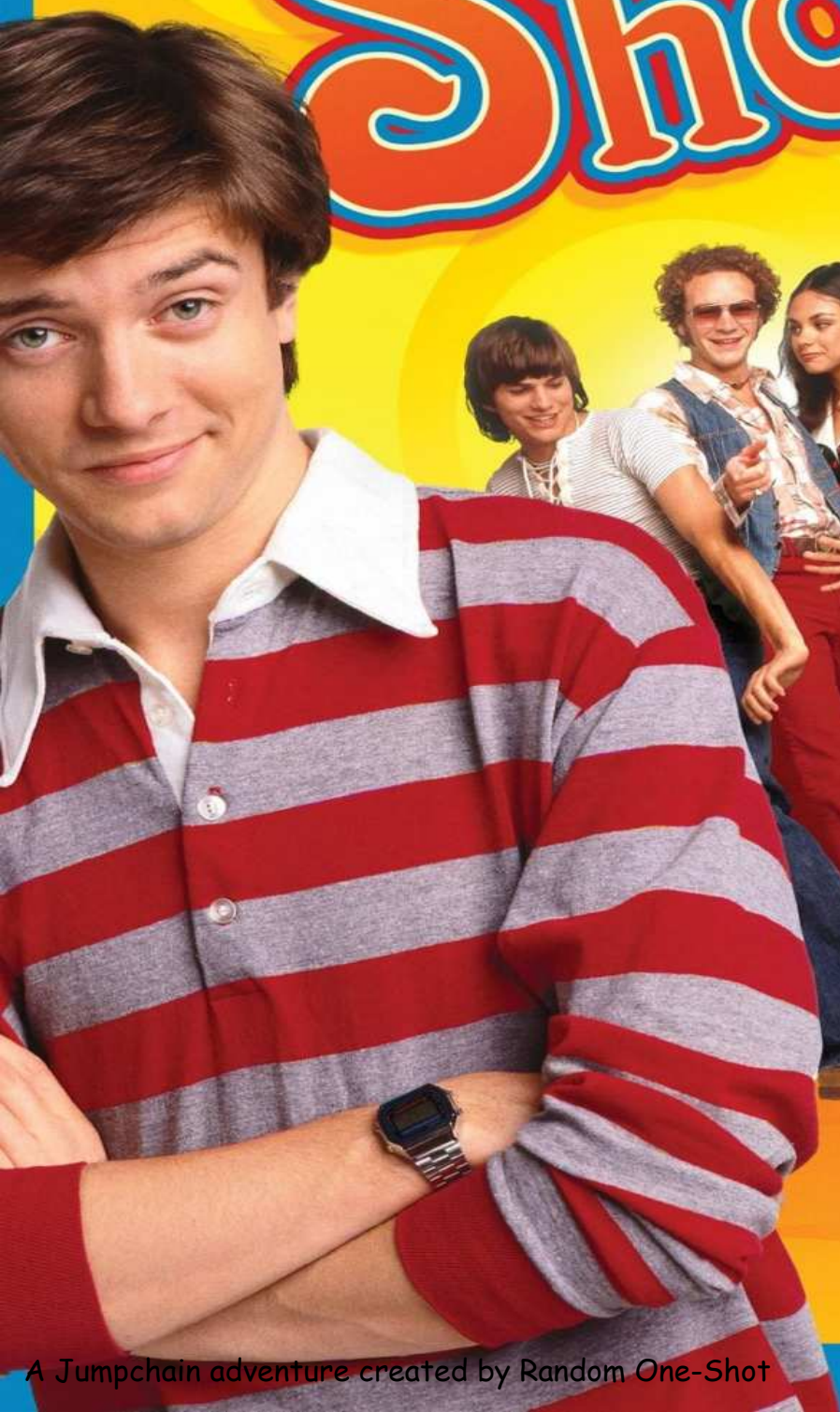


That 70's Show



A Jumpchain adventure created by Random One-Shot

Welcome to That 70's Show!

It is the grooviest of times, man. Welcome to Point Place, Wisconsin, U.S. of A. It is May 16th, 1976 and you are going to be here until the very beginning of January 1st, 1980. Vietnam is reuniting into one country, President Ford is on his way out and Elvis doesn't have much longer to live.

But honestly, most of that won't matter to you. Of far greater importance may be the fact that Star Wars is about to blast into cinemas everywhere for the first time, that original Pong machines are in stores everywhere and that tomorrow night a certain young man will begin his plan to get himself and his friends to a Todd Rundgren concert. In this Jump, life is all about the day to day. Maybe you just want to graduate high school or you're worried about your job at the local manufacturing plant.

Either way, take these +1,000 Choice Points and scream, "HELLO WISCONSIN!"

Backgrounds

Any of these may be taken as a Drop In.

Teenager

You're one of the kids. You may pick your gender and appearance. Your age will be anything you wish within 14 to 18 years old. Drop Ins will be given the necessary paperwork to function as an emancipated minor, but nothing else.

The Everyman

You aren't anything special. Just an average American teenager trying to figure out what they want out of their future and maybe having some fun with their friends along the way.



The Rebel

School? Work? You have better things to do. You don't plan on getting chained down by The Man. Skepticism and cynicism will serve you well in your time here.



The Dreamer

You've got plans. You aren't quite sure on what those plans are yet, but you've got them. You're going to go to college and make a name for yourself.



The Exchange Student

Full of enthusiasm and naivete, you look forward to each new day in this country (or at least, one less day in your old one). You're still learning what it means to be 'American' these days, but thankfully you have lots of friends to help.



The Cheerleader

You're young, popular, pretty and rich. Does anything else matter? Of course not. You'd have read about it in Cosmo if it did.



The Fool

Good looks, good health, good mind... well, maybe not that last one. Still, you're nice company and you don't stick your foot in your mouth *too* often.



Adult

You're one of the grown ups now. Keeping a roof over your head, food in your pantry and the lights on in your house are your highest priorities these days. Well, that and making sure the kids don't burn down the house with one of their little circles. Honestly, why would you burn that much incense all at once?

You can pick your gender and appearance. Your age must be somewhere in the 30 to 60 years old range.

The Neurotic Mother

You are a caring, nurturing figure who derives great satisfaction from helping others. However, this can be a bit stressful when they take you for granted.



The Stern Father

The kids are all idiots, but you're there to set them straight. Expect to yell a lot.



The Embarrassing Neighbor

Warm, caring and funny - that's you. Or at least, that's how you see you. How others view you might be a bit different. Still, it won't bother you much.



The Cool Old Guy

You've seen some stuff, man. It's okay. You've forgotten most of it. Life is a smooth ride for you now and all you want is some good company for the trip.



Perks

Each Background will get their 100 CP Perk for free and receive a 50% discount on their remaining Perks.

Burn! (Free)

You always have the perfect snappy comeback for every situation.

The Everyman

Common Sense (100 CP) - With friends like these, it's a wonder you've survived this long. On the bright side, it's given you a very good sense of when to say, "Okay guys, maybe this is a stupid idea." This is rarer than you would think.

Childlike Wonder (200 CP) - So many people fool themselves into believing that growing older means growing stale. Not you. No matter how many years you experience, you will always have the same love of action figures, movies, cruising with your friends and all your other hobbies as you do right now. Finding new things to enjoy will never be hard either.

You Wouldn't Lie (400 CP) - People just seem to believe the best of you. Maybe it's your generic face or your unassuming demeanor, but when trouble rolls around, they'd have to catch you red-handed to consider you the cause.

Heavenly Help (600 CP) - Once per Jump, when you are at your lowest and it seems everything you've done has been worthless, a heavenly being will descend for one night to take you on a vision quest and show you how much worse things could have been if you had not acted. Said heavenly being is not guaranteed to be patient or nice, but they will get you back on your feet.

The Rebel

I Do... But I Won't (100 CP) - This is a big part of who you are. You can at anytime clean up real good, getting a boost to your appearance and charisma, but why bother? By keeping on that layer of B.O. and grease you gain a boost to your intelligence and willpower.

Flying Solo (200 CP) - You are a lone wolf. Family, friends and followers are nice and all, but optional. Quite literally. From now on, if you get any Perk or Item that includes Companions, Followers, Pets or NPCs, you have the option of refusing them. If they are pre-existing, they will never meet with you. If they would be created for that purpose, they will never be. You fly solo for as long as you want, man.

Damn U. S. Government (400 CP) - They aren't getting you. Any mundane form of tracking or surveillance used by hostile forces against you will fail. Neutral or benign forces can still find you at your discretion. Supernatural means are unaffected.

The Bag Is Mine (600 CP) - Sometimes your friends do stupid things (like you) and get caught (unlike you). Equally, sometimes they do good things and are too humble to brag about it. If you go to any authority and take the credit for any incident under their jurisdiction, you will be believed and all glory/blame for it will be transferred to you, no matter how impossible or nonsensical such a thing may be.

The Dreamer

Artistic Soul (100 CP) - You gain the skills of a budding writer, able to create fantastic works in any one genre of your choosing. With practice, you can even expand this into other genres. Moreover, this comes with the ability to write or type with a fast and steady hand, and a sharp eye for spelling and grammatical errors. No more typos!

Girl Next Door (200 CP) - You exude a sort of wholesome charm that attracts others to you. This has a noticeable pull on the 'bad boy' types, but works on everyone.

Feminist (400 CP) - What does gender matter? Nothing, at least for you. From now on, you will be treated as if you were whatever preferred gender exists in your setting, regardless of your actual gender. This will of course have no effect on how you are treated due to, say, your own behavior towards others. Male, female or otherwise, no one likes a jerk.

She's Always Been An Only Child (600 CP) - Little sister? Big sister? What sisters? You now have the power to create your family at the beginning of each Jump that would give you a family, even to the point of editing a pre-existing family. Yes, you can use this to become part of a canon family. This control extends three generations back, so enjoy creating your own family tree.

The Exchange Student

Innocently Insensitive (100 CP) - So, you're new around here and you don't get the local customs yet. That's fine, everyone understands. From now on, any goof or insult you make through ignorance or a genuine misunderstanding will be waved off without any hard feelings.

A Stick and A Whistle (200 CP) - This soft suburban setting hasn't dulled your skills in hunting at all. With only the simplest of equipment, you are perfectly capable of tracking, trapping, killing, dressing and eating any small sized local creature. Yes, *any*.

Naturalization (400 CP) - You're here to stay. Wherever you go, you are automatically a citizen of that nation with all the rights, obligations and paperwork that comes with it. Depending on the location and circumstances, this could be either a very good or very bad thing, which is why this come with a toggle to turn it on or off at your choosing.

I Said Good Day! (600 CP) - Sometimes you just need to leave. Once per Jump, regardless of whatever circumstances you are in, you can shut down any kind of interaction at all by uttering the words "Good day," waiting for a response, sternly declaring "I said good day!" and leaving the area. You will not be attacked, followed or even contacted by the parties involved for a full 24 hours unless you choose to initiate such yourself.

The Cheerleader

Brutal Honesty (100 CP) - Lies are for people who aren't sure they're right. You have a way of cutting straight through bullshit and getting your point across no matter who is listening. This works very well for shocking people out of denial or making them consider another point of view, but it only works if you are telling the truth.

Fashionista (200 CP) - Your sense of style and artistic taste are second to none. You can recognize brands and material quality at a glance or with a feel, and you always know what looks best on everyone, whether that be shoes, makeup, hairstyles, jewelry, clothing or accessories.

Never Alone (400 CP) - You do better as part of a pair. Pick someone to designate as a partner, romantic or otherwise. So long as you maintain your relationship with them, you will find that you seem to do a little better at everything.

If I Could Run Across The Beach Into My Own Arms, I Would! (600 CP) - Some people have a lot of self-confidence. You take that so far it might actually be a problem. Your willpower is now absolute and your sense of self no less. You will never be changed from the person you are now unless you make a conscious decision to do so and any outside force that attempts to push you out of your mold will find itself beginning to warm to you as you are.

The Fool

Man Pretty (100 CP) - Gosh, you're pretty. You're the prettiest a regular human can be and all while still being recognizably you. Although not the stuff of legends, you could walk into a modeling studio and be offered a job right there. This works on all of your forms, but can be toggled off if you would rather walk down the street without people staring. Will seamlessly merge with other beauty Perks to allow you to turn them off as well.

Cheerful (200 CP) - Life is fun, even when it is hard. You now have a great deal of optimism and good cheer, enough to get you through all the downs and hardships the real world can throw at a person. If life gives you a dead raccoon, have some fun and kick it at your friend. If it turns out the raccoon isn't dead, enjoy the car ride to the hospital.

Responsible Adult (400 CP) - It's all fun and games until someone is relying on you. If someone needs you to take care of them, you will find yourself growing stronger, wiser, more patient - whatever they need to stay safe. Additionally, you are now a very good babysitter and have a strong rapport with children.

Ah, My Eye! (600 CP) - You can take a *lot* of damage without dying. Fall off of a water tower, swallow a cup full of your own specific allergen, get into a bar fight - the list is almost endless. However, you always seem to get to the hospital just in time. So long as something doesn't kill you, it won't.

The Neurotic Mother

Job (Nurse) (100 CP) - Welcome to employment! You now possess all the education and experience of an American nurse, circa 1976. Your job involves long hours, traumatic sights and only a little appreciation. Still, you fulfill a much needed niche in society. If not for you, the doctors would kill all the patients! This also comes with all the necessary documentation needed to work in any average hospital you might want to join up with. All your references will always check out and have nothing but nice things to say about you.

Homemaker (200 CP) - Your *other* job, which you don't get paid for. You now have all the knowledge needed to maintain a home and family, keeping them both clean and happy. This spans a wide variety of subjects, including (but not limited to) cleaning, cooking, social skills, taxes, budgeting, child care and more.

Sing Louder (400 CP) - You're going to have bad days, that's a given. Here's something to help you carry on. You are now much better at burying stress, grief and anger beneath a cheerful facade. This will let you carry on as normal until it is safe to let it all out, but it won't actually do anything to help you process and move on from those emotions.

She Made Me Waffles, Now *Promenade*, You Son Of A Bitch (600 CP) - After all of your hard work, isn't it really nice when people love you for it? Take this and from now on, no one who knows you will ever hate you. No matter how bad things get, the worse anyone will ever feel towards you is apathy and even that's a hard maybe. Your slightest effort will see even the grumpiest of guts give you a smile and sustained effort could win over any heart.

The Stern Father

Job (Automobiles) (100 CP) - Welcome to employment! You now possess all of the education and experience of an American auto parts manufacturer and basic car mechanic, circa 1976. Your job involves long periods of monotony, attention to detail and not much satisfaction. Still, you fulfill a much needed niche in society. If not for you, we'd all still be walking everywhere! This also comes with all the necessary documentation needed to work in any average manufacturing plant or car repair shop you might want to join up with. All of your references will always check out and have nothing but nice things to say about you.

My Foot, Your Ass (200 CP) - Sometimes you make threats and you don't always follow through. In a normal world, people would stop taking you seriously. But you live in a Jumper's world and now people will *always* take you seriously. No matter how trite, stale or ridiculous a threat you utter, it will always be taken 100% seriously by all who hear it. Can be toggled off and on at your whim.

Now Who's The King? (400 CP) - These idiots think that just because you've got a bald spot and some wrinkles that you're over the hill. Time to show them otherwise. Old age no longer has any negative bearing on any of your skills, letting you keep up with these dumbasses all day. Additionally, all of your skills will no longer become rusty with disuse. If you can do it, you can *always* do it, no matter how long it's been.

Non Sibi Sed Patriae (600 CP) - Okay, so the U.S. Navy doesn't actually have their own motto, but don't mention that. You're a tough son of a bitch, always ready, willing and able to punch, shoot, stab and blast your way to victory, no matter whether you're going up against those Nazi bastards, the damn Commies or your own kid's stupidity. You now have all the courage, physical ability, general know-how and tactical acumen of a generic action movie hero. You aren't Captain America, but you could probably pass for his less impressive cousin.

The Embarrassing Neighbor

Job (Salesman) (100 CP) - Welcome to employment! You now possess all of the education and experience of an American salesman, circa 1976. Your job involves a lot of humiliation, butt kissing and haggling. Still, you fulfill a much needed niche in society. If not for you, capitalism would cease to function! This also comes with all the necessary documentation needed to work in any sales company you might want to join up with or even to start your own shop. All of your references will always check out and have nothing but nice things to say about you.

How Does He Do It? (200 CP) - A sad fact of life is that how you look can have a big impact on your romantic prospects. No more! With this, your physical appearance no longer matters in the slightest towards those you express an interest in. They can still turn you down because they don't think you'll be a good match or they're not interested in a relationship at the moment, but you could be a short and chubby disco reject with a wildly ridiculous perm and you'd still pull hotties in by the dozen if they think you're sweet.

Always Ready, Always There (400 CP) - You're the one keeping a watch on the home front. While everyone else runs off to foreign shores, you make sure they have a home to come back to. To help with this, you now have a psychic sense of your home. What is your home? You decide. You know the exact physical layout of your home down to a subatomic scale, and can sense the presence of everything and everyone within its bounds at all times. Please keep in mind that unless you have abilities which vastly increase your multitasking, intelligence, patience, compassion, common sense, memory and about a dozen other things, setting the entire country or more as 'your home' is probably going to have a **VERY** bad effect on you. This can be toggled on and off.

He Used To Be Normal (600 CP) - You aren't normal, no, but why is that a bad thing? Normal people have trouble getting over nasty things. Not you. You are now immune to all forms of PTSD and can find healthy ways to cope and move on from all of the trauma and tragedies you may experience in your time.

The Cool Old Guy

Job (Photographer) (100 CP) - Welcome to employment! You now possess all of the education and experience of an American photographer, circa 1976. Your job involves a lot of good timing, keeping your mouth shut about the horrible things people want photographed and reading terrible handwriting. Still, you fulfill a much needed niche in society. If not for you... well, actually, maybe your job isn't *that* vital. This also comes with all the necessary documentation needed to work in any photography company you might want to join up with or even to start your own. All of your references will always check out and have nothing but nice things to say about you.

And That's The Last Thing I Remember Until You Poured Me This Cup Of Coffee (200 CP) - Memories can come with some emotional baggage and sometimes you want to travel light. You now have the power to selectively erase your own memories, which will also erase any unpleasant effects caused by those memories. This is permanent. Use this wisely or you may go from prospective doctor to hippie degenerate.

I Can't Sell You The Car, Man (400 CP) - Sometimes you can't bring yourself to keep the deal. Happily, now there won't be any consequences. You can break any agreement and suffer no blowback for your change of mind. The worst that will happen is that you lose out on whatever your end of the bargain would be.

It's Embarrassing (600 CP) - Looking at you, no one would know you are an incredible badass. No matter your valor or infamy, if you aren't in uniform (so to speak) no one would ever connect you with your accomplishments. Photographs tend to blur and the memory of you gets shoved a bit to the side as the details blend into the background. You're no multidimensional eldritch god in the making, no sir. Nothing special to see here.

Items

All things purchased here are guaranteed to reappear in perfect condition within your Personal Reality, Cosmic Warehouse or home (your choice) 24 hours after being destroyed, lost or stolen. If you give them away, a new one will spawn at the beginning of your next Jump. Discounts are 50% of the cost and each background gets their 100 CP Item for free.

The Stash (Free)

The good stuff. This supply restocks weekly and consists of 15 grams of dried...let's just call it oregano.



The Everyman

Allowance (100 CP) - A weekly allowance of \$20. Will adjust for inflation and currency differences in future settings.

1969 Oldsmobile Vista Cruiser (200 CP) - More of a boat on wheels than a car, this well-used family vehicle nonetheless can carry you and five of your friends as far as the next country with no issue. It never runs out of gas (a blessing, considering how much it can guzzle down) and is guaranteed to never need maintenance.

Signed Poster (400 CP) - A poster advertising the first showing of *Star Wars* in your home town. Amazingly, it seems to have been signed by the main cast.



Ticket to Africa (600 CP) - Or maybe not Africa. This ticket is the ticket to your future, wherever and whatever that may be. When you need to get away from your past and head towards your future, whether out of a desire to strike out on your own or a need to get away from a bad situation, hand this ticket in to board a bus, a boat, a plane, a helicopter, a train - whatever. It will be accepted. Your stop will be a place where there is a bright future and plenty of opportunities for you.

The Rebel

Special Brownies (100 CP) - For the days when a joint isn't what you're feeling. A 9x9" Pyrex baking pan of brownies with a certain special ingredient. The pan refills weekly.

1976 Chevy El Camino (200 CP) - Look at this beast. A muscle car might not be a very sensible choice for blending in or frugality, but you will look damn fine rolling down main street in this. Not much room inside, though. Guaranteed to never run out of gas or need maintenance.



Eyeball Ring (400 CP) - What do you mean it isn't fashionable? This (all right, maybe a bit grotesque) ring with a false eyeball mounted on the band makes up for its lack of beauty in its utility. While wearing this, you have perfect awareness of any authority figures from up to 50 yards away. It also indicates if one or more is thinking of you with ill intent with discrete visual cues that only you can see.

Record Store (600 CP) - Your very own record store, with both new and used music media for sale. If you are still under 18, it will be run entirely by itself via fiat until you reach your legal majority. At that point, you have the choice of either running it yourself or leaving it automated. If you don't want to bother hiring actual employees, you can choose to staff it with NPCs. All store paperwork will be registered under your name, all business expenses paid for you by fiat and no one will ever question anything about this.

The Dreamer

Notebook and Pen (100 CP) - Your own personal notebook with a matching pen. The notebook comes with a locking latch that will ensure only you are able to read your entries, unlimited pages that nonetheless fit within the covers and any messes that reach the pages will fade away to leave just the paper and ink behind. The pen has a very comfortable grip and unlimited ink in your choice of color. This notebook and pen set can merge with any other similar items to gain all of the properties that you wish from the other items.

Birth Control Pills (200 CP) - Never worry about pregnancies again. Take one of these pills each day and your baby making organs are set to 'off' until you go more than 24 hours without one. Has no side effects at all. You have a week's supply that will restock as soon as the last pill is consumed.

Catholic School Uniform (400 CP) - It makes people want to corrupt you. In addition to showing you are a chaste and virtuous soul, this set of clothing will attract lustful souls of your preferred gender and appearance in droves.

Ring of Promise (600 CP) - A very lovely ring. The diamond set into it is meant to represent an unbreakable vow and so it does. While you wear this ring, any promise made to you will be binding at your discretion. The only way someone would get out of keeping it would be if they were literally unable to and even then, it would not be for lack of trying. So it was said, so it shall be.



The Exchange Student

Candy (100 CP) - An unlimited supply of any one candy you choose. You can make a new choice to replace the old each Jump.

House (200 CP) - Your home away from home. Or maybe just your home. This little house is 750 ft² in the main level and also has a finished attic and basement if you need more space. Comes fully furnished with your choice of furniture to decorate the two bedrooms, two bathrooms, kitchen and living room. The paperwork is done in your name and no one will ever question it. All utilities are hooked up and will be paid in full by fiat every month. You decide where this house is placed at the beginning of each Jump.



DMV (400 CP) - Your very own Department of Motor Vehicles. Everyone is treated equally horribly here, making it a bastion of equal rights and frustration. This will run itself until you turn 18, at which point you have the option of taking it over yourself, either with or without 4 NPC assistants. Will you turn this government purgatory into a model of efficiency or will you generate profit from the suffering of others? You decide! All paperwork and business expenses are taken care of by fiat and no one will ever question this.

The Beautiful Island Of (600 CP) What? Didn't catch that. Anyway, this is your own copy of Fez's homeland. Make up the details as you will, so long as you ensure it is an island with a relatively small population. You can decide where the island is placed each Jump. Will probably bring in a steady profit as a tourist destination if you'd like.

The Cheerleader

Wardrobe (100 CP) - A very expensive wardrobe filled with complete outfits indicative of your country and era. All are very well made from quality material and fit you perfectly. Will update for every Jump.

Trust Fund (200 CP) - A trust fund set up by... someone on your behalf. It pays out \$30,000 a year in 1976 and will adjust for inflation and currency changes in future Jumps. You can choose how the money gets to you. No one will ever question where you get this from.

Makeup Kit (400 CP) - A set of cosmetics that updates to the highest quality local options based on your current Jump. Wearing these cosmetics greatly enhances whatever effect you apply them towards, whether that be an appearance booster for date night or covering yourself in magically protective runes.



Fluffycakes (600 CP) - This stuffed unicorn seems like a cheap gift given in a moment of panic by an idiot... and it is, but it is also something more. Hold this unicorn in your arms, think of someone you love and you will know whether their affection for you is true. You could probably avoid a lot of drama with this.

The Fool

Pong Console (100 CP) - A brand new Pong console, with a modification to make the bumpers just a bit smaller.

1967 Volkswagen "DeLuxe Station Wagon" Type 2/T1 Bus (200 CP) - The greatest of shaggin' wagons. Does not smell like fish. It has plenty of space inside. Guaranteed to never run out of gas or need maintenance.



The Keg (400 CP) - The holy grail of all roadside finds. This keg holds a limitless supply of your choice of alcoholic beverage, changing on your whim. No one will ever question this, it will always be at just the right temperature and yes, it does come with a tap

Police Uniform (600 CP) - While wearing this, you will be accepted as a member of any police force. Exactly what member you pass as is up to you, whether that be as a patrolman, a detective or even the chief. No one will question this, despite the ridiculousness of it.

The Neurotic Mother

Cigarettes (100 CP) - A never ending supply of Marlboro cigarettes. The box refills every time you shut the lid.

Cooking Supplies (200 CP) - A growing family needs food just as much as it does a home. This is a supply of food and drink of your choice, along the lines of what you could get at an average U.S.A. grocery store in 1976 for \$50. It will refill/restock every 24 hours in whatever location you wish. Additionally, you can choose a new selection of food and drink every week if you want something different.



A Bigger House (400 CP) - A growing family needs a big home.

This two-story home covers 2100ft² even before you factor in the finished basement and attic. You have your choice of furniture to decorate this house and its various rooms. What and where those rooms are depends on you. You can design the interior of this house as you wish and can change it at the beginning of each Jump, as well as deciding where the house is placed.

Hospital (600 CP) - A general hospital staffed by NPCs and run automatically, unless you choose to step in yourself. Has a 100% survival rate, with fantastic patient satisfaction. Will generate you a decent profit each month, no matter what you set the rates to or what the average injury/illness rate is in your area. All business expenses are paid for by fiat and the paperwork is all in your name. No one will ever question any of this.

The Stern Father

Green Bay Packers Season Ticket (100 CP) - A ticket for every game played by the Packers for the season. Or rather, every season. If they're on the green, you're in the stands.

1958 Chevy Corvette (200 CP) - Ah, now this is a real classic. This baby is guaranteed to never run out of gas or need maintenance. As an added bonus, driving at high speed in this open top car will never mess up your hair. Equally, the various misfortunes that can occur - such as bird poop on the seats - never happen.



Manufacturing Plant (400 CP) - A fully automated manufacturing plant ready and able to create any physical part you wish. Does not possess the ability to create any supernatural components, but that could be changed if you have the ability to upgrade it yourself. Although workers are superfluous, you will need to supply the materials.

Destroyer (600 CP) - A Korean War-era U.S. Navy Destroyer class ship. Name it yourself. Comes fully manned by NPCs and fully stocked with all the munitions, rations and supplies needed for a long operation in hostile territory. You can choose where it appears at the beginning of each Jump.

The Embarrassing Neighbor

Shirley Temple (100 CP) - The only drink a National Guardsmen ever gets from a bar. You have an endless supply of these and can summon them into your hand whenever you wish. No one will ever question this. You control the precise ratio of ice, Sprite, grenadine and maraschino cherries, and can choose what kind of cup holds it.



Good Shoes (200 CP) - A pair of leather shoes, pleasing to both the eye and the feet. They will be a perfect fit on you or whoever you gift them too. They seem to massage your feet as you walk, ensuring even a long marathon becomes a pleasing task.

Retail Store (400 CP) - A store of your own design, selling a product of your choice. Comes staffed by NPC's and will run itself if left alone. All paperwork is in your name and all business expenses are paid for by fiat. No one will ever question this.

A Banjo (600 CP) - Hit 'em with a banjo and they'll go down. No exceptions. Somehow or another, this cheaply made musical atrocity has the unique ability to one-hit K.O. anyone you smack with it. They are guaranteed to fall unconscious for an hour with no lasting damage or possibility of death, no matter the circumstances (although they will get a sore bump where you hit them). Sadly, the banjo irreparably breaks after only one use and you will have to start your next Jump to get a new one.

The Cool Old Guy

Pills (100 CP) - There's a stash, there's special brownies and then there's *these*. Take 1 for a trip, 2 for a space walk and 3 to fry your brain to the point that you call it a miracle if you can remember your full name.

Thankfully all the effects they cause fade 12 hours after consumption, including the damage done to your body. You get a box of 10 and it restocks weekly.

Photo Hut (200 CP) - Your very own place of business for all things camera. You own this property and all paperwork is made out in your name, with any business related expenses paid for you each month by fiat. Comes with an NPC to run things for when you aren't there. No one will ever question this. You can decide where this gets placed at the beginning of each Jump.



Old Barn (400 CP) - How long has all this stuff been sitting here? You now have a beaten up old barn attached to any property you own or your Personal Reality/Warehouse. It is filled mostly with junk, but there are some genuine treasures in there if you take the time to look. These treasures change based on your setting and will not be anything legendary, but they will always be something that makes you sit up and go 'whoa.' The treasures restock at the beginning of each Jump.

Purple Heart (600 CP) - This small medal is a sign that you are deserving of the highest consideration. Anyone who sees it or knows you have it will show you great deference and respect, defending your every behavior and action no matter how odd they may be.

Companions

This setting is all about hanging out down the street, the same old thing you did last week. So, let's get you some company.

Import - To bring your usual gang into Wisconsin for a few years, pay 50 CP for each individual or 300 CP for your full roster. Each of them will get 600 CP to spend as they see fit and they are allowed to take up to 400 CP in Drawbacks.

Export - Do you want a chance to bring along the basement gang instead of leaving things to happen as they may? Or maybe you have your eye on a few others. In any case, pay 100 CP for any given individual or 400 CP for as many as you like. This will ensure you get a good meeting with your recruits, which will help them say yes to your offer.

The Circle (1000 CP) - Your friends make life worth living and it just doesn't feel right if a day goes by where you don't all sit down together and... talk. Taking this Perk will make sure that you never have to deal with that. Now, you can select 5 of your Companions each Jump to import for free, with either that Jump's Companion CP and Drawback allowance or (if not applicable) this one's.

Or maybe you are looking for something a bit different? Here are a few non-standard options to give you some company right away.

Slutty Sibling (Free for The Everyman)

If you've ever wanted a sibling... you should probably still pass on this. This sibling of yours is mean-spirited, would jump anything that looked at them once and is favored by your parents or guardians over you in most things. Still, they probably love you. *Very deep down.*

Long Lost Family (Free for The Rebel)

Well, it looks like you have some family you've never met before. Even better, they're kind, rich and cool. Did we mention rich?

Cat (Free for The Dreamer)

This adorable and stealthy young kitty is very affectionate towards you. It is very quiet and agile, even for a cat.

Rival (Free for The Exchange Student)

This person is from a rival country. What country? You didn't catch that. He seems to get more attention from your friends than you do, but he's a nice guy. Make an effort and he'll be your best friend. Or you can abandon him in the wilderness and drive off laughing.

Horse (Free for The Cheerleader)

This young horse is very intelligent and learns new commands easily.

Bad News Sibling (Free for The Fool)

This troublemaker has wits, charm and a way with the opposite sex that you could only hope for. Despite this, they usually cause a great deal of trouble wherever they go. Maybe you could bring out their better qualities... or maybe they will drag you along for the ride to prison.

Dog (Free for The Neurotic Mother)

This young doggo is your ever-loyal shadow. It can tell where you are at any given moment and is protective of you, although not to the point of attacking without your say-so.

Dumbass Friend (Free for The Stern Father)

This joker is your long-time pal and is always ready to turn your frown upside down. Don't expect much in the way of brains from them, though.

Hot Significant Other (Free for The Embarrassing Neighbor)

Okay, *how* did you get this person to like you? An absolute 10/10 in everything, this person has decided to give you a chance at forever with them. Don't screw it up.

Young Protege (Free for The Cool Old Guy)

This teenager looks to you as a friend, a boss and a connection. They will never rat you out to the cops and can always be relied upon to hold your stash. Just don't run out on them without leaving a note.

Drawbacks

Need more CP, huh? Well, just don't over do it. You can take up to 1,000 CP in Drawbacks. Taking more past that point is an option, but you won't get any more CP for it.

A Few More Seasons (+0) - Okay, you can stay until May 16th, 1986. Enjoy the Reagan years and the rise, fall and rise again of the video game industry.

Spinoff (+0) - Let's not leave at the start of a new decade. Your stay has now extended to the beginning of the year 2000, ensuring you can enjoy the setting of *That 90's Show*. If you have arranged events such that the circumstances leading to *That 90's Show* could never occur, you have the option of either Jumping one step to the left and reaching a setting where your changes never took hold or just staying to enjoy the world you've had a hand in shaping.

- Unrealized Spinoff (+0) - Or maybe you want to start early? Pick this and you begin in 1952, right outside of the USO dance where Red Forman and Kitty Sigurdson will meet for the first time.

Bad Spinoff (+100 CP) - You are now staying for a whole extra decade in the setting of *That 80's Show*. To make it worse, you are trapped within the confines of San Diego, CA for the duration, appearing in the city the moment the clock ticks past midnight of December 31st, 1979.

Too Much Randy (+100 CP) - Randy Pearson is now here from Season 1 onward. He will become friends with the basement gang and nothing you say or do will change that. Even if you avoid the Forman residence, you will still bump into him on a near daily basis no matter what. Still, he isn't really such a bad guy.

- WAY Too Much Randy (+100 CP) - Actually, yes he is. While not on the level of a serial killer, his presence does make you wish to kill yourself. Every rotten thing ever said about this character is now true and all of your attempts to escape from him or kill him will fail horribly. **Requires Too Much Randy.**

Character Development Needed (+100 CP) - You have a defining character flaw or bad habit that people tend to remember a lot more than your good qualities. This can be overcome with time and effort, but expect to get a lot of flack for it while it lasts. If you take the flaw linked to your background, you get another +100 CP.

- Doormat (Bonus for The Everyman)
- Disrespectful (Bonus for The Rebel)
- Loudly Opinionated (Bonus for The Dreamer)

- Lustful (Bonus for The Exchange Student)
- Vain (Bonus for the Cheerleader)
- Stupid (Bonus for The Fool)
- Short Tempered (Bonus for The Stern Father)
- Alcoholic (Bonus for The Neurotic Mother)
- Oblivious (Bonus for The Embarrassing Neighbor)
- Drug Habit (Bonus for The Cool Old Guy)

Low Tolerance (+200 CP) - Wow, you *cannot* take a hit. No, not that kind of hit. Even the slightest amount of recreational substance will knock you silly. Considering the era you're in, this might be a problem. Than again, it might also be good for a lot of laughs.

High Visibility (+200 CP) - Shenanigans are all fun and games, until you get busted. This seems to happen a lot more to you than anyone else. You always manage to get spotted, heard or otherwise noticed the second you start doing something you should not.

A Swing And A Miss! (+200 CP) - Everyone wants to score, but you never will. No matter how well things seem to be going, the second you reach for home, something will happen to kill the mood. I hope you brought lots of lotion and dirty magazines.

No Items For You! (+200 CP) - You cannot bring any items into this Jump, save what you get from this document. Additionally, your Personal Reality/Warehouse is locked away until you leave for your next Jump.

No Powers For You! (+200 CP) - You're just a regular human for this Jump. This takes away all Perks and special abilities. It will all come back when you leave for your next Jump.

Homeless (+300 CP) - At some point in your Jump, no later than $\frac{3}{4}$ of the way through, you will suddenly lose your home. The home cannot be regained or rebuilt, and you must find a new home within a month, else you will be either taken in by the state (if a minor) or arrested for vagrancy (if an adult). Maybe some kindly neighbors will take you in. If you have taken the Trust Fund Perk, you will run out of money at the same time, as the IRS has noticed this bizarre money flow and stepped in to take what they call 'their share.'

Prison (+300 CP) - Well, you've been busted. Probably for possession. You begin this Jump in prison and will remain there for the duration. If you took an option to extend your stay, you will get the option for parole in 1983.

Weak Heart (+300 CP) - Heart attacks are more common in Point Place than you'd think. You will have one at some point during your stay. It isn't guaranteed to kill you, but heavy drug use can change that. Additionally, you can expect some lifestyle changes afterwards to improve your health: all of your favorite foods being taken away, maintaining a stress-free environment, getting some low impact exercise every day and more.

All By Myself (+500 CP) - In a setting where interaction with friends and family drives 99% of the plot, what will you do when you have no one at all? You cannot acquire or import any Companions, Followers, NPCs or Pets for this Jump. Additionally, you will have no meaningful relationships at all for your stay here, to the point that getting someone to call you by name outside of school or work will be all but impossible. Whatever scraps of happiness you manage to find in your life here will have to be enjoyed utterly on your own.

Scenarios

You want something to do? Well, okay. Try one of these. There's no penalty for failure, except the knowledge that you are a failure.

1) Golden Ending

That 70's Show was a sitcom that mostly stayed true to life and just like real life, not everyone was happy with the ending. So, your goal for this run is simply to give everyone a happy ending. Simple in theory, anyway. You can call the scenario fulfilled if you have ensured all of the following by midnight of December 31st, 1979:

1. Eric and Donna are a couple.
2. Jackie and Hyde have a good relationship with each other. This does not necessarily have to be a romantic relationship.
3. Hyde has a supportive and loving family.
4. Jackie has a measure of humility and compassion.
5. Kelso has a measure of responsibility and maturity.
6. Fez has his citizenship without marrying Laurie and is in a loving romantic relationship with someone.
7. Kitty has given up her drinking and smoking.
8. Red is happy with his career and home life.
9. Bob manages to find and keep a romantic partner. Bob and Midge patching up their marriage is also acceptable.

Having successfully completed this scenario, you deserve nothing less than to take any single 100 CP Perk plus any single 100 CP Item that you wish from this document and add them to your Body Mod. Take the stash too, just because.

Do all of this while under the No Items For You! and No Powers For You!

Drawbacks/during your first Jump and for your extra reward you may also take The Circle Perk free of charge. Someone as good with people as you should always have some people around.

2. Red Forman's Dearest Wish

The Green Bay Packers did not do so well in the 1970's. Your job is to change that. You have until 1977 to prepare, but from then until the end of 1979 your task will be to lead the team to victory in every game. Even a tie will mean failure of the scenario.

Succeed and you will have your pick of the team to bring along as Companions, as well as Red Forman and Red Forman's eternal gratitude. If collected this way, Red Forman comes equipped with the full Perk, Item and Companion loadout of The Stern Father. His Companion is his newly revived, dumbass friend, Frank.

Do so while under the No Items For You! and No Powers For You! Drawbacks/during your first Jump and for your extra reward, you may also add the 1979 version of the Milwaukee County Stadium to your Personal Reality/Warehouse. The stadium will have the effect of boosting any form of training you undertake within it to 3 times what the base learning and improvement speed would be.

3. D.A.R.E. To Be Stupid

Have you ever wanted to get a head start on the war on drugs? Well, obviously not or you wouldn't be holding that joint. However, your challenge this Jump is thus: by the time the Jump ends, you must have cut all non-medical drug usage in the United States down by half. Good luck.

For succeeding in this, you gain the ability to instantly sober up no matter what you are under the influence of. This works with all drugs, mundane or supernatural.

Do so while under the No Items For You! and No Powers For You! Drawbacks/during your first Jump and for your extra reward, you will also receive the ability to create drugs of your own! You will possess complete knowledge of every substance called a 'drug' in human history, up to 1979. This begins at how to gather/grow the base components and extends all the way up to creating unique versions of each substance. You wouldn't use this knowledge maliciously... right? Who are we kidding, you're totally going to play at being Walter White.

Notes

For the job experience given with the Adult 100 CP perks, the amount of experience depends on your age. Assume you started your job at the age of 22. Then subtract 22 from your chosen age and that is how many years experience you have.

~~I added the free import conditions to the animal Companions because there are a ton of easy ways to make a regular animal a Companion. If you get an animal Companion that's been set up for you, I think it should have something special for it. If you're wondering, here's an example of the import condition would work—~~

- ~~• Get the cat from The Dreamer. After leaving this Jump, go to the Skyrim Jump, which has the Khajit racial option or the Assassin class if you are using the Skyrim Thief Supplement. You could import your cat as a Khajit of any class or an Assassin of any race for free and they would get CP to spend as if you had paid to import them per usual.~~
- ~~• Similarly, you could use this to import them as something that ordinarily isn't offered as an origin, even though it is part of the setting. The Dresden Files Jump offers you a Temple Dog as a bought Companion, but the only racial origins you can choose for your imported Companions are regular human, practitioner, Changeling, White Court vampire or Outsider. Well, you could bring the dog offered here for The Neurotic Mother into the Dresden Files Jump as a Temple Dog for free.~~
- After some thought and feedback, removed the special import conditions from the animal options.

I honestly don't get the Randy hate, but when I asked for Drawback suggestions, that was the first thing mentioned by three different people. Maybe I need to re-watch season 8.

V1.2 - spelling corrections, slight wording changes where a few things were still unclear, moved the sections down a bit so they each start on their own pages, adjusted the animal companions.