Cartoon Network Universe

v0.1 By Keykappa

It was a better time, back when you were little, on Saturday mornings watching Cartoon Network and enjoying all those amazing shows like Ed, Edd & Eddy, the Powerpuff Girls, and Codename Kids Next Door… But if you're here, then you're well aware that many Cartoon Network classics share a universe! Welcome to the Shared Cartoon Network Continuity! Where Townsville is protected by little girls who share a class with a boy genius, where Billy and Mandy torment the Grim Reaper in Endsville, one town over from the local Sector V headquarters. This is the world you will be spending the next decade as a part of, and with that in mind, take this.

+1000CP

Good luck!

Origins

Free - Drop In - You just kinda… Appeared out of nowhere in the location you rolled or chose. Yeah, weird, right? But hey, at least interdimensionally displaced individuals aren't the WEIRDEST thing around, so you will probably fit in decently well.

Free - KND Agent (Restricted to Child Age, Must take Evil Adults drawback for no CP)- You are an agent of the Kids Next Door, dedicated to thwarting the insidious adults of the world as they seek to make children miserable! While not *every* adult sucks *entirely,* as an agent of the KND, you are going to encounter a lot more of them than most would expect, and not just on missions! Still, this comes with a connection to a planetary organization ready and willing to back you up if things go pear-shaped.

Free - Teenage Ninja (Restricted to Teenager Age, must take either Decommissioning Woes for no CP or the Undercover Agent perk) - You are a member of the force known as the Teen Ninjas who seek to make sure teenagers can have fun, make possibly bad choices without getting chewed out, party, and make the most of their teenage years. Naturally, your fun often collides with the Kids Next Door and their stupid "Missions" or whatever, but hey, that's what your badass battle suits are for!... Now if only they had a better name for the guy's armor…

200 CP - Experiment (Must take Escaped Subject or Ugh, Parents drawback for no CP) - Well, now, you weren't quite "Born" in the traditional sense but were rather made in a lab. Whether this was due to some lonely single wanting to make the perfect child (and possibly messing up the recipe) or a debatably mad scientist (Evil, good, or neutral) wanting to test a theory, you are quite possibly not entirely human in the strictest sense, even if you might look like it.

100 CP - Scientist! (Must take Evil!, Protective Parent, or Reckless Tester drawback for no CP) - You are a man (or woman) of science! You have studied extensively, worked at this, and quite possibly gone to college… That or you are just that dang smart as a child that you might as well have. Regardless, you have your pride in your work, and whether that manifests in a deep care for your creations, a desire to rule the world, or perhaps just wanting to push the limits of science, you have the brains to pull it off!

Free - Normal Local - You aren't anyone particularly special. You were born here, and while you might be a kid living in the cul-de-sac, a citizen in a city, or just a particularly unlucky playboy, you are pretty dang mundane. Still, that doesn't mean shenanigans don't happen!

100 CP - Local Weirdo - Ah, the locals who are *not* normal. While not necessarily heroes or villains (though they might be!), these are the ones with weird quirks or abilities or even just looking funky. Whether this is because you're a fuzzy hillbilly with anger issues, a weird mutant who just really wants

to make sure Adult Swim remains intact, or just a kid who can hulk out when they cry, this is the option for you.

200 CP - Creep - No, not the kind that isn't allowed near schools. We're talking ghosts, ghouls, demons, and other things that go bump in the night, as well as those that hunt them. Here is where all the supernatural baddies (and the goodies) gather and where you can find all that spooky, creepy goodness (or wickedness if you're into that)

Age

Please select your age. Certain origins and perks are age-restricted. Gender is the same as last jump unless you spend 50 CP to change it. You may spend an additional 50 CP to select an age within range of the roll if you so desire.

Kid (Roll 1d9+4 for age) - Hey, you're just a little kid! Not that there is anything wrong with that. Kids in this setting have the power of imagination on their side, not joking, how else do you think they can conjure fully sentient beings and make 2x4 tech work?

Teenager (Roll 1d6+13 for age) - Nice man, you're a teenager! While the shine of childhood has faded a bit from you and the power of imagination has weakened for you, it is still present and is still enough to let you get away with some use of it. This does come with the upside of more freedom in society and the ability to have a lot more fun.

Adult (Roll 1d20+19 for age) - You're an adult, and that means responsibilities and real life. No more time for childish things (unless you *make* the time), but this also gives the maximum amount of freedom and authority.

Location

Roll a 1d8 for location or spend 50 CP to choose.

1. **Endsville Public Park:** A nice little park with a dog walking area and picnic spot that is popular among Endsville locals. Quite a nice place despite being in the zone of weird, creepy stuff that is Endsville.

2. **Main Street Nowhere:** The main street of Nowhere Kansas, a few miles out from Eustance and Muriel's farm. This street has is just off a major highway that became defunct decades ago but the townsfolk still linger. Has plenty of small town charm with just a dash of supernatural cryptid horror tossed in.

3. **KND Moonbase:** Wait, how did you get in here? If you aren't a Kid expect a whole lot of aggression, pointed questions, and likely getting your memories of the place erased before you get dumped somewhere else… On the other hand the moonbase is full of 2x4 technology… Quite the haul if you can get it out of the place.

4. **Father's Mansion:** You'd think someone who calls himself "Father" would be more welcoming of children but considering he has never gotten laid in his life and had to *steal* his kids with brainwashing… Well, I guess I can see why he might be a bit bitter. Regardless if you are a Kid expect to be in danger, if you're a Teen you *Might* be able to talk yourself out of this, Adults are welcome here regardless. Kids and Teens should know Father keeps a lot of goodies here if you're willing to risk it…

5. **Townsville Public School:** Are you a Student? Or perhaps a parent? Whatever the case is you find yourself outside of the Townsville Public School Complex containing facilities from Pre-K through Highschool. Who knows who you might meet here if you keep an eye out.

6. **The Cul-De-Sac:** You find yourself in an empty house in the Cul-De-Sac where Ed, Edd, and Eddy live. Unless you get a specific item that gives you a home (or you import a similar property) the house *technically* isn't yours and will lose power and water in a week. Still, there is a bus stop not far away.

7. **Aaron City Beach:** Ah yeah, the beach! This is where all them honeys are. Aaron city is the home city of Johnny Bravo and sits on the west coast. It's a warm, pretty place to live and has a rather high proportion of pretty women who make the place home. Just be careful, the housing market is *expensive*.

8. **Free Choice!:** You may choose from any of the above or a more specific location.

Perks

Perks are discounted for their tied origin or age. Discounted 100 CP perks are free.

General Perks

400/200 CP - That Ol' Bravo Charm (Requires Teenager or Adult age): While Johnny never manages to score in an episode canonically, he is supposedly quite the ladies' man, and now you too have that charm. When not even trying, you tend to get girls swooning and when you actually work to put in the effort… Well, let's just say your love life is anything but empty.

Alternatively, you can have it be more akin to fanon Johnny for only 200 CP. When you put in the effort it's no change but when you *aren't* trying… Well, that's when things get *steamy*. This one can result in some great comedy, assuming you aren't the one dealing with it.

100 CP - Cheeky Narrator: What's this? The Jumper has chosen a perk whose benefits are not directly related to increasing their own power or increasing their collections? What a shocking turn of events! This perk allows you and any other with this perk to hear the dramatic narration of events going on around you though sometimes it will seemingly go silent for extended stretches, no doubt narrating events that involve you beyond your current vicinity. While the narrator may provide warnings and foreshadowing of future events, note that the voice is explicitly and utterly neutral to all parties and has a cheeky streak a mile wide so expect some sass.

300 - Self Insert Fanservice: Yeah, most people agree it's cringe and pretty dang creepy but, if you so choose, you can modify your insert to give you some form of existing connection to a singular specific character in a setting almost as if the writers from the show were inserting someone to fulfill some (possibly creepy) personal desires. This won't make you best friends or some sort of destined romance but the character in question will know of you and will have a positive impression of you.

This applies even if you are a drop in in which case they mistake you for someone nigh identical and will likely not believe you are not them and evidence will all line up to the point of leaving even you wondering if you are not them or if said individual even existed after you arrived…

Drop in Perks

100 CP - A Man out of Time: No matter where you go or when in time you are sent, you will always be able to adapt and adjust to survive. It might be confusing, worrying, and downright strange, but no matter what setting you find yourself in, you will find yourself adjusting. Go from Roman times to cyberpunk? Give you a day or two, choom, and you'll be adjusted enough to be mistaken for a native, if a bit of an eccentric one.

200 CP - Nowhere Coverage: Ever wonder how some of the people here make a living? Pay Rent? Deal with the constant repair bills? Well, this might not be how *they* deal with it, but this will let you handle it just as well! This perk ensures that, whether it be through strange coincidence or perhaps administrative screw-ups, you will never have to worry about bills to repair your home, paying rent or utilities, nor will you have to pay money for medical bills as a result of the sort of shenanigans you would see in a cartoon. It isn't clear if this is a strange insurance policy or some sort of weird blessing, but whatever it is, you aren't going to question it!

400 CP - Perfectly Timed Absence: Wow, aint it lucky that the day the bank got robbed your car refused to start? Or when a Kaiju came rampaging out of the ocean and crushed your workplace your boss sent you out to get coffee? For some odd reason coincidences like this just seem to happen to you and end up moving you out of danger. Now, this doesn't stop you from running back *into* danger, seeking it out, or similar but nine times out of ten unless you are being specifically targeted any dangerous situation going down around you will be preceded by something that has you either not reach or moving out of the blast zone. This only ensures your personal safety, not that of others nor that of your property and you will never know, beforehand, what is and is not such a coincidence that gets you out of danger until said dangerous event happens while you are safely far enough away to avoid being hurt. Why, it's almost like the animators forgot you were even in that scene.

600 CP - Cameo Star: Hey? Haven't we seen you somewhere else? With this perk, you may now freely integrate another setting into the one you are jumping into, provided it does not majorly change the plot or setting in and of itself. "American Dragon Jake Long" could fit into a jump for "It's Always Sunny in Philadelphia" pretty easily, but trying to shove American Dragon into Game of Thrones would not. **This does not combine jump docs.** This does, however, allow you to integrate the history of past jumps into new ones if the setting is one you have been to before, so long as, again, it does not change the plot or setting itself overmuch.

KND Agent Perks

100 CP - KND Basic Training: Congratulations, Recruit! You made it through the KND basic training and know the absolute basics for a fresh KND recruit, such as how to operate basic 2x4 tech, basic codes, the KND rules (or the major ones anyway), and more! You aren't a specialist, heck, you aren't even any better than a green recruit, but it is a major leg up over most kids. You may also choose an Agent Codename, which can be any combination of letters and numbers that is not held by a canon KND agent. This codename can keep your true name concealed so long as it is the only thing others refer to you by in the field.

200 CP - KND Specialist Training (Requires KND Basic Training): Well, now it seems you have passed your Specialist Tests and have officially proven your skills as a KND Specialist Agent. Specialist Agents have their own focuses (see below) that they have a real edge in and are often among the leaders of the local sector in charge of leading and helping coordinate non-specialist KND agents. This perk can be purchased multiple times. The possible Specializations are as follows:

- **Strategist:** When the team needs a plan in a hurry, you are the one everyone turns to. You have a great deal of skill in looking at a situation, at what you have available, and coming up with clever ways to use what you have to your best advantage. These plans might not always work, but they're going to be a whole lot better than what anyone else is coming up with!

- **Pilot:** Every sector needs its transport, with even the Amish sector having their own who handle the ponies. You have a knack for piloting most any vehicle, and especially the sort built with 2x4 tech, able to fly like a veteran dogfighter and pull off maneuvers far better than most others. Go get'em flyboy.

- **Diversion:** You think this is a joke? Well… It might be. It's impossible to know when you're involved, as you have a knack for concealing the plans and actions of you and your team through your strange and often seemingly contradictory actions and demeanor. Sure, you might look like a spacecase or a clumsy oaf or something even stranger that doesn't look like it fits as an agent, but it conceals your real purpose… To keep the enemy guessing. If the Strategist comes up with the plan, you're the one who makes sure the enemy cannot figure out what it is until it's too late, and you're pretty dang good at being distracting.

- **Combat:** Every team needs its muscle, and you are the one who comes packing it. While you might not have the strategy or the ability to keep what you plan on doing under wraps, or be as much of a multiplier as the Pilot what you lack in other things you make up in skill in combat. A kid should not be able to hit as hard as you do, nor should they be able to lug around weapons as heavy as you do on a regular basis, but hey… Here you are, and there *they* go flying off far, far away after you blast'em.

- **Espionage:** What kind of secret agency wouldn't have agents who specialize in getting info? You know a ton of tricks for sneaking into places and sneaking back out with info, as well as some clever ways to get people to talk… After all, you're just a kid. What could *you* do with info on the ice cream shipments? Whatever the case, you're one smooth operator.

400 CP - 2x4 Technician: Dang kid, you are a 2x4 tech prodigy! Given bits of scrap, the sort of stuff you could find around the average suburbs or similar locale, you can build advanced tech that functions partly on technical know-how, partly on the power of Imagination, and partly on thematic links. Put a Habanero Pepper inside a glass jar, combine that with a blow dryer and a few batteries for power, and you've got yourself a heat ray to make an example, and this is only the basics! Given time and experimentation, you can make some truly wild things ranging from seeds that grow full-on KND Treehouses complete with locally thematic things stuck in the branches to teleporters and more!

600 CP - Operation J.U.M.P.E.R.: Just Unilateral Movement Per Empirical Rifts. Agent, we have a special mission for you that you may accept or deny at your leisure. We are aware of your interdimensional nature and are thus offering you a serious mission to undertake in all future worlds… Spread the Kids Next Door. This perk allows you to do just that. If you happen to be leading an organization at the end of a jump you may bring said organization forward CP backed under this perk. This will only bring only themselves and any items and resources you managed to shove into your warehouse. They may then be imported into a new setting arriving as children of the most common race in the local setting. Abilities they have will manifest upon reaching 5 and will grow from there. Past memories and skills will come as dreams. It is down to you to find and recruit them or for them to find you. If they are not recruited or they refuse recruitment at the end of the jump they individually can choose whether to return to their world of origin or remain in the setting they left or refused to rejoin the organization within.

Teenage Ninja Perks

100 CP - Bigger Sibling: Well, looks like you'd be a shoo-in for the sports team! You are now much stronger, faster, and more agile than others your age. You might not remember HOW you're so in shape or why you have such good reflexes, but dang if they don't come in handy! Also, maybe due to being older, but whenever you are fighting someone physically younger than you, you get a 1.5 multiplier to any damage you deal.

200 CP - Popular Jerk: A lot of the teenage ninjas are kind of jerks yet they are surprisingly popular among their peers and even those younger than them, some in the KND even developing crushes! This perk makes it so you exude a strange sort of charm to your actions that help reframe the way you act in a more positive light to a few individuals. This won't affect everyone, or even most people, but expect that even if you are actively fighting them to have a few die hard simps speaking in your defense and overeager fans who want to be just like you and might be able to be coaxed into lending a hand or two when needed. You might be bad but you can't deny you're also a baddie.

400 CP - The Body Remembers: You must have been one of the KND's best once upon a time as your body seems to know what to do even if you, yourself, do not. This perk makes it so upon entering a jump you can choose a skillset that someone with your background should have no right of having and it will infuse you with the muscle memory and reflexes of someone who reached the peak of their field in that skillset. This does not come with any knowledge or even comprehension of these skills and upon entering the jump you and any companions or followers you may have will not remember what skills you chose but your body most *certainly* will. Chosen skillsets must be mundane. No choosing an archmagi's muscle memory or a capital G god of X's muscle memory but something like Chef, Secret Agent, or even something as exotic as Ninja are all completely valid. In this jump the default is KND Agent but feel free to pick something else if you want.

In addition, if you desire, you can have this skillset integrated into your character's in-universe backstory if you are not a Drop In with a valid, in-universe reason why you do not remember having said skills nor does anyone else around you. How it changes depends on the setting and skills in question as well as your patron.

600 CP - Undercover Agent: Shhh! This is TOP SECRET! You were never decommissioned and, instead, are one of the deep-cover agents of the KND known as the Teens Next Door who work to feed information back to the KND. Unless you aren't, of course. Who knows, maybe you secretly work for the Netherworld overnight but spend your days living as a normal teenager, or are an experiment who dabbles in the sciences. Functionally, this lets you choose a second origin in this and other future jumps, gaining the discounts, benefits, and drawbacks tied to that origin. Fanwank freely for how they intersect.

Experiment Perks

Free, Optional, and Exclusive for Experiment - Bug-Eyed Freak: Or maybe not so bug-eyed, as you can now modify your appearance or race somewhat, though it must still be roughly humanoid (though being a monkey or anthropomorphic animal is acceptable) of your rough age. This can make you a robot, a freaky bug-eyed child-like homunculus, or even a weird fusion between an animal and a person. Whatever it is, this is entirely cosmetic.

100 CP - Surprisingly Cute: Or handsome. Honestly, it could be any endearing quality to your appearance, but whatever you pick, it goes a long way towards helping you be accepted, as you can apply it to any and all alt forms. People panic less when the little bug-eyed kids without fingers are endearingly cute rather than off-puttingly uncanny after all.

200 CP - Built Tuff: You are… Weirdly durable. As in "Get beaten up by three discount Superman toddlers and come away with only bad bruising and maybe a missing tooth", durable. This durability is reactive to the level of attacks and, up to said discount superman toddlers, will reduce the damage to that level if you do not already have another way to tank the damage. A good defense against being instantly pasted when other experiments start screwing around.

400 CP - Power of the Day: Ever wonder how superheroes sometimes pull a new power out of their rear and it just never shows up again after that? Well it might not be this perk but it might as well be. When you are about to lose a major battle with devastating consequences (As in cannot be feasibly recovered from and will have long term negative effects upon you and those you care about) you will gain a temporary power that is either a direct offshoot of an existing one or one somehow related to whatever skills or natural innate talents you have. This power scales with degree of threat but is temporary and after the threat has been abated or you have been defeated (whichever comes first) the power will fade. You cannot learn to regain this power or repeat it and it will be down to you to figure out how to use this power to actually win as this, by no means, ensures a victory or even a clean one… It's up to you now, hero.

600 CP - X-Enhancements: You have been exposed to CHEMICAL X and been mutated! Due to the nature of CHEMICAL X, the exact nature of these mutations is fairly random. In fact, **click here** to access the superpower wiki random power generator! Reroll any almighty powers or the like, and that is your new mutation! **This can be purchased multiple times, but the price is doubled each time.** If your benefactor thinks a power is too strong, they may reroll it, but they may not reroll a power for being too weak. Beyond that, have fun fanwanking!

Scientist! Perks

100 CP - A College Degree (Restricted to Adults): Congratulations on achieving an officially

recognized status of higher learning! Choose a degree in any real-life subject, and you have the knowledge equal to a doctorate in it. This can be purchased multiple times, but only the first one is discounted.

100 CP - A Brain Eager to Learn (Restricted to any Age besides Adults): They say the brains of the young are more malleable, which helps them learn faster, but this is downright ridiculous! You now learn any purely mental discipline at twice the speed, though what materials you have available and previous knowledge do factor in. It can be hard to learn quantum physics if you haven't figured out even basic algebra or even have access to textbooks, after all. Still, this lets you learn at a rapid speed and all but ensures good grades with even a modicum of effort.

200 CP - Scientific Ego: Scholars have a lot of pride, as anyone who has witnessed an academic debate can tell you (It's like a nerd thunderdome complete with actual brawls sometimes!), and this perk exemplifies that. Whenever someone damages your pride in your academic achievements (has to be genuine, no cheesing), you will gain a temporary boost in brainpower to help you improve and reclaim your pride. Woe to the fool who dares give you a *B*-!

400 CP - Anchorpoint Invention: Yours is the mind that shapes an era; yours are the hands that build the future for good or ill. Any invention you make, sometimes even the failed ones, tends to have impacts on society and the world far in excess of what you would expect. Perhaps the machine meant to teach you French in your sleep results in a chain of events leading to people with swollen heads worldwide, or your time travel device is somehow key to saving the world from an alien invasion that would be lost otherwise. Whatever you make, whatever you bring into the world, it is going to change things.

600 CP - Era Defining Genius (Requires the "A College Degree" perk or the "A Brain Eager to Learn" perk): Your mind is a national treasure! You have a mind for invention and the sciences that rivals Dexter, Mandark, and Dr Utonium in your field. If you have the "A College Degree" perk, then you are skilled enough in your chosen fields of specialty to achieve comic book-level nonsense *by mistake,* to say nothing of what you can achieve when you actually put in the effort! If you have the "A Brain Eager to Learn" perk instead, you will find that as you learn more about various subjects, you will innately find ways to apply it until, eventually, you are uncovering entire new fields of study and inventing things centuries more advanced than anything the world has seen and making scientific leaps of innovation rivalled only by a certain pair of boy geniuses.

Normal Local Perks

100 CP - One of the Boys: You are like a social chameleon, easily blending in and fitting into just about any group you join. While you still have to get accepted, once you are in, you will find yourself integrating into just about any group with ease. This won't cover up any actions you take against them, but so long as you stick with the group in good faith, you'll find they stick with you as well.

200 CP - JUMPER, SON OF A SHEPHERD!: Ah, you are a foreigner with strange foreign customs that make no sense to anyone but yourself. With this perk, actions you take that do not harm anyone or the like, as well as any abilities or even appearance, will be accepted with tired indifference or exasperation by those around you as they dismiss it as just "Weird foreigner nonsense" or just generally don't really want to ask about it out of concern about actually getting an answer. This won't stop them from getting mad if you break their stuff or are a jerk, but they'll accept that a good chunk of it is probably you

400 CP - SOMEBODY SAVE ME!!: It's a common call for action among many in this setting and, fortunately, now somebody will come and save you! Any time you are in danger (or appear to be by any reasonable outside observer) and are not a (known) villain or criminal there will always be someone who will do their best to save you. How this manifests varies widely by setting with superhero settings often having it be a hero, science fiction it might be a benevolent alien who could not ignore your suffering, and in a mundane setting it might be a fire fighter or police officer. They might not be able to save you, that depends entirely upon them and the threat you face, but they will sure do their best!

Now keep in mind that this perk stops functioning if you are well known enough for others to believe you could reasonably handle the threat (whether or not it is actually true) and if you are a known villain or criminal the effect is greatly weakened. Someone *might* still lend a hand then but it's probably not the sort of coin flip you would want if you were genuinely in danger… And as for all you villains who have yet to be known, yes, this *can* be used as a trap for a hero but who specifically responds to your call for a savior depends heavily upon who could feasibly respond in the given situation.

600 CP - The Mayor: Or perhaps some other major local official? Whatever the case in each jump you will either start in or, through bizarre coincidence, end up in a position of great authority and legal power over the local area you start in. How this manifests varies by the setting and where you end up but will max out at the level of authority of the mayor of a major urban center of around New York in terms of status. So long as you do the absolute bare minimum in this position you will find yourself reelected and remaining in that position of power until either a major scandal occurs or you otherwise resign. This applies no matter how incompetent at the job you may actually be.

Local Weirdo Perks

Free, Optional, and Exclusive for Local Weirdo - Weird Appearance: Are you perhaps a strange walrus-human hybrid? Or maybe you randomly gain the traits of a different animal each week? Or maybe you just really like wearing toilet paraphernalia as an outfit? Whatever the case, this serves a dual purpose of allowing you to give yourself weird cosmetic traits that will not affect your quality of life, as well as ensuring your appearance, no matter how strange, will not be seen with offense. You might have someone ask why you look like that or why someone would want to dress in dark gothic clothes in a head wave, but they will accept it without much fuss.

100 CP - Misunderstanding Understanding: Unlike a certain scientist dedicated to figuring out the perfect snow cone flavor or whatever focus he has this week, your own actions will never be unintentionally misconstrued. Enemies can mislead others as to your intentions, but without outside interference, nobody is going to assume that you're up to something nefarious when you are very much not, unless someone makes an effort to blame you or mislead others in that direction.

200 CP - THAT'S MINE!!: Whenever someone touches something that belongs to you without permission, you may, if you so choose, allow yourself to be consumed by territorial fury, causing you to grow in size and musculature, as well as aggression, often charging right at the source of your fury in a frenzy of wrath. If you do not wish it to be tied to someone touching your stuff, you may instead tie it to a singular emotion which, if triggered, will result in a similar effect. This transformation may be somewhat customized in cosmetic appearance if you so wish.

400 CP - I've been… *Naughty*: Ah, are you sure you don't belong in the Creep section? No weird powers or the like? Well… Alright then. Anyway this perk allows you to emit an unsettling aura that disquiets even the most courageous minds and can make even the most mundane and simple actions carry a deep sense of menace. You could want to shave someone bald and this perk, when active, would make it give off the same unsettling feeling as if you were planning to skin and wear them or the like. You won't use this to be *naughty* right?

600 CP - Weird Connections: For some reason, no matter where you go or what world you end up in you will always find yourself making connections with the stranger side of the world. In more

mundane settings you might happen to stumble into a weirdly welcoming chatroom for a group of furry hacktivists or something, in super societies perhaps you get mistaken for a member of the underground sewer mutants and are thusly welcomed with open arms among them, in science fiction perhaps you find yourself stumbling into the secret sect of space wizards which run the cabal of shadow wizard money lords that own the galactic economy. Whatever the case, they will be useful, bizarre, probably a little bit scary in some aspects, and yet weirdly welcoming of you and you in particular when you end up among them.

This group will also often have connections to other, similar, weirdos who may be of use in other ways and so on and so forth until you have a rather wide web of freaks to call friends. They won't, innately, do anything they wouldn't do for a close buddy but do them some favors, help them out, and they will likely be willing to do more… Just… Just expect some awkward conversations if you have to explain how you stopped a terrorist group with the aid of the Furry Force's Wet Web Willy branch…

Creep Perks

Free, Optional, and Exclusive for Creep - Dang, you Ugly!: And they are not wrong! With this option, you may modify your form to be more hideous, disgusting, creepy, or just downright nasty. This is entirely cosmetic. This comes with the additional benefit of having any "monstrous" alt forms you have (including this one) be seen as entirely normal among similar monsters. They might notice you are not supposed to be there, but in that case, expect to be escorted out rather than torn to shreds if they are intelligent, or just driven away if not. This doesn't make them welcome you or ignore you; it just makes them see you as normal (though possibly a pest).

100 CP - It's Just Him but…: More stupid. From now on any attempt to recreate, copy, clone, etc you or your abilities will result in not merely an "inferior" copy but one that is actively worse in every aspect to the point of being functionally sabotage. It will appear perfectly functional on first glance but just like Billy's shadow being just an even dumber version of him (A feat many thought impossible) copies of you are just infinitely and utterly worse. Feel free to wait and let anyone trying to unleash an "Evil Clone" of you or to "Make you face your own darkness" or the like try and be utterly surprised when what comes out is practically a joke.

200 CP - Delgato's Apprentice: Hoss might be a blowhard and kind of a wimp, all things

considered, but the man knows his monsters and how to hunt them… If only the chainsaw-handed man had the bite to back up his bark. You now have extensive training from him in the art of monster hunting, letting you tell the difference between monsters such as the difference between a Samsarian Sleep Worm and a Sumarian Nightmare Grub (Easy mistake to make), identify the weaknesses of various beasts, and build gadgets and tools to help your hunting career…. Also, you are very good at baking now; that too was part of your training.

400 CP - Look at Me, Do I Look Amused?: You are SCARY with all capital letters. You could stare down the Grim Reaper, glare him down, and make him flinch and back away. You terrify even demons of the netherworld and unspeakable horrors from beyond this plane. To put it simply, when it comes to intimidation and domineering aura, only Mandy can rival you.

600 CP - Vampire Mummy Genes Yo!: Ah yes, your grandpa was Dracula, and your mom was a mummy… Or perhaps it was something else? Whatever the case, this perk allows you, upon entering a jump, to fuse 2 alt forms together with your base form, granting you their abilities even in your baseline form. May or may not result in your family tree looking rather strange…

Kid Perks

100 CP - Gross Out/Cutify: You have a knack for being able to completely gross out others. A knack in finding what would be nasty enough to make them feel sick and refuse to come closer or else make them REALLY regret coming in. You can make any room a complete pig sty to rival Ed's bedroom, stink bombs that can clear buildings, and if it comes down to it tilt your head back, press one nostril closed, and *blow* for some truly nasty snot rockets.

Alternatively, if you don't want an instinctive skill in Gross Out tactics, you can instead go to the opposite side of the spectrum and learn how to make things as frilly, girly, and "Cute" as possible. You can make any room a place of eye-searing femininity that rivals an unholy fusion of Dee Dee's room and Kuki Sanban's, make dresses for small animals that make even villains go "Awwwwww!", and can at need act with such cutesy charm that most adults will just have to stop to pinch your cheek. All this also comes with an instinctive awareness of what is and is not "Cute".

<u>You may choose one version OR the other, but not both</u>

200 CP - Never Growing Up: You may freely, upon entering a jump, modify your entry to have you start as a child between the ages of five and thirteen (roll a 1d9+4). This will modify your origin to make it work. Perhaps you're a child prodigy, perhaps you inherited your business, perhaps you have been using a stupidly realistic mech suit to look older, how it happens doesn't matter as much as the fact that even if you grow up you never have to *stay* grown up! You'll always be a kid deep down.

400 CP - You Wouldn't Kill a Kid?: Would you? Of course not! So long as you are physically and biologically a child, your enemies will be far, far more reluctant to inflict permanent physical harm or to kill you. Of course this has it's limits (Don't go blowing up military bases and expect the soldiers to do more than pause before opening fire) but if you are breaking into factories and smashing up assembly lines, picking fights with giant imaginary friends, or even insulting a supervillain then you're most likely just going to get beaten up and left in the street with maybe a broken bone or two. Some people hurt kids, but nobody likes seeing them die on screen.

600 CP - Powerful Imagination: Your imagination is *powerful*, more powerful than most kids, allowing you to freely create imaginary friends even in worlds outside of this one. In fact, your imagination is so powerful that you can spread this ability to every child in future jumps with your choice on whether they are invisible to adults or are perfectly visible to them.

Teenager Perks

100 CP - Older Sibling Privilege: You just get away with more than your siblings or others in your family. Do mom and dad send your brother to bed at 8 o'clock sharp? Well, *you* get to stay up till midnight. Parents won't buy your little sister those exclusive limited-time rainbow monkeys? Guess who *is* getting it? Basically, expect your caretakers to have far looser rules about your behaviour and be far more accommodating than they would be for any of their other children.

200 CP - PARTY TIME!: Dang, that didn't take long! Given about 20 minutes, a space without any adults present during the prep time, and a way to invite friends, you can set up a fantastic party complete with booze and other fun stuff key to any epic teenage party. These parties will always be legendary so long as you can keep kids and adults from intruding.

400 CP - Meddling Kid: You have a knack for sniffing out interesting things going on wherever you go… Or maybe they occur wherever you go? Chicken and Egg issue, I suppose, but regardless, you will always get opportunities to meddle, and said opportunities will always involve things you are interested in. Interested in mystery and sleuthing? Expect to find a lot of unexplained events to investigate in every town you visit. Want to be a superhero? Well looks like a supervillain is attacking the local bank later tonight! This effect is toggleable, and sticking your nose into such situations will often be rewarding either in monetary fashion or in some more abstract manner.

600 CP - Rebellion: Your parents trying to control you? Your girlfriend trying to change you with a mind control helmet? A weird cat trying to turn you into an appliance? Fish people fuse gills onto you? A crazy lady blast you with a gender bend gun? Or a weird Mime try and absorb your color? Whatever it is there is one clear answer and solution to all of that… Start getting *Rebellious*. From now on any effect that would mutate or otherwise change your body, control your mind, or even puppet your form will be something you can fight against. The more you rebel against it the weaker it's hold on you will become. Kick, bite, scream, curse, whatever you gotta do but no teenage rebel is going quietly into the night!

Adult Perks

100 CP - Adult Fun: Not that kind! As an adult, you have to be responsible, and while that can suck sometimes, this perk helps you actually *enjoy it* somehow. Accounting becomes akin to a fun arcade puzzle game, working a call center becomes as fun as gossiping with your pals, picking up trash becomes like a scavenger hunt… Maybe your childhood joy just found a new focus?

200 CP - Well Sport: I'm not about to tell you how to spend your CP but this one is a real good choice! This perk makes you an incredibly skilled parent and makes it so your children can inherit your perks and even gain an affinity for any skills you yourself possess! It won't make you a perfect parent by any means but it will make you stand head and shoulders above most in this setting and *well* above a few "Fathers" one could name…

400 CP - Bellum of the Ball: Like a certain secretary, you just radiate "Adult Appeal". Your casual walk draws the eye, your voice has the men (or ladies) shifting in their seats, and in general, you are a solid 11/10 in terms of appearance as far as your body goes. For some reason, this doesn't apply to

your face, but I'm sure you have other perks for that. This perk also makes you appealing to other races, no matter their normal preferences in terms of what they would consider physically attractive. It can be so hard when people like you only for your body…

600 CP - Hey, Mister Business: You're rich! Or, at least, you're bound to be rich soon! This perk gives you incredible business skills, able to find ways to profit even from the most ridiculous of business ventures, and if said venture messes with children or in some way would fall in the category of "Adult Tyranny" to the KND, all profits from said business are doubled, allowing you to quickly raise a profit before the KND inevitably breaks it apart.

Items

Items for your origin and age are discounted. Items of 100 CP that are discounted are free.

General Items

200 CP - Gender Bend Ray: Ah yes, this one is honestly rather disturbing as it is a ray gun that does not ONLY swap the gender of anyone hit with it, but it also makes them and everyone else believe they have ALWAYS been that gender unless they personally witnessed the change or had someone who has point it out. The change can be partial, with "Fatal" hits causing the change to be entire and instantaneous. This also applies to objects, as if you shoot a traditionally masculine object with it, it will turn into a more feminine counterpart, and vice versa. This is the weapon that almost ended the world, so be very careful with it.

100 CP - Clothes Make the Man: Or woman, as the case may be. Regardless, the designs for a lot of these people are fantastic! And with this, you too can have an awesome look as you gain clothing reminiscent of Cartoon Network's full cast, perfectly sized to you and any alt forms you may have. This *also* comes with clothing with decals of all your favourite Cartoon Network characters. All the clothing, if damaged or destroyed, will be replaced within 24 hours. All of it is contained in a nice steamer trunk with postage stamps and stickers from various CN locales. Pick it up on vacation?

300 CP - Evil Mart: Ever wonder where all those villains and general baddies get all that weirdly specific stuff key to their theme? Well wonder no more! Welcome to E-Mart, AKA Evil Mart, the place for all your villainous needs from canned veggies specifically designed to be simultaneously nasty *and* nutritious to the latest models of weaponized beach furniture E-Mart has it all! As a further special deal for being a Deluxe Member this store's stock regularly renews and rotates after this jump to include occasional specials from past jumps though some might be *modified* a bit to better serve its wicked clientele. Who needs Wonka Bars that don't come with a childproof wrapper after all?

If imported into future jumps this store will draw in villains of all stripes who will gladly pay the frankly ludicrous prices demanded of those who are not deluxe customers if only for the convenience of having a one stop shop that can meet their hyper specific needs. Due to this the store is considered off limits for fights, robberies, or general villainous mayhem and may even see it protected by local villains if it is attacked. Now that's what I call Customer Service!

50 CP - Cartoon Filter Glasses - These glasses in whatever style you want convert the aesthetics of the world to match that of a specific CN show of your choice. This includes sound effects and even background music. Can be purchased multiple times to give it additional aesthetics to choose from. Switches by intent.

50/200 CP - The God Bone: A bone from an ancient deity of deliciousness and canids. This massive bone is irresistible to any and all dogs to the point of possibly being cursed. Any canine or canine-like creature that comes into sensory range of the bone is compelled to lick, chew, and remain near the bone. This can even result in said animals starving to death or fighting over said bone with expected results. It is the perfect bait for any trap for dogs. It's just that good!

For an extra 150 points on top of the 50 already paid you can have this bone *also* bind the spirits of dogs and dog like entities who died over this bone to it and, with you as its owner, allowing you control over these undead entities.

Drop in Items

100 CP - Papers Please: Ah, there they are! This briefcase contains all the paperwork you will need to integrate into this and any future worlds including paperwork detailing your credentials (if you qualify) and a job resume with any applicable skills to the job ready to be provided to any employer as well as licenses for your ownership of any property, pets, or objects to make your ownership of them perfectly legal so long as you do, in fact, own them. This paperwork isn't just a physical paper trail but also a digital one that will insert itself the moment you enter the world.

200 CP - Talking Dog Chow: It was never really explained how that dog was able to talk, but maybe this is why. This Alphabeta Brand Dog Food was tainted with a tiny amount of degraded CHEMICAL X, and now any canine that eats it is mutated with increased brainpower and the ability to speak the local language and not much else. If you wish, you may exchange this for any type of animal feed you wish for similar effects. This may be purchased multiple times.

400 CP - Cursed Saxophone: A strange saxophone you bought from an even stranger dog lady when she was doing a yard sale. This thing apparently amplifies any curses or similar spooky magic you cast from it by 1.75 if you play it as part of the cursing… Although if you aren't into jazz, she does have a few other similar instruments if you'd prefer something else.

600 CP - Strange Sword: Now, where did you get this? This Katana radiates purity, and when its blade bites into wicked and evil entities, the blade does not cut mere flesh but also cuts away at their power. A fatal wound will seal away even the most primordial evil and lock it away from ever being able to harm the world again. Alternatively, perhaps you have found this blade's mirror image, a blade that does the same for benevolent and good-aligned beings? Whatever the case, this is a masterful weapon that can never break and never grows dull. You may import an existing melee weapon to carry these properties if you so wish.

KND Agent items

100 CP - Team Mascot: Awwww, looks like your team has a pet! This pet can be any mundane animal and will become the team mascot, supporting your team through cuteness and even some covert help on missions (Nobody suspects the pet pigeon of carrying a hidden camera after all!) but for 100 CP more you can have them upgraded with 2x4 technology used to save their life granting them advanced technological abilities as a new cyber mascot with thematic abilities based around what sort of animal they are! Pretty cool, right?

200 CP - S.C.A.M.P.E.R.: Ah yes, the workhorse of the KND. **S**habby **C**amper **A**ctually **M**akes **P**erfect **E**mergency **R**escue-mabob is what its acronym stands for and it sure isn't wrong! This vehicle is incredibly sturdy, space capable, and is capable of planetary travel to most anywhere on the planet or even to reach the moon within an hour or two. Further this one has been specially modified to be even more durable, never breaking down and being able to tank being used as a kaiju chew toy for multiple hours and still fly off with little more than dents. As a special bonus it is extremely receptive to modification, keeping any changes as it moves from jump to jump.

400 CP - KND Treehouse Seed: Ah yes, Hoagie's Masterpiece! This seed, when planted in any type of soil, dirt, rock, and so forth, will sprout a tree or analogous plant that will rapidly grow to ludicrous size, sprout thematically fitting vehicles in its branches, connect itself to local power, water, and waste grids, and set itself up as a new Sector Base for a fresh KND sector. This base can even integrate other properties into itself, allowing you to import entire buildings into it to hang in its branches, so long as it is building sized or smaller. You gain a fresh seed once a year, but seeds may not be planted too close together. How close is too close? Rule of thumb is "If there is a chance of two sector groups overlapping in missions, it is too close", but beyond that? Fanwank it!

600 CP - The Book of KND: The holy text of the Kids Next Door. This book serves not just as an instruction guide allowing any child to build 2x4 tech and techniques for kids to fight much bigger, stronger, meaner opponents among other lessons for future agents, but also serves as a sort of beacon of hope and childhood freedom. Reading it will allow even the most jaded, broken child to rediscover the joys of childhood and instill in them a deep desire to protect and spread that joy to others. This is no mere book, jumper; this is the origin of the Kids Next Door and, possibly, the key to bringing the KND to new worlds entirely…

Teenage Ninja Items

100 CP - Training B.R.A.: B.R.A. Also known as “Battle Ready Armor”, it is the power armor used by the teen ninjas to help them keep up with the KND and their 2x4 technology. This isn’t the full-powered version but rather an underpowered training variant meant to help new recruits get the hang of its usage. This one, unlike the full version, comes with schematics to make more. It enhances one’s strength, speed, and reflexes, though not to the same extent as the full thing with similarly weaker armor (though it is still surprisingly tough). Perfect for training up an army.

200 CP - B.R.A.: Battle **R**eady **A**rmor, the real deal. This suit enhances the wearer’s strength, speed, and reflexes, as well as granting them a Heads-Up Display and flight capabilities alongside rather potent defenses. Now you’re playing with power!

400 CP - Anti-2x4 EMP: This soda can sized grenade is capable of shutting down any single type of technology within a 100 foot radius when activated. This defaults to ‘2x4 tech’ for this Jump, but can be changed before use. You gain 10 of these, and each one will be replaced 8 hours after use.

You also gain a much larger, football sized bomb that does the similar for about three miles that renews once a month after use. Both versions also affect any imagination powered or other similar forms of tech or abilities allowing it to affect psionics, certain kinds of magic, and even a few kinds of reality warping provided you can get one of these to go off on top of the one behind it.

600 CP - The H.A.N.G.O.U.T.S.: Also known as The **H**ella **A**wesome **N**ew **G**roup **O**perations **U**nit **T**actical **S**tation. This is the true secret base of the Teenage Ninjas, Unlike the KND and their dumb treehouses you have a completely awesome space station orbiting the planet made out of a shopping mall, a skate park, a couple movie theatres, a race track, and more all mashed together on a tiny planetoid. It has training facilities, factories and labs for making and reverse engineering new tech, places for teens to live for a bit if they can’t handle being in the house anymore, and more. This place is awesome and you are the undisputed owner of the entire thing.

In future jumps you may have this as a warehouse attachment or deploy it in orbit of the planet you are currently on. If deployed it has teleportation capabilities to transport you to or from the planet’s surface (limited to places you have been before or have planted a beacon) and has a natural stealth system to hide it from unwanted eyes.

Experiment Items

100 CP - Powder-Puff Pet: Remember Bullet, the Powder Puff Squirrel? That little rodent was one the girls saved with CHEMICAL X and ended up giving them powers similar to their own. With this, you may import or create a pet with the same powers as the Rowdy Ruff Boys or the Powder Puff Girls, with super-fast flight, super strength, super durability, and, in general, be a sort of discount Krypto. Any animal may qualify, but be warned that this does not increase their intelligence, nor does it make them better trained.

200 CP - An Epic Outfit: Whether it was designed as some sort of safety gear for use during your testing or if it was somehow provided by your power you now have a fantastic suit that works rather well as a superhero or supervillain. It is stylish, comfortable, and unlike the Serious Business Suit, can instantly appear and replace any clothing you are wearing or vanish and return any clothing you were wearing with but a single mental command. You may import a similar supersuit into this item if you wish.

400 CP - The Hotline: When there's trouble you know who to call…. Wrong series, sorry! Anyway this phone may *look* like a toy but in reality it acts as a plot convenient informing device for whenever there is trouble nearby you'd want to know about. You won't get a call for everything and the details may sometimes be incomplete but if the public knows about it then you will get a call about it nigh instantly if it would be of interest to you. If you're a superhero this will often be supervillain or monster attacks but even mundane people might be happy to know their usual route to work is blocked off by traffic this morning or the like.

600 CP - Ex-J Versions 2 through 5: A set of four vats containing what appears to be exact duplicates of yourself… Because they are with some… Changes. If you were to be killed or otherwise suffer a fatal incident your mind will be transferred to the next version in one of these pops and then discharged acting as a 1-up. However, here is the twist, this version will be at minimum resistant to whatever killed the previous version. These resistances do not stack so if you get fire resistance in version 2 and die to ice then version 3 will have ice resistance but not fire. Each jump you get 4 more tanks with the next number in sequence and yes, you *can* stock up on these.

Scientist! Items

100 CP - Invincible Lab Gear: Even evil scientists know to wear Personal Protective Gear in the lab! This rack of lab coats, goggles, hazmat suits, air tanks, and other PPE gear are 100% invincible and will always protect the wearer from the relevant dangers of an experiment gone wrong. They are exactly as flimsy as their material suggests in situations outside of a lab accident or the like, but as far as lab safety goes, this is top-of-the-line, Grade-A, lab safety gear! You may import similar lab safety gear into this if you wish.

200 CP - Anti-Interference Locks: Dexter might beg you to give these to him. This set of padlocks, once applied to any door, will prevent anyone from interfering with whatever experiment you are running for the duration it is being run. Do note that this wont stop them from making a mess elsewhere in your lab, stop them from taking your other stuff, or otherwise causing chaos but your experiment and the data you gain from it will be safe.

400 CP - Secret Lab: Ah yes, what sort of scientist is without a lab? This property is a large, self-expanding laboratory complex hidden beneath any property you may already own (or in your warehouse if you choose not to import it). You may freely combine it with any other lab, workshop, or similar property you have paid CP for, and the lab will expand to accommodate it with ease. Furthermore, the lab *also* expands as you learn more and expand on your knowledge of the sciences, nanites spreading through the surrounding earth, repurposing materials it encounters, and converting them as your own scientific skills grow, ensuring that you shall always have space for your newest and greatest invention! This lab will always seek to expand quietly and avoid detection of expansion, integrating or bypassing local utilities and the like while also shielding itself from passive detection.

If you wish, you may instead do away with the secrecy and expansion in exchange for ever-improving defenses and weaponry, making your superior scientific mind clear to all! This version, like the previous, grows with your scientific knowledge but does not expand on its own (though manual expansions will be brought over when next imported), but in exchange for the lack of subtlety and automation, the lab grows ever more potently defended and becomes ever more capable of destroying any that dare attack it, ensuring no pesky heroes or snoops can leave intact.

<u>These two choices are mutually exclusive</u>

600 CP - Neurotomic Protocore Prototype: How did you get this?! I mean, sure it's the prototype, but still?! This small atom-shaped device radiates immense power, enough to (in theory) power the entire Earth indefinitely wirelessly, and can even increase the intelligence of those exposed to its energy! Unfortunately, unlike the final product, it does not grant knowledge, terraform the environment, or transform energy into matter, but with some time and study with the prototype as the base and enough brainpower to do it… Well, who knows.

Alternatively, you can have the Prototype, a future Mandark made while trying to duplicate the device on his own merits, which is locked into the Negative Energy state and remains lesser than the true final product. This one drains the intelligence of nearby individuals and can transfer that brainpower into a new host while retaining the immense wireless energy output.

Both were tossed out by their creators for very different reasons, and both believed them to be destroyed…. Heck, with how the final product never showed up later on, chances are Dexter destroyed the actual device and kept the data for the future. Both would be *very interested* in how you managed to get a hold of this…

Normal Local Items

100 CP - I Love this Place: Congratulations on your sponsorship!.... Wait, it isn't a sponsorship? Weird. Anyway you may choose any chain restaurant or similar business to follow you along the chain. You want Dennies showing up in DnD? They will and it will even adapt to fit the setting while maintaining the same quality of food and service. It cannot be a business you own and acquiring ownership (even partially) will nullify this perk and leave them behind but at least now you can have your favourite restaurants no matter where you go.

200 CP - There Goes the Neighborhood: Congratulations! You have achieved what every Karen and nosy nutcase dreams of! You now own an entire suburban neighborhood in a very unofficial sense. Whether this is in the form of being the head of the local neighborhood watch, the PTA President, leader of the local scouting group, or undisputed high tyrant of the Home Owners Association you now have an entire swathe of suburbia under your thumb. You may dictate paint colors, basic rules to be followed, arrange holidays, and even collect "Fees" which are legally

distinct from protection money from any and all residents who move in.

You may bring this great and unholy power with you to future jumps where you will either start with a similar level of authority over a swathe of the local suburbia equivalent or quickly find yourself in such a position of power.

400 CP - Thingamajig: I'm sure it can be tiring to lug around all your stuff or have to go back and forth from your warehouse all the time! This little doohicky is the solution! This device which resembles a small, hand held gumball machine can freely produce any item you need from your warehouse without any regard for size, mass, or the logistics of how the heck it might have gotten into that tiny glass sphere filled with what looks like random junk. Once you no longer need or want to keep the object summoned out you can shove it right back in through the small hole at the top of the sphere with a bit of effort. How you managed to shove the Light of Terra through a hole about the size of a nickel nobody will ever be sure but once done it will be right back in the warehouse where you left it.

If you happen to lack a warehouse for whatever reason the glass sphere will functionally contain the same amount of area the standard warehouse does allowing you to fill the Thingamajig with whatever you feel you might need at your own leisure.

600 CP - Normality Field Generator: Are you tired of shenanigans? Of weird demons lingering in your basement or super powered toddlers breaking the sound barrier on the way to their school? Are you tired of kids rifling through your trash for parts for some scam or muscle brained himbos getting beaten up in the street and blocking your route to work? Then this is for you! This device, when activated, will generate a bubble of "Normal" around it in which shenanigans up to Toon Force (when not empowered by a drawback) are rendered null or else are compelled to vacate. Child agents will find their 2x4 tech as junk, super powered toddlers become normal, kaijus become mundane animals, child geniuses become merely gifted, government assassins forget their missions, and so forth. Do note that this effect is indiscriminate as you will not be able to use abnormal powers in the field as well but unlike most others the normality field wont enforce a normal mentality. This is the perfect item for a jumper who just wants to live a normal life in peace for a while.

Item has a 10 year cooldown once activated and runs for ten years after activation. It is immobile and must be installed upon an owned property before activation. AOE is a 10 mile sphere centered on the device. Outside individuals will see nothing wrong with the area inside as it is "normalized".

Local Weirdo Items

100 CP - Lab Assistant Ape: You might not be a scientist but that doesn't mean you can't use assistance! This monkey used to be a lab assistant until there was an… Unfortunate accident. In whatever case they remain a mundane monkey (as far as you can tell) and will do their best to help out however they can in whatever task you may have. They are most CERTAINLY not capable of speech (probably), secretly a superhero (probably), nor a former supervillain (as far as you are aware). Just know they are very grateful to be able to work for you as your ever loyal assistant (supposedly)

200 CP - Dr. XXXL's Animal Mutation Formula: Did you ever feel a powerful affinity with another species? Perhaps you want your walrus stache to truly be properly "Walrus" or maybe you want to be just like your hundreds upon hundreds of cats? Whatever your animal affinity is you can give yourself aesthetic and very minor abilities of any singular mundane animal of your choice! The Serum is permanent and only one can be used on a person at a time so choose carefully! The more powerful the animal and the more exotic it is the less powerful the minor abilities are. A domestic cat might grant you increased balance and catlike claws (only about as sharp as a normal house cat's) but a bombardier beatle might just make it so you can fart on command with some real stinkers.

400 CP - Collection of Cursed Candies: Now some of you might be asking "Why isn't this in the creep section?" and the answer is simple… Cursed candy exists in *multiple* CN franchises but is almost always involved with some local weirdo. Anywho once a month you gain a large crate filled with a wide assortment of cursed candies with flavors (and effects) ranging from "Mutating Marshmallow" to "Sour Sneezies" which you may freely hand out to those you dislike. While most of these effects will be annoying rather than truly debilitating (though try having to fight while constantly sneezing, it aint easy) along with the standard shipment you will also gain a single sample of a truly cursed bit of candy such as Sacred Golden Caramels which, unlike the original, suck your most valued trait out while eating rather than before or perhaps the Red Stalk Licorice which, if not shared with someone else before eating, will turn curse you to turn into a Licorice Skeleton! In whatever case enjoy your cursed candy haul!

600 CP - Backup Bear: It's over, you've been defeated, your body is dead yet…. You will return!... Unfortunately the original clone body didn't pan out BUT this bear just so happens to be available. Your brain will be grafted onto the Bear via a glass tank on its skull granting you full control over it's body with some… Minor bleedthrough of bear instincts and desires. Winter might make you want to gorge yourself and hibernate is one such example. Unlike the bear body used by a certain *other* individual your team (IE your patron) has had time to do some…. Upgrades on its ursine form granting it your bodymod as well as any other permanent, non perk enhancements you have performed upon your body such as cyberware or the like. If you do not want a bear body you may choose any mundane animal of at least human child size or larger. Yes, you can be a whale but try getting anything done as one! It isn't easy though your new form does grant you all the physical

benefits of being said animal.

This item acts as a one up and as a get out of jail free card in the case of you being captured or otherwise sealed off from the jump and are unable to return to it. You may change what animal it is each jump and if you make it to the end in this backup animal form you can keep it as an alt form.

Creep Items

100 CP - Netherworld Baking Recipes: A set of recipes originating from the Netherworld. From fantastic brownies that the undead just cannot resist to dung beetle cookies that everyone enjoys (often right up until they learn what goes in them) to even Delgato's Pie recipe this cookbook has dozens upon dozens of recipes some of which have rather strange, creepy, or odd effects and all of which are delicious.

200 CP - Naughty Tools: ….. Get your head out of the gutter. This large leather bag, looking akin to a doctor's bag without the cross or the like, can produce any tools you need for your current profession (provided said tools are relatively mundane). These tools shall always be of incredible quality and have another, special, function. When these tools are used for something unpleasant, immoral, or just plain creepy they function at twice the effectiveness. This can also apply if you yourself give off a strong enough vibe of immortality, unpleasantness, or even plain creepiness though it would need to be quite potent for them to function off of said vibes alone.

400 CP - Netherworld Portal: Congratulations on purchasing your very own infernal portal to the deepest depths of the netherworld! This deluxe gateway allows free transport to and from any local realm of the dead, damned, or demonic in this and any future world! Furthermore in every such world you will find a Fred Fredburger's Happy Shopping Kiosk manned by Fred Fredburger himself! He will sell all sorts of infernal, evil, cursed, and generally spooky items from this and any other realm the Netherworld Portal qualifies to connect to that you yourself have visited before! He won't know what any of them do and will probably give them the wrong names but his prices are usually pretty fair considering what you will be buying. No Refunds on any purchases from Fred Fredburger's Happy Shopping Kiosk.

600 CP - Grim's IOU: Whether you won this in a bet or did him a solid The Grim Reaper owes you

a debt and this slip of paper is how you call it in. At any point you may tear this paper to summon him to repay that favor where he will perform a single task you request. Whether it is bringing someone who died back from the grave, hunting someone who you want dead, or even just sharing his grandmama's Cursed Cream Cake recipe, call him and he will do it… And with him having been stuck with two terrible children that he loathes more than any entity he has ever encountered, the act of summoning him in future worlds and giving him a break is enough to earn a fresh favor… Just one you can only use in the next world. Last thing anyone needs is Mandy learning of the multiverse and using these favors to find new worlds to conquer.

Kid Items

100 CP - Kid's Art Kit: Ah yes, the standard pastime for kids from families who won't let them watch TV or play video games… A whole lot of chalk, colored pencils, markers, crayons, and sheaths upon sheaths of paper. Don't dismiss this out of hand as while working with these childish tools you will find your creativity is a tad bit higher than it probably should be. A handy thing when coming up with an Imaginary Friend or working on schematics for your next bit of 2x4 tech… Or you could just draw with them, that's cool too.

200 CP - Candy Shop: Well, you just hit the childhood jackpot. You are now the owner of an old school style candy shop with candy made by hand and all of it of the highest quality. This candy will always be popular among children and the workers will always be pleasant, enjoyable people to work with or have work for you though, for some reason, never are seen leaving the shop… Ghosts maybe? Whatever, doesn't matter, you got candy *and* quarters to count!

400 CP - Rainbow Monkey Island: Ah yes, Rainbow Monkeys, origin of a My Little Pony style TV show, a massive franchise of collectible plushes, and more with all of it originating from this one island. This island featuring a massive smiling monkey shaped mountain with a perpetual rainbow over the top is a lush, tropical paradise inhabited by large apes with an odd antenna on their heads with a rainbow like crest attached to the end. These apes are friendly, affectionate, and good natured to a fault but it's not just the island you get (though it is very nice). This also brings along the entire Rainbow Monkey Franchise with you into future worlds with you holding all rights to their distribution, sales, and so forth with automated factories and delivery vehicles shaped like rainbow monkeys to sell all the merch a fan could ask for and it makes a very nice profit. But who cares about profits when you have *real life rainbow monkeys!!* You are, officially, the envy of every little girl (or other soon to be rainbow monkey fan) in this and all future worlds for this alone.

600 CP - Ed's Deluxe Catalogue: Don't dismiss this battered and seemingly shoddily put together shopping catalogue just for its looks! The things offered here are actually pretty dang special. Ever go to a new Jump and regret having to had to turn down a perk or item? Or maybe you regret buying something? Then this catalogue is the solution! Between jumps you may buy any item or perk from the last 2 jumps you have been on with an extra 50% increase to the price for shipping. Alternatively you may sell off any perk or item you already have for 50% what you paid for it. Of course you cannot repurchase perks or items you sell this way nor sell perks and items you purchase from this catalogue so be very careful what you buy!

Teenager Items

100 CP - Spraypaint, Skateboards, & Other Hoodlum Accessories: Ah yes, the stuff every teenager out to rebel against the world needs. This oversized cardboard box has everything you could need to cultivate a cool, rebellious teen persona from T-shirts with edgy decals, to skateboards, to packs of spraypaint, and more! Only thing it *doesn't* have to help cultivate that too cool for this is **A Ride** and that option's right below this one. Have fun terrorizing the town, being the source of new rules at school, and generally being a typical teenage terror!

200 CP - A Ride: Do you have any idea how cool this makes you? A teenager with a ride, be it a car, van, or motorcycle, is way cooler than one without. Anyway, this vehicle is entirely mundane beyond self-repairing and always having a full fuel tank, but its appearance, make, and model are entirely up to you! So yeah, have fun being the cool teenager whose parents bought him a Porsche!

400 CP - 'The Talk' Signup Form: A double sided sheet of paper that will compel anyone whose name is written in it to take a class 'about the birds and the bees' that is guaranteed to mortify and horrify the living daylights out of anyone who takes it. It takes all day, and if anyone doesn't pass the test at the end they have to come back and take the class again and again until they do. You get one of these sheets each year. Just because it's "Natural" doesn't make having to hear about it and everything that can go wrong any more pleasant!!

600 CP - Fall Guy: It wasn't Jumper it was that foreign kid who looks just like him! Any troublemaker with experience knows that the most important part is not getting in trouble. Here is your shield, a near duplicate who will willingly take the blame for any crime you commit, without

question. Just be careful, they can only take the fall for you when they aren't already being punished. If killed (or executed) he will respawn 1 year later, confused as to where the heavenly choir of hot women went. If you're worried about his feelings… Don't. For the absolute strangest reason he seems to *enjoy* being punished. Weirdo.

Adult Items

100 CP - A House, A Job, and a Can Do Attitude: This right here is the absolute bare minimum of being a functioning adult. First off is a nice, suburban home with 3 bedrooms, 2 bathrooms, a nice living room, a kitchen with a renewing stock of simple name brand foods, a TV, and some comfy furniture. Nothing too special but bills are paid off for the next decade and the TV gets all the local channels. Next you will find a nice newspaper with several local job openings circled. The jobs will always be suited to your skillset and in a career field you can, if not enjoy, at least tolerate with relative ease and they will always pay better than they probably should for the position you get hired for. As for the attitude you will find a poster just waiting to hang up featuring a kitten clinging to a branch to hopefully inspire you to hang in there…. What? We can't fix your attitude for you, that's your job!

200 CP - Certificate of Promotion: Ever been stuck in a dead end position, forever kept from climbing the corporate ladder due to evil bosses hell bent on destroying the joy of children? No? Just me then? Alrighty well this certificate allows you to, in whatever field you are working in, to instantly receive a promotion upon filling in your name and presenting it to your boss. This promotion will always come with better benefits, higher pay, and better working conditions with very little to no change in workload. You gain one of these for every two years of genuine work in your career. Why, with enough time, you might be able to promote yourself to owner of the entire thing!

400 CP - Serious Business Suit: A suit of seemingly normal clothes that, with a simple action of your choice, will transform and reveal itself as a set of high tech armor which will innately multiply all your physical abilities by 1.5 and enhance your existing special abilities such as powers, magic, mutations, etc by 1.5 as well (When your power is enhanced physical abilities or the like these are additive not multiplicative). This suit will match your theme, if any, as well as lean into any gimmicks you may have or your general appearance. If you lack such feel free to select a theme, gimmick, and the like or let it be incredibly and utterly generic as the default Theme and Gimmick.

You may import any suit of power armor or a supersuit into this if you wish.

600 CP - Vacation Days: Once every year you can declare it 'Vacation Time!' for you, your family, and any Companions. You'll find yourself with 30 days in a vacation spot, being treated like treasured celebrities and offered the very finest of everything. Sit on the beach and tan, swap grilling recipes with other enthusiasts, go exploring, enjoy immersing yourself in the local culture, go wine tasting, it's all available to you.

Not only that, but time outside the vacation spot doesn't advance, meaning you don't have to worry about pets, or rent, or falling behind in work… and there will be NO negative side effects of this vacation in terms of weight gain, muscle loss, power atrophy, etc. Just a once year period to relax and de-stress. This can also be used to help you recover from injuries or illnesses as well though treatment will be fairly limited depending on where you go for vacation.

Once your vacation is over you, your family, and companions are all returned right back to where you were before you went on vacation rested and ready to get back to work.

Companions

Free - Plank!: A sentient and aware piece of wood that may or may not be an imaginary friend or a

personal delusion. Whatever the case, this chunk of wood with a face drawn on it counts as an item and a follower at the same time, gives great advice via telepathy, is a fantastic listener, and no matter what, will never abandon you. Your best pal in the world right here!

100 CP - Professor XXXL: Well, nice to see SOMEONE answered his newspaper lab for a new lab assistant! This perpetually self-mutating mad scientist is a true genius in his field. What field is that, you may ask? Fun, of course! The Professor is an adult who is perpetually mistaken as furthering adult tyranny when, in reality, he is simply working to perfect whatever catches his fancy. Now with an actually *competent* lab assistant (And to him you are exactly that no matter the evidence otherwise), he can finally travel the multiverse and further his studies of the perfect snow cone flavor, rediscover the recipe for perfect ice cream, or perhaps finally finish his work on the most extreme water slide! Whatever he feels like doing, really.

100 CP - Johnny From Another Dimension: Woah there, fella, this fella wants to have a chat! See, this handsome hunk of a man is Johnny Bravo, though he is one who got sent on a whirlwind journey through the multiverse… Sound familiar? Anyway, he has screwed up royally, ya see, and was made to understand that his womanizing and shallow ways are bringing him nothin' but tears. Originally, he came here to give his other self a talking to, but after his counterpart broke his interdimensional travel device, he's a bit stuck and would be mighty grateful if you brought him along with you on your travels. See, he kinda wants to apologize to all those pretty ladies he messed up with and is willing to lend a hand in exchange. No, the fact they aren't the same ones he messed up with won't change his course… For some reason, he just can't wrap his head around the whole "Same person, different versions" thing.

100 CP - Pair of Lunar Dogs: Ever wonder why Courage was abandoned as a pup? Turns out a mad vet shot his parents to the moon on a rocket because he thought the moon would make super dogs… Turns out the nut case was right. These two super muscular and incredibly intelligent dogs are very grateful to have been brought safely back down to earth and, if you're willing to help them deal with a certain insane vet and arrange a family reunion, would be happy to help you on your journey. Surely you can find a use for a pair of canine bodyguards, right?

Free/100 CP - Your Kids (Adults only): Oh those gosh darn kids are at it again! This allows you to create kids of your very own and have them be CP backed companions! You may freely select any companion you have with you to be the kid's other parent so long as they have been imported into this jump and are an Adult. Alternatively you may choose not to include another parent in which case you likely encountered a truly strange set of circumstances that resulted in a form of immaculate conception (Yes, even if you are a dude). Regardless you now have a darling child. Roll a 1d2 for gender and they gain a free origin, the Child age, and 1000 CP to spend here as well as any inheritable perks or abilities

you may possess as well as granting them a modified version of the Never Growing Up perk that allows them to freely, upon entering a jump, also choose if to import as your biological children. Yes, this can get weird, but fanwanking can go a long way.

Alternatively if you already have biological or adoptive children you may import them using this for free, granting them the same benefits as above.

Free/100 CP Your Parents (Kids or Teenagers Only): Moooooom, daaaaaaad you're in the Jump documeeeeeent! This allows you to create parents of your very own and have them be CP backed companions! You may freely select any companion you have with you to be one such parent (or two companions for both!) so long as they have been imported into this jump and are an Adult. If you do not import anyone this will make some for you and you may choose if you have two parents or just one and, if one, whether it is your mom or your dad.

Regardless, you now have at least one loving parent. They gain a free origin, the Adult age, and 1000 CP to spend here as well as any inheritable perks or abilities you may possess as well as granting them a modified version of the Never Growing Up perk that allows them to freely, upon entering a jump, also choose if to import as your biological parents. Yes, this can get weird, but fanwanking can go a long way.

Alternatively if you already have biological or adoptive parents with you in the chain you may import them using this for free, granting them the same benefits as above.

150 - Jump, Jumper, and J: Can't leave home without your buddies can ya? This allows you to make or import two companions who will have the same age and origin as you, giving them each all the discounts and freebies those provide as well as 700 CP to spend as they will. They may also take drawbacks to gain more CP if they wish.

100/200/400 - Import: So you have some people you want to bring with you? Well this is the option for that! 100 CP for one companion, 200 CP for 4, 400 CP for 8. All gain a free origin and age as well as 600 CP to spend however they wish. They may freely take drawbacks for more CP.

Free - Export: Did you make a friend? Well you may bring them with you for free provided they agree, with full understanding of what it entails, to come with you and join you in your chain.

600 CP - Full Sector: Do you have any followers? With this option you may import as many followers as you wish. They will gain 300 CP to spend as they wish collectively. Origins for them are ***not*** free. All items, perks, or the similar are, however, full power for all of them with each gaining a copy of

whatever is purchased. You may purchase this again to add another 100 CP to their spending pool. Items purchased by this can only be used by the followers imported in this manner.

Scenarios

After completing a scenario, you may end the jump then and there and move on to the next. Alternatively, you can move on to the main combined continuity.

Fusion Fall

Fusion fall…. Now that was a game! An MMO where every Cartoon Network property showed up in the same setting with some amazing artwork as well and a fascinating setting and story… But the story was never given a true ending, thus it can only be assumed that once CN abandoned the MMO… Fuse won.

Except now you are here and now… Things are going to change.

You will arrive when the player character in the Fusion Fall games does… In a vault in Dexter's Lab after having volunteered to test Dexter's Time Travel machine long before the Fuse Invasion. Now, some of you might be jumping up and down eager to warn Dexter, but here's the rub… By taking this scenario, you will forget the exact details of the Fusion Fall game. You will have to discover what happened yourself and will, functionally, believe your rolled starting location was "Inside Dexter's Time Travel Machine".

Anyway, as a result of Dee Dee being Dee Dee, you are sent a few years into the future, where the

world is on the brink of being consumed by Fuse. Already many of the world's greatest heroes have fallen and been absorbed and now… Now you have to fight your way to one of the few remaining islands of safety left and find Dexter. Once you find him, he and the last of Earth's defenders will fight to buy time and help Dexter jury-rig a device to use your own displacement in time to send you back… But he can't quite send you back to when you left and, instead, you end up near the start of the invasion…

Now it's up to you to defeat Fuse… Unless, of course, you have *other* plans.

You see, Fuse is powerful, and his entire deal is absorbing other things, integrating them, but you are a Jumper, and thus your benefactor offers you an alternative… Defeat Fuse, but instead of destroying him… Absorb him and become the new Lord Fuse. Doing so will, of course, destroy the world, but hey… Not like you'll stick around after, right?

Reward for defeating Fuse: You gain an unlimited supply of Fuse! Fuse is a special green slime-like substance with all sorts of properties, but the most relevant for a jumper is the property to allow you to fuse items, objects, properties, perks, or even *people* into a new, singular form. An important caveat to this is, unless you have some perks or abilities specifically for it, this is permanent so be careful what you fuse and only things similar enough can be fused (Ex: Similar properties fuse with properties, Similar weapons with weapons, Similar armor with armor, etc) however with that in mind this ALSO comes with a special device courtesy of Dexter to allow you to take up to use Fuse to create a Nano of any other character you encounter with 3 random powers thematically based around them.

In addition, you may keep any Nanos you gathered with them becoming fiat-backed and, each jump, you may select 3 nanos to be tied to your bodymod.

Reward for Fusing with Fuse: By infusing yourself into Fuse and aiding his absorption of the universe, you gain Fuse Clones of every CN character with their full powerset as followers, as well as Planet Fuse, which can infect whatever future setting you go to with Fuse, eventually absorbing it and replicating the useful bits from it into itself…. Functionally, you now have a multiversal adapting plague that eats other settings.

Drawbacks

0 CP (Toggle) - CN City: Now, instead of having the basic Cartoon Network classics sharing a single world, this jump takes place in CN City, a vast city populated by every Cartoon Network Character ever made and their locales of origin. The city is nearly infinite in size and expands (or did) as Cartoon Network introduced new shows. This is where you will spend the next decade.

0 CP (Toggle) - CN Supplement: Cartoon Network has a LOT of shows in its roster, and this toggle is to allow you to have another CN Franchise jump act as a supplement to this one, with each having separate CP and drawbacks. This may be used for any other Cartoon Network jump, integrating it into the shared CN setting. Fanwank responsibly.

0 CP (Toggle) - Fuseless Fall: Did you prefer the Fusion Fall redesign and background changes? Such as all the characters being aged up, designs shifted, and even some lore changes (such as Dexter having gone from a kid genius to a world-renowned inventor with his own company)? Well, here is the option to keep the redesign and lore changes, though not the events of Fusion Fall. If you want the events of Fusion Fall, then see the Scenarios. Notably, this does NOT add every CN Franchise to the

setting that was in Fusion Fall (unless you also took CN City), but merely changes the design and the context behind them.

0 CP (Toggle) - Age Up!: Alright, I know the sort of weird creeps jumpers can be so this is here to make it marginally less creepy. This toggle ages up all the cast to make it at least *vaguely* less dubious for jumpers to go about romancing characters… Take it and go ya creeps.

300 CP - Crossover Nexus (Requires CN City): CN City has fallen; its people cancelled and turned to stone, as what was once meant as a permanent home for these characters has become their prison and, in some aspects, their tomb. This is no longer a place to enjoy; it is a place to survive or escape unless, of course, you feel up to facing Strike down, who has been made aware of your intrusion and has taken steps to prepare using his access to the riches of CN city and the attached multiverse.

100 CP - Jumper Go!: Teen Titans Go… A show that many fans consider an insult to the original show whose characters they were using… Now all your companions and followers have been "Go-ified", where they will become functional parodies of themselves and engage in all sorts of annoying antics that *will* annoy you and *will* all but mock the people you knew. Once the jump ends you may return them to normal, only vague dreamlike memories of their antics or, if for some reason you *prefer* them this way you may choose to keep them that way, bringing this drawback to future jumps for as long as you can endure it and, as a drawback, their annoying zaniness will bypass any and all perks and items to make sure you get the full experience.

300 CP if Child/200 CP if Teenager/100 CP if Adult - Evil Adults: For some odd reason, here there are a lot of "Evil" adults who seem to thrive on the suffering of children or by having children put in

the work for them. While before that would be limited to just the KND villains who would only really go after you if you directly got caught in their schemes, now they will actively mess with you, and you will be encountering a lot more of them.

If you are a child, expect to be a frequent victim of adult tyranny. If they want a kid to work the broccoli mines, chances are you'll be among the first snatched. If Grandma Stuffem has a new egg, cabbage, and pigsnout shake she wants to feed someone, then you better hope you're hungry, even the *Tioletnator* will clog your bathroom first if he is out on a villainous spree.

If you are a teenager, it is a bit better. You aren't as likely to be directly targeted, but expect to be caught up in it every so often if you can't get away quickly enough, or expect to be forcibly "recruited" as muscle for the villain of the week's hair-brained scheme to replace all the sugar in candy with salt or something.

As an adult, it is annoying but not that bad. Evil Adults will think you are one of their own, entirely and utterly convinced you are as kid-hating as them and will strong-arm you into their get-togethers and other meetings, even if you have much better things to do. Add in that, from time to time, the KND will mistake you for a villain, regardless of your intentions, and attack, and, well, this can get tiring very quickly.

300 CP for Teenagers/ 100 for Adults - Decommissioning Woes (Restricted to Adult or Teenager): You weren't always like you are. Once you were an agent of the Kids Next Door…. Until you turned 14 and got all your memories of it sucked out of your head. For teenagers, this has left you with only vague, scattered memories of your childhood and has left you *incredibly* bitter towards kids, especially those in the Kids Next Door, for robbing you of those happy memories, and will often find

yourself antagonizing those younger than you out of spite.

As an adult, this bitterness has faded somewhat, though you still will despise children who are not your own, and even then, you will tend towards strictness and harsh discipline. This loss of childhood joy has left you, also, generally unhappy as an adult, and only the mundane dullness of everyday adult tasks can fill that void somewhat… But never completely.

300 CP - Escaped Subject: Ah yes, hello there, Subject J. Good to see you managed to get out. You will start this jump inside the lab of a scientist. This scientist is the one who made you and plans on, after some testing, dissecting you to figure out what they got right. To them, you are not a person; you are an invention. Fortunately, you will get a very good opportunity to escape soon… Unfortunately, your creator will be *very* motivated to recapture you, and, due to the safeties built into you, you cannot kill them (though you can disable them through other means), and the better you do at evading them, the more motivated they become to recapture you.

- **200 CP - Dexter's Lab Rat:** Oh dear, it seems the one who made you was a young boy named Dexter. Take everything from before and make it at least twice as bad, with you not being able to even indirectly kill him, and disabling him will just see him returning a year later, having learned from his mistakes and spent his time watching you and preparing countermeasures. You may freely swap this to Mandark if you wish.

100 CP - Ugh, Parents (Restricted to Child or Teenager): It seems you have parents who actually

care about you… Maybe a bit *too* much. Expect them to ground you for doing anything "Dangerous"; you have a strict curfew and bedtime, and criminal acts will see you suffering parental repercussions. You will have to follow your parents' rules to the letter unless there is a major life-or-death emergency, and even then, chances are you'll have to deal with the punishment that follows.

- **200 CP - Evil Parents (Same Restrictions as above):** Well, now it seems your parents are actively evil… Unless you are evil, in which case they are goodie-two-shoes to rival Ned Flanders. Whatever the case, you still have to follow their rules and such, and your parents still care about you… Just now, they expect you to also follow rules in line with their morality and help them out in their schemes (Good or evil). Expect this to cause problems with friends, your social life, and get in the way of your personal hobbies as your parents seek to raise you to be in line with what they want you to be.

200 CP - Evil!: Well, it seems you, like Mojo Jojo, are afflicted with *Eeeeviiiiiil* as you now have an urge, like a constant *itch* to commit evil acts. At first, small mischief like breaking a bottle or two or knocking a painting off a wall will satisfy the itch, but as the jump progresses, it will take more and more to get rid of it. It will never rise beyond PG-level evil acts (though beating someone who doesn't deserve it to a pulp will satisfy the upper end *very* nicely), but expect to have people seriously dislike you, to say the least.

- **300 CP - True Evil:** Remember what I said about it never rising above PG level? Yeah, that's no longer the case. Now it will rise exponentially with each evil act and, worse, you will forget that fact and instead believe you only took the first level whose price, for some reason, is 500 CP. Now that sort of evil trick is worthy of Aku!

100 CP - Protective Parent: Well, at least you take responsibility. It seems that you have a deep and personal connection to everything you make. Every tool, every invention, is precious to you, and it hurts your heart when they break. This grows stronger the easier it is to humanize things that are actually “alive”, being akin to your precious children to you, with you as a very protective parent. You won’t break down bawling if someone breaks your cyberglasses or something, but expect to look down at the remains and genuinely feel sad at its loss and be compelled to collect the bits to be memorialized, though, again, this scales. Losing something you made that is “Alive” might very well break you.

200 CP - Reckless Tester: It seems you have a bad habit of thinking more in lines “Can I make this?” instead of “Should I even touch this?” to expected results. This drive is subtle yet insidious, as you will get ever more hyped with the ideas until you end up excitedly following your insights right up until they blow up in your face… And they will blow up in your face often in spectacular fashion. Expect a lot of “Experiments gone wrong” shenanigans in your future, and oftentimes your best excuse for why you even tried it will be “It felt like a good idea at the time!”

400 CP - Home Like Nowhere: It seems that even if you are not in Nowhere, the creepy and uncanny things that occur there will still happen to you. These will often be dangerous, frightening, or just downright bizarre and might not even target you directly but instead go after your companions, followers, items, properties, and so on. Regardless, expect your stay here to be regularly interrupted by creepy things straight out of Nowhere!

300 CP - There's a Yogi on your Lawn: It seems like Yogi Bear and Boo Boo have finally decided they might have better luck getting food in a more urban area… Or, to be more accurate, from your warehouse and any properties you may own. These two bears, protected by toon physics, will now be spending the entire jump trying to break into your warehouse and any properties you have imported to rummage through them and take any food as well as anything they can sell FOR food.

As they are powered by toon physics, it is impossible to truly get rid of them, and they will have the rule of funny on their side as they do their best to get whatever they can out of you.

- **200 CP - Don't Feed the Bears:** And now it seems like anything they steal belongs to them if you do not recover it before the end of the jump. They will usually focus on renewing food sources and stuff they can easily pawn, but they won't turn their nose up at weapons and more. Plenty of mad scientists, heroes, villains, and government agencies might overlook the source of this stuff if it got away from these two bozos. Remember, they have toon force, so getting your stuff back won't be easy, but it will always remain POSSIBLE… Especially if they sell it off.

200 CP - Yaba-daba-don't: Cavemen were not meant to live in the modern day! All the noise and strange devices and people who don't smell like *people* wandering around…. It just drives you nuts! You're a caveman, ya see, frozen in ice until unfrozen at your rolled location. The longer you spend in any modern city or settlement, the more it will grate on your nerves until eventually you snap and proceed to rampage until you either exhaust yourself or someone else stops you. This can be mitigated by living far, far from modern life and *especially* from technology.

100 CP - Cowardly: Congrats! Everything terrifies you! Now, for some people, that is normal. The

world can be a scary place; the issue is that with this drawback, it feels a *lot* more terrifying, and your own imagination and speculation will make it all the scarier as you constantly assume the most horrific, worst-case scenarios if the situation even hints at something scary happening. Expect to scream. A lot.

200 CP - Helmet Head: Looks like someone had a bit too much of a crush on you, Jumper, as someone has bought the infamous "Boyfriend Helmet" or perhaps its sister project, the "Girlfriend Helmet", and managed to sneak it onto you. This helmet makes you into the other person's ideal boyfriend or girlfriend, utterly devoted to them, slavishly seeking their love. One can suppose that you're somewhat lucky in that this other party seems to genuinely love you, even if the fact that you are returning said affections is forced. After this jump, if you somehow can still stand them, you may take them as a companion.

- **200 CP - Own Your Mind (Incompatible with "Mine Alone"):** Remember what we said about them loving you? Yeah, that isn't the case. This person just wanted to own you as a sort of trophy boyfriend or girlfriend. Expect them to treat you, at best, as a kind of prized showdog with you expected to do tricks, follow their orders, and slavishly work yourself for their benefit.

- **200 CP - Mine Alone (Incompatible with "Own Your Mind"):** …. Ya know, this is worse. Before the unwanted desire of your affections liked you as you were. They liked you for who you were and everything about you, but now… Now you are a "Project" for them. A fixer-upper. A work in progress they intend to see completed. Over the course of this jump, they will slowly work to drive wedges between you, your companions, and any followers you

may have. They will work to see your own projects dismantled in favor of theirs. They will work to make you into what THEY want you to be, what they imagine you SHOULD be for them… Unlike the other two, this one has a chance to be stopped, as, unlike the other two, the helmet has not fused onto your skull just yet. It will be up to your companions to figure out what exactly is going on and find a way to get that helmet off your head before the end of the jump, or else it will be your new forever girlfriend or boyfriend who will take your place in the chain with you as THEIR companion…

300 CP - I like Gravy!: Okay…. Wow. Your brainpower has taken a sharp and sudden nosedive. You are now stupid, not "A bit dim" but incredibly, shockingly stupid. About as intelligent as Ed, where you might be incredibly knowledgeable about a few subjects (for Ed, it was B-Movies), but outside it, you'd probably be stuck in special ed.

- **400 CP - Billy Brains:** Forget Ed, your sole intellectual rival is now Billy, and even HE might be smarter than you now! Frankly, it's shocking you're still alive with how absolutely brainless you are. Heck, if a brain-eating alien tried to eat yours, it would actively begin starving as it tried! Your IQ is in the negatives and is falling fast… Better hope your companions are prepared to babysit you for the remainder of this jump….

100 CP - Evil Sibling: Like Kuki, you have an evil sibling, one who is manipulative, egotistical, and perfectly willing and capable of playing innocent to get their way. Expect them to try and rub your face in things they get, manipulate others to get you into trouble, and just generally be an absolute pain in the neck! Even as an adult, you can't get away from them, as they seem to have made it their

mission in life to make you miserable.

400 CP - Mandy's New BFF: Welp, you've done it now. Mandy now all but owns you, and she is going to wring you out for everything you've got. Like Grim, you are forced to spend time with her and do her "Friendly favors" at her request. Furthermore, while she is not aware of the jumpchain, she IS aware of your powers and quite likely has plans to use them eventually to conquer the world. In the meantime, she is somewhat content making you do her chores and working you as her slave.

200 CP - "And she decided if she couldn't have me…": Nobody could. Like Mandy, Mindy once upon a time decided you were going to be her BFF, but instead you rejected her, and thus she has become obsessed with proving she is better than you in every aspect and driving all others away from you… Alternatively, you can give in and accept your fate as her BFF, in which case expect her to chatter non-stop, drag you into events you want no part in, and just generally be a pain.

- **200 CP - It's worse…:** In the fandom, there used to be jokes about how Mindy was yandere over Mandy for a while after that backstory came out… Well, it *was* true. Was being the key word there as she has found a new obsession… You. Where the previous tier had her just wanting to destroy or own you socially, now that is a bit more all-encompassing and a good deal more manic and with all these other settings in play…. Well, just be careful around any odd hats. If you have Helmet Head or any of its higher tiers, **add another 200 CP** to this drawback as Mindy becomes the one who got the helmet onto you.

100 CP - Kanker Sore: What is it with you and drawing in creeps? It seems that wherever you go, whatever you do, you constantly attract overly pushy people who want to be in a relationship with you regardless of your own opinion on the matter. These unwanted suitors will harass, pester, beg, scheme,

and generally make life harder, and if you already HAVE a significant other, expect them to harass them as well for “Muscling in on their turf”. This won’t ever get violent, but expect to get seriously creeped out with how aggressive they get and how controlling they try to be.

500 - Aku’s Touch: Ever wonder why there are so many villains? Why do kaiju attack cities, or such weird, convoluted events occur that make life so much harder? The answer is simple… Aku. Aku has been lurking in the background, working to create these events, villains, and so forth to prepare the world for his eventual conquest… And he has identified you either as a potential roadblock in that path or someone he must subdue and enslave to his will. Whatever the case, expect villains to be stronger, events to be worse, and so forth as Aku does his best to break you and see you give up so he can either destroy you or claim your power for his own.

100 CP - Freaky Fred’s Favourite: Freaky Fred is oh so grateful he is indeed, to see someone so kind as his habit to feed. You see poor Fred is a barber by trade, your barber you see with this choice you have made. His manner is uncanny, unsettling, and strange but to your haircare he shall kindly arrange. But beware for he may occasionally get… *Naughty*. No harm shall he do, not to me and not to you, but when he gets *Naughty* you should be aware that soon you shall lose hair! Not a snip nothing so small, all your hair to floor shall fall when he gets *Naughty*.

200 - Cursed!: What did you do this time? For some odd reason you constantly seem to stumble into curses! These curses won’t be anything *too* bad and will often have relatively simple ways to dispel them but they are universally annoying and can stack up pretty quickly if not dealt with regularly. For example of curses on this level are things like an invisible german duck ghost that makes fart noises at

the worst possible moments, having your hair grow five times as fast and from all over your body, having an incredibly grating song perpetually stuck in your head, and stubbing your toe any time you pass through a doorway. As mentioned these curses can stack and you will gain a new one (or perhaps an old one returns with a new banishment condition) once a week at minimum. More if you annoy the wrong people.

- **150 - Very Cursed!:** Remember what I said about these curses being Minor? Forget that. Now they are actually dangerous. This can be things such as swarms of biting insects trying to eat you anytime you go outdoors, a constant and intense heat that grows worse the longer you let it linger, a constant raincloud that follows you and regularly tries to zap you with lightning, and so on. Like before these stack and are much harder to remove but fortunately these ones only come once a month in addition to the weekly minor curses.
- - **150 - Return the Slab!:** Well now you've done it. Now you have a slab that actively draws in every possible curse big or small like some sort of occult lightning rod. There is, fortunately, an incredibly easy way to get rid of all these curses and avoid any future ones… Just get rid of the slab. Unfortunately if you lose possession of the slab for any period longer than an hour you will fail this jump. Hope you're ready Jumper…

100 CP - Boogey's Big Break: Who's scared of the Boogeyman? You apparently. Now your fear, your terror, your horror feeds the Boogeyman's power far *far* more than any mortal. You are, functionally, a limitless fear battery for him, enough to make him the most powerful demon to ever live and he has been made aware of this fact. He will seek to scare you, horrify you, terrify you by any means possible and will get increasingly creative and desperate to achieve it the longer the jump goes on. Fortunately

so long as you keep a cool head this shouldn't be too much more than an annoyance given his general competence level. If slain the boogeyman will come back within 24 hours ready to scare again

- **100 CP - Boogey got Backup:** Welp, looks like old Boogey's not coming at you alone anymore. This time he managed to get some actually competent help. This small child, while she's no Mandy, is very skilled at inducing fear, jumpscares, horror, creeping dread, and so forth and is perfectly happy to help Boogey break you down into his perfect little fear battery. She's *good* at this but she is limited by what Boogey can help her get and her own mundane skills.
- - **300 CP - My Turn:** Remember when I said Mandy wasn't involved? Now she is. She has heard of Boogey's plan and has made a deal with him. He gets the Netherworld but she gets everything else… Including any excess power generated from your fear to empower herself upon her own conquests. If Mandy manages to break you then she will use her newly gained power to rip your nascent spark out and continue upon the chain herself having managed to force your Patron into compliance… If this should happen, may heaven help us all…

800 CP - Raising Hell: Congratulations! Mandy's Parents, realizing the sort of hellspawn they brought into the world, ditched her with great relief… Now, you might be wondering who is now in charge of raising this hellion? Why Jumpr, you are of course! You must raise Mandy in such a manner that she at least delays her conquest of the world until after you leave and keep your parental authority over her intact with her heeding you as a child should a parent. If she manages to break you as she did her biological parents then you will be forced to stay here, with her, *forever*. If you manage to make it through intact you may take her along with you in your travels as a companion though, knowing her, I

would advise against it.

150 CP - Wimp: Like a certain kid with full circular braces you are the wimp to end all wimps, the girliest little boy out there who happens to (probably) be heterosexual. Expect to be entirely incapable of standing up to bullies, being unable to fight beyond weak cartoon slapping, and being easily controlled by those with stronger personalities.

100 CP - Hothead: You have little patience for…. Anything really. Your temper will get the better of you nine times out of ten and that one time is only because you want and punched a hole in a wall rather than beat in some annoying brat's face. Expect to lose your temper regularly and be easily goaded into rash action.

100 CP - Wet Noodle: Like Double D you are easily pulled along by your friends into stupid ideas, brought in easily into their schemes, and will often end up doing things against your better judgement with only a little bit of pressure making you cave. Peer pressure is your nemesis and it is one you shall rarely defeat. Unlike Wimp (Unless you take it as well) you can still stand up for yourself from time to time if the situation truly crosses a line but otherwise…

100 CP (Kid), 150 CP (Teen), 400 CP (Adult) - Cash Starved: It feels like any money you get is

gone by the end of the day! As a kid or teen this isn't so bad as you still have your parents to support you but as an adult this makes life incredibly hard. Money makes the world go around but for you it might as well be stopped in place.

200 CP - Ew, Cooties!: Well now it seems we have found your kryptonite. Any time a girl (or boy if you swing that way) kisses you all your powers will deactivate. This deactivation will last for a full month during such a time no perks will be available, no items will work for you, and your properties and warehouse will be barred from you leaving you a sitting duck for capture.

- **400 CP - Fatal Allergy:** Instead of deactivating your powers cooties now make you explode, killing you instantly. Hope you aren't aiming for any waifus this jump.

- **200 CP - Cootie Flies:** And it seems Cooties are now an entity similar to an imaginary friend that is invisible to anyone above a certain age. These Cooties take the form of small, fly like beings that infest the rooms of children and come in blue cootie flies for boys and pink cootie flies for girls. The previous drawbacks now apply to these Cootie Flies and them biting you OR a kiss will have the same effects apply.

Ending

Show's Over: You're done, you've come as far as you can and it's time to throw in the towel. You return home with everything you have gained up to this point.

Welcome Home: Perhaps you've found your place here? Perhaps you just cannot bring yourself to leave this place? Whatever the case you may stay here if you so wish.

Over the Horizon: There is yet more worlds to see, more fun to be had, more suckers to scam. Time to move onto the next jump.

NOTES

A special thank you to Thaelin who helped fill in or inspire ideas for multiple items, perks, and companions. This would have taken far far longer without them

Changelog

V.1: Base version