

GENERIC CHILDHOOD JUMP / GAUNTLET

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v.1.3

Ah, childhood. The nostalgic fiction that life was better when we had fewer responsibilities and didn't know what the real world was like. Was that cynical? Clearly. But then again, this is Jump-chain (cue buff swarthy man kicking a middle-easterner into a pit), where you get to do the impossible and explore fiction for fun and profit. Only this time, the fiction is that being a kid doesn't suck! Enjoy yourself and, please, remember... there are children watching.

Oh, right, take these **100 Childhood Points** (not 1000... Children can't count that high) or these **1000 Gauntlet Points** (adults can count that high), depending on which version you're doing.

Changelog v1.3: A new 200 GP perk added to each Archetype, and a new 100 GP perk added to the three non-drop-in Archetypes. Two new General Perks were added to help deal with remaining 50 GP leftovers. General cleanup.

BASICS

Location: You begin in some random neighborhood somewhere in the modernish day, somewhere in the developed world. The world is very similar to the one you left and the year is anything between 1985 and 2015. This world is a sandbox, and only selected items need have any influence on the world. If you don't take something, there is no requirement that it show up at all.

Age: You begin the jump on the morning of your 3rd birthday. You will end it just after your 13th (but you do get to stay for the party).

Gender: You can change your gender freely at any time during this jump until your 9th birthday, simply by acting like your chosen gender... whatever that means. For [10 CP], you can change the entire world's predefined gender assumptions to whatever you feel like. For instance, you could change it so that the world you're in assumes that dads stay home to raise kids while moms work. Or that dresses are for boys. Or that yellow is girly and green is boyish. Or that boys always refer to themselves in the third person. Or that there is gender equality. Or that the social rules from the US in the 1950s apply. Go nuts. For an additional [20 CP] you can do this once per setting to each culture you encounter, but once you make the change, you can't undo it or modify it.

Mode: This jump has two different versions. One is a standard jump, dealing with the wonder and magic of being a kid (Wondrous), the other is a gauntlet (Gauntlet) that deals with the reality of being a kid. You may take either, or both, or combine them. The rules for Combining the two are located in the Rules Section Below.

RULES

As mentioned above, there are three different ways to take this jump, four if you count the toggle that turns the Gauntlet halfway into a normal jump. Each mode has its own general rules:

1a. Standard Gauntlet Mode: In this version of the jump, you will be incarnated as a normal kid in a normal world. You start with no Childhood Points (CP) and no Gauntlet Points (GP). You must gain all your points by taking Icky Badness (Be aware that some Icky Badness is CP only, which means it cannot be taken for GP). As this is a Gauntlet, you are locked out of all alternate forms, all your powers and abilities from outside the Gauntlet are removed non-traumatically (they'll be returned when you leave), your warehouse is firmly locked with all your stuff inside, and all your stats and skills lowered to their bare minimums, though they'll grow as you mature, being at about 40% of their full strength by the time you're 13. Any companions you do not import are sealed in your warehouse as well, and any you do import are restricted to the same degree you are. Gauntlet Mode comes with the prizes of 'Your Neighborhood' and 'Family Ties'. In the Gauntlet, you must survive childhood and remain relatively sane for 10 years, from ages 3 to 13 at the minimum. Going insane or being killed counts as losing the Gauntlet, at which time you will be removed from the Gauntlet and returned to your normal chain with an 'F' on your report card, which will be permanently attached to any refrigerator you own.

1b. Nonstandard Gauntlite Mode: This is exactly like the Gauntlet Mode... except not. Again, you are incarnated as a normal kid into a normal world and you start with no Childhood Points. You do start with 1000 GP with which to buy Perks & Items (but not anything that costs CP). While this mode is not a full gauntlet, it is still a quasi-gauntlet. All your blatantly superhuman, magical, and psychic abilities are removed (non-traumatically), but you may keep anything that is subtle or within the realm of human ability, no matter how extreme. Such abilities, plus your skills and stats are then lowered to their bare minimums and will, again, grow to about 40% of their full strength by the time you're 13. NGM does not have Gauntlet protection however, so if you die or go insane, you fail the jump. Your prize is also reduced somewhat, meaning you must select either Your Neighborhood or Family Ties. NGM and SGM are mutually exclusive.

2. Wondrous Mode: This is not your normal childhood. Instead, this is an idealized, wondrous, and amazing version of childhood, a childhood where the power of imagination and simple rhymes reigns supreme. This is a childhood where the boy down the block might be the Messiah (Christian, Hindu, Atlantean... who knows which, there are so many). This is a childhood full of magic and mayhem and something else that begins with m that isn't money or monotony. In this mode you gain 100 CP with which to buy Goodies, Alignments, Friendly Folks, or Stuff, and in which you gain a fully customizable Neighborhood of your very own. Don't expect a lot of logic here. You are welcome to take Wondrous Mode as one Jump and still do either the Gauntlet or the Gauntlite at a later time... or do one of them first and come back.

3. Unlimited Childhood Mode: Rather than picking and choosing, you may opt for the far more insane and challenging option of combining either SGM or NGM with Wondrous Mode. That is, you use the rules of either the Gauntlet or Gauntlite (gaining either zero or 1000 GP), but with the Wondrous Section unlocked, granting you 100 CP and 50 NP to be spent in their respective sections. You must decide if each Icky Bad grants GP or (if possible) CP.

CHILDHOOD ARCHETYPES

For Gauntlet / Gauntlite Users Only

Only Child (Drop-In): Your first memory in this world is your third birthday. Apparently these people are you parents / guardians. As an only child, you are guaranteed not to have any siblings for the first 7 years. You may not take any option that gives you siblings.

Eldest Child: As the firstborn, you are first in everything, the standard-bearer of the family, and the one most likely to succeed. Responsible, competitive, and goal-oriented, you're the most like your parents and the most likely to conform. As the Eldest, you are guaranteed to have a 6 month old sibling that you already kinda resent and more might be on the way. You don't get any GP back for this sibling, as they are the price of being the eldest.

Middle Child: As the middle child, you're very much that... stuck in the middle. You tend to be extremely loyal, agreeable, and (unfortunately) overlooked... except when you want to be. As the Middle Child, you have 1d2 siblings who are older and 1d2 siblings who are younger than you (though younger siblings may not be born yet as of the start of the jump). You get no GP back for having these siblings, as they are the price of getting this for free.

Youngest Child: As the youngest, you have few cares in the world. Your parents have long since relaxed into the role of parents and stopped fretting about every little detail. They're more hands off, letting you be you and praising you for your individuality and creativity. As the youngest, you're guaranteed to have 1d3 older siblings, ranging from 1 to 5 years older than you. You get no GP back for having these siblings, as they are the price of getting this for free.

WONDEROUS BACKGROUNDS

For Wondrous Jumpers Only

Sweet Child of Mine (Drop-In): Just a normal, every day kid. Good luck, it's a tough world out there. Sweet children's toys are guaranteed to always be in good condition, they'll always remember important dates and tasks, and they can talk to animals. These advantages cannot be bought by the other backgrounds. You still get a family if you take this.

Child of the Revolution: You were born in a time of great social, technological, and climatological change. By taking this background you make yourself more keen on change, and less keen on the status quo. You are more adaptive than most. Any hardship, any challenge can only make you stronger... this is not fluff. This has the effect and power of a perk, but specifically overrides all drawbacks from this document (and only this document).

Child of the Corn: You're a very strange child, you know that? By taking this background, you make yourself fundamentally different from other, normal children. You will never feel a sense of normalcy, you are superior to the flock and you know it. When people notice you, they think you're either special or strange (depends on if they like you) and when you don't want them to notice you, they tend not to unless they're very observant or specifically looking for you. This is an unpurchasable perk, and the first half is passive and always on, while the second half is active and affects everyone equally.

Child of War: Some kids are nice and sweet... you're not one of them. By taking this background, you make yourself more aggressive, more forceful, more... focused. Anything you pick up will instantly become more dangerous than it was before. Any animal you befriend will become just a little more aggressive to others. Any item you own becomes just a little more damage resistant. This is an unpurchasable perk and it specifically overrides all drawbacks from this document (and only this document).

ALIGNMENTS

Wondrous Jumpers may select no more than one, but need not select an alignment.

Alignments unlock bonus effects for each of the Background Capstones.

Second Coming & Anti-Chris do not require Christian Dogma to be true, nor exist at all.

Cool Kid [20 CP]: You are 20% cooler than all other kids. Guaranteed. Anything you do is automatically cool, anything you say automatically cool, anything you wear... automatically cool. Not only that, but you can claim that something is cool, and (unless this assertion is challenged by someone cooler than you) it will become cool, at least for your neighborhood.

Sugar and Spice and Everything Nice [40 CP]: Some kids are sweetness and light, and everyone lets them get away with, well, anything. As long as it isn't directly harming another person, you could walk into a bank and clean out all the tills and people would go "Aww... she seemed nice." Direct harm means direct damage. Firing someone is direct. Getting someone fired is indirect.

Snips and Snails and Puppy Dog Tails [40 CP]: Some kids are super rambunctious, and no one ever seems to care. It is utterly impossible for you to stay out of trouble, so no one ever even bothers to try. “Boys will be Boys” or “She’s just a Tomboy” get used a lot around you... even if you’re building an atomic bomb in the basement or kidnapping other children for medical experiments. They’ll still try to stop you, but you won’t get into trouble for it.

The Second Coming [80 CP]: Well, I guess Gold, Frankincense, and Myrrh are in order. You are the ordained saviour, come to bring the world into a golden age, the Kingdom Yet to Come. Of course, that’s all for the future. For now, you still have to get through Kindergarten. You can perform miracles, such as healing disease by touch, restoring the function of damaged body parts, bringing the recently deceased back to life, parting small bodies of water, turning water into soda, walking on water, duplicating food, or zapping bad people with small painful bolts of lightning. You can perform no more than one miracle a day until you turn 13. After that you can perform up to 3 a day. At will, you can glow. This need not be the second coming of a Christian Messiah. It could be any Messianic Figure. Comes with the mandatory drawback “Bane of Evil”.

Bane of Evil [Mandatory]: You must call out evil and wickedness wherever you see them and are unwilling to tolerate such activities in your presence. Of course, evil people will resent you and what you represent and some will try to destroy you to keep the Kingdom from Coming. Cultists have been waiting for you for a long time, on both sides, and each of them have plans that involve you. Both groups know what your powers and abilities are, as those are foretold in ancient texts.

The Anti-Chris [60 CP]: Hail Endbringer, Hail Prince of Darkness. Hail! Ne Plus Ultra Rei. You are the bringer of doom, the destroyer of the world order, the change-bringer. You may not be ‘evil’ per se, but you are the herald of change, of a time of tribulations. Your patron has sent you to this miserable world in order to separate the strong from the weak, to test the righteous and unrighteous alike. Of course, all that will happen later, once you have learned enough of this world to bring down true judgement upon the deserving... like the lunch lady. She’s clearly up to something nefarious. You gain the ability to see the darkness within others, judging them on how strongly they believe what they believe and knowing instantly if they have a weak or strong will. You can speak ‘Words of Darkness’ that bypass the Conscious Mind and speak to the darkness within all people... but this effect only works on the person you’re talking directly to. Everyone else hears your words as normal (if a little husky). Comes with the mandatory drawback “Cultists and Crazies”. This does not require christianity to function.

Cultists and Crazies [Mandatory]: Look, a lot of people have been waiting for you to show up. They don’t like how things are in the world today and are expecting you to change things. Some of them work for your side, and revere you as their soon to come leader... others work for the other side and are expecting you to do the whole lake of fire thing... on their enemies. They’re special like that. There are, however, a small order of very dedicated people who actually understand what you are and what you can do. They’re looking for you to end the threat you represent, once and for all. If they succeed in banishing you from this plane of existence, you fail the jump. None of them start off knowing where you are, but there are signs that will lead them to you... eventually. If you make too much a spectacle of yourself, they’ll find you faster. They have a pretty good idea of what you can do, but it’s all couched in obscure prophecies.

ARCHETYPAL PERKS

These cost GP and require having an Archetype to purchase.

Only Child Perks

Perfectionist [100 GP, Free for Only Child]: Attention to detail is your watchword. Everything you do is deliberate, controlled, and focused. You seldom make mistakes and always remember to double check your plans, calculations, and assumptions.

Attention Seeker [200 GP, Discounted for Only Child]: Only Children are used to being in the spotlight in their own families, and instinctively seek out that attention from others... which is why they are so good at getting and keeping it. You'll never shy away from the spotlight, never hesitate when opportunity knocks, and are a master at turning any conversation to the only topic that matters... you. As long as you're subtle about it, most people won't even notice that you're shifting the attention of others away from yourself. Of course, you could just be blatant too, if you like.

The Lion's Share [200 GP, Discounted for Only Child]: Whenever things (pieces of cake, treasure, chores, etc.) are being divided among a group of nominal peers (of which you must be one), you will not only get the first pick, but can adjust everyone else's shares down a bit to give yourself just a bit more or less at your own discretion. Only exceptionally strong willed or selfish people will even notice you've done this.

First and Only [400 GP, Discounted for Only Child]: This is your world, and you will make of it what you want it to be. No one else matters, in the end, besides you. This isn't a bad thing, however. It simply means that you can disregard, at any time, any petty concerns about other people's wants, needs, or desires, and substitute your own for them. They may not like or appreciate it, but will, in time, come to understand that this is the natural order of things, as you are exceptionally good at convincing people that what is good for you is also good for them. You can tell bald-faced, impossible lies (such as 'Since I'm the boss, giving me a bonus is better for the company than giving all you guys vacations'.) and people will want to believe you. They probably won't let you put their lives or livelihoods at risk, but the more charismatic you are, the better this works.

Over Achiever [600 GP, Discounted for Only Child]: In any field you choose to study, you will always do better than your peers. In every way, you're just a bit better than the average. You're a bit smarter, a bit faster, a bit taller, a bit prettier, a bit tougher... and in one way, you blow the bell-curve away. You could be among the top 10 most intelligent people in the world, the top 10 strongest (for your age group, but your strength will always keep pace), the top 10 prettiest, the top ten toughest... and this will hold true no matter where you go. You'll always be in the top ten in that bracket... guaranteed. You must pick that one way at the time you purchase this and it cannot be later changed.

Eldest Child Perks

Conformation Bias [100 GP, Free for Eldest Child]: You know instinctively how to act like others, to trick them into believing you're just like them, and how to do it without coming off as a yes-man or a toady. Mimicking speech patterns, body language, and dress sense is second nature to you. People you respect will instinctively respect you back.

Got Your Back [100 GP, Discounted for Eldest Child]: Having younger siblings means you've got to protect them from others, which means you can't afford to be afraid when the chips are down. As long as you're defending someone else, or helping someone you care about face something they're afraid of, you can more easily push your own fears and misgivings aside.

Responsibility Bone [200 GP, Discounted for Eldest Child]: You are inherently responsible, trustworthy, and focused on achieving whatever goals you set for yourself. Procrastination isn't for you, and you'll never fall into the mindset of 'I can do this later'. Organizational skills come as naturally to you as breathing. People sense in you someone they can rely on.

Buried Rage [200 GP, Discounted for Eldest Child]: Little kids aren't known for their emotional control. More often than not, this is a weakness, as your parents, peers, and siblings can use that against you. Thanks to being the oldest, you've come to understand that you've got to keep your emotions under control, suppressing anger, frustration, and annoyance when you need to, and gaining a sense of when it's appropriate to let them show. Over using this can occasionally cause you to lose your shit as you just can't take it any more, but in the short term it is extremely effective.

First in Line [400 GP, Discounted for Eldest Child]: You are first. You never get hand me downs. You almost never have to wait in line. Either a new line will open that you coincidentally happen to be at the head of or there won't be a line at all the moment you arrive. If you join a line already in progress, it will move faster. And when you want something that's in limited supply, there is almost always guaranteed to be one left.

Pride of Place [600 GP, Discounted for Eldest Child]: Success is a feedback loop, especially for you. The more you achieve, the stronger your willpower and self-confidence grows and the more your desire to continue achieving grows. As long as you're enjoying a string of successes, you'll find you never really run out of inspiration and motivation. Failures might knock you back, but you'll always find a way to struggle back to your feet after every... defeat.

Middle Child Perks

Indistinguishing Features [100 GP, Free for Middle Child]: It is exceptionally easy for you to blend in with the crowd, to seem like one of the normal people, just trying to get by. It is also fairly easy for you to join any particular clique or in-group simply by acting as if you belong in that group. After all, it's very hard for people to tell that you don't belong. Detailed analysis of your personality tends to run into considerable roadblocks and return contradictory elements.

It Wasn't Me [100 GP, Discounted for Middle Child]: Years of deflecting blame to your siblings will teach you how to lie or use half-truths without any easy tells.

Trouble All Around [200 GP, Discounted for Middle Child]: With bigger kids looking to bust you and littler kids looking to cause mayhem, you've learned to sense when danger is looming and either make it worse or run and get your parents to hopefully head it off. Either way, you know how to distance yourself from the wrongdoers. You're also pretty good at knowing when you can get away with something because others are also up to no good.

Old Reliable [200 GP, Discounted for Middle Child]: People know they can rely on you to be loyal to them, and that means they tell you their secrets, ask for your help, and come to you when they are troubled. Which is all well and good, but what do you do when you need help or are troubled? Nothing... you have you too. Self-reliance is the name of the game, and you have faith in yourself, faith that you'll find a way out of any mess you get yourself into, faith that those you choose to be friends with are worthy, and faith that, if you must ask for help, help will be given and that asking for help does not constitute weakness.

Trial and Error [400 GP, Discounted for Middle Child]: Setbacks are bad for most people, but for you? They're more of a test run. While everyone learns from mistakes and failure, you're better at it than most. Every failure gives you insight, every set-back makes you better, and you're never really phased by such things. They're all par for the course, as it were.

Peace-Maker [600 GP, Discounted for Middle Child]: Someone in the family has to be the reasonable one, and it might as well be you. You are an extremely shrewd negotiator, able to sense where other parties are willing to bend, to compromise, to soften their stance... and what such flexibility might cost. Getting people to come to the table to talk things out is relatively easy for you and diffusing tense situations is literally child's play.

Youngest Child Perks

Fun and Games [100 GP, Free for Youngest Child]: You excel at the games of childhood, be that tag, or kickball, or hide & seek... but where you really shine is in making up stories and coming up with creative pranks to pull on others.

Hand Me Down [100 GP, Discount for Youngest Child]: Thanks to never getting anything brand new, you excel at handling things that are in less than prime condition, either adjusting to imperfections or figuring out how to refurbish what you've been given. People are also more likely to give you things they no longer need.

Creative Rebellion [200 GP, Discount for Youngest Child]: Your sense of individual worth is never in doubt, since you know, almost instinctively, that the opinions of others don't really matter. I mean, if they did, your older siblings' insistence that you're a useless waste of space would matter, but clearly it doesn't. Since it doesn't, you're free to be whoever you want to be, and to find new ways to buck the system. As long as you're creative in bending the rules, people will tend to overlook your wrong-doings and decide that you're just going through a rebellious phase and will grow out of it.

Sense the Wind [200 GP, Discount for Youngest Child]: With so many older people around, you've learned the hard way to sense when trouble is brewing and to arrange to be somewhere else when the badness breaks. You're adept at fading into the background and slipping away unnoticed when others are distracted.

Anti-Helicopter Shielding [400 GP, Discount for Youngest Child]: People in positions of authority can either be attentive or lax... and in your experience, they tend towards laxity. When you're around, people who should be paying attention to you tend to pay less attention to you and more attention to others. Not only is this a passive ability that works when you're alone, but you can augment it by subtly shifting a watcher's focus to someone else in a similar position to you. Sure, it might be throwing them under the bus, but better them than you, right? If you also have Get Away with Murder, you can actually convince authority figures to pay specific and close attention to others and to trust you more for your willingness to cooperate.

Get Away with Murder [600 GP, Discount for Youngest Child]: You can talk your way around almost any issue. With parents and older siblings to learn from and practice on, you've got a way with social manipulation. It's not that you lie all the time, it's just that lying for you is easy, manipulation without guilt is second nature, and being outgoing and likeable is just something you've learned as a survival trait. While you probably can't talk your way out of criminal charges, your likability and ability to manipulate others is second to none. You should really get a job in sales. You've also found that, when you're part of a group, you'll always be the last one targeted for any kind of fallout or blame, or even attacks (as long as you don't stand out too much).

General Perks

Special Aptitude [50 GP each]: Most people have some innate talent for some subject, hobby, or sport. By buying this, you may pick any normal, real world skillset to not only be naturally gifted in, but to never be bored by, and to gain experience in at thrice the normal rate.

The Map is Not The Territory [50 GP]: Creativity is looking at something and seeing more than what is right in front of you. You are particularly good at seeing round the curve from what is to what might be, of repurposing items and ideas and making them uniquely yours.

Academic Achiever [100 GP]: You find school work and studying to be easy, almost relaxing and never grow bored with simple repetitive tasks and never have a problem focusing while being lectured at. You never lose your homework or forget to do it, though you can choose to do either. You're a bit smarter than average and more focused and attentive as well.

Sports Start [100 GP]: Athleticism isn't for everyone... but it's certainly for you. You have an innate competitive drive, a body suited for an athletic career, and the drive to put in the practice needed. You're a bit stronger, faster, and tougher than most and have more stamina to boot.

Simple Charm [200 GP]: It's hard going through life unliked... or so you've heard. Everyone seems to like you okay, and something about you actively seems to discourage people from

picking fights with you or becoming your enemy. You're a bit more likable, more charming, and prettier than most in the area.

GOODIES

These cost CP and require having a Wondrous Background to purchase

Sweet Child

THE OWWIE SHOT [10 CP, Free for Sweet Child]: You have been to the doctor and had all your shots. The doctor says this gives you immunity to all the bad viruses... you don't know what those are, but they sound bad. (Note - this extends to grant immunity to all viruses post jump, rather than ones that there are existing inoculations for. Even in this jump, it blocks the flu. You're welcome.)

THE COOTIE SHOT [10 CP, Free for Sweet Child]: Thankfully, one of the big kids explained to you the risk of Cooties (they're like a virus you get from people of the opposite sex... you don't know what sex is... but it sounds bad) and gave you a cootie shot. It felt like being punched in the arm, but it makes you immune to cooties, girl or boy germs, and anything else like that. It also makes you more confident around those you have a crush on. (Note - this is a blanket immunity to all social diseases and bacterial infections after the jump ends)

GIPT'D & TALON'DID [20 CP, Discounted for Sweet Child]: You have a special talent, such as singing, acting, dancing. You're not just good at it. You're a natural genius. At 4 Mozart was wowing kings. That kind of talent. Whatever the talent is, you will never ever peak. You will always be able to get better if you put in the effort. You can get this for free if this is your all consuming obsession for the jump or if your parents know of your talent and decide that you're their ticket to fame and fortune and plan to use your and your gift, forcing you to practice until you hate the talent and them. Those two can't be combined. Sweet Children get 20 CP back if they take either option. This can be taken multiple times, but the drawback version can only be taken once. Sweet Children get a discount on all purchases of this.

I'M RUBBER, YOU'RE GLUE [20 CP, Discounted for Sweet Child]: Whatever you say bounces off me and sticks to you. These magical words cause all insults to bounce off you and stick to your insulter. Everyone witnessing will agree that they're a giant poopyhead, or that their mom wears army boots and is so big that she sits around the house.

PINKY PROMISE [40 CP, Discounted for Sweet Child]: By linking pinkies with someone (or the closest equivalent) you can make a promise with that person that can never be broken. As long as both of you agree to the terms at the time, of your own free will, there are no limits on this promise.

STOP TOUCHING ME! [40 CP, Discounted for Sweet Child]: If you yell really loudly, anyone in contact with you has to stop touching you. If you glare at them, they have to back off. You can't hit them or use this to attack them... but you can use it to escape. If you can't yell for some reason, you can just think it really really loudly and they have to let you go unless you were being bad. If you were being bad, then it doesn't work. If you do yell and anyone nearby can

help you, they'll always come to your aid if they don't have hostile feelings for you. Badness is defined as knowingly breaking the rules.

GO HALVSIES [60 CP, Discounted for Sweet Child]: Anything you have you can share by giving the other person half. No matter what it might be. Once you give it away, it's gone for good, though if it was a skill or something like happiness, you can relearn / regain what you've given away. This gift can be refused by the other person. If you give away something that's an absolute (immunity, immortality, the capacity to learn something), half is as good as a whole... but you can't give it away twice.

Ain't It Cool? (Cool Kid): It's not much, but anyone you go halvsies with will automatically think better of you. If they were hostile before the gift, they'll become mostly peaceful (if they accept, they don't have to). If they were neutral before, they'll become friendly. If they already were friendly, they'll become allies... and allies will become unflaggingly loyal (unless you start mistreating them, but even then, they'll put up with a lot more than they should).

Tit for Tat (Snips & Snails): You can attach conditions to your gift. These conditions can be absolutely anything you like... but the other party must know them and can refuse. If they ever violate the conditions you set, you get your gift back. A Child of the Revolution can give away less than half if they have Tit for Tat.

Magic Penny (Sugar & Spice): Anything you give away half of will slowly recover over the course of a decade until it's back to its previous level. This only works if you don't come to regret giving away that half though, so... be careful. A Sweet Child with this can freely give any animal the power to speak. The half you gave away will also recover to full strength if used in a way you'd approve of.

Sharing is Caring (Second Coming): You can now give multiple people half of what you're giving up. They must all be together and present when you give out your half, but each of them gets ever so slightly more than 1/3rd of what you're giving out, no matter how many of them there are. A Child of the Corn with this can bring toys to life at the cost of some fatigue.

Give and Take (Anti-Chris): When you give someone half of something you have, they have to give you half of something they have. The two things must be roughly equivalent in value, if possible. If you use Take-Backsies on this... you do have to give back the other side of the deal, sorry. A War Child with this can make such deals with inanimate objects... like weapons.

Child of the Revolution

TAKE BACKSIES [10 CP, Free for Child of the Revolution]: Up to three times per week you can break your word without consequences. You can also reclaim a gift you have given and the recipient can't do anything besides whine like a whining whiner.

ABSOTIVELY POSILUTELY [10 CP, Free for Child of the Revolution]: You can, if you are 100% certain of something, state it as an absolute and everyone will be forced to agree with you... even if you happen to be wrong.

CHEATER CHEATER PUMPKIN EATER [20 CP, Discounted for Child of the Revolution]:

You can call someone out for breaking the rules and make them stop. You have to state what the rule they're breaking is and for the rest of the day they can't break that rule... but neither can you. And the rule can't be something unfair, because that would be cheating.

FUN AND GAMES [20 CP, Discounted for Child of the Revolution]: You are a master of those childhood games, Tag, Hopscotch, and Hide-&-Seek.... And as a master, you know the true secrets of the games. A Master of Tag can declare someone to be 'it', and pass off all responsibility for one thing to that person, though this requires handing off the power of 'it'. As long as you're 'it' however, you become extra good at finding people who are hiding from you. By calling on the power of it, you can declare a single area, not larger than someone can leap over, and clearly delineated by lines or similar, a no go zone. This is signified by placing a stone in the middle of that space and as long as it is a no go zone no one can enter it or reach inside it besides you, but if you do you must pick up the stone and resume being it. If you give up the power of it, you become supernaturally good at hiding, but the person who is it becomes your equal at tracking and finding. If they touch you, you become it once more.

I KNOW YOU ARE BUT WHAT AM I [40 CP, Discounted for Child of the Revolution]: Any time anyone tries to change you in any way, they'll find that they're the one who is changed as if they'd attacked themselves directly. If you want to be changed, you can be, but you have to allow the change actively. Changes include transformations mental, physical, or spiritual. They don't include damage or poison or direct forms of harm. For instance, if someone tries to make you stupid with a stupidifier ray, they become stupid. If someone tries to turn you into a chicken with a magic wand, they become the chicken. Using this power is fatiguing, as you have to keep repeating yourself all the time. Repeating what, you ask? Well, I think you know the words.

WILD CHILD [40 CP, Discounted for Child of the Revolution]: You know how to defend yourself... really really well. You can kick, bite, and claw, and the greater the size differential between you and your attacker, the more effective it is.

OPPOSITE DAY [60 CP, Discounted for Child of the Revolution]: Once per week, you can declare that it is opposite day. On opposite day, things mean the opposite of what they normally mean, kings are treated like peasants, truth is bad and lies are good, and the weak become strong. Good people do not become evil or vis versa, but evil people might be a bit nicer and good people might be a little naughty. This effect lasts from sunup to sundown and covers the length and breadth of the land (i.e. whatever political subdivision you're in when you declare it... cannot be larger than 50% of the planet).

Stop Hitting Yourself (Cool Kids): It's all about perspective, isn't it? I mean, the entire point of Opposite Day is to see things from a different angle than you normally do. So, once per Opposite Day, you can force someone to objectively look at why they do what they normally do, and to honestly consider if things might not be better if they maybe did the opposite all the time. If you're a Child of the Corn as well you can actually make someone hit themselves while looking objectively at themselves, but it takes constant concentration and can be resisted by those with strong willpower.

Humble the Mighty (Snips & Snails): Remember how it says the weak become strong above... well, with this, the strong become weak now when you declare Opposite Day. Only works objectively on those who are only a little stronger than you... but be warned... when you use this, no matter what power level protections you may have... it categorically brings you down as far as you bring down the strong. If you're also a Child of War, it also makes the tough soft and the fast slow, with the same restrictions.

Let's All Play Nice (Sugar & Spice): People are normally too mean to each other. Opposite Day should be fun, not a punishment. And as such, when you declare Opposite Day, people are prohibited from willingly causing harm to each other while Opposite Day is in effect, even through inaction. Doctors can still give people shots and other lifesaving things, cause that's important. If you are a Child of the Revolution as well, people under this effect will be more likely to work together on group projects.

This Little Light Of Mine (Second Coming): When you declare Opposite Day, everyone becomes a better person. Liars become honest, bullies become compassionate, greedy people become generous. Not only that, but even after the end of Opposite Day, those who were naughty-and-turned-nice gain a residual bit of conscience that sticks with them from then on, reminding them of a time when they weren't bad. By concentrating, you can make a small light appear in your palm. The light will reflect your current emotional state. You can give the light away to anyone, even if it's not opposite day, and they can call it up when it's dark to light their way. You will feel it if they do so.

Rotten To The Core (Anti-Chris): When you declare Opposite Day, everyone becomes just a little more willing to give into their darker, more instinctive sides. Bad people don't become worse, but good people stop being such namby-pamby pushovers. Victims fight back, those cowards who always want to talk things out become more willing to throw a punch, those idiots who always go on and on about the power of truth become more willing to bend that truth... it doesn't make them evil, per se... just more instinctive. And those who were good-turned-reasonable for the day will keep that little reservoir of darkness even into normal days, giving them a bit more access to their naughtier side, when they need it. If you're also a Sweet Child (and how rare must that be), everyone becomes more interested in having fun, playing games and enjoying themselves rather than being mean and boring and stuffy. Also, animals become less skittish and more willing to be petted.

Child of the Corn

THE STARE [10 CP, Free for Children of the Corn]: You possess the ability to stare at people and make them super duper uncomfortable. This works on everyone besides cats (who are impossible to unnerve) and ferrets (who just don't care). Works extra good against dogs, bullies, and people in positions of authority.

ADULTS ARE ALL STUPID-HEADS [10 CP, Free for Children of the Corn]: You are automatically smarter than anyone older than you that you're in the same room with... unless they're like... some kind of weird cosmic entity or a spirit known for wisdom and insight. (Note, this is based on your current age in a jump, not your total age. That would be pointless very quickly.) This doesn't make anyone dumber, and only lasts until you or they leave the room.

LIAR LIAR PANTS ON FIRE [20 CP, Discounted for Children of the Corn]: If someone lies to you or in your presence, some visual (but harmless) cue can be made to happen. Maybe their nose will glow, maybe they'll grow whiskers... maybe their pants will catch on fire. But in order to invoke this, you have to say a little rhyme in their presence. Lasts until you move out of visual range of them for more than a few minutes. The rhyme can be anything you like, but must mention lies or truth or honesty or something like that.

DREAM DIVER [20 CP, Discounted for Children of the Corn]: You can see into sleeping people's dreams, and if you concentrate, add things to them, like spiders or ice cream. Things you add to their dreams are still dreams and can't hurt them any more than dreams can.

TAKES ONE TO KNOW ONE [40 CP, Discounted for Children of the Corn]: Anything you can do, any trait you have, you instantly know if anyone you can see, hear, or smell can do as well, and how good they are at it. If you can jump real high, you'll know that the new kid can jump real high too... and this is the important bit... you'll know even if they don't know because they haven't learned how to do it yet.

GATES OF THE IMAGINATION [40 CP, Discounted for Children of the Corn]: You can bring characters out of fictional works into the real world, or turn books into doors into the worlds of those realms. Although what happens inside those realms seems real, it's essentially a VR simulation and never really dangerous to you or your friends (they can come with or you can send them in if they're willing). No matter how long is spent in a book, only an afternoon will pass in the real world. Characters brought into the real world can't do real damage (at least not with this alone), but they can certainly scare or amaze.

THE FIELDS [60 CP, Discounted for Children of the Corn]: You can send people into the cornfields... or at least put them in time out where they can't play with everyone else until you decide they can or the day ends and everyone has to go home, whichever happens first. Not only that, but this grants you absolute immunity to the horror that is Time Out. (Note... after this jump, this extends to any form of imprisonment that others attempt to place you in. Doesn't work if you get trapped in a landslide or something like that, but any conscious attempt to seal you up fails instantly.). The Fields only works on people weaker than you... or anyone who breaks the rules of any game you're playing (if you catch them doing so)... or anyone who loses a wager with you.

The Summer Place (Cool Kids): You can shape your Fields into anything, though no matter how dangerous it might appear, it will always be perfectly safe. Thirty mile tall white pillars? Clouds? A sandlot with a baseball diamond? Doesn't matter. Once per day, you can change the laws of physics and visual appearance of the Fields. Of course, being able to do all that without being able to experience it yourself isn't very fun, so you can also project a copy of yourself into the Fields, but that copy has to abide by all the current rules. Nothing you create inside the Fields by use of this power can be removed from it, including consumed food.

Punishment Game (Snips & Snails): Anyone you send into your fields has to complete some task before they can leave. While the task can't be impossible, it can be utterly pointless. If you sent them there without them cheating or losing a wager, the task can't be too mean (wash all the pots in this big mess of pots), but if they cheated or lost a wager, the punishment game can be up to as challenging as the prize was awesome. (Gambling with God might end up, say, with the Punishment Game being counting every grain of sand on a beach, one by one). No matter how long it takes inside, they emerge at the end of the evening of the day you put them in.

Tea-Time of the Soul (Sugar & Spice): Your fields are actually a nice tea room, complete with snacks and treats. The exact details are up to you, but it is always clean, and nice, and comfortable... and just a bit refined. You can send a copy of your self there to keep them company if you like

Private Idaho (Second Coming): Sometimes we have to say goodbye for the last time... or others do. You don't. You can open your fields to those who would otherwise leave for good. This is your own private heaven, and it can be merged with Neighborhood Eternal where everyone you send there is a kid forever. Animals you send here are always youthful and vigorous and there is always enough food to eat for everyone. Time moves oddly here. It is always a summer day, a spring morning, an autumn evening, and a winter night... simultaneously. Things don't really change here, but that's not a bad thing, because no one is ever bored or truly sad.

And Stay There (Anti-Chris): You have your own limbo, a place where you can send those less powerful than you... forever. Time passes within limbo but nothing ever changes... even when newcomers arrive. At worst, this is a place of endless boredom, but you could easily turn it into a realm of torment if you have a way to shape the interior. If you buy "Neighborhood Eternal" as well, you may merge your Neighborhood into your limbo.

War Child

COWBOYS AND BEBOPS! [10 CP, Free for War Child]: You can, by yelling loudly, declare one group to be the good guys and another group to be the bad guys. The two groups will then fight... but only with their lowest power attacks, since they're all secretly friends still and if anyone gets hurt for realsies, the parentals will appear and put everyone in time out. Unfortunately, this doesn't have any affect on people who are already fighting for real.

ROTTEN EGG [10 CP, Free for War Child]: You can declare, by yelling loudly, that the last person to do something is a Rotten Egg. Rotten Eggs are stinky, which means they'll be stinky, and no one wants to be stinky, so everyone will try and do what you did... oh yeah... you have to be doing it or trying to do it too... it can't be something inherently dangerous, but it can seem dangerous (like doing a bellyflop).

BECAUSE I WANT TO, NOT BECAUSE YOU TOLD ME TO [20 CP, Discount for War Child]:

Any time someone makes you do anything, you automatically change the reason you're doing it to because you want to, not because you have to. This means you get to determine how you fulfill any demand made upon you that you can't otherwise get out of. The other party must accept your solution, as long as it fits within the general guidelines they gave out ('Go to your room!... Why are you out of your room?' 'You didn't say I had to stay there!')

WHATCHA GONNA DO? [20 CP, Discounted for War Child]: Sweet Children have prissy stupid talents... you have much better talents... like picking locks, picking pockets, making booby traps, making improvised weapons... You can either be generally good at all these things and other, so called 'Bad Kid' skills... or you can be a genius in one. This can be purchased multiple times, and War Children get a discount on all purchases of it, as well as getting the general ability if they purchase two specializations. It includes weapon skills such as knives and marksmanship.

NANANANA I CAN'T HEAR YOU [40 CP, Discounted for War Child]: By repeating this magical phrase, you make yourself immune to anyone's arguments, debating tactics, or anything else they might say (like 'Go to your room!')

LET'S RUMBLE [40 CP, Discounted for War Child]: You have an instinctive knowledge of how to fight, how to injure... anyone. It may not be pretty, may not be nice, but when you fight, you fight to win. Your victim may not stay beaten, and you may not win, but they'll know they've been in a fight. Doesn't work on enemies who refuse to fight you.

STICKS AND STONES, WORDS AND BONES [60 CP, Discounted for War Child]: The meaner your insults, the more physical pain they cause. Because Sticks and Stones may break your bones... But every child knows that Words are what really hurt. Not only do your insults stick home like barbed arrows, you seem to have a sixth sense for what deep seated insecurities your opponent might have and how best to insult, belittle, and shame them.

As I was Sayin' (Cool Kids): When you say stuff without thinking about what you're saying... sometimes your words turn out to be true. Whether this is intuition or prophecy is anyone's guess, but you can't control it. When it does happen, it always seems to happen at a time when it would be extremely cool and there will always be witnesses.

Rough & Tumble (Snips & Snails): Kids get into all kinds of scrapes and get banged up all the time... but for you that's as far as it goes. No matter if you're wrestling with a giant monster or rocket-sledding down the tallest mountain in the universe, no physical activity will result in more than a few bumps and scrapes. So go nuts! Go play in traffic! The protection granted by this is weakened if you're actively trying to hurt another person, but only by as much as you're trying to hurt them. If you're trying to kill someone, they can kill you back. Doesn't offer protection against non-physical forms of damage. Doesn't protect you against attacks you're not expecting or from harm that has nothing to do with what you're doing (Being attacked by ninjas while skiing would protect you from smashing into a tree... not from the ninja ambush).

Words can Never Hurt Me (Sugar & Spice): Words are just words. Any words used against you in any hostile fashion, from insults to incantations, simply slide off you. No contract can ever go against you, newspapers and media cannot speak ill of you, and gossip about you is never hurtful.

Words can Heal (Second Coming): Your words can now heal. A calm word from you can soothe pain and ease tension. A kind word can erase wounds and scars. Pep talks from you can cure depression and wipe away regret. The better you know someone, the more you can cleanse them of their doubts and fears and bring them to accept themselves for who they truly are. You can't make them be other than they are... but on the other hand, once you've worked your mojo on them, they'll be immune to such mind games from then on.

Words can Damn (Anti-Chris): Your words stay with your victim, eating away at them, making every insecurity worse, corroding their sense of self-worth. The more you know someone, the more you can utterly destroy them. If you drive them to self destruction, their spirits will continue to writhe in torment until you or a Saviour sets them free. Words can Heal specifically trumps Words can Damn.

MAJOR GOODIES

They're waiting on their promotion to General

ALL THE CUTE [10 CP]: What can I say? You're damned cute. Everyone is impressed with how cute you are. Not only are you attractive in a physical sense, but you're more fun to be with and your voice makes people happier than they were before you started talking. Sometimes, even when you're being annoying, people will comment on how adorable you are. You'll always be a little shorter than average, and softer around the edges, less threatening... even if holding a weapon.

DOUBLE DOG [10 CP]: You're a certified daredevil, able to pull off the most wicked of stunts and coolest of pranks. Anytime anyone dares you to do something, you become twice as good at whatever the dare involves as you were before... at least for as long as the dare lasts... but if someone double dares you to do something, you have to at least try to do it!

BRAVELY DONE [20 CP]: Fear is for little kids. You're not a little kid. Thus, fear is not for you. This transforms all sources of fear into nothing more than apprehension (the knowledge that something can hurt you if dealt with incorrectly).

BIRDS & BEES [20 CP]: People want to be nice to you. Animals want to be nice to you. Even your older siblings want to be nice to you. People in authority over you treat you more favorably than they otherwise would, giving you special consideration, protection, and leeway. Tame animals cannot be made to attack you, even by their owners, and wild animals will not only refuse to harm you, but will risk their own lives to protect you from harm. Older siblings will actually invite you along on their adventures and tolerate your presence, though they won't let you boss them around, unfortunately. Unless you actually do know what you're doing, then they'll probably listen to you. At the very least, they won't give you nuggies or wedgies.

JUST A KID [30 CP]: Kids are always being underestimated by those older, bigger, or wiser than them. Now, you too can take advantage of this. Even people who ought to know better will continue to underestimate you, always failing to extrapolate from what they know you can do to what you might be able to do. Once they know you can do something, they'll take it into account, of course.

SUPA GENIUS [30 CP]: Being smart is all well and good, and you are smart. Your mom said so and she's never wrong. Like really really off the charts smart... but smarts aren't everything. You're also really, really creative. How creative? Invent a new branch of science creative. Write 300 books in a lifetime creative. Win at 'The Dozens' creative. Ideas just come to you. Pick two fields to be creative in, and, for an additional [20], you may select another three fields. You are guaranteed never to run out of inspiration in that field. Fields can be as general as "SCIENCE!" or as specific as "Insults beginning with the words 'yo momma'" but the more specific, the more focused your creativity will be. If combined with Gipt'd and Talen'did on the same subject you'd surpass that italian guy the ninja turtle is based on... by the time you were 5.

CAN'T HURT ME NO MORE [40 CP]: Bad things happen to good people. You learned that the hard way... you don't like thinking of the terrible playdough incident... but, thanks to that, you've developed a thicker skin, a more resilient attitude. You're exceptionally good at surviving things that shouldn't be survivable, and while you might be a little banged up in the process, you won't be broken. Three times in any lifetime, you can brush off anything that should have killed you without much more than a scratch, and you're now totally immune to lingering trauma and scars fade more quickly. Things that should be permanently disabling, just aren't.

EVERYTHING OLD IS NEW AGAIN [40 CP]: Youth is the time where you learn things faster, your mind more fundamentally elastic and ready to learn. Everything is fascinating to a kid, be it a frog or watching mungbeans grow. Unfortunately, all that normally fades with age. But not for you. Not only are you completely immune to boredom, you can choose to be endlessly fascinated by anything. Some old guy once said 'the path to true knowledge is realizing we know nothing'... and that's really true for you. Anything you focus on, and your focus is absolute if you want it to be, you can study as if it were new again, something you'd never seen before, ignoring all your previous knowledge and learning it over from the beginning, gaining new insights, overcoming old limitations, and picking it up again far faster than you did the first time. Each time you repeat this process it becomes faster and your insight deeper, magnifying all gains exponentially once you reach your old level of skill.

COMPANIONS

General Companion Import Option [50 GP]: You can import two companions for this price, and may purchase this up to four times for a total of eight companions. Each of them gets an Archetype for free, the associated Freebies, and four times as much GP as you spent on this option, up to 800 GP. They can also take Icky Badness that has a {GC} after the title, up to 300 GP worth. They cannot take anything that costs CP, nor by companions of their own besides a maximum of three pets per Companion imported this way. If you're taking the Wondrous Gauntlet, you may combine this option with Walk Like an Egyptian for those eight companions.

Pettables [50 GP each]: You may create a small animal of a type typically found as pets, including exotics. It will be extremely loyal to you and will cycle through its lifespan over the course of 15 years and then rapidly de-age to a puppy, kitten, kit, chick, or tadpole over the course of a week and repeat the process endlessly, even if the species doesn't normally live that long or (vis versa) if they normally live longer than that. The pet will return in one week, good as new, and in its youngest form any time something unfortunate happens to it. This animal will be a bit stronger, tougher, smarter, and either more or less attractive than most of its kind. You can take it anywhere and people will generally ignore it unless it attacks them. This pet will be fanatically loyal to you. You may import any existing animal friends.

A New Friend? [50 GP]: You can arrange to meet one of your original childhood friends again in this lifetime and to strike up a friendship even better than the one you had before. They gain 600 GP to spend, can take up to 400 GP worth of {GC} Icky Badness, and will come with you as a companion from here on out. Alternatively, you can use this to create a new companion.

FRIENDLY TYPES

BESTIES FOR EVER AND EVER [Free for Wondrous Jumpers]: You get either one Best Friend (either an old friend imported into this position, even if they aren't currently travelling with you, or a new best friend) who has the same amount of CP as you do (including CP gained from Icky Badness)... or two best friends who have 80 CP plus half the CP you gained from Icky Badness each. They can spend this on Aminals, Best Toy Ever, Goodies, or Stuff except for the Neighborhood. They cannot have an Alignment more expensive than yours, but they do get their choice of Background for free and all applicable discounts. Can be used to give yourself a twin/triplet. If you are in the Wondrous Gauntlet, it grants a similar amount of GP and Archetype.

IMAGINARY FRIEND [20 CP]: You have a friend that no one else can see, but that's okay, you can (well, your other companions can kinda see it if they squint real hard). It's a real friend, no matter what others say. This friend doesn't take up a companion slot, because they're imaginary, but can be imported, gaining perks only any time you'd be able to import a companion normally. They aren't super strong against normal enemies, but can kick the ass of almost any imaginary enemy they fight... including memetic enemies, whatever those are. They can even fight things that you're afraid of but that don't have physical forms. Seriously, your imaginary friend can totally beat up Chuck Norris. This can be an old friend who died sometime in your previous jumps or a new friend. They gain a Background for free and 40 CP... and can buy one Icky Badness that's not worth more than 20 CP. They can only buy Goodies.

AMINALS [20 CP]: Dogs, Horses, Chickens, Shapeshifting Blobs of Protoplasm, Owls, Ferrets, Wombats, Dingbats, Zubats, and Cabbits... plus PDAs, PCs, VIs, Droids, Robots... You can import any number of not-people but still lovable travelling companions with this option, as long as you had them before this jump began. They each get a small (shetland pony size maximum), otherwise normal, fuzzy or scaly or feathered form free, and get 50 CP to spend on Goodies (but don't get a background). This doesn't make them any smarter (unless it does), and they're still, you know, aminals... seriously, you can import your Playstation 4 and give it the body of a doberman pincher if you want. They can't buy Icky Badness or Alignments or Companions.

BESTEST TOY EVER [10 CP]: You can import any toy you own, no matter what your definition of toy is. It gets all the perks under one of the Backgrounds besides the capstone and comes to life... maybe we should have led with that. You get to bring your toy to life. It henceforth (isn't that a cool word?) becomes a companion and can be either its normal toy size or human-size, but will always look like a living toy in some way, even if you import it into another jump.

WALK LIKE AN EGYPTIAN [20 CP]: All the kids in the neighborhood say 'way-yo way-yo'. If your Companions agree to say 'way-yo way-yo' and walk like an egyptian once a day for 5 minutes, they can join you in this jump... any number of them. Each gains their choice of Background and 50 CP to spend only on Goodies. You can assign them as you like to different families, either as siblings, foster siblings, half-siblings, twins, etc, and each of them starts at your age plus or minus 2 years... you pick. Once they're at least 3 years old, they have to walk like an egyptian for 5 minutes every day or their moms and dads will ground them for the rest of the week... next week if it's the weekend.

ARCHETYPAL ITEMS

These cost GP and require an Archetype to purchase.

A Family That's Yours [Priceless]: For the duration of the gauntlet, you have a family and a home. The home is typical for wherever you are, and your family can be structured however you like within reason. Whatever you come up with, that's your family for the jump. If you take the Gauntlet / Gauntlite Prize 'Family Ties', your Family can accompany you as a single unit slotless companion, while individual members can be spun off as individual slotted companions.

Spending Money [Free]: You get a reasonable amount of spending money, enough to buy a toy or game if you save up or a few snacks a week if you don't. It's probably not more than 20 bucks a week.

A Safe Space [Free]: You get an area in or near your house to go to and feel safe when things get to be too much. No one will find you or bother you there, but you can only stay there for 30 minutes a day.

School Lunch Program [Free]: Every School Day, and every week day in summer, you get a free breakfast and lunch courtesy of the local school / daycare. It's school food, but it's food!

String Cheese [50 GP]: You have an unlimited amount of string cheese in individual wrapped packages. Can be different varieties of string cheese

PB&J [50 GP]: You get a lunchbox that contains 12 PB&J sammiches every day. They come the way you like them and can be variety, and you can share them with your friends.

Pudding Cups! [50 GP]: You have three extra pudding, jello, or yogurt cups in your lunch every day. They can be any quasi-normal flavor you like, even if that brand doesn't normally exist.

Sunny-D [50 GP]: You get unlimited juice boxes, caprisun, high-c, sunny-d, and kool-aid. It may all be garbage, but it's tasty and full of vitamin Sugar! All different flavors too!

Unpowered Transportation [50 GP]: You get your own bike, skateboard, roller skates, roller blades, and a scooter. Plus a helmet and pads that, if you wear them, will keep you from getting more than scratches or scrapes from accidents while riding any of these.

Candy of the Month Club [100 GP]: Once a month, you get three pounds of your favorite candy delivered to your front door. No one will steal your candy.

Upward Mobility [100 GP, Free for Only Child]: Thanks to being able to work harder and having fewer expenses, your family fortunes will only increase and your parents will get regular raises and promotions, though nothing unusual or ridiculous. In future jumps, where you are the adult again, you'll also receive that benefit as long as you have less than 3 minor children you're responsible for. Zero is less than three.

Trust Fund [100 GP, Discounted for Only Child]: Thanks to a dead relative, you get 100 dollars a week spending money, your parents can afford to buy you more expensive toys and electronics, and, when you (if you) get old enough, you'll get a new car and a full ride to college. In future jumps, you get a stipend of 5,000 a month for life from your trust fund.

Good School [100 GP, Free for Eldest Child]: You lucky dog, you live close enough to an excellent school, either a private school with a great rep (which you've got a free ride at) or a public school with a great rep (which you meet the requirements for). Either way? bonus!

Stylish Wardrobe [100 GP, Discounted for Eldest Child]: Looking your best often requires have clothes that are flattering. Good thing you've got a closet full of non-hand-me-down clothes that not only fit perfectly but are always in fashion... unless you want to be a trend-setter instead of a follower. The clothes are stylish for trend-followers.

Board Game Night [100 GP, Free for Middle Child]: Once a week, your family will sit down at the dining room table and play one to three boardgames. There will be a mix of classics, family favorites, and new golden age of boardgaming games in the mix. It will be fun. If you take the Family Ties Prize, Game Night will continue, and up to four new games will be added once every three months.

Family Vacation [100 GP, Discounted for Middle Child]: Twice a year, your family will take a 5-15 day vacation somewhere in the world. One of them will be fairly local, the other will be farther afield. It could be Disney and Paris one year, Cancun and DC the next, NYC and the Grand Canyon the third. These vacations continue happening even after the jump ends if you want them to and took the Family Ties Prize.

Media Center [100 GP, Free for Youngest Child]: Either because your older siblings put it together, or because your parents are awesome, you have a collection of movies, music, and videogames (as well as the consoles to play them on) the rival of anyone in the neighborhood... and you didn't have to pay dime one for it. It tends to have a fairly decent collection and new stuff gets added fairly regularly, even if you don't do anything to add to it personally.

A Reputation [100 GP, Discounted for Youngest Child]: Either because you've got older siblings, or maybe just because people think you're a bad boy, you've got a reputation that precedes you. You can invoke this to define how people will treat you upon meeting you for the first time, though it can't cause them to act out of character. It is important to note that there is no standard for how people behave towards any given reputation, as it is entirely down to the individual. Some might see a reputation for compassion as a good thing, while others see it as weakness. You need not use this reputation, and once per jump you can change the details of your reputation.

STUFF

These cost CP and require a Background to purchase

Family [Priceless]: For the duration of this jump, you'll have a family and a home. The home will fit in with the condition of your neighborhood, and your family can be structured however you like. Traditional nuclear families are fine, but so are any other structure you can think of (within reason). Whatever you come up with, that's your family for the jump... but you can't take them with you, unless you take Neighborhood Eternal. Even then, they're just normal people for your neighborhood. Combines with A Family That's Yours if this is The Wondrous Gauntlet.

Allowance [Free]: You get a reasonable allowance based on the condition of your neighborhood, though you might be required to do chores to earn it. It won't follow you after the jump, and won't ever exceed 200 dollars a week, no matter how rich your parents are. It also won't ever be less than 5 cents a week, no matter how poor. It might not seem like much, but then again... it isn't. Combines with Spending Money if this is The Wondrous Gauntlet.

Your Room [Free]: You have your very own room, full of all the things of childhood. It is exactly what you'd want your bedroom to be... including safe from the outside world. Nothing can hurt you in your room unless you let it in or bring it in with you. Any mundane item you think should be in your bedroom is in there... as long as any non-millionaire could have it in their bedroom. Your bedroom follows you from jump to jump... and if you have kids of your own further down the line, they get their own bedrooms too, same as yours, but customized to them. Every companion imported with Besties for Ever and Ever or Walk Like an Egyptian get their own rooms as well. After this jump, your room is added to any property you own (warehouse too).

Home Cooked Meals [5 CP]: Of course, this is free during this jump, unless you took the wrong Icky Badness, but after this jump is over, once a day, for breakfast or dinner, your mom/dad/grandparent/aunt will show up to cook you an honest to god home cooked meal. Once a week, it'll be something really cool, one of your favorites... and on your birthday every year, they'll make you an awesome cake. If your guardian couldn't cook before, suddenly they can, and it's awesome.

Toy Chest [5 CP]: This fantastic chest is filled with a specific type of toys in unlimited quantities... must be purchased once for each toy type (Dolls, Plushies, LEGO, etc...)

Spoiler Yer Supper [5 CP]: This is all the ice-cream, candy, and junk food you can eat in a week. It respawns once a week. If you eat it all in one day, you'll get a stomach ache. Just a warning.

Hamper of Cleanliness [10 CP]: This is a magical device where, if you put dirty clothes into it, they disappear, then reappear the next day smelling nice and clean, unstained, neatly folded, and softer than they were before. You have no idea how it works. It also makes a decent tobogan.

Play Room [10 CP]: A wondrous room in which playtime lasts three times as long as it would outside it. Games and toys stored within never lose pieces or break, or get worn out. Any game you don't have time to finish will remain in exactly the same state you left it in until you get back to it... even if you play the same game with different people in between playing it with the original players. After this jump, the room is added to any property you own (warehouse too).

Backpack of Awesome! [10 CP]: Not only does this backpack always fit and always look just the right level of broken in, it's never uncomfortable to wear, never slows you down or trips you up, and can hold all the things the best backpacks can. It always has a packed lunch (only 1 per day), a half-full canteen of nice cool water that never tastes metallic or plasticity (unless you like that), three candy bars (or fun-sized pack of candies like Skittles or M&Ms) per day, as much fruit as you can eat, coloring books, crayons/markers/chalk/colored pencils, notebooks, any one roleplaying game's core rulebook (each day you can change it), a two person tent, a poncho, rainboots, an umbrella, a sleeping bag, a small tarp, a flashlight with unlimited batteries (one of the good ones, not a junk one that barely lights anything up, and which does extra damage to beings of darkness and blinds werewolves, ghosts, and vampires for at least a few seconds), and (even though your mom doesn't know it) a small pocket knife that's always sharp, a box of matches that always light on the first strike and never get wet, and a red rider air-rifle with squirrel pellets that is totally as powerful as a real rifle (but which will never hurt anyone you don't want to hurt, and only stings a bit if you hit someone under the age of 21 anyway). Despite having all that stuff in it, it's always almost empty so you can cram in three times as much as a normal backpack should be able to carry... in addition to all that. It also has an unlimited number of changes of underwear (always clean) and socks (always nice and warm and fluffy)... but never sexy, cause sexy stuff is weird. Your mom has some that's almost see through! Gross!

Half Penny [20 CP]: This magical coin grants the owner half a wish once per jump. It cannot be used in any way to get more wishes (or half-wishes) or to gain anything permanent. Half-Wishes can be banked, but no amount of half-wishes make one full wish. A Half-Wish grants half of what was wished for, but some strange force decides exactly how to define what is divided by 2.

Doodle Chalk [20 CP]: Ah. Sidewalk Chalk. The Greatest Joy a child can know. The freedom to draw on ANYTHING! (well, okay, not really... but it's practically legal vandalism! How cool is that?!). Not only can your magical chalk (or maybe it's super-science hyper-chalk) draw on anything (and be washed off safely), but it has four special properties. Anything you draw won't be washed away unless you allow it to be or 3 days pass. By touching a piece of paper to one of your drawings, you can transfer the drawing to the paper. If you draw anything that looks like a creature, you can bring it to life for an hour. And if you draw a picture of a place, you can jump into it, transforming into a chalk-person. This effect lasts until it either rains or the sun sets. The more detailed the image, the more detailed the creature or environment, though neither can produce anything permanent or that can harm any living thing (inanimate objects are fair game).

SWEET CHILDREN

Instant Pillow Fort [10 CP]: This is a magical pillow that, when you throw it up in the air, instantly creates an entire (structurally sound) pillow fort that fills whatever room it's used in from wall to wall. Made of only the softest pillows and quilts, plus couch cushions and beanbags that are just the right blend of soft and supportive, it's never too hot or too cold inside the fort. All the stuff is eternally clean and smells of nostalgia and warm fires. Nothing will ever spill inside the fort and it can withstand any attack unscathed as will anyone inside it, (though it has rather obvious openings, so it's a great bunker, but a terrible fortress). It can be cleaned up in less than 5 minutes, no matter how big it is. If used outside, it will fill the area to a maximum size of a 3 story, six bedroom McMansion... with cushion staircases and even bathrooms (don't ask). There are always spare (non-structural) pillows lying around for a good pillow fight... and even beanbag bazookas to shoot each other with. The beanbags make a loud fwump noise and can knock things over, but don't hurt.

Craft Room [10 CP]: A wondrous room full of arts and crafts supplies, where productive time lasts three times as long and no one ever interrupts you at the wrong moment. All the art supplies restock once a week and there are always new puzzles and patterns every week. What's that? Puzzles? Oh yeah. Books of puzzles, jigsaw puzzles, paint and stitch by numbers... all sorts of cool little things like that. New ones every week, though your favorites will never disappear. After this jump, this room is added to any property you own (warehouse too).

Stardom [20 CP]: Some things aren't physical. Like this. This is the very heart of what it means to be a star. You have a sweetheart artist deal and a vast following waiting for you. Once you turn 6, you will be discovered and will instantly become a sensation. The demands of stardom will always be reasonable and you'll never be stalked by paparazzi or creepy fans. As long as you're not a jerk about it, your popularity will continue to grow and grow, but the fans will always be respectful of your privacy. In future jumps, this can be activated at any time by opening up the sealed contract you'll find waiting for you and signing your name. Your mom or dad from this jump will show up to be your agent and or manager, and they're both good at it and reasonable.

Woobie [30 CP]: This is the greatest magic a kid can have, an ironclad defense against evil and badness, that takes the form of something small and soft and somewhat worn, something much loved and never truly forgotten. As long as you hold the joys of childhood, and the innocence of youth... and cling tight to your Woobie, nothing evil can ever touch you. But you can only act to defend yourself or others, or the power of the Woobie will be broken for you. Once per jump, you can give away the Woobie to any child, and henceforth it will protect them just as it once protected you. Some say there is a secret way to mend a broken Woobie, but that it takes the power of a mother's tears and a father's strong voice and one other thing that no one knows.

Collar of Ownership [40 CP]: This is a magical collar that turns any animal or monster into a pet, shrinking it to the size of a large dog or smaller. How you get it around the monster's neck is your business. Shrunk monsters don't look like cute animals, and will still freak people out, but they'll be unable to harm you as long as they wear the collar. If you can convince the monster to

not be a monster any more, it might decide to become your friend, at which point you can remove the collar safely and use it on something else... but be aware, sometimes monsters lie.

CHILDREN OF THE REVOLUTION

Cardboard Vehicle Adaptor [10 CP]: If you attach this to any other structure or vehicle, that thing instantly becomes a car, boat, airplane or spaceship, your choice. It can hold up to four people and gains all the properties of whatever you attach it to. If the thing you attach it to doesn't have its own mode of propulsion, you'll have to power it with imagination, which can be tiring, but allows it to go as fast as a normal sportscar, speedboat, jetfighter, or spaceshuttle.

Kiddie Pool [10 CP]: What appears, to the casual observer, to be a simple plastic inflatable kiddie pool is actually as vast and deep as the ocean, with towering waves and huge monsters (any non-ship toy you put in it comes to life while in the pool). No matter how far out to sea you might be, no matter how far down, you can leap out of the pool or swim to the surface merely by thinking about it. Even if freshwater is used to fill it, the water in it is always as salty as the sea. Any toy boat you place inside it will grow to the size of a small, but usable ship which responds to your shouted commands. It takes only a litre of water to fill and will clean any water put in it.

Running Shoes [20 CP]: These are special magical running shoes. When you wear them, you can run and run and run and run... and never get tired. You can jump super far too... in fact, you can jump to anywhere up to three stories tall and jump back down again safely. Most miraculous of all, you can keep getting faster the longer you keep running, but unfortunately, no matter how fast you run, you can't quite fly.

Tree Fort [30 CP]: This is the Best Tree Fort Ever. Honestly. Whatever you can imagine, this is better. It's the best. It's out behind your house, and has everything and anything a tree house might reasonably have. Plus, any technology you have, you can integrate seamlessly into the Tree Fort and no one will ever find it strange that your Tree Fort has a Warp Core, VR Rig, and Death Ray... as long as you actually know how to make those things. It will follow you from Jump to Jump, always in your backyard. If you buy Neighborhood Eternal, you can have a pair of identical Tree Forts at every entrance to your Neighborhood, just to keep it safe. People will always assume it's not a real Death Ray... until you use it. It makes an excellent command post for waging secret rebellions against authority and nap time.

Book of Secrets [40 CP]: This nasty little book has dirt on everyone in the neighborhood. All their deepest secrets and fears and most embarrassing moments are recorded in here. It updates itself to include everyone important no matter where you go once you leave this jump.

CHILDREN OF THE CORN

Trampoline [10 CP]: This is a large backyard Trampoline, about 15 feet across. You can use this to jump as high as you want... even to the moon. You get to come back whenever you want though, just by jumping down again. No one ever falls off this trampoline and hurts themselves... unless they're bullies and use it without your permission, in which case they

sprain their wrist or ankle and start crying. If their parents threaten to sue, they'll suffer bad luck until they drop the case. It can easily be deployed by anyone, even a three year old.

Children's Lit [10 CP]: This small bookshelf is always full of fascinating and wonderful children's books from around the world... and gains the best of such literature from any world you have been to or that you visit from now on. Additionally, any media you put on top of the bookshelf will appear in children's lit form on the shelf below. Even though the shelf is only about 3 feet long and a single row, and never full, it has infinite storage space and will always present either something you've never read that suits your mood or whatever book you've already read that you're thinking of, as long as it's a piece of children's (or YA) literature you own. No matter how many times you read something from this shelf, it will never grow old.

Actual Pool [20 CP]: This magical pool looks like a normal backyard swimming pool, but it has two fabulous properties. First, not only does it clean itself, but it disappears to make your backyard usable for something other than housing a giant body of water. Second, it allows you to swim safely in anything you can imagine. No one ever drowns or swallows too much water (or space-dust, or clouds, or magma, or gold coins) in your pool and it has a high dive that's as high as you want it to be and a water slide that's as long as you want it to be... but both of them have rocket elevators to get you to the top in seconds. The substance has to be something that isn't solid, and any material removed from the pool reverts to water within 15 minutes or upon being consumed. Except if you turn it into grape juice (or anything grape flavored really) for some reason... then it doesn't turn back if removed from the pool. It is self filling. After this jump, your pool is added to any property you own (warehouse too).

Console Generation [30 CP]: This looks like a nexter-than-next-gen console... and every house in your neighborhood has one. It can play any game from any generation of console, and any game you plug into this console becomes an MMO for you and your friends. If you link three consoles together that all have copies of the same game, you and up to 11 of your friends can use it to play any game as if it were real. If you die in game, you get kicked out and can't play for 15 minutes... 5 minutes if you do 100 jumping jacks. You can't bring stuff out of these games using the Consoles.

Neighborhood Eternal [20* CP]: Normally, everyone gets to design their neighborhood in this jump... but you, you... you lucky person... you get to keep your neighborhood. Your neighborhood follows you from jump to jump and always begins somewhere near you if possible. It never really changes, its character always being what it was during your time here. I guess you can go home again. If the neighborhood is damaged it will repair itself naturally over time, and if destroyed it will appear as good as new in your next jump, or be rebuilt over the course of about five years. *Children of the Corn don't get a discount on this, but do get +20 Neighborhood Points (NP) to spend in the Neighborhood Builder below.

WAR CHILDREN

Bucket o' Balls [10 CP]: This is a plastic bucket that contains an endless number of water balloons when it's hot out, and an endless number of snowballs when it's cold. Both are almost completely harmless to other kids, but hit monsters, ghosts, and demons as if they were high explosive armor-piercing mini-grenades. If used against annoying or mean adults, they can leave stains if you like.

Rumpus Room [10 CP]: A wondrous room full of cushions and pads and all manner of physical obstacles and things to throw at each other and hit each other with. No one ever gets hurt in the Rumpus Room and, when you get tired, a ten minute nap in the corner (no one can attack you in the corner) will see you completely refreshed. All the pads are self-cleaning, in case you want to use the provided paintball guns for anything. After this jump, this room is added to any property you own (warehouse too).

Your Very Own Bicycle/Tricycle [20 CP]: This magical bike goes as fast as you think it does, stops on a dime, and while it can't fly, it can do jumps and tricks like no-one's business. You are guaranteed never to get more than a few scrapes and bruises no matter how fast you're going if you hit something or fall off. Does not concern itself with such stupid things as friction and inertia and force equalling mass times velocity.

Playground [30 CP]: This playground has all the playground equipment ever invented, and is always the right size for whoever is using it. No matter how insane the slides, or obstacles, or what have you, might be, no one ever gets hurt in the playground. There is always enough room for everyone to play. It always fills a nearby lot wherever you go, and you always know where it is. It has one of those fountains your dog can run through and other water features as well. If you buy Neighborhood Eternal, this can be included there as well, even if you didn't buy the Park option. It doubles as the world's hardest obstacle course, but kids (and those who are kids at heart) never think of it as anything other than a playground.

Wardrobe of Wonders [40 CP]: You have a wardrobe of perfect costumes for any and all occasions. They will always look genuine, be perfectly sized for whoever you put them on, and you'll always have enough to outfit everyone who wants to be a princess, knight, or barbarian ogre chef with a peg-leg. If the character you're dressed as has special abilities, you'll be able to flawlessly mimic them, but it's all illusions, so you're not really flying or shooting laser beams from your eyes... you just look like you are. Don't think too hard about how that's possible.

ICKY BADNESS

In the Wonderous Jump, you may take up to 80 CP of Icky Badness, but you won't enjoy it.

In the Gauntlet, you may take up to 1400 GP of Icky Badness, but you really won't enjoy it.

In the Gauntlite, you may take up to 600 GP of Icky Badness, but you really won't enjoy it.

In the Wondrous Gauntlet, you may take Icky Badness for either CP or GP, no limit.

Taking any Icky Badness in Wondrous means you automatically sign up for The Treatment.

The Treatment [Mandatory with Any non-zero Icky Badness]: You're a kid. That means you are required to, you know, be a kid. That means you have to stay at home, obey the rules (as much as any kid does), worry about being punished, or grounded, or yelled at. You mature as you grow, and you start with very little power or control... and even at your most powerful, around the time you hit the end of the jump, you'll only be at about as powerful as pre-shippuden Naruto or end of Infamous 2 Cole for the non-weebs. If you take either of the extended stay options, they explain how they change this. However, this is an essentially safe jump unless you take a specific Icky Badness.

In Another Age [0 CP / 100 GP]: You may select any other time period between 3,000 BCE and 1950 CE to be born in.

Shared Room [10 CP / 100 GP]: You have to share your room with someone else. Let me repeat that. THERE IS A PLACE THAT'S PERFECTLY YOURS AND YOU HAVE TO SHARE WITH SOMEONE WHO MIGHT BE TOUCHING YOUR STUFF WHENEVER YOU'RE NOT LOOKING! This will never, ever, be okay. Even if they're your best friend. Even if they're your twin. It's your stuff! Why can't they have their own rooooooooooom?!!!! Oh, god, can't breathe...

Abandoned [10 CP / 100 GP] {GC}: You were dumped on a random doorstep just before you arrived and, luckily, the people who found you decided to keep you. You have no idea who your real parents are or why they abandoned you, and that doubt will plague you for the rest of your time here.

Babysitter Blues [10 CP / 200 GP]: Your parents or guardians have to work a lot, and that means you get stuck with babysitters, often. Unfortunately, all your babysitters are annoying, boring, or lame... and you can't leave the house while you're being babysat. At least 16 hours a week you'll have to put up with this torture.

Chores!?! [10 CP / 100 GP] {GC}: Yes! You have to do your chores. If you don't, you will be grounded. When you're grounded you can't use your special abilities and you can't leave the house and you have even more chores!

Forty-Five Months Earlier [10 CP / 200 GP] {GC}: Did you know Jumps begin at conception? Yup. totally true. At least for you. Your jump begins with you perfectly aware at the moment of conception. Don't worry, I'm sure going through gestation and birth will be loads of fun as you, very slowly, develop motor skills and higher brain functions.

Weirdos for Parents [10 CP / 150 GP] {GC}: Your parents are kinda strange, you know that? Maybe they make clothing out of human hair. Maybe they collect little figurines. Maybe they're... gasp... roleplayers! Whatever it is, you're a little bit embarrassed by them and all your friends (and, worse, enemies) think they're weird too and sometimes they'll mock you for it.

Ugly Duckling [10 CP / 150 GP] {GC}: Your face looks like 20 miles of bad road. You have warts and birthmarks and... and... look, you is uuuugly. I'm sure you'll grow out of it... around your 13th birthday.

Older Sibling / Younger Sibling [10 CP]: Oh, god, they're multiplying. You now have a jerkass older sibling or a pain in the ass younger sibling. If you started early, they'll show up 18 months after you're born. An older sibling will pick on you and knows everything you can do and is unaffected by it. A younger sibling doesn't know what you can do, but has counters for almost everything and if you ever win a fight, they'll tattletale to your parents and you'll get in trouble... and yes, that matters. You can take this up to three times. The first adds either one or the other, the second adds one of each (3 siblings total), and the third adds a further 4 siblings in any combination, 2 of them twins of previous siblings. Younger siblings (or pairs of younger siblings) will keep showing up 18 months apart until they're all present and accounted for.

Unwanted [20 CP / 200 GP] {GC}: Your family never wanted you, and they're not shy about telling you that. Sure, they love you, but it's a grudging kind of love and when they get upset they blame you for all the things your presence has screwed up.

All the Yelling [20 CP / 200 GP] {GC}: Everyone in your family yells all the time. The arguments are a constant fact of life and you can't help flinching whenever someone starts yelling near you... and if they're yelling at you, you're liable to start crying, no matter how good you think your control over your emotions is.

Daddy was a Bad Man [20 CP / 250 GP] {GC}: There's no way to put this gently. You're the product of a terrible act. Maybe your mother knew your daddy, maybe she didn't, but he definitely didn't say please. Sure, mommy still loves you, but you can tell that, deep down, you remind her sometimes of what happened and that makes you sad. Either you know who your father is and never get to see him cause he's either in jail or your mom is hiding from him... or you have no idea who your father is and neither does your mother.

No Supper [20 CP / 250 GP]: There's never really enough food to go around. Either your family has trouble making ends meet, or you're always hungry, even if you eat way more than is normal for a kid your age. You'll always be a little scrawny and underfed. All food supplies you might have are cut off, even ones you bought here.

Growing Pains [20 CP]: Why can't you seem to control your emotions, or powers. Yeah, yeah, The Treatment nerfs them pretty hard, but this just makes your control absolute garbage. You never really hurt anyone too badly, but things just... keep... getting... out of hand. Last week you blew up the neighbor's garage and this week you can hear mice farting everywhere! EVERYWHERE! This will get better as you practice, but it will be a constant unending struggle until you manage to figure it out... and the more special qualities you have, the longer the process will take.

School? I have to go to School? [20 CP / 400 GP]: Yes, Chuckles, you have to go to school. And you have to graduate with at least a B- Average or you have to repeat the entire jump as 'A Normal Kid' for no extra points. Oh, all your learning and focus perks, plus enhanced memory and intelligence perks and gear is considered cheating, so it's turned off with regards to your school work. Still functions fine for everything else though. This extends your stay to 18, meaning your power level will be a bit higher... think Smallville Superboy... by the end. You did this once, didn't you? You got this. This is easy! Oh, and if you think you can cheese this by taking A Normal Kid with it... haha... sure. But failing to get that B- average means you go home. No second chances. If you take this, it applies to all your companions too, and if they fail, they have to sit out the next jump.

Not Your Real Parents [20 CP / 200 GP]: These people you're living with aren't your real parents... surely they can't be. You don't know where they got you or how they're keeping you with them, but they're hiding some dark secret and you can't leave until you can figure it out and find your real parents. Expect lots of panicky moves in the middle of the night, cryptic conversations with armed men, and a strange feeling of being watched. Also, you'll probably be changing your name at least twice. If you imported companions, you'll find some of them along each stop, but they'll never be all together. If you bought Neighborhood Eternal, parts of it will appear patchwork wherever you move over the decade. As to what's up... well, either your 'parents' kidnapped you from your real parents, or your parents and you are in WitSec... or maybe there's another, stranger, reason. Regardless, you don't remember buying this, nor even that it was an option. Instead, you believe that you got 20 CP for buying 'SPINACH? I HATE SPINACH!' which makes you really really hate eating vegetables (unless they're hidden in things like spaghetti sauce, soup, or smoothies... or covered in cheese.)

Messiah on the Block [20 CP / 200 GP]: Cannot be taken if you have Anti-Chris or Second Coming on yourself or anyone in your party. The Messiah / Anti-Chris has been born and he or she lives down the street. It's terribly annoying since they're so much better than everyone else, have a bunch of followers who keep interfering with everything, and sometimes rival religions try and blow up bits of your neighborhood. This Messiah can be of any faith.

Unloved [30 CP / 300 GP] {GC}: Your family doesn't love you. They barely tolerate your presence and seldom even bother talking to you except to tell you to go away or do chores. Unfortunately, you have nowhere else to go and no one else besides your friends who love you. You're stuck I'm afraid. If you take this with Unwanted, they actively hate you... and no, you still can't leave.

Troubled Birth [30 CP / 300 GP] {GC}: Your arrival was not, shall we say, uneventful. Unfortunately, it has damaged you... rather severely. Pick two from the following list: crippled arm, crippled leg, damaged heart, mild brain damage, weak immune system, severe asthma, seizures, blindness, or deafness. For the duration of your stay, this will be a chronic condition that you can treat, but cannot cure or completely ameliorate. Can be taken twice.

CHILDHOOD IS HOW LONG? [30 CP]: Oh, dear... it looks like we accidentally set your race for 'dragon' for this jump. You're now stuck here, as a child, for 5,000 years. Oh, and taking this automatically means you start in 3,000 BC in either India, China, Greece, Israel, Egypt, or somewhere deep in the jungles of Africa. Did I mention that Dragon Parents aren't particularly invested in their children? Expect your parent to sleep a lot... and just because we set your race to dragon, that doesn't mean you actually are a large flying, fire-breathing lizard. In fact, you look pretty much human... it just will take you 5,000 years to reach puberty and the end jump. Your power will scale as normal... just at 1/50th the rate. Oh, And you're now easily bored. Have fun!

Took the Money and Ran [30 CP / 300 GP]: Your family and your friends families were all defrauded out of their life savings, the local factory closed down, and the housing market collapsed. Everyone in your entire neighborhood is dead broke, and all outside sources of money, and all money making perks from outside this jump are deactivated. Expect events to conspire to make pulling the neighborhood out of the red more challenging. Of course, you could always convince your parents to let everyone else fend for themselves... but could you live with yourself if you do? (the answer is no. Do it and you'll feel guilty... even if you're the Anti-Chris).

Orphanage [30 CP / 300 GP]: Congratulations, you and your companions are now stuck in an underfunded state orphanage until someone adopts you... hint, no one will adopt you, why would they, you're just another hard luck case. Still, you'll never give up hoping that this time, maybe... Thankfully, if you want to look at it that way, your parents didn't abandon you (unless you took Abandoned). They just died or were utterly incompetent as parents.

SPECTRUM [10-30 CP / 300 GP] {GC}: I'm sorry to tell you this, but you're autistic. And since Autism is a spectrum disorder, there's a range here. For 10, you're a mild case, able to get by most days if everything goes right. For 30, you're a severe case, barely functional. For 20, you're somewhere in between. If you don't know about Autism, do the research. It's complicated and this isn't the place to go into details.

Rival Messiahs [30 CP / 300 GP]: This is exactly like Messiah on the block, but now there are two of them from rival faiths, either two Messiahs, two Anti-Chrises, or one of each.

A Normal Kid [40 CP]: You remember all your past adventures? All those wonderful journeys you and your friends went on? Yeah... those were all imaginary. You can't actually do any of those things in real life. On the plus side, this doesn't count against the Icky Badness limit. If this isn't at least your third jump you can't take this for points.

Crashed Spaceship [40 CP]: It seems that, somehow, you arrived here in some kind of alien lifepod from a starship that was cracking up in orbit. Good news, the Treatment's ending point is now it's starting point, and you'll be at about 75% of your full power right before your 13th birthday (full power at 18 if you last that long)... oh... heh... right. See, your ship spread its debris all over the planet, and with it children were born with some of the abilities of you and your companions. While few of these individuals will have anywhere near your total number of abilities, the fewer they have the more powerful they'll be in that limited subset... and if your companions can do things you can't, it's entirely possible that some of these other children will possess power combos you don't have. Now, nothing says these kids will be hostile to you... but on the other hand, any one of them that defeats another gets to take some of the power from the loser... and you're only partly an exception. You can't take power... but you sure can lose it. Oh, those with powers can sense each other if they're close enough... how close is close enough? Depends on how powerful you are. Someone like Superman will be detectable at a range of 20 miles. Someone like Arm-Fall-Off-Boy would be detectable at a range of 20 meters.

Perverts & Strangers [40 CP / 400 GP]: There are bad people in the world, and they do bad things to kids. Now they seem to be targeting you... and more especially your friends. Why? You don't know, but if you took this, the shadows of this world are a bit darker, a bit deeper, and a lot more nefarious. Don't expect your powers and abilities to be enough to save you. You're going to need to be quick, clever, and vigilant, or people you care about are going to pay the price. If you're ever the last one standing... run... because the shadows will be close behind you.

Clash of the Very Small Titans [50 CP]: Requires you to be either Anti-Chris or Second Coming, or to be on at least your 6th jump. This is exactly like Messiah on the Block, except they rival you in strength and power and fundamentally oppose you and everything you stand for! They won't try and destroy you outright, at least not initially. That would be too easy. They must first try and convince everyone that they are right and you are evil/wrong/icky. Only towards the very end are things likely to come to blows. If, somehow, you can bridge this almost impossible divide, they will agree to come with you... as a rival... so they can continue to try and prove that you are evil/wrong/icky.

Littlest Cancer Patient [60 CP / 600 GP]: Well... that sucks. You've got a degenerative condition, one that means you'll be in and out of hospitals for much of your time here, and even when you're not in hospital, there will be days or weeks when you're just not feeling very well. It won't kill you (guaranteed), but it will be painful, invasive, worry your parents desperately, and will get steadily worse no matter how much the doctors try and do... oh, if you don't allow them to treat you, that voids the guarantee.

THE BEGINNING

Stay here? No, you can't stay here. Time to Grow Up.

Go Home? You can't Go Home Again.

Move On? We all have to. Good Luck out there.

GAUNTLET PRIZES

Your Neighborhood: As a reward for completing the Gauntlet, you get your generic childhood neighborhood to follow you around. You may customize it as per the Generic Neighborhood Generator below, but it may not contain any fantastic elements.

Family Ties: As a reward for completing the Gauntlet, your family will join you on your adventures from here on out. They're very nice, but... normal.

GENERIC NEIGHBORHOOD GENERATOR

The neighborhood is a key ingredient in every childhood memory, but no two neighborhoods are exactly alike. To that end, every Jumper gets 50 Neighborhood Points (NP) with which to customize their neighborhood. Unfortunately, unless you buy the Neighborhood Eternal, your neighborhood will have to remain in this world once you leave.

Latitude

Pick 1

Subtropical [Free]: With long hot summers and short cool summers, to some this climate range is viewed as idyllic, while to others it is seen as lacking variation. Regardless, this option is considered the default, since slightly more of the world falls in this range than its more northern counterpart. This encompasses much of India, the southern US and northern Mexico, northern Argentina & Chile, southern Australia, South Africa, most of the Middle East, and the northern coast of Africa... plus Tibet and the southern third of China. Even the southernmost parts of Japan, Brazil, and Madagascar.

Temperate [Free]: With four clearly defined seasons, this is the stereotypical climate for much of the world's fiction, for the simple fact that all of Europe, Korea, most of Japan, and more than half of China lie in this band. Most of Russia and Canada also call this climate band home, and plucky New Zealand manages to sneak in while frigid Iceland runs right up to the border without, quite, crossing it.

Tropical [5]: Spanning the center of the world, this is also called the Summerlands, since it's never winter here. Day and night are close to equal here, and it's hot, year round. While some places along the Equator, which encompasses most of South America and Africa, as well as all of Central America, the southern halves of Mexico and India, Polynesia and South-East Asia, and the northern half of Australia, are less than pleasant places to live, as long as there is water here, there is life. A huge percentage of the global population lives in the Tropics... and a fairly large number dream of vacationing there.

Subarctic [-5]: Whhhhhyyy? It's cold! All year round. You'll be wearing a parka in summer! In this part of the world, the days and nights can get very very long indeed. There are two ways to qualify as Subarctic... the first is to lie between 50 and 70... but the other way is to be at high elevation. No part of the Southern Hemisphere that isn't Antarctica lies in this belt by pure latitude, but parts of Peru, Chile, and Argentina come close by altitude. In the northern Hemisphere, Alaska, Greenland, Finland, Norway, Sweden, Canada, Scotland, and Russia / Siberia are all easily that far north, and parts of Nepal, Tibet, Kazakhstan, and Mongolia are all elevated enough. High Altitude of course comes with a dry climate and thin air, but otherwise, the environment is cold, usually windy, and fundamentally dangerous if you're not aware of the risks.

Climate

Pick 1

Very Wet [-10]: Expect between 1 and 2 meters of rain or snow annually. I hope you like rain... and blizzards. Think Seattle or other rainforest biomes. So much humidity. If the area is hot... all the bugs, and heat stroke... be careful. Disease is rampant in these climes.

Wet [5]: Expect between 40 and 80 centimeters of rain or snow annually. It's a fair amount of rain, like most of the pacific northwest, and all of the east coast of the US, and places like Ireland and southern China. Great for crops, not bad for lazy days. There's usually a fair to sweltering level of humidity though and lots of bugs.

Moderate [Free]: Expect between 12 and 40 centimeters of rain or snow annually. This is a totally reasonable amount of rain to get and most of North America, Europe, and Central Africa fall in this range. Humidity runs between about 50% and 80% normally. Expect some things to be rained out and the occasional snow day, especially as you go further north.

Dry [5]: While, yes, you will need to worry about things like dust and making sure you stay properly hydrated, dry climates, also called semi-arid, while not exactly best for crops, is great for kids. Very seldom will rain ruin your plans, but that's because the maximum precipitation is about 12 centimeters a year (less than 6 inches).

Very Dry [-10]: Welcome to the Desert. This is the kind of climate you can expect in places like the Gobi or Sahara. Places it almost never rains (less than 4 cm a year), and the humidity is rock bottom. Don't expect to get a cool drink of water here... unless the area is hyper-arid because it's freezing cold. That's always possible.

Terrain 1

Pick 1

Flat [Free]: Flat is boring. You can bike to the ends of the earth and back (or at least the city limits) and all you'll see are fields and fields and fields. Duuuulll.

Hilly [5]: Pedaling up a hill is hard work... but coasting down the other side makes it all worthwhile. The terrain of your neighborhood is varied enough that there are places like 'the house on the hill' or 'turkey knob' and there might be secret caves and hollows and waterfalls and all sorts of things to explore.

Mountains [10]: Like hills, but sooo much better. The mountains that surround your neighborhood are the kinds that will forever resonate in the soul of any child raised around them. The sunsets and sunrises are truly breathtaking and there are countless opportunities for adventure in the nigh endlessly fractal landscape. Plus, navigation is easier, even if getting there isn't.

Terrain 2

Pick up to two.

Forested [5]: If your area isn't Dry or Very Dry, you can select this. It covers your neighborhood in trees of various sizes (bigger trees for wetter climes and lower latitude/altitude), and guarantees many a densely forested area to play in, plenty of trees to climb, and maybe even some fruit to eat... or at least throw at each other.

Jungle [+5]: If your area is Wet and Forested, you can select this. This transforms the otherwise normal foliage of your area into a Rainforest, either tropical or temperate (or even sub-arctic... they existed once upon a time). The ground will be covered in plants, lush vegetation will be everywhere, and massive trees will shade your houses and shield your adventures from prying eyes. Though you might find yourself getting lost.

Concrete Jungle [10]: Your neighborhood is deep in the heart of a major urban area, full of massive buildings and tunnels and other works of man, perfect to explore endlessly. A hundred childhoods will not be enough to explore all the aspects of this incredibly rich and varied area. Shops and bars and restaurants, parks and public spaces... each has a place in this vast and overpopulated area, and it's all yours to experience and explore. Can be combined with Forested... but not with Jungle.

Condition

Pick 1

Celebrity / Royalty [20]: Your neighborhood is P-O-S-H Posh! Serious swank! People got baaaank! Every house is a mansion, and your house is a virtual palace. Security is tight here and there's a very good chance one of your parents is a major VIP... like maybe POTUS, or the Queen of England, or someone important, like or Michael Jackson.

Ritz [15]: Not quite the top of the scale, but your neighborhood is for people with more cash than sense. Expect a lot of McMansions, in ground pools, sports cars, and designer clothing. And attitude... loads and loads of attitude.

Upscale [10]: While not for millionaires, your neighborhood is definitely upper class. Full of large family homes for small families, every household has a large yard, more than one car, and at least one very well paid adult. There is probably a golf-course in your neighborhood.

American Middle Class [5]: You've got one of those peculiarly american neighborhoods, not rich by american standards, but full of houses that are very similar in style. Some might even call your neighborhood a subdivision, or if it's an apartment building "Luxury Condos". Lots of winding roads and small yards or similar.

European Middle Class [5]: There's something special about small European towns... everything is all hodgepodge, the result of centuries of upgrades at almost random, with periods of buildings being destroyed in one war or another. Lots of the buildings are stone, and the rooms tend to be small and cosy, with no lawns or small boxed in yards. In bigger cities, this gives way to row houses, boxes that are all identical and run for miles... but they too have their own particular style and charm.

Japanese & Korean Middle Class [5]: Your neighborhood consists of streets that may or may not have names, walls separate almost every house from the next, and if you have a yard, it's tiny. And your house probably cost more than your father will earn in his life. Expect fathers to very seldom be home, and wives to seldom work full time. Everything is very clean and orderly. Expect doors to separate most rooms and for them to almost always be kept closed.

Middle Eastern Middle Class [5]: It is a particular feature of the middle east that homes and businesses are often mixed all together in a big jumble, and that sometimes as many as a dozen homes may share walls. Most buildings that have outside areas have them walled in and external beauty is typical eschewed in favor of internal opulence. Families tend to be multi-generational far more often, and houses tend towards a more open plan.

Indian & Chinese Middle Class [5]: While similar to middle eastern homes in that most are open plan and contain multiple generations, they tend more toward walled compounds and have more open plan and more reliance on simplicity and function. The houses tend to be wood and refined, in and out, with large areas that can be expanded by removing dividers and opening door walls.

Rural Farming Community [5]: All the above are villages or suburbs or even sections of major metropolitan areas... but a lot of the world lives on the land, either farming or ranching or supporting those who do. Your neighborhood is a lot more spread out than before, with a lot of farms or similar. All the properties are considerably larger, and there's a lot more to explore... but much of it will be farmland. If this is also Mountainous, expect a lot of terraces.

Commune [5]: Your neighborhood is a commune, a largely self-contained and ideologically focused group of people adhering to some central doctrine. While it might be a little... odd... this isn't a cult and no one's drinking the kool-aid... unless you want to, it's refreshing (oh yeah!). While this does mean that most of the houses are extremely similar, pretty much everyone has a job in supporting the Commune and there's a feeling of family and belonging, and few people have reason to feel superior to others.

Run Down [Free]: This is the default. A Working Class Neighborhood that's seen better days, but that has a lot of character and everyone tries to make things work and ends meet. It's a good neighborhood and not one anyone should be ashamed of.

Military Base [-5]: Have you ever wanted to live on a military base? See all the soldiers doing soldier stuff, have everyone be invested in everyone's business, be forced to move to someplace pretty much the same every few years? Now you can!

Cult Compound [-5]: Okay... sorry about that... it is in fact a cult. A large, secretive, creepy ass cult. An ideologically pure cult. Everyone belongs... or else. On the plus side, your parents are important to (maybe even running) the Cult. Don't drink the kool-aid. Feel free to customize your own creepy cult doctrines.

Ghetto / Barrio [-5]: You live in a poor neighborhood. The buildings are worn, needing repair, the roads likewise. It's not terrible, but it's not a good neighborhood and it probably has a gang problem. That's the bad news. The good news is that it's incredibly vibrant and full of life, and people know each other, help each other, look out for each other. People aren't too busy to lend a hand and when there's a party, everyone's invited.

Slum [-10]: Take everything about the Ghetto and make it worse. The buildings are falling down, there are definitely gangs, and things like running water and electricity are a luxury.

Kolkata Slum [-20]: Cram tens of thousands of people into makeshift housing built out of whatever random garbage they can find, give them only what water, food, and electricity they can scavenge, and then do nothing to police the area. Can you imagine it? Well, buy this and you'll be living it for a decade or more.

Kowloon [Special]: No words can do justice to the Walled City of Kowloon. Comprised of 13 and 14 story buildings, while it stood, Kowloon was the single densest clot of humanity ever. Hong Kong's population density is a staggering 17,000 people per square mile, one of the highest in the world... but that's nothing to Kowloon. At its peak, the population density of KWC was 3.25 million per square mile. Even after the destruction of the Walled City, Kowloon's density is still over 112,000 per square mile. But KWC... it was 50,000 people crammed into 6.4 acres, controlled by triads, full of teeny tiny unsafe apartments, garbage, prostitution, gambling dens, and drug dealers. The end of the world would arguably be better than living in KWC... enjoy it... survive it if you can. Taking this option is worth an extra 40 CP that doesn't count against your cap, but absolutely removes all your plot armor from day one (including a slow decrease in the effectiveness of the no harm rule in Your Room, Rumpus Room, and Gates of Imagination based on how much time you spend in there each day) and does activate the Treatment. This place is Hell on Earth. You cannot leave the Walled City for more than an hour a day. As this is terrible and icky, if you bought Neighborhood Eternal, you may use 20 extra NP to build your permanent Neighborhood and buy a separate condition for that neighborhood. If you actually want KWC as your permanent Neighborhood, it is worth -30 NP.

Post Apocalyptic Hell-Hole [Special]: Bad News. The world ended before you were born. Good News? You can rebuild it. Everything you buy for your Neighborhood is constructed of junk and rust and wishful thinking... but it could be wonderful, eventually. Unlike all the others, this option allows you to personally build whatever shining Neighborhood you can imagine... and all the upgrades you make to your neighborhood stick, for good, following you from jump to jump. But right now? It sucks and everything's covered in dust, rust, or mold. Taking this option removes your plot armor, no matter how you got it. It is a post apocalyptic hell-hole, after all.

Actual Hell [Special]: Yes, your neighborhood is actual hell. This... could be bad. Or good. Depends on your attitude... and by that I mean Alignment. If you're not the Anti-Chris or Cool Kid, this is bad, and worth -20 CP that doesn't count against your limit and this place becomes heaven if you can survive all the devils and fire and torment and why are you in Hell? Were you that bad? You have no plot armor and, while you can't die (you're already in Hell!) you will be tormented and suffer, even if you manage to avoid the obvious sources of torment and suffering (this is Hell... its nature is suffering). Plus side? The place becomes ideal and wonderful after the jump if you bought Neighborhood Eternal. Now, if you are the Anti-Chris or Cool Kid, Hell is kinda cool... For the Anti-Chris, this costs 20 NP, and your dad is the boss around here. For Cool Kid, it doesn't cost anything... you're just, you know, too cool to worry about hell. Your companions might not like it, but they really need to chill. This does not have to be the Christian Hell. It could be Naraka or Sheol or Tartaros or Niflheim or...

Features

Shopping [Free-30]: Having places you can spend your allowance handy is always nice. If you don't pay anything for this, you get a corner shop or gas-station market that has soda and candy but not a good selection of either. For 5 NP, it's a full 7-11 or Circle K or Kwikie-Mart, with ice cream and chips and a slushee machine. For 10, there are a couple of shops nearby as well, like a pizza place and a sub-shop and a chinese food delivery place, plus a second hand clothing store and a small hobby shop or book shop. For 15, there's a game shop or comic book shop and both a hobby shop and a book shop all within biking distance. For 20, there's a complete strip mall, with an italian or mexican food place (or some other regional cuisine), a coffee shop, a barber, a supermarket, and both a game shop and comic shop. For 30, it's a massive shopping center, including a major mall with smaller satellite strip malls. All the kinds of things you'd expect to be able to shop for at a major mall will be there, though the specific stores will depend on your region. There will be a food court... and you'll never be told to get out or stop loitering. Each level also has the lower levels of course.

School [5 Each]: Having a school in your neighborhood means you don't have to ride the bus to school, which is excellent for two reasons. First, bus riding is a waste of time and means you have to wake up extra early and wait to get home. Second, it guarantees you get to go to school with all your friends. The first time you buy this, it's an elementary school. The second purchase adds a junior high / middle school. The third adds a high school or vocational school. And the fourth adds a community college. For an additional 5 points each, the schools can be upgraded to, respectively, a gifted and talented elementary, a performing arts middle / high school, a college prep high school, and a full college. For an additional 5 points, the college can be upgraded to a major university, or for 10 points to a world class university like Oxford or Harvard. If your area is a Cult Compound, these schools are all deeply religious.

Hopsital? Hobspital? [5]: Your neighborhood has its own medical center where the boobos and ouchies of you and your friends and enemies and even pets cause you shouldn't discriminate. It's mean! Thanks to funding from rich people, it's completely free for kids (and animals... and stuffed animals too). Everyone is very competent and shots don't hurt as much... and you get a lollipop if you're good.

Theme Park [10]: Rides, Shows, Games, and more! Theme Parks are like county fairs, but they don't go away (though some close for the winter). For your basic purchase, it's a local city theme park, a couple acres of fun and frolic of the kind that populate so much Japanese fiction. You can pay an additional 10, 20, or 30 to increase it from a local theme park to a regional theme park (Cedar Point, Kings Island, Six Flags), to a national one (DisneyLand, Tokyo Disney, Universal Studios), and finally to a massive global complex like Orlando's Disney World (actually 4 different massive theme parks linked by rails and busses; The Magic Kingdom, Epcot, Animal Kingdom, and Hollywood Studios.) As a special investor, you get in free at the 10 point upgrade, all your companions and family get in free at the 20, and anyone you say gets in free gets in free at the highest. At the first upgrade, you get a special card that allows you to drink free (soda only until you're of legal age), at the second it includes food as well, and at the third your parents get a reserved parking space near the front gate and you get to bypass all the lines.

Water Park [10]: You lucky dog! Your neighborhood has a small water park, with a tide pool and at least 3 large slides. It's big enough that people come from all over the area to visit it, though locals get special rates. For an additional 10, it's a nationally famous and really big water park, the kind where people come from all over to visit it specifically. (Think one of the two water parks at Disney World; Blizzard Beach & Typhoon Lagoon). It has a dozen or so attractions, including a lazy river! And as a very special local kid, you get to go there free, year round (food and drink and souvenirs not included.)

Park Park [5]: Starting at 3 acres (a decent sized public park) this is open grass and some trees. Each time you buy this, it doubles in size and you can add a feature, like a grandstand, or a pond, or a running loop, or a pavilion, botanical garden, fountain, mini-golf-course, or dog park. Each time the park gets bigger, the features all get more impressive. 8 doublings would place it as nearly the same size as New York's Central Park (842 acres), which is pretty impressive and the most valuable park in the world... but nowhere near the largest. That goes to Bosque de la Primavera in Guadalajara, Mexico at 74,000 acres.

Zoo [5-30]: Zoos are cool. They have awesome animals and science! But not all zoos are created equal. For 5 NP, you've got a fairly normal petting zoo, with sheep and ponies and bunnies and maybe a capybara or an emu or a camel. For 10 NP, it's a small zoo funded by the city, nice enough, but not super special or anything. About 100 animals, mostly common ones from around the area, and often as not rescues. For 15 NP, it's a major zoo with special environmental housing for things like arctic or tropical creatures, plus large exhibits with a fair amount of room. For 20 NP it's a huge zoo like San Diego's got, with at least a thousand different species and dozens of specialized exhibits, like reptile houses, aviary, or butterflies. At this level, it's also a major research center, which really smart people working there who can sometimes give you and your friends special tours. For 25, it's got an attached Seaquarium and all the enclosures are even bigger and fancier. And, for 30, your zoo starts picking up normal animals from your various jumps to feature.

Home Depot [5]: Your neighborhood gets a bus and train station (combo!) that connects it to everywhere nearby so even a kid can easily get around. For an additional 5 NP, you get a regional airport too.

Special

Magical World [20]: Have you picked up some kind of magical abilities in your travels? Maybe visited a certain magical world? Well, now your neighborhood is secretly one of the magic using outposts of that world. Yes, this could mean your neighborhood is like Hogsmeade, or maybe a Dresden Files version of the concept, or maybe a secret village of ninjas ala Naruto, or even Exalted and their children (though that carries a significant risk, so might want to watch out for that one).

Fantastical World [15]: Have you been a member of a fantasy race (elves, dwarves, halflings, orcs, dragons, etc.)? Well, at your discretion, your neighborhood can either be entirely populated by one of the races you've been... or that race and humans... or even a mixture of all the major races from that specific world. In this jump, that means your neighborhood is on a version of that world, but not one where anything important is happening.

Alien World [15]: Have you been an alien species at some point in your past adventures? Well, if so, your neighborhood can now be comprised entirely of those aliens, or those aliens and humans if you so desire. One species only. Note, this makes your neighborhood part of those alien's homeworld, so people like a certain Kryptonian would be relatively normal, since Krypton has a red sun.

Kids TV World [10]: What's this, what's this? The entire world's gone mad it seems! The place functions like Children's television, with weekly lessons learned, outrageous coincidences, and overly friendly technicolor dinosaurs and living tvs. Thankfully, this means the world is now super duper safe, though you may have to deal with the occasional "Very Special Episode", so be warned.

Kid's Army [25]: Did you take Military base as your Condition? Do you think it's totally unfair that only the adults get to fly jets and drive tanks and run the big ships? Well, that's not true any more! Now the whole world operates on the concept of kids in the military for reasons! Any military hardware you might have lying around can be conveniently and easily added to the world state, and any level of threat from 'War is a Game' to 'Full on Alien Invasion with lots of death and dying' can be set as well! Who says Child Soldiers are a bad thing? Silly UN!

Dimensional Key [Free]: You may, at your discretion, merge your neighborhood with any personal dimension, mega structure, or spaceship large enough to contain it. This is permanent and one way.