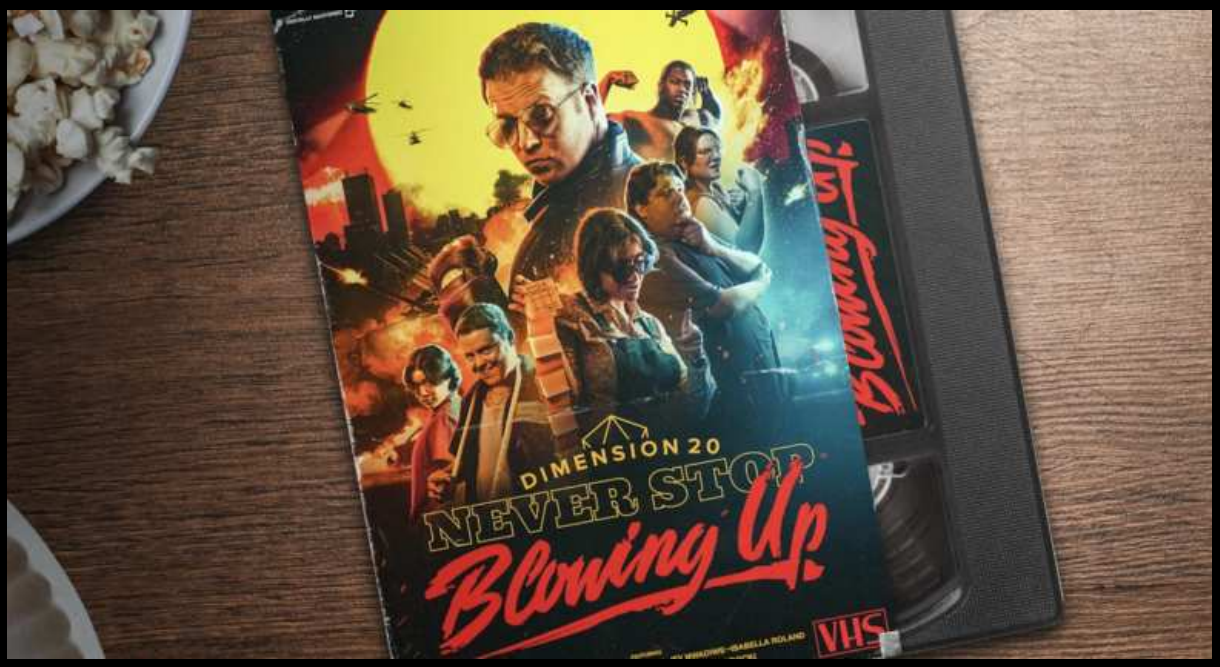

Never Stop Blowing Up Jump
v1.0
by LJGV/Sin-God

Welcome to the world of *Never Stop Blowing Up*. For SOME people this world is, on its surface, perfectly mundane. In all honesty, things are a little more complex, with the existence of some sort of supernatural beings and the occasional bit of what could be considered magic or perhaps clarketech but we as an audience get to see precisely one example of local supernatural silliness and it persists the entire setting. In this world, a number of people are about to undergo a life-changing event as they discover that the supernatural is real and get tossed from their mundane lives into the lives of Amazing Action Heroes in the film world of *Never Stop Blowing Up*. Now… who are you?

Take **1000 Blowing Up Points** to fund your adventures.

Just in case it's not clear, there will be spoilers in this jump document. I attempt to avoid them but it's impossible to not make some spoilers while making a jump doc that accurately reflects a setting. If you wish to explore the world of *Never Stop Blowing Up* sans spoilers this is the time to stop reading and to go and watch the campaign. It's 10 episodes which is about mid-length for a Dimension 20 campaign and will certainly eat up most of a day.

Starting Location

Your origin determines your starting location. Amazing Action Heroes, Keepers, and Owners begin this jump in Lake Elsinore, California, while Characters begin in Never Stop Blowing Up.

Lake Elsinore, California
Ah, the actual city of Lake Elsinore, a place that physically exists. You can initiate this jump in a number of ways if you start off here, you could start off at work in the same

strip mall as a strange video store, or you could start off in your home which may or may not actually be in the city limits of Lake Elsinore.

Never Stop Blowing Up
This is an Amazing Action Movie that is set, primarily, in 1980s Los Angeles and by beginning here you are a character in this world, one who may or may not be aware of the nature of the "Real World" and this place's true nature as a resetting film. This is not a complex, thought-provoking, or nuanced film. In this world people perform incredible feats of athleticism, the laws of physics are suggestions, and people are just… more than they ought to be. By beginning here you default to beginning your time in this jump in 1980s Los Angeles County, though you don't necessarily have to be in the city of Los Angeles, and could be in a place like the Mercury Facility for War Chemicals. If you want you could start in the Amazon, in Washington D.C., or even aboard a nice speed boat off the coast of California.

Age and Gender

You can freely pick your age and gender for the purposes of this jump. If you are an Amazing Action Hero, Keeper, or Owner, you can pick two sets of ages and genders, one for your real-world self and another for your Never Stop Blowing Up self.

Origins

Amazing Action Hero [Free]
Ah, so do you work at Dave's Video World or just elsewhere in the strip mall? You are a normal person, at best you have a vague connection to the supernatural (and people don't believe you when you talk about it). You are also about to undergo a life-changing experience and have a weird, potentially fatal, time in the world of *Never Stop Blowing Up*. For free this allows you to insert into the jump as one of the PCs. If you do insert as a player character you get to be that player character and you get to use both them and their *Amazing Action Hero* persona.

Keeper [Free]
You are the *Keeper* of the strange technology that allows people to enter the world of *Never Stop Blowing Up*. You have a small home somewhere and plenty of technology for playing old movies. For free this allows you to insert into the jump as Barsimmeon Higgs, and even if you don't you have an innate understanding of the intrinsic rules of *Never Stop Blowing Up* as a sort of bizarre action-land.

Character [Free]
Oh hello! You're a character in *Never Stop Blowing Up*. You can be any character who isn't secretly a real-world person, which includes Damien Bane, Jack Manhattan, Kingskin, Greg Stocks, Vic Ethanol, Jennifer Drips, G13, President Slater Hancock, J-Kwon, Bad Bunny, Wolfman Ann, and (potentially, depending on shenanigans): Cosmo Chase. Of course, you can also create a wholly new and original character who exists within the confines of the movie.

Owner [Free]

Oh no, it's Dave! Oh wait, it's just you jumper. This origin is for anyone who wants to own a video store, and also get to inhabit the body of a bit of a dick. You don't have to be Dave if you don't want to, you can instead be someone else. If you insert as Dave you also get to have his President Hancock *Never Stop Blowing Up/Action Hero* body.

Perks

Origins get their 100BP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Character Creation [Free and mandatory for this jump UNLESS you import as someone. If you import into this setting as someone this does not happen and you instead get the Action Hero of the character you imported as or are flatly an Action Hero instead of being a real-world person.]
Select an action hero name (examples include Jack Manhattan, Kingskin, Slater Hancock, G13, Doug Meat, etc.), customize your appearance as you wish (though within the confines and constraints of you being a human), a catchphrase, and 3 abilities. The 3 abilities are specific kinds of quasi-feats. Some examples include Menacing; use brawl instead of hot to intimidate someone, Poker Face; use tough instead of hot when trying to lie, and Relentless; gain 2 turbo tokens when you fail a check instead of 1.

Never Stop Blowing Up [Free and mandatory for this jump]
In the world of *Never Stop Blowing Up*, everyone passively benefits from the *Never Stop Blowing Up* system. This perk allows you to also benefit from the *Never Stop Blowing Up* system even in the real world of the setting, and in future jumps.

At the core of this system lies nine skills; Stunts, Brawl, Tough, Tech, Weapons, Drive, Sneak, Wits, and Hot. When you attempt to do something cool (it is very important that you understand that this doesn't make you roll skill checks when you're doing normal stuff. This is only for important/cool stuff.) the skill closest to the cool thing you're trying to do becomes the core of a dice roll and the difficulty/number you need to beat is declared by your benefactor (this is referred to as a "Check" for people unfamiliar with TTRPG terminology). This system involves a number of internal dice, a d4, a d6, a d8, a d10, a d12, and a d20, with the number after the "d" indicating how many sides each dice has. And each of the skills has its own dice that you keep track of separately. This means that you can have a d8 in Hot while having a d20 in Brawl, Drive, and Tough.

The number of sides of the dice that get rolled is indifferent to the difficulty of the roll. This means you could have a d8 in sneak and your benefactor could decide that you need to roll a 27 stealth check to pass. Thankfully there is a handy gimmick here in the form of two important abilities. Firstly when a rolled dice lands on its maximum value (a d4 landing on a 4, a d6 landing on a 6, a d8 landing on an 8, a d10 landing on a 10, a d12 landing on a 12, and a d20 landing on a 20) it "blows up" and upgrades to its the next dice type in order of smallest to biggest (when you have a d20 and you "blow up" you don't get a bigger dice but you still reroll the d20) AND you can roll the upgraded dice again, adding the second dice roll's results to your total. This repeats over and over again until you stop blowing up, so in theory it's possible for one instance of a dice roll to result in you going from a, for example, d4 in hot to a d20 in hot (and that'd mean

that'd you at least get a 60 in the specific hot check this is for). If you beat a check by more than five on the dice you get an especially cool or otherwise beneficial success. Conversely, if you fail a check by more than five the L you take is nastier than it'd otherwise be.

If you FAIL a dice roll, also known as a skill check, you get a Turbo Token. These tokens have a number of uses, but they are primarily helpful for stopping you from failing checks, and in the heat of the moment you could spend a turbo token to improve the results of a check. If you are close to blowing up and you spend a turbo token it provides all the regular benefits of blowing up, including upgrading the dice as necessary.

Additionally at points dictated by your benefactor time freezes and a menu appears before you. This menu outlines a number of different types of investments you can spend Turbo Tokens on. You can spend any unspent turbo tokens (ones you've gained since the last time that time itself froze) to gain permanent upgrades (with some examples including the ability to gain, effectively, health at the end of an encounter, or lower the DC of a sneak check by 3 when trying to avoid detection). After this period of frozen time, any unspent turbo tokens vanish so you should use turbo tokens. Your benefactor will freeze time periodically, as a method of allowing you to invest your tokens and also to keep you from stockpiling them, but you have an instinctive sense for when this moment is approaching. These abilities are permanent and persist for you, the jumper, even in the real world of this jump document.

There are also bigger, flashier skills you can gain the ability to purchase when all of your skills hit a minimum threshold. When all of your skills hit a d6 you can opt to spend 4 turbo tokens to get either La Familia or Criminal Conspiracy, when you get a d8 you can choose between Diesel Circus or The Continentals, at d10 you can pick between Alpha Squad and Marauders, at d12 you can pick between The Ones or Tactical Command, and at d20 you can unlock Bustin' Makes Me Feel Good. For more information on these abilities please check the free download which explains the Never Stop Blowing Up system in detail (it's only four pages long and contains information on all of the facets of the game system). All of these abilities have sub-abilities within them and these sub-abilities only cost 1 turbo token each.

All of these rolls are visible to you in a sort of abstract space in your mind's eye letting you see the numbers being rolled, and hear your benefactor asking for skill checks, all of which happen automatically as necessary (your perception of time slowing down to accommodate this during particularly intense moments and especially significant rolls), with the world reacting appropriately.

One final facet of this system given to you is the power of *Prepared Actions*. *Prepared Actions* are moments you take where you have time to prepare for what would otherwise be a skill check, you could instead opt to listen to your benefactor's call for a roll and opt to take half of the value of your dice. To give you a practical example, if you're about to participate in a street race but are driving a car you had time to inspect and work on beforehand and your benefactor calls for a drive check of 8 to see if the car is ready to go, if your drive dice is a d20 you can take a 10 and pass the check. This DOES prevent you from critically succeeding (barring something very unusual like an exceeding low check) but it also protects you from failure or critical failure.

Normally there are no modifiers in this system, but as a jumper, you're built differently so your version of this does get modifiers that can add to or subtract from your score, at least in future jumps (and you can turn off the system and turn it back on at will in future jumps). **In this jump, you don't get extra modifiers and you don't get to turn on the system, keeping you vaguely in context but this system doesn't prohibit you from using out-of-context abilities if you want to use them.**

Luck perks and other such things still affect this.

Amazing Action Health [Free & Mandatory For This Jump]
This gives you the health system of this setting and system. In this setting the lion's share of attacks only deal one chunk of health per hit, be it explosions, bullets, or big drops, and you have four big chunks of health, though some attacks and vectors of harm do deal more damage. In an uninjured state if you take a normal injury you become *Superficially* injured. This is only a light injury and does not negatively affect you otherwise. If you are superficially injured and you take a hit again you become *Severely* injured, which damages you enough that you have to spend twice as many turbo tokens as they'd otherwise need to get an effect (for example a hot check DC 5 is called and you roll a 3 on a D6. You need to spend FOUR turbo tokens instead of 2 to pass.). If you get injured AGAIN before healing you become Adrenalized and get 10 turbo tokens (though the doubling cost effect from Severe is not undone). If you were to take ANOTHER injury from here you'd be incapacitated or dead depending on the attacker's intentions. In future jumps you can passively benefit from this system moving forward. This DOES scale to your relative toughness, so this still won't let a normal person who is really good with a knife and has a normal knife cut a Kryptonian in a way that causes them to bleed.

Beyond that to BECOME injured in the first place a series of rolls takes place. An enemy rolls and you have to roll against their roll. If you beat them you can potentially disarm them (and if you beat them by more than 5 you counterattack!), if you fail to beat them but don't fail by five or more something somewhat negative occurs but you don't get injured and if you lose by more than five you do get an injury. When you attack this also occurs but for your foe.

Amazing Action Hero

Remarkable Instincts [100 BP | Free for Amazing Action Hero]
You are impossible to truly catch off guard. Even if something impossible were to happen to you you'd be able to endure it with striking stoicism and going from one context to a wildly different context without shock or fear. You are also able to faintly sense and tap into the skills and instincts of anyone else you become in a meaningful sense. This is especially strong for jumpers who like to import into jumps as existing characters.

Life Lessons [200 BP | Discounted for Amazing Action Hero]
Your daily life is just filled with life lessons. This becomes especially pronounced when you go on adventures, but you can learn so much about yourself by being present and engaging with your surroundings. These life lessons can help you learn a range of skills

and seize the day in many meaningful ways so long as you take them seriously and heed them.

Big Swing [400 BP | Discounted for Amazing Action Hero]
Part of being an Amazing Action Hero is taking a big swing. When you take big swings, especially ones in line with the genre of the setting you're in and/or in the spirit of *Never Stop Blowing Up* you get rewarded in some way. This does not have to be the big thing you tried to do succeeding but it will be something worthwhile or at least beneficial. How often you try to use this ability, specifically, can weaken its effects but if you try to use it sparingly, and especially if you only use it once or twice a jump this can be an amazing, jump-changing power. This perk also gives you the strange

Two Minds One Self [600 BP | Discounted for Amazing Action Hero]
When you import as a character the person you import into/become still exists. Their mind is still a thing, and though your souls have begun to meld in SOME way they are still independent and real, they simply have no control over their bodies. If you behave in ways that are in line with them you find the effectiveness of your actions improved somewhat. Beyond that you can influence them in new directions, perhaps corrupting a hero or redeeming a villain, and you can tap into their memories and skills with FAR greater effectiveness than you could have previously, allowing you to pull off feats they might be able to pull off with greater reliability. They can also give you advice and talk to you.

Keeper

Strange Rules [100 BP | Free for Keeper]
You have a curious tendency to understand the silly magic, technological (in a sci-fi sense), or otherwise supernatural rules of curious devices and bizarre artifacts. In this jump, this gives you knowledge of the inner workings of the VHS tape, but in future jumps, this inner library grows and gives you knowledge of many other such devices and items.

Done This Before [200 BP | Discounted for Keeper]
You are an expert at this by this point. You've done this sort of… quasi-Jumanji stuff before. You know the threads of this setting, and have a solid understanding of the plot such that it's tricky and hard to catch you off guard and you are sensitive to the plot threads. You know how the story SHOULD go and when changes begin to happen you sense them. You are much harder to catch off guard by little things and you are invariably aware when the narrative shifts in a dramatic way, protecting you from silly mistakes.

As Different As Can Be [400 BP | Discounted for Keeper]
Barsimmeon Higgs is a weird little guy. And Damian Bane is a weird big guy. At a glance, they feel… thematically similar. They are in fact wildly different. Despite this, whatever relationship Higgs seems to have with Bane is either friendly or at least to the point where the two can cooperate regularly. You have the ability to get along quite well with people markedly different from yourself, and can in fact help lead or direct them, especially if you and them are connected in a meaningful way such as one of you inhabiting the other's body. You are more skilled at interacting with, and even piloting if

applicable, bodies vastly different from yours. If you like to import into new forms or are a possessive being this could be incredibly handy.

One Good Deed Deserves Another [600 BP | Discounted for Keeper]
Your acts of kindness, even ones that are impish and surprising, are met with reciprocal kindness. This effect normally only takes hold when people understand your motives, so maybe take some time to explain what you're doing before you do it or immediately after, but when you behave kindly you are met with kindness, usually kindness at around the same tier of kindness as you showed others. If you change someone's life with an act of kindness they may save yours in turn… Or even bring you back from the dead if you performed an act of kindness great enough to merit something like that.

Character

Action Biography [100 BP | Free for Character]
You are someone in *Los Angeles*. It only makes sense that you'd have action skills right? It doesn't matter if you're a backflipping acrobat, a street racer, a district attorney, the son of a couple going through a divorce, or an 80-year-old man cleverly disguising yourself as someone much younger, you've got the action skills to pay the action bills. You are a competent hand-to-hand fighter and can go toe to toe with skilled, chaotic fighters. You're no-one-turn punk destined to be taken down immediately.

Where The Action Happens [200 BP | Discounted for Character]
In this jump, you have some significant connection to one of the Amazing Action Heroes. Your connection to them is real, powerful, and gives you a notable shot at being involved in the events of the film, as well as makes them feel strongly towards you, and want to protect you. In future jumps you always have a meaningful and strong innate connection to at least one central protagonist that starts you off on a very good foot with them.

Those Aren't Beans At All! [400 BP | Discounted for Character]
You aren't easily fooled. You have strong senses and are smart, and logical, enough that even when presented with some unexplainable stuff you will not fall for a simple trick and make a fool of yourself. Your resistance to shenanigans will often surprise the people who desperately try to make a fool of you. This is not perfect, but it will take more than clever lies and desperate antics to make a fool of you. You may have been born at night, but not last night.

Remembering [600 BP | Discounted for Character]
This is an exceedingly unusual ability… You can remember the events of rewinds and are something of an aberration compared to other characters. This perk expressly lets you give yourself a supernatural backstory and minor abilities. You could be a talking car, a jet that can hover and sneak up on people, a talking jaguar, or even a sniper with a cannonball. And you can change your form and backstory between rewinds!

If you pay an additional 200 BP for this perk you become something far more significant. By paying extra for this you gain knowledge of how to MAKE alien VHS tapes, and you can freely explore the real world, having a real-world form in the same sense that the Amazing Action Heroes become other people when sucked into this world.

Owner

Dave's A Bit Of A Dick [100 BP | Free for Owner]
You are an asshole and for some reason, people tolerate that to a weird extent. Presumably, it's because you're their boss. Certainly, your employees are more tolerant of your dick-ish-ness than people should be. You have noticed that the more power you hold over others the more of your nonsense they tolerate, to an extent that goes noticeably beyond the bounds of reasonable deference that people pay their bosses. This can definitely become nasty in the hands of a jumper who is worlds above someone else in terms of direct power and personal authority… With this you'd make a nasty king, or a powerful president.

Gotta Tighten It Up Around Here [200 BP | Discounted for Owner]
You can get people to get their shit together. When you yell at people who have some respect for you, or who depend on you, they'll actually work a little harder and try to button it up for you. If someone both depends on you and respects you this'll hit harder, but who has time to earn people's genuine respect these days right?

Criminal Accounting [400 BP | Discounted for Owner]
You are, essentially, a professional money launderer and overall white-collar criminal. You have *Marty Byrde* levels of money magic skills, able to do what amounts to magic to bank accounts and move money with deceptive finesse. And you know how to fool the people who do your books too, so they won't be a problem for you later on.

Big Moves In The Background [600 BP | Discounted for Owner]
When the spotlight's not on you you can do amazing things. While others are moving in the foreground, advancing the plot and getting involved in wacky action antics, you're a mastermind who is moving at remarkable speeds to get yourself where you want to go. Sure some jumpers like to be in the foreground where the action's at, meeting the heroes, punching the villains, or kissing the villains and kicking the heroes, but you shine in the dark. The more of the protagonists who are not looking at you the more you can do and the faster you can do it. If you are a secret villain who only gets introduced to the heroes at the very end you'll have had all the time in the world to train your minions, master your powers, and make yourself an unstoppable nightmare of a foe. The heroes better learn who you are and quick or else they're in for a world of hurt.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100BP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Amazing Action Hero

Amazing Action Gear [100 BP | Free for Amazing Action Hero]
You have a set of items that fit how you'd go on an adventure. This could be things like guns, knives, body armor, minor secret agent tools like a gun with a grappling hook and a martini whenever you want it. These devices are small but they provide you with a notable benefit in the form of their ability to give you a plus 1 to your rolls and to lower the difficulty of your rolls by one.

Something Waiting For You [200 BP | Discounted for Amazing Action Hero]
You have some item on you, even in… action-land that reminds you of home and shows you there's a world waiting for you when this is over. This item is restorative and looking at it helps you stay grounded. Somehow it follows you into this world, meaning action-land in this context, and serves not quite as a MacGuffin but as something that allows you to stay sane and not get sucked into the absurd logic of action-land. You can use this item once per month (which is relative to the specific world you're in) to end a moment of violence peacefully.

Deluxe Royale [400 BP | Discounted for Amazing Action Hero]
This luxurious apartment is now yours. This place is outfitted with loyal staff, and skilled security, and is a profitable business. You are also guaranteed to never get attacked in its elevator. You own a nice penthouse suite atop the Deluxe Royale Hotel and can keep any number of illegal accessories and combat gear in this place. You can also get shirts from here without any hold ups.

MacGuffin [600 BP | Discounted for Amazing Action Hero]
This is a unique accessory keyed to you in a significant way in action-land. The MacGuffins belonging to the Amazing Action Heroes are their most valuable plot items and are as important to them as staying alive in action-land because if you don't have yours and are someone who got sucked into action-land you can't leave until the film ends. Yours is a bit different, serving as a powerful 1-up that is nearly impossible to damage and is keyed to you in a profound way being impossible for your foes to steal from you. If you die this item resurrects you in an epic moment of sacrifice and narrative weight and loses its durability. Once you've died and been revived this item becomes a more normal example of whatever it is., being able to be destroyed or taken from you. By purchasing this you also understand the strange narrative physics needed to gain power-ups by tying them to your MacGuffin.

Keeper

Helpful Technology [100 BP | Free for Keeper]
You have the technology to watch films of any kind. In any space you own or are meaningfully occupying you can cause any technology needed to view any film with an act of will. This could range from a TV with a VHS player to a mobile DVD player with a screen. You can make computers appear with only one function; to watch Netflix (or

some other streaming service). All of these devices have infinite energy and can do everything needed to play the films you want to watch.

Dog Tags [200 BP | Discounted for Keeper]
This is NOT your MacGuffin. This is a copy of someone else's MacGuffin. It's also a very powerful weapon that you can make explode at will, and the explosion is strong enough to inflict two damage levels on major characters and kill less important ones outright. When you make the dog tags explode you can reach into your pocket and pull out new ones nearly instantly. Spammable explosives.

Warrior Kings [400 BP | Discounted for Keeper]
The warrior kings are a group of the world's scariest commandos, 13 of the roughest, toughest sons of guns you'll ever meet. And with this item they become your mercenaries, a group of followers you can call upon once a month and give a mission and they'll be ready to go, causing chaos and carnage but getting the job done in nearly every imaginable situation barring truly supernatural intervention. These are… fire and forget type followers, for when you really need something just obliterated and collateral damage is acceptable. You can also more passively call upon a few of them as idle followers who'll be your bodyguards.

Never Stop Blowing Up (& Another Tape) [600 BP | Discounted for Keeper]
Oh so it seems you really do take after Higgs! You are the keeper of Never Stop Blowing Up, an indestructible video tape that when played by you and with your permission does not show people the classic 1980s action hit *Never Stop Blowing Up* but SUCKS THEM INTO IT and gives them action hero bodies that they will inhabit and use for the next lifetime unless you get people out early. You understand the rules here, and know how to manipulate the tape in a number of ways keyed to MacGuffins. Very importantly you actually have… another tape. This one is keyed to another movie, though you can pick which one. This other movie will be a large collection of tropes and era genre conventions smashed into one wacky world, such as a 1950s sci-fi movie or a 1990s slasher fic. This tape works just like Never Stop Blowing Up, and gives people genre bodies and lets them enter characters when you use it like you can use Never Stop Blowing Up, and just like with Never Stop Blowing Up the time in the real world that actually passes when you use the movie is equal to the length of the movie, meaning that you can experience a whole lifetime in 90 minutes. You get a new tape every other jump, and this is retroactive as well. You can also tape over movies, just by touching them to films (including DVDs and web pages for movies on streaming services letting you have a truly expansive set of movies). You can also just watch the movies, if you want, without getting sucked into it.

Character

1980s Wardrobe [100 BP | Free for Character]
You have a set of clothes that are keyed to your profession and the time period you're in. In this jump, in this world, that's 1980s… something, whatever you happen to be in terms of your career. This wardrobe updates every jump but always keeps old clothes, letting you have a lot of fun in a lot of clothes if you opt to explore a range of settings.

Stylistic Transport [200 BP | Discounted for Character]
Getting around Los Angeles is never easy. But thankfully for you even a place as busy as Los Angeles is easy to navigate with this; this is a phone you can pull out, an older big-block cell phone, that you always tap and if you do and hit a single phone number, literally one digit, you'll get some sort of stylistic transport called to you that matches you in someday. This could be a helicopter, a hot rod, a tank, a speed boat, or any other sort of handy transport. It'll be driven by a talented driver ready to back you up, but who only persists for long enough to speedily and dramatically get you to your destination.

Main Character Career [400 BP | Discounted for Character]
This item is a reflection of your status. In this and all future jumps you will be able to use this little trinket to get a job that is notable and significant in some way, such as being a major crime boss, a lawyer, or a doctor. When you use this item to attain this career you become notably better at it for a short while, and retain a bit of a small boost to your general competence related to it permanently. This can't get you something like a job as the president, or another sort of elected job, but beyond that, this is pretty freeform.

Adrenanoxinil Plutonium Sulfate & Other War Chemicals [600 BP | Discounted for Character]
Look out gang, it's a factory that makes war! Oh wait, no it's not. You own the Mercury Facility for War Chemicals. This chemical plant is a place that makes some businesspeople a lot of money as it produces a great deal of profit by making vast amounts of military-grade chemicals. One of the powerful items it produces is Adrenanoxinil Plutonium Sulfate. APS is an incredible drug that when consumed fills you with the essence of action heroes. This drug makes you incredibly hard to compete against, causing those who try to fight you, catch you, or otherwise oppose you have to work harder for it. This temporary super serum reduces the difficulty of all rolls/checks you have to make by 5, greatly increasing both your ability to succeed and to critically succeed (succeed by more than 5). This secure facility also gives you a lot of money even passively.

Owner

Book of Dave-isms [100 BP | Free for Owner]
This item is filled with classic Dave-isms, his weird quotes, and life philosophies. If you publish this book it'd definitely make some money. People… really like dickheads. When you channel the energy of the book you become more intimidating.

Dave's Video Store [200 BP | Discounted for Owner]
You own a video store. In this jump, this place is located in Lake Elsinore, California. This comes with the business accounts of Dave's that are loaded with cash. Have fun with your ill-gotten gains.

Shadow Falcon Protocol [400 BP | Discounted for Owner]
This incredibly powerful floppy disk is a terrorist's wet dream. This is, in the normal canon, G13's MacGuffin, but this version of it is a copy that is not G13's and is instead a powerful subversive tool. If this is uploaded to a computer it connects to the government of the country you're in and copies everything to itself. You can then copy

this information to any computer and it will be perfectly organized and viewable for you. You can also do this unlimited times.

There's also a secret component to this wacky ass item. The Archimedes contingency. This involves a nuclear bomb as a red herring, and actually turns the Protocol into an EMP that would short-circuit the world's "Computer Mainframe". It'd mess up every computer, and while the world's computers are messed up it'd redirect all of the money in the world to you. Normally it'd redirect it to the Belgian mafia, but this is YOUR Shadow Falcon Protocol.

A Bomb [600 BP | Discounted for Owner]
You have a powerful secret weapon. This large bomb is a source of great power, and is not your MacGuffin, making it a useful tool in cases of emergencies. This potent weapon is capable of connecting to power-ups, like Adrenanoxinil Plutonium Sulfate, and giving you their effects at all times. In the worst-case scenario, you could use this as a massive weapon. It's a bomb, you can make it explode. But it's probably better to use it to buff you and allow you to grow stronger. You are also linked to it no matter the distance that separates you, short of you doing some trickery like putting it in another dimension (including your warehouse).

Companions

Import (50 BP): You can import a companion and they get to pick an origin themselves they gain all the freebies, and discounts that come with that chosen origin, as well as 600 BP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Friends (50 CP): This option is for companioning other *NSBU*-characters. By paying here you gain a token you can use to give someone, or something, native to this setting the ability to come with you to future jumps, if you can persuade them to come with you. You can take one of the Amazing Action Heroes in their Avatar forms or the actual Amazing Action Hero, OR you can take the actual person who becomes an Amazing Action Hero's Avatar. This means you can companion Doug or Greg, or Doug as Greg, if you want. When you interact with such an individual and want to companion one of them specifically you need to make that clear when you are talking to them before you give them the token.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the… *Never Stop Blowing Up* verse will affect the other setting, or vice-versa.

Drawbacks

It's All Real [+0 BP]
Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 BP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete. This is an important drawback for this setting, as this allows you to leave either when all of the Amazing Action Heroes are dead, have left NSBU, or the plot has otherwise somehow resolved itself. That means that this jump COULD last maybe a quarter of a shift at a video store, if you want.

Fan Theories are Cannon [+0]
You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?
Maybe the entire setting was nothing more than a stage production?
Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Never Stop Blowing Up universe you're about to enter.

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 BP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Lockdown [Varies]: You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 BP.

No Clue What's Going On [100 BP]: You are in a constant state of confusion. This is overcomeable, once you've had time to sit down and take in the wild context you're in, but when you first get here you'll be well and truly confused, utterly baffled by what's going on.

Real Awareness [100 BP]: You have the faintest, tiniest understanding of the meta-nature of this world. When you are in plot places, as the plot is unfolding, you can hear and sense the actual laughter and words spoken by the cast of Dimension 20. This is a drawback because it'll always be muffled, just beyond the edge of what you can make sense of. If you want to increase how many points this drawback gives you you can double it to get a sense of the edits people make of this series, which play in your mind's eye whenever you sleep or whenever you close your eyes if you don't need sleep. These

edits will not be remembered by you, but you know how they'd make you feel, whether you'd laugh while watching them or not. This is gonna be a weird time.

Life Lesson [200 BP]: NSBU is TRYING to teach you something. You're not sure what it is. You can't leave this jump until you figure it out. Thankfully you have as much time as you need.

Unfun Body [200 BP]: Pick one; *Never Stop Blowing Up* or the real world. Whichever one you just picked is a place where your body is not fun. What this means is up to you, though the intent isn't that you are dying or anything with this, just that whatever health/body thing is affecting you is serious enough that you don't love being in whichever place you selected for this drawback to affect but not something that will affect you in every waking moment. If you DO want this to affect you in a serious way, you can double the points this gives you. Alternatively you can double the points by making both of your bodies not a super fun time to be in. If you are a Character and do not have the ability to walk into the real world you can only take the unpleasant body part of this.

Is Everyone On DRUGS?! [400 BP]: Everyone seems to be on that stuff. For the duration of your time here everyone is under the effects of Adrenanoxinil Plutonium Sulfate. This is true even in the real world of this jump.

Background Nemesis [400 BP]: Pick a foe. It could be backflipping acrobats who can backflip across the United States, a family of streetcar racers, a gang of secret agents, Russian agents, a group of powerful commandos, a talking jaguar, the head of a criminal consortium, or any equivalent group. These people are now firmly opposed to you. Please be careful jumper, they mean business and want to lay the smackdown on you.

Rescue Quest [600 BP]: Some individuals in this story have met with unfortunate ends. If you take this drawback you are forced to find some way to save them. Namely, you must rescue Bad Bunny and J-Kwon. This is an extremely difficult task, but even with in-jump methods, it is doable.

Unseat the President [600 DP]: Jumper are you into electoral politics? If so, this is a weird place for you to be. With this you need to do something difficult; you need to win an election against President Slater Hancock. Thankfully you have as many chances as you want, thanks to the rewinding nature of Never Stop Blowing Up.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log & Notes

v1.0

Jump created on 3/12/2025, completion, & publication occurred on 03/13/2025

Notes

-You can get the Never Stop Blowing Up game system **for free** on Dropout TV's store. You can also learn most of it by watching Dropout TV's *Never Stop Blowing Up* season of Dimension 20 though that is not free. Have a link to the downloadable *Never Stop Blowing Up* system, just in case you decide you want to check it out. It is extremely advised that you take a second to download the system and familiarize yourself with it if you want to maximally enjoy this jump. If you are familiar with *Kids On Brooms*, which is another TTRPG system, it is based on that but with important modifications.

-There are some things here for importing as a character. This is a real gimmick in the central plot of *Never Stop Blowing Up*, though I want to avoid at least SOME major spoilers so I avoided being specific.

-The mandatory perks are not drawbacks and shouldn't hurt you. They are an attempt to give you a shot at experiencing this world as it was experienced by the Amazing Action Heroes (the protagonists of the campaign) and also give you a fun thing to take with you into future settings.

-The BIG skills, all of the stuff that involves all of your dice hitting a certain threshold beyond d4, is something I had to remix a bit since in the original system these abilities are GROUP-based. They require every one of the amazing action heroes to have at least one dice that is d8, d12, and d20 before unlocking. I made it cheaper but take longer to get the big group abilities since you might not have companions to form your own adventuring party with.

-If you wanna see a good video that captures the Gas Leak in the Dome energy of this campaign click here. Please note this video is an hour long and **does have spoilers** but sans context… The context usually makes the spoilers weirder.

-I had an idea for a set of perks that'd be free for people who import into different characters but that felt like it'd take forever to write up and it'd be difficult to balance. I might revisit that idea.

-I also thought about doing scenarios, but I actually prefer not to do scenarios especially for some simpler jumps.

-If you are an amazing action hero, keeper, or owner, you have a MacGuffin, one that is normal and has all of the abilities of the MacGuffins we see in the season, which… isn't many.

-If something here sounds ridiculous there's a real chance I am underselling how ridiculous it actually is in the context of the campaign.

-**If you take the *GM* option from the *Busting Makes Me Feel Good* you cannot do meta things with it when you become the GM**. You cannot retroactively give yourself infinite points, or every perk. You do have a lot of leeway with it, it gets used extremely powerfully after it appears to make absolute miracles happen but to keep this from being meta the hardline rule that you cannot use *GM* to do silly stuff like make yourself spark or give yourself every perk from another jump is a line in the sand I am drawing. You can still do a lot with it, like resurrect the dead, or defeat a nearly unbeatable foe,

you just can't use it to go "I win jumpchain now!" or anything like that. Be creative and have fun with it rather than using it as an "I win" button.
-If you're wondering if I recommend this campaign… Fuck yeah I do, it's my favorite Dimension 20 campaign and is one of the funniest things I've ever seen. I absolutely adore Alex Song-Xia, and Kingskin is my favorite of the Amazing Action Heroes's avatars.
-In my head when the Never Stop Blowing Up system makes you roll you can banter with your benefactor and explain your actions and intent. I don't know if this should give you a mechanical benefit, or just be a fun way to interact with your benefactor.
-Physics are very much a suggestion in this system. It is EXTREMELY possible to do things that are completely unmoored from any notion of physical laws while playing with the Never Stop Blowing Up system. Keep that in mind when thinking about how this might affect your chain.