantly negative, unexpected events. You're not going to be randomly hit by a car or arbitrarily targeted by a bad actor. This ability carries forward into future jumps.

Good Facilities (100 CP) Your school buildings are recently built or renovated, clean, spacious, and well-lit. Your schools have any facility that would be necessary to teach a subject you are interested in. The cafeteria is high quality with delicious food and you have unlimited meal tickets. The schools always have a significant amount of attached outdoor space including sports fields and playgrounds. In future jumps, any school or workplace you belong to will have the most advanced infrastructure and facilities available.

Helpful Adult (100 CP) If you ever find yourself in a situation where you are in significant danger, a helpful adult will appear and do their best to remove you from harm's way. In future jumps, your Companions will be more likely to sense when they are needed and arrive to aid you at the last second.

Maid / Lawn / Handyman Service (100 CP) Separate maid, lawn, and handyman services will visit your home regularly to clean and perform maintenance. As a result, your parents will not expect you to complete any chores, which will over the course of the jump will give you back hundreds or thousands of hours of free time. In future jumps, you can hire any similar services without cost.

Magical Holidays (100 CP) Every calendar year, you may choose up to six holidays (whether or not they are traditionally celebrated in that area / culture). Your family and your school will go all out celebrating these holidays, complete with decorations, food, presents, activities, etc. Every holiday, you will have the opportunity to experience a thematically appropriate adventure (ex. saving Christmas) – a note on this: this will not make the Easter Bunny real or bring real magic into a mundane world. In future jumps, you will retain the ability to name six holidays and have similar themed adventures.

Movie Night (100 CP) Once a week (on a night of your choosing), your family will gather round the television to watch a movie. Optionally, you may choose to go to the movie theater instead of watching in your home. All of your favorite movie snacks will be available. You get to choose the movie. Once a month, you may come up with a concept for a feature length film to release and watch that instead. In future jumps, you retain the ability to come up with new movies (or the equivalent) that will be released each month. This does not retroactively change history to accommodate for a production process to have taken place – the media just appears with no questions asked.

Nothing to See Here (100 CP) If you have adult memories, others will not find it strange that you speak or behave like an adult. You will not find it hard to fit in with other children. In addition to this, others will not find it strange if you display supernatural powers or abilities. In future jumps, denizens of those settings will not find any abilities not native to their settings strange.

Private School (100 CP) You will be enrolled in any private schools of your choosing with all expenses paid. Private schools often have resources that public schools do not and do not have the same limitations on their curriculum and standards. If the school of your choice does not offer boarding options in the real world, it will in the jump if you want it to. If you choose to live in on campus, you may do so year-round, returning home only when you would like to. If you live on campus, the school will provide for meals and snacks. In future jumps, you may receive an acceptance letter to any learning institution of your choice with a full scholarship.

Room of Your Own (100 CP) Your house has an additional 200 sqft. that must be used to create a single room, which will be your bedroom. You may have whatever common furnishings you would like in your room. You must choose the space and how it is designed prior to the start of the jump. This room has a special property: no one besides you can enter this space without your tacit approval. In future jumps, you may designate a specific area of 100 sqft. or less before the start of the jump that no one besides you can enter without your tacit approval (square, not cubic feet – this is an area of ground, not a volume of space). Individuals that you do not allow are compelled not to enter the space and compelled to leave if they are forced into it. This area must be a rectangle and cannot have a side shorter than 3 ft.

Saturday Morning Cartoons (100 CP) Each week, you may choose one day where you have complete control of the programming that is being broadcast. It must be a program that airs on the station you are watching. In addition to this, once a month, you may come up with an original concept for a television show to

begin airing that might feasibly play on a specific station (Nickelodeon is not going to broadcast Game of Thrones, but maybe they would broadcast Game of Thrones Jr.). In future jumps, you retain this ability and may apply the same concepts to any broadcast media (ex. radio, streaming, VR television, etc.). This does not retroactively change history to accommodate for a production process to have taken place – the media just appears with no questions asked.

School Issued Devices (100 CP) Your school will issue you a new, top-of-the-line laptop or tablet (your preference) every year and will replace them if they are broken, lost or stolen. These devices will be unmonitored and you have full administrative controls. In future jumps, you will start with a top-shelf personal computing device appropriate to the setting of your choosing. (note: this perk may only be taken in a time period where laptops or tablets are prevalent)

Summer Home / Town Home (100 CP - repeatable, can be chosen up to 5 times) Your family owns an additional property that it uses for vacations and possibly rental income. You may choose any appropriate location for a home within the United States. It will be the same size and share the same features as your regular home. In future jumps, you will own a vacation home with similar characteristics (but appropriate to the setting) tax free.

Take Out (100 CP) Whenever you ask your parents or guardians to order take out for dinner, they will do so. You may choose food from any restaurant as long as your home is within their standard delivery distance. In future jumps, you will never have to pay for any take-out or delivery orders you make at restaurants.

Athletic ● (100 CP) You naturally have a fast metabolism, quick reaction times, and good hand eye coordination. If you are at all active, you will remain in good shape and be one of the more athletically talented members of your class year. If you put in effort, you will be able to meet or exceed national records within your age group. As an individual contributor, your participation won't guarantee a team will be successful if you play team sports, but you will be a star player. In future jumps, you will similarly have better athletic abilities.

Champion ● (100 CP) If you join a team sport and put effort into your training, your team is guaranteed to make it to the state championships and if you win, will have the opportunity to compete in a national championship. You are only guaranteed to make it to the state championship, your team must outperform other teams to make it further. In future jumps, any team you belong to receives comparable physical benefits as you of any physical exercise that you perform.

Field Days ● (100 CP) Whenever you would like, your school will hold a field day in lieu of regular classes with a variety of sports, games, and other competitions. There will be small prizes, ribbons, and trophies given to the winners. In future jumps, you will frequently encounter opportunities to involve yourself in minor competitions and games appropriate for that setting.

First Pick ● (100 CP) For any team activity or group project, you will always get to be part of the group you would like to join regardless of whether you are asked to choose your own teammates, someone else is choosing assignments, or if it's decided by random chance. In future jumps, circumstances will line up to make it easier to join whatever factions you wish to belong to.

Healthy ● (100 CP) You have a naturally strong immune system and are not predisposed for any significant health challenges (including mental health). Even on a poor diet, you will be able to develop fully and remain physically fit. Your eyesight is good enough that you do not need glasses. Your teeth are straight and will not naturally develop any issues such as cavities with minimal maintenance. This will carry over to future jumps.

No Homework ● (100 CP) You are never given assignments to do outside of a classroom setting. In addition, you do not need to hand in in-class assignments in order to receive a passing grade. This will tremendously increase the amount of free time you have. In future jumps, instructors, managers, superiors, and the like will only give you assignments that you would like to take (begrudgingly or otherwise).

Relaxed Attendance Policies ● (100 CP) Most schools have policies regarding how frequently you must attend or how often you can be late without it counting as an absence - yours do not. With this perk, you will never be reprimanded or punished for being tardy or absent. In future jumps, any company you work for or school you attend will have similarly lax attendance policies.

Summer Camp ● (100 CP) You will attend an overnight summer camp for up to three weeks every summer, all expenses paid. You may choose any summer camp that currently is offered in the US. In future jumps, you will be regularly invited to participate in week-long, recreational excursions free of charge.

Team Captain ● (100 CP) You naturally find yourself in positions of leadership. You develop a natural confidence and do not get nervous when addressing groups (even larger groups) of people. Others tend to trust your judgement and value your opinion. This will carry forward into future jumps.

Wilderness Explorer ● (100 CP) You find yourself naturally at home in the wilds. You will be able to immediately recall any information you have learned relevant to a scenario involving traditional survival skills. Even without practice, you will be able to competently perform survival skill related activities that you have learned about – especially in dangerous or life-threatening situations. These abilities will carry forward into future jumps.

Academic ■ (100 CP) It takes you half the time to complete assignments or to study as it would otherwise. You can remember anything your teacher covers in class well enough that you could get at least an 80+ on any test or quiz without studying. Assuming you participate, your in-class performance will be enough that you can pass any class without handing in any homework or projects. If you put in effort, you would find it easy to qualify for national academic competitions and scholarships. In future jumps, you will learn things and complete work in half the time it would take you as otherwise and your memory remains similarly improved.

AP Classes ■ (100 CP) Every school you attend will offer college-level classes and this will not seem out of the ordinary to anyone, even in an elementary school setting (this is most useful if you have retained your adult memories). Any college-level classes you take will transfer as credits to any college or university you attend in this or any future jumps. In addition, in any future jumps, you will be guaranteed acceptance to any learning institution you apply to.

Creative ■ (100 CP) If you practice an art or hobby and put effort into your practice, you will find yourself learning related skills in half the time. You won't immediately produce professional works, but you'll get to that point twice as fast. In addition, you'll never face creative blocks – you'll always have a creative flow going. This ability will carry forwards into future jumps.

Good Materials ■ (100 CP) All non-fiction materials used by your schools will contain factual information – they will be accurate even if the true facts are not commonly known at the time. They are all structured in such a way that it supports your ability to learn the material. All translated materials will contain the best translations possible. Fiction materials will have their full text even if in the real world those works were lost or unfinished. Your teachers will be incapable of telling you factually inaccurate information. For each future jump, you will receive an infallible textbook detailing general history and major divergences to math and sciences. This textbook will be 500 pages at maximum.

Good Teachers ■ (100 CP) Your teachers are always engaging, supportive, and interested in your success. They are always good at conveying the material in a way that you understand. They are always able to anticipate the information that you would like to know about a subject and communicate it to you effectively. In future jumps, any mentor figure will be significantly more effective at teaching you.

No Late Fees ■ (100 CP) You may take out books from any library without a library card. You do not need to return any books you take out from the library unless you wish to. You may take up to 100 books that you have checked out into future jumps with you.

Scholastic Bookfairs ■ (100 CP) Any day that you would like it to, the Scholastic Bookfair will visit your school. Every time it does, you may choose to take up to three items that they are selling, free of charge. They are guaranteed to always have at least one book that you are interested in reading. You may take any item you receive from the Scholastic Bookfair into a future jump. Also, you are more likely to encounter sellers of rare books (or the equivalent) in future jumps.

School Supplies ■ (100 CP) Your house will always be stocked with the appropriate tools and supplies to attend school and complete any assignments. The tools and supplies will always be of high quality. Supplies might include, but aren't limited to: backpacks, notebooks, paper, binders, pens, pencils, highlighters, calculators, rulers, poster board, combination locks, sticky-notes, etc. Any tools or supplies that you attempt to sell or gift to someone else will immediately disappear. In future jumps, this extends to supplies you would need for any background you might take (assassins might need ammunition or poisons, wizards might need ingredients or components, etc.).

Stargazer ■ (100 CP) Your schools have access to an observatory and you may choose to take a dedicated astronomy class or to incorporate astronomy units in your science classes. Views through the telescope will always appear unobscured, even when there is inclement weather. You will always be invited to any observatory programs or events. In future jumps, you will always be able to orient yourself using the stars (if they are visible), even on worlds that are not Earth.

The Arts ■ (100 CP) You find that your schools are always well equipped with dedicated staff and spaces for art and music (auditoriums, studios, band / orchestra / choir rooms, practice rooms, kilns, photo labs, etc.). These rooms will be well supplied with well-maintained equipment that are well-suited to their purposes. You may replace up to 10 hours of classroom time with activities that utilize these spaces per week. In future jumps, you will always be able to find facilities that cater to arts you have practiced.

Attentive Parents ◆ (100 CP) Your parents will always listen to you and will attempt to anticipate your wants and needs. Whenever you need a ride or a similar favor, they will be available to help. They will always make time for something that is important to you. In future jumps, any direct guardian, mentor, manager, or superior officer will be similarly attentive.

Birthday Bonanzas ◆ (100 CP) You will always have a good day on your birthday. Any of your friends or family that you want to see will make an appearance. Your friends and family will always plan for food activities that you want to eat and do. This will remain true in future jumps.

Board Game Night ◆ (100 CP) At least once a week, your family will have a night that they dedicate to playing board games. You may always choose which game you would like your family to play. You start the jump with a collection of 30 board games. Every month, you can switch out five of the board games for different games of your choosing. In future jumps, you may start with a similar collection of board games.

Extra Extracurricular ♦ (100 CP) You will always have a wide variety of after school programs and clubs at your schools and you will be accepted into any that you would like to participate in. Any related costs necessary for participating will be paid for. Schedules will always work out so that activities you'd like to participate in don't fall into the same time slots. In addition, you may replace up to five hours of classroom activities with club activities per week. In future jumps, you will always find a wide variety of clubs, associations, and other membership organization interested in recruiting you and, somehow, these activities will always make sense for your schedule.

Friendly Siblings ♦ (100 CP) Your siblings will always try to be your friend and will always want the best for you. They will have a deep bond to you. In future jumps, any family member within ten years of age to you will also be similarly friendly and bonded.

Loving Parents ♦ (100 CP) Your parents love you unconditionally and will always try to do their best for you. Their love will be apparent to you. In future jumps, you will have living parents and they will love you similarly.

Home Cooked Meals and Sit-Down Dinners ♦ (100 CP) Your parents are great at cooking and they always make the time and dedicate the resources to ensuring you have delicious home-cooked meals. You may request specific meals. If you would like, they can teach you to be as good at cooking as they are. In addition to this, every night that you would like your family to do so, you will have a sit-down dinner around a table. In future jumps, you will frequently find yourself invited to meals with family, friends, and people you just met.

Neighborhood Kids ♦ (100 CP) There are lots of children that live nearby and it just so happens that you get along with all of them. It will be easy to make friends. They most likely attend the same school as you, though some of them will be in different grades. Whenever you would like them to (outside of school hours and before their bedtimes) they will show up to play. You may always choose the activity. In future jumps, there will always be friendly, relatable people of similar ages living nearby for you to befriend.

Social Butterfly ♦ (100 CP) You find it easier to make friends and influence people than others do. You are able to present yourself in a way that makes others more likely to like you (or like like you) than they would otherwise. You never have difficulty feeling relaxed in a social situation. In addition to this, you may take anyone you share a feeling of friendship with (you feel like they are your friend and they feel like you are their friend) as a follower in future jumps.

Summer Romance ♦ (100 CP) You will never have issues finding people your age who are romantically interested in you during the summer. Events will transpire in such a way that you can make a romantic connection with any of these individuals if you would like to. At the end of summer, circumstances will change and your relationship will end unless you make the effort to keep it going. In future jumps, you will be similarly blessed with potential romantic partners when you are on vacation.

Good Neighborhood (200 CP) Any retailer or restaurant that exists elsewhere in the United States can be added to the community you live in (ex. no In N Out burgers on the East coast? Boom! In N Outs aplenty – this does not relocate the original locations; it creates new locations). These locations replace existing retailers or restaurants. These choices must be made prior to the start of the jump. In future jumps, you can similarly modify any community you live in to include those types of features borrowed from other locations within the setting. You may not use this ability to replicate businesses or buildings that you own or control. Also, you may not use this ability to create locations on land that you own or govern. New locations cannot replace plot significant locations.

Extended Summers (400 CP) June, July, and August are now twice as long as they are normally (with appropriate weather for those months) - years now last 457 days. In future jumps, you may add up to three months' worth of days to the calendar year of that setting (with weather appropriate for that season) – you must make that decision prior to the start of the jump. This can effectively increase the duration of any future jump.

Not a Delusion (400 CP - requires the 50 CP **Overactive Imagination** drawback option) Your “delusions” have always been real. Your delusions reflect how the world actually is, but because of circumstance or a [“masquerade”](#), others are unable to perceive the truth and believe you to be deluded.

ITEMS

Books (50 CP) You have a shelf of 100 books. You can cycle out up to 25 books every month. They must be works that were published and printed in your universe (not unique, handwritten, or otherwise special editions). Selling, destroying, or otherwise losing books reduces the number of books available. The number of books available will reset to 100 at the beginning of each jump.

Brown Bag Lunches (50 CP) You have a brown paper bag that refills every day with a typical packed meal (generally something like, a sandwich, a piece of fruit, a drink, and a sweet). Every day, a new note will appear in your bag written in one of your parent or guardian's handwriting and “voice” that will reflect true feelings they have about you. The notes never contain explicitly or purposely hurtful content.

Clothing (50 CP) By default, you have a small wardrobe of basic clothing options, the quality of which is determined by your background class. Instead, you have a considerably larger wardrobe that would allow you to go weeks without wearing the same outfit in any given season that will regularly refresh itself and adhere to your fashion sensibilities. Additionally, you have appropriate clothing for any common weather or activity (rain, snow, hiking, formalwear, swimming, etc.). The wardrobe also has a large variety of accessories to complement your wardrobe, including shoes, belts, bags, costume / inexpensive jewelry, etc. If you attempt to sell or donate clothing, it disappears before you are able to hand it off. Destroyed clothing reappears, mended, within the wardrobe within 24 hours of its destruction.

Handheld (50 CP) You have an original grey-brick Nintendo Game Boy. It has a cartridge (which cannot be removed) that can run every Game Boy game that was ever published. It always has power and does not require batteries. If you attempt to sell the Game Boy, it disappears before you are able to hand it off. If the Game Boy is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours. This item is only available if the jump is set post the initial launch of the Game Boy.

Lunch Box (50 CP) You have a self-cleaning, hard plastic lunch box of a typical size and appearance. Once a day, if the lunch box is empty, you may tap the top of the lid, open the lunch box, and inside will appear nutritious food that meets the description of whatever you crave most in that moment. If you attempt to sell the lunchbox, it disappears before you are able to hand it off. If the lunch box is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

School Bag (50 CP) You have a backpack of a typical appearance that contains extra-dimensional space, so that twice the amount that should fit in the bag can fit in the bag. When the bag is zippered, the contents self-clean and self-organize in an intuitive manner. If you attempt to sell the school bag, it disappears before you are able to hand it off. If the school bag is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

Trampoline (50 CP) You have a large, round trampoline with no safety netting. No one using the trampoline will ever fall or jump off the trampoline unintentionally. Use of the trampoline will never cause injuries (though it is possible to be injured while using the trampoline if the cause of injury is not the trampoline itself). If you attempt to sell the trampoline, it disappears before you are able to hand it off. If the trampoline is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

Toy Chest (50 CP) You have a medium-sized wooden chest that can be used to store toys. Once a week, a non-electronic toy of your choosing that fits within the chest will appear within it. The toy cannot be especially rare or unique. If you attempt to sell the toy chest, it disappears before you are able to hand it off. If the toy chest is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

Garage Band Instrument (100 CP) You have an instrument of your choosing typical to a garage band (a guitar, bass, drum set, keyboard, etc.) that grants the user expert-level abilities while it is in use. The user will temporarily gain a professional musician's level of understanding and intuition of that instrument. If you attempt to sell the instrument, it disappears before you are able to hand it off. If the instrument is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

Personal Gym (100 CP) You have an elliptical and a total body workout machine. Any exercise someone performs with this equipment yields results twice as quickly as it would otherwise. The equipment will not provide similar benefits beyond peak human fitness. If you attempt to sell the equipment, it disappears before you are able to hand it off. If the equipment is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours. A note given the nature of this jump: please take care to only practice age-appropriate exercises – the manufacturer cannot be held liable for damages.

Pool (100 CP) You have a large pool in your backyard (or in your apartment building or wherever else might be appropriate) that requires no maintenance. The water is fresh and does not need to be treated with chemicals. Optionally, it may have a diving board. Unless they have their own pool, your classmates will always be envious of yours. Classmates will always accept invitations to any pool party even if they had prior engagements. You may import the pool to properties you own in future jumps. If the pool is destroyed, it will become available again for your next jump.

Skateboard (100 CP) You have a skateboard of a typical appearance that grants the rider expert-level skateboarding abilities while it is in use. The rider will not be able to perform superhuman feats or things beyond their physique while using the skateboard, but they will temporarily gain a professional skateboarder's level of understanding and intuition of skateboarding. If you attempt to sell the skateboard, it disappears before you are able to hand it off. If the skateboard is destroyed or lost, it will reappear somewhere in your general vicinity within 24 hours.

Tree Fort (100 CP) You have the tree fort that every child dreamed of. It is large, (optionally) enclosed, and has functional electrical outlets. In future jumps, you will be able to choose to import the Tree Fort onto any property that you own. If it is destroyed, it will reappear during your next jump.

COMPANIONS

Import Classmates (50 CP) The children you attended K-12 with populate this jump's schools. They are alternate universe clones of those individuals and do not possess any of their memories. They are not guaranteed to develop the same personalities and traits because their environments will be different.

Import Faculty (50 CP) The teachers and staff members who worked at your schools K-12 will occupy similar positions at your schools in this jump. They are alternate universe clones of those individuals and do not

possess any of their memories. They will begin with the same personalities and traits, but may develop new ones due to their changed environment.

Pet (100 CP - repeatable: this option can be taken up to five times) This can be any common pet. It will be effectively immortal. The pet will reappear the next day at your doorstep if it is ever killed, lost, or stolen. No one besides you and your companions will have a memory of its death. It will age to maturity, but never past its prime. You can import the pet without taking up a companion slot.

Au Pair (100 CP) You have a live-in nanny from another country (of your choosing) who works in exchange for room and board. You will develop a close, familial bond with them over the course of the jump. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance.

Best Friend (100 CP - repeatable: this option can be taken up to 5 times) You are guaranteed to develop a close friendship that will last the entire jump (unless you act to prevent this). They will be the same age as you. You can select their sex / gender / appearance. You can name a specific individual (prior to the start of the jump) if you choose the **Import Classmates** option.

Highschool Sweetheart (100 CP) You are guaranteed to develop a friendship that will turn into a romance (unless you act to prevent this). Whether the romance is successful will be dependent on your actions. They will be the same age as you. You can select their sex / gender / appearance. You can name a specific individual (prior to the start of the jump) if you choose the **Import Classmates** option.

Personal Chef (100 CP) Your family has a personal chef that will prepare meals and snacks for you. Food will be prepared to your preference and you can make requests. You will develop a close, familial bond with them over the course of the jump. You may choose their age / sex / gender / appearance, but their history and personality will be random and shaped by circumstance.

Rival (100 CP) You will develop a deep rivalry with another child around the same age as you. They will share similar interests and have comparable abilities granted to you by this jump. Sometimes your relationship may seem friendly and other times it may seem antagonistic. You both feel somehow tied together by destiny.

Import Existing Companions (100 CP - repeatable: this option can be taken up to five times) You can import an established companion using this option. They gain 800 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole, and not ones that would affect the Jumper's family directly. You can transfer CP from yourself to a Companion at a 1:1 ratio (but they may not transfer their CP back to you). Each individual imported with this option will take a separate companion slot to import. You may select one of the following options for each companion imported:

- You may choose to have a familial bond with your companion – you may define this relationship as you would like it. The companion may optionally live in the same home as the Jumper for the duration of the jump or they can have their own separate living situation and family. You can choose whether or not this individual retains their memories or reverts in age.
- You may choose for them to be a classmate attending the same schools. You may determine whether they are in the same grade as you or the grade directly above or below yours. If you or your family moves, they will move nearby as well. If you are accepted to or enrolled in a private school, they will be as well. You can choose whether or not this individual retains their memories.
- You may choose for them to be a faculty member. If they are not an appropriate age, they advance to an appropriate age. They may start the jump living on their own or with other companions you import.

They may take any faculty position of your choosing. They will be offered a new job at any school you attend. You can choose whether or not this individual retains their memories.

Import Individual Family Members (100 CP) The Jumper can import any individual from their home universe that they were related to. This individual will live in the same home as the Jumper for the duration of the jump. You can choose whether or not this individual retains their memories or reverts in age. All individuals imported with this option will take only a single companion slot to import.

Import Friends (100 CP) The Jumper can import any individual from their home universe that they were close friends with. This individual may optionally live in the same home as the Jumper for the duration of the jump. You can choose whether or not this individual retains their memories or reverts in age. All individuals imported with this option will take only a single companion slot to import.

Import Family (200 CP) The Jumper can import all members of their family (they must have been alive when the Jumper was 5 years old and they cannot be further than two generations removed). Only the Jumper's direct family members will live with the Jumper for the duration of the jump unless specific circumstances dictate otherwise. These individuals do not retain their memories and they revert to the age that they were when the Jumper was 5 years old. The entire family only takes a single companion slot to import.

Bulk Import for Existing Companions (300 CP) You can import up to five of your established companions using this option. They each gain 500 CP to spend. Companions can only take Perks and Drawbacks that affect them, not those that alter the world as a whole, and not ones that would affect the Jumper's family directly. You can transfer CP from yourself to a Companion at a 1:1 ratio (but they may not transfer their CP back to you). All companions imported with this option will take only a single companion slot to import. You may select one of the following options for each companion imported:

- You may choose to have a familial bond with your companions – you may define these relationships as you would like them. The companions may optionally live in the same home as the Jumper for the duration of the jump or they can have their own separate living situation and families. You can choose whether or not these individuals retain their memories or revert in age.
- You may choose for them to be classmates attending the same schools. You may determine whether they are in the same grade as you or the grade directly above or below yours. If you or your family moves, they will move nearby as well. If you are accepted to or enrolled in a private school, they will be as well. You can choose whether or not these individuals retain their memories.
- You may choose for them to be faculty members. If they are not an appropriate age, they advance to an appropriate age. They may start the jump living on their own or with other companions you import. They may take any faculty position of your choosing. They will be offered a new job at any school you attend. You can choose whether or not these individuals retain their memories.

Soul Mate (300 / 400 CP) You are guaranteed to find the perfect match for you and to start a romantic relationship with them. In your eyes, they are a 10/10 looker, have the ideal personality, and relatable interests. Because they are such a perfect match, it is unlikely that the relationship would end without you actively sabotaging it. For an additional 100 CP, this can be applied to any individual that you imported.

Import Character (Classmate) (100 / 500 CP) Any school age character from a media franchise that featured K-12 students attending school in the United States can be imported. They will have a similar background as their actual character history, but retain none of the memories from that other universe. They are not guaranteed to develop the same personalities and traits because their environments will be different. They will begin at the same age as the Jumper and attend the same schools (in future jumps, they will always start at the same age as the Jumper). They will not have any special powers or abilities that they have in their source

material (though they retain any mundane skills or abilities that a person in the real world might have, ex. really good at sports, really good at school, really good at talking). For an additional 400 CP, they may have any innate or naturally occurring special powers or abilities they have in their source material, which they will develop access to in the same way that they would in their source material (ex. mutants from X-Men would typically manifest their powers during an intense, emotional moment of trauma). Characters that received special powers or abilities due to circumstance (ex. the Juggernaut receives his power by finding a magical gem; Spiderman receives his abilities from a radioactive spider bite) or have environmental dependencies (ex. Luke Skywalker's supernatural abilities require the Force to exist) will not develop any of those special abilities.

Import Character (Teacher) (100 / 500 CP) Any character from a media franchise that featured K-12 teachers instructing students in the United States can be imported. They will have a similar background as their actual character history, but retain none of the memories from that other universe. If they are an adult in their source material, they will begin at the same age as their source material (they will also begin at this age in future jumps). If they are not an adult in their source material, they start at age 22 (and they will also begin at this age in future jumps). They will not have any special powers or abilities that they have in their source material (though they retain any mundane skills or abilities that a person in the real world might have, ex. really good at sports, really good at teaching, really good at talking). For an additional 400 CP, they may have any innate or naturally occurring special powers or abilities they have in their source material. If they have not acquired their abilities yet, they will develop access to in the same way that they would in their source material (ex. mutants from X-Men would typically manifest their powers during an intense, emotional moment of trauma). Characters that received special powers or abilities due to circumstance (ex. the Juggernaut receives his power by finding a magical gem; Spiderman receives his abilities from a radioactive spider bite) or have environmental dependencies (ex. Luke Skywalker's supernatural abilities require the Force to exist) will not develop any of those special abilities.

DRAWBACKS

You can receive a maximum of 800 CP from the drawbacks that you take.

Overactive Imagination (50 / 100 CP) For 100 CP, you have an overactive imagination, are easily distracted, and susceptible to delusion. Wild thoughts regularly pop into your head that you feel compelled to express to others. When you are presented with mundane, run-of-the-mill information you can't help your mind running a mile-a-minute to wonder what amazing, terrifying, or strange events may have actually taken place (ex. you are told a classmate is out sick, but have they actually been kidnapped by pirates? Or maybe they're at their secret laboratory, just finishing building their giant robot? Or maybe they've run away and joined the circus – but it turns out the circus people are actually vampires?! Or maybe they died in a terrible accident and their ghost is sitting in their desk right now! Etc.). For 50 CP less (you receive a total of 50 CP instead of 100 CP), these thoughts can feed a single delusion or conspiracy (ex. maybe you think you are a superhero, but something is sapping your powers, and every new situation seems to somehow reinforce that belief for you).

Angst (100 CP) You feel misunderstood by adults and your peers. You experience a generalized anxiety that leads you to be moody and emotional. Sometimes you will feel like you want to disengage and isolate and others you will be unhappy for not being the center of attention. You will have a negative self-image, constantly scrutinizing your appearance and behavior. These feelings will be invasive and ever-present.

Bully (100 CP) One of your classmates constantly picks on you. They are physically bigger than you, stronger than you, and know how to use that to their advantage. They will regularly threaten you and demand you give them your things (like lunch money). Adults and teachers will be completely oblivious and even when caught, the worst thing that will happen to them will be a slap on the wrist.

Chatterbox (100 CP) You can't but help to verbally express your every thought and question. Others will tire from your constant, never-ending questions and long-winded, distracted stories. This may complicate your situation if you have retained memories and abilities, especially if you have not taken **Nothing to See Here**.

Foster Child (100 / 300 CP) Your legal guardians are not your parents - at first, they are strangers assigned by the state. While this is a somewhat traumatizing experience, it's not so different from having biologically assigned parents and they might adopt you permanently. For an additional 200 CP, you will have issues being placed with a family permanently and will bounce from household to household with a different set of foster parents each time.

Get to Work (100 CP) As soon as you are legally able, you must work the maximum number of allowable hours. Your wages will go directly to your parents.

Harsh Discipline (100 CP) If you don't toe the line, you'll find your school and your parents handing out disproportionate punishments compared to your mischief. The methods that they use to punish you will feel arbitrary and cruel.

Homeschooled (100 CP) You will not attend school in person. Instead, your parents will do their best to teach you from home. You may find it hard to make friends and relate to other children your age. Entries that affect your teachers / school will affect your parents / home instead – where this creates issues, assume the interpretation that will be less advantageous.

Lower Class (100 CP) You belong to the lower class, with a household income in the bottom quartile. Your social class will have dramatic impact on your quality of life and the experiences you have access to.

More Assignments (100 CP) You are assigned significantly more out-of-class work to complete, including major assignments. You might need to spend hours on a nightly basis just to pass your classes - even if you took **Academic**.

Overshadowed (100 CP – requires a sibling) You have a sibling that your parents clearly favor and give more attention. They get animated when telling stories about your siblings or their accomplishments and will talk about them at length, but when discussing you they always seem to find a way to pivot back into talking about your sibling. Your sibling is likely to get credit for things that you did and you are more likely to receive blame for things that they did. Your sibling also seems slightly better than you at everything.

Pre-Internet (100 CP) This jump begins and ends before the internet becomes widely available - be ready to get familiar with the Dewey Decimal system.

Runaway (100 CP) At some point before your tenth birthday, your parents will buy you a pet that you will immediately fall in love with. Two weeks later, the pet will escape due to some circumstance that you cause (ex. you left the door open, you dropped their leash, etc.) and will blame yourself for. You will never find the pet or learn their eventual fate. You will constantly be reminded of the pet throughout the remainder of the jump.

Shared Birthday (100 CP) You share a birthday with one of the most popular kids at school and all of your friends are always invited to their parties (which are always fun and extravagant). Depending on your relationship, your friends may choose to go to their party instead of seeing you. Due to circumstance, individuals that attend one birthday party won't be able to attend the other. You may not attend the other child's party or to share a party with them.

Understaffed (100 CP) The schools you attend will all be understaffed leading to packed classrooms, teachers giving lessons without preparation, difficulty receiving individual attention, and poor maintenance of facilities.

Always Moving (200 CP) You will transfer to a new school in a different state every year. It will be difficult to make friends, leaving you feeling isolated and unrooted.

Bad Facilities (200 CP) Your schools were built a century ago or longer and they have not been updated to modern standards. There is no heating or air conditioning. The lighting is poor. The bathrooms are dirty. The cafeteria is unsanitary.

Bad Teachers (200 CP) Your teachers are disinterested, boring, and mean-spirited. Their teaching style is inconsistent and hard to follow. They will not pay you any positive attention outside of class.

Child of Divorce (200 / 300 CP) You have two parents or guardians, but they are divorced. It was not an amicable separation. You will split your time in different households, which has many consequences, including making it harder for you to spend time with friends and focus on school. For an additional 100 CP, you will have a step-parent who is actively antagonistic to you and will have a volatile relationship with your parent (their spouse).

Nemesis (200 CP - repeatable: choose up to three times) You must select one of the following: (1) a classmate, (2) a faculty member, (3) a family member. Your nemesis will actively work to undermine you and crush your spirit. They will dedicate most of their available free time to making you miserable.

Only Way Out (200 CP) You fail the jump if you do not graduate high school (or attain equivalency) before the end of the jump.

Inattentive Parents (300 CP) Your parents are negligent and will regularly not provide for your basic needs. You will find yourself having to be your own parent more often than not.

No Friends (300 CP) No matter what you do, you will not be able to form any lasting friendships. No one will want to hang out with you outside of school and in school no one will be more familiar than they have to be.

No Summers (300 CP) School is now year-round and there are no breaks longer than a week.

Single Parent (300 CP) You have one parent or guardian instead of two. This makes their job harder and makes it more difficult for them to be attentive and meet your needs.

Unloving Parents (400 CP) Your parents do not love you and they don't make it a secret. They will eject you from their home as soon as they can find an excuse to do so.

Not a Delusion (600 CP - requires the 100 CP **Overactive Imagination** drawback option) Your "delusions" become real when you have them. Whenever you unintentionally imagine something to be true, it becomes true (example: I imagined my teacher was a vampire, and now she is). You cannot control the delusions you experience.

CHALLENGES AND SCENARIOS

100% You can import any videogame (and the device you played it on) into a future jump if you complete it, 100%. Importing the games and devices will not have any import cost.

After-School Job If you get an after-school job and are not late and don't miss a shift for 100 consecutive shifts, your salary will double and in future jumps, you will always get any job you are asked to interview for.

Arcade Hero At the end of the jump, you gain ownership of any arcade cabinet that you have the High Score listed on. You may import them into any future jump for free. Otherwise, you can place them in your warehouse. These machines will not need maintenance or a source of electricity to function. Any arcade you visit will have one teenager (a very competitive teen that loves to smack talk) whose mission in life is to set the high scores on each cabinet.

Big Fish There's local folk tales about a fish of legendary proportions that supposedly lives in a nearby body of water. If you catch the fish, you will always be able to discern between the truth in folk lore and the exaggeration. If there is any scrap of truth to a folk tale or legend that you learn about, you will be able to know what that is. The fish will not bite any store-bought lures and will snap any standard fishing line.

Boat Race Sometime before you enter the sixth grade, you will have the opportunity to enter a competition where you are expected to build a model sail boat and participate in a race. If you win the race, you gain intuitive, expert knowledge of how to operate a sailboat. One of the other children competing (a wealthy child with a snooty accent) will have a professionally made boat.

Bull Riding As part of a carnival held at your school, there will be a mechanical bull. If you are able to remain on the mechanical bull longer than any of your classmates, you will intuitively gain the abilities of a professional equestrian. You will be able to make quick bonds with horses and perform complicated tricks and maneuvers on horseback. One of the classmates you will be up against is a student who always wears a cowboy hat in class and competes in youth rodeos.

Camping Out If you sleep a night in a tent in your backyard with family or friends, you will gain the ability to easily fall asleep in any position you find yourself contorted into and still get good rest without any aches or pains when you wake.

Capture the Flag Your school runs an epic capture the flag game against a rival school once a year. The playing field is massive and includes a considerable amount of your community and is split into two territories. The goal of the game is to take the opponent school's flag to your base. Whichever school accomplishes this first, wins. Players that are tagged while in their opponent's home territory must report to "jail." If you capture the opponent's flag, you will begin to display a commanding presence that makes others want to follow you.

Carnival You may import any prize you win in a carnival game into future jumps at no cost.

Eating Competition At some point, you will have the opportunity to compete in a speed eating competition – specifically a pie eating contest. Each competitor will be served a slice of pie of the same size with a dollop of whip cream on the top. Contestants will have to eat the pie slice while sitting on their hands. You have to swallow before raising your hand, signaling that you have finished. One of your classmates competing against you will eat their slice in two bites (one for the whip cream, one for the pie). If you win, you will never suffer adverse effects from overeating, such as weight gain or indigestion.

Egg Baby In a high school health class, you will be given an assignment to keep an egg-shaped device safe and on your person for a week to supposedly simulate parental responsibilities. The device has an alarm that will go off at irregular intervals that can be turned off by the push of a button. If you can manage to keep the egg safe, always silence the alarm within 30 seconds, and have it on your person for the week, any future offspring of yours will avoid significant, accidental injury during infancy / toddlerhood.

Free Willy You will learn about an animal being mistreated in a nearby zoo, aquarium, circus, or theme park. If you can rescue the animal successfully, no animal will ever attempt to harm you without being provoked.

Game Show You will have the opportunity to appear on a children's gameshow of your choosing (ex. Legends of the Hidden Temple, Double Dare, etc.). If you win the game show, you may take any prize into future jumps. If the prize is a vacation, you will be able to take a similar vacation at no cost once per jump.

Girl Scout Cookies As a fundraising activity, an organization that you belong to will sell cookies, popcorn, coupons, or some other product typical of this sort of fundraiser. If you can sell more product than any other participant in your school district, you will develop a natural sales acumen. You will be able to quickly identify prospects, have effective customer conversations, accurately qualify opportunities, and consistently close opportunities.

Guinness Book of Records If you set a world record (as an individual or with a group) future jumps with equivalent publications that list that record type will have your record listed until it is surpassed. You may import a certificate of your accomplishment into future jumps at no cost.

Haunted House Every year, your town puts together an absolutely terrifying haunted house. If you can complete the haunted house without making any visible or audible reactions, you will become immune to jump scares.

Junior Park Ranger If you visit and spend time at every National Park and Monument, you will gain an intuitive understanding of any natural process that you observe. You must collect the stamp that they give out in the visitor center or gift shop. You will gain the ability once you have all the stamps in your collection (and have physically visited each site).

Lead Role If you are able to be cast as the lead role in a school play and deliver a performance, your acting abilities will improve to the point where you are able to convincingly telegraph any emotion on command.

Man's Best Friend Any dog that you have as a pet that survives to the end of the jump can be imported to a future jump without cost or taking a companion slot. The dog is not immortal and will only live a natural lifespan without further intervention.

National Championship If you win a national championship as a member of a sports team, you will mature into the peak physical fitness that your anatomy can support. In this and any future jump, when you have fully matured, you will have peak human strength, speed, and reaction times. In the final game of the championship, the other team will be ahead in score at the halfway mark and your coach will give a rousing speech.

Newspaper Anytime you are mentioned in a newspaper, you will receive a copy of that paper. You may import any of these newspapers into future jumps at no cost.

Old Building Occasionally, buildings will be scheduled for demolition that are of arguable local cultural or historical significance (a theater, factory, home, etc.). If you can save a building from demolition, you can import it into future jumps as owned property (that you do not need to pay any taxes or fees on) at no CP cost.

Parade Float You will have the opportunity to decorate a float for a parade. There will be a contest for the subjective and somewhat arbitrary title of “best float.” One of your classmates will design a different float with help from their parent who has previously designed a float that was used in a major parade and is friends with one of the judges. If your float wins, you will be able to make cosmetic (not functional) changes to any vehicle you possess just by willing them to be so – the changes take 24 hours to come into effect.

Prom If you are elected prom king or queen in a free and fair election, voted on by your peers, you will be able to take any “nobility” or “royalty” background options that are available in future jumps without spending CP.

Renaissance Fair If you are able to unseat an able-bodied, adult rider (who is not taking it easy on you) while participating in a joust on horseback, you may begin future jumps with a horse and a suit of full plate armor at no import cost.

Ride All the Rides If you ride all of the rides at a major theme park in a single day, you will be able to import the theme park into any future jump at no cost. You will not own the theme park, but you will never need to pay admissions. You will also become immune to nausea. Parks are considered to be separate theme parks for these purposes if their admissions are sold separately (ex. Magic Kingdom and Epcot are separate).

Rumble If you regularly hang out with a crew of neighborhood friends into your teenage years, another nearby crew will develop a rivalry with yours. Beginning with pranks or minor disagreements, this will escalate into outright violence, unless you deescalate the situation. Eventually, if the situation is not deescalated, one of your neighborhood friends will end up in the ICU with life-threatening injuries (they will survive). One of your other crew mates will organize a rumble to finally settle things between the gangs, which will involve extreme (and possibly deadly) violence if it comes to pass (though it will not involve firearms). If at this point, you are able to deescalate the situation between the gangs and there is no further violence, you will become significantly more likely to succeed in any crisis negotiations you participate in in the future. If you participate in the rumble and survive, you will no longer experience fear in combat scenarios.

Secret Admirer You will have a secret admirer. They will not make their identity obvious and will not tell anyone besides their closest friends. In fact, they will try their hardest to prevent you from finding out. If you can identify who they are, you will have the opportunity to begin a relationship with them. They will be someone that you are compatible with and that you find attractive.

Soap Box Derby If you win a Soap Box Derby competition, you will intuitively gain the abilities of a stunt driver. You will be able to perform complicated tricks and maneuvers with any ground vehicle you operate. One of your competitors (a rough and tumble child that lives near a scrapyard) will attempt to cheat by sabotaging the other vehicles.

Snowed In If your school has a ski trip and you attend, you will be snowed into your cabin in an avalanche. You will be trapped inside the cabin for a week before you are rescued. If you survive and spend the full week in the cabin, any individuals you go through a traumatic experience with will be significantly more likely to agree to become a companion.

You will develop a close bond of friendship with anyone trapped alongside you and may take them as followers

Spin the Bottle If you're invited to play a game of spin the bottle with a group of at least five other people and you follow through and kiss someone you are not romantically interested in, you will have good luck finding romantic partners in the future and your first dates will always go smoothly (barring you taking action that would specifically sabotage it).

Student Council If you are elected class president, you will always have good luck running in elections and your opponents will always perform below expectations in any formal debates you participate in.

Take Me Out to the Ballgame If you catch a baseball in the stands hit during the course of a professional game, you will never drop any object thrown to you (provided it is something you are able to hold and carry under normal circumstances).

The Big Kiss If you have one, your crush will be cast in a school play in a leading part that shares a kiss with the other lead role (such as *Romeo and Juliet*). If you are able to kiss them during a performance, they are guaranteed to say yes if you ask them out on a date.

Treasure Hunt You will find a treasure map associated with some local legends. If you follow the map, it will take you all across town in a massive scavenger hunt with difficult and obscure clues. If you are able to solve all of the clues and find the treasure, you will find a little box with a slip of paper inside. The paper will read, "the real treasure was the friends you made along the way." You may take any individuals who helped you with the treasure hunt as followers in future jumps.

Up All-Night If you and all the attendees of a sleepover you were invited to pull an all-nighter you will need less sleep in the future. You need half the amount of sleep to get a full night's rest. You must skip a night of sleep, staying awake for a minimum of 32 hours (this condition applies to you, but not the other attendees).

Witch's House Somewhere near your house there is a spooky, dilapidated building and there is local folk legend that there is a witch that lives there. If you and a friend stay in the house overnight, you will find a chest with a sad journal and some simple treasures. You and the friend will be bonded for life and you may import them for free into future jumps without paying a CP cost or taking up a companion slot. You may attempt this exactly once. That night, there will be a freak storm (either a thunderstorm or a blizzard depending on the season), there will be an animal trapped in the house (it will pose no real danger to you), there will be strange noises and smells, and other scary (but non-threatening) events throughout the night.

Yearbook If you are ever able to get the signatures of all of your classmates and faculty in your yearbook on the last day of school, you will lose any awkwardness that you feel in social situations and find it easier to make friends. Others will also lose their awkwardness in your presence. In addition, you may import the yearbook into future jumps at no cost.

ENDING

At the end of the jump, you will have a decision to make:

- **Live Your Life:** you may stay in this world - your chain ends here
- **Live Anew:** you may jump again - continue your chain
- **Go Back:** you may return to your original life - your chain ends here

Regardless of your choice, you will lose all drawbacks taken from this jump and retain any Perks, Items, and Companions. You may optionally restore memories and abilities that were suppressed for this jump, as described in the Backgrounds section.