

Imaginary Friend Jump by Doomaphobe, Nubadubalubdubs and Jojo'sBizzareAdventureAnon

Oh, excellent another jump in another copy of the boring normal world! One exception. You changed Jumper. Years of gathering power and living for yourself has now seen you shackled to a child as their incorporeal and seemingly imaginary patron. Only the child will be able to see you and you will only be able to speak, offer your visage and feeling of presence. Your child starts off at three years old and you will follow them until age thirteen, just when they cease believing in you. Your mission will fail should they cease their belief in you before the appointed age or if the child should die or become mentally broken.

This +1000cp should help you with the task at hand but do keep in mind that if you make too many ripples, your charge may be sent to therapy and that's a death sentence for you.

Choose your archetype-

Trickster- 0

As a Trickster your sole duty is to play and teach the child the importance of light hearted fun, no matter how dim or gray things become. Mischeif never hurt anyone... much

Secret Keeper- 50

You will be the sole keeper of innocent secrets and assist the child in understanding the world and answering as many of their questions as you can. Your ability to pass on knowledge, as well as other abilities may come into play.

Nightmare- 100

Yours is a tragic existence. Your child hates you or fears you, you are an apex of their young nightmares given form. You still have a duty, and the one thing you're damn good at doing is helping from the shadows and perhaps twisting your child mentally over time to your whims.

Guardian- 100

You are a proud soldier, Nightmares and trauma dare not harm your child and while you don't have all of your power, damnit you'll fight with all the power you do have to make sure they live happy and healthy.

Perks

"Look! He pulled a rabbit out of a hat!"- 100 (Free to Trickster)

You can manifest any illusory prop you want from hammerspace, allowing your colorful displays to be that much more fun and vibrant. Out of jump, you can be stripped of all weapons and somehow intimidate someone with an illusion gun or an illusory item of theirs that you're holding hostage.

"Why's the sky blue?"- 100 (Free to Secret Keeper)

Before, you may have been able to convince people to do things or get them to like you but with this your ability to teach enhances. You can articulate your words carefully but in a simple enough manner so that one gains much more comprehension of what you're talking about, rather than blind acceptance.

"But the monster's in there!" - 100 (Free to Nightmare)

You have the power to place taboos on places which is good for keeping your child out of trouble. You may designate one enclosed space, no larger than a garden shed as your stomping ground. You needn't stay there, but the designation just makes the place give off a creepy vibe to adults and children alike, securing it comfortably from the less courageous.

"Sweet dreams, teddy." - 100 (Free Guardian)

Your presence blocks anxiety in others. Bad dreams don't happen around you and irrational fears tend to dissipate unless you're the one causing them. You can turn this ability on and off, out of jump it helps to relax those in your company when something is eating them from the inside.

"You stupid dummy!" - 200 (Discount Trickster)

You are the grand master of the euphemism. You have and can impart the ability to make childish words punch like adult swears and the reverse. You also become a swear-smith, able to make new swear words with reasonable venom on the fly.

"Read me a bed time story!" - 200 (Discount Secret Keeper)

You become very skilled at spinning an immensely entertaining tale. It can sway the listener's energy ever so slightly, either helping them be lulled to sleep by the peaceful tones or super pumped for the adventure.

"But I just saw him! Right over there!" - 200 (Discount Nightmare)

Ultimate shadow puppets! You can warp shadows in a dimly lit space to look like anything you desire. This has a great many applications for the clever.

"Look mom! No hands!" -200 (Discount Guardian)

You can deliver healing to your child's booboos and scrapes, also suppressing pain to those around you all so they can look like the tough kid. While the healing isn't super noticeable it basically speeds up their healing process three times over while you concentrate.

"HAHA! I got you!" -300 (Discount Trickster)

You are the prank master general. You have the ability to flawlessly design and execute pranks for maximum hilarity and/or humiliation. Hatching schemes with your child will lead to hours of fun.

"S-See... Spot... R-run..." -300 (Discount Secret Keeper)

You have a sort of radar for where you will find the answers to your questions. Mind you the larger the question, the harder the trail will be to follow. This assists in trips to the local library.

"There was rainbows and marshmallows and kitties and..." - 300 (Discount Nightmare)

You become a lucid dreamer and so does your child. You can both have vivid adventures in the world of dream where you both have equal sway over the dreamscape. You can also impart this ability to others who are willing and aware.

"Teddy! Help!" - 300 (Discount Guardian)

When your comrades are in danger or have rational and immediate fears your abilities will increase proportionately with their sense of fear and danger to rise to the occasion and defend them.

"Get 'em Hobbes!" - 600 (Discount Trickster)

You can full on possess children's toys the size of Teddy Bears. While your powers are shut down for the most part while possessing one, it still BEARS a whopping one percent of your strength

"But I don't wanna go to school today!" - 600 (Discount Secret Keeper)

Choose one mental based power you possess. Once per year you can impart this power onto another willing and aware individual in a ten minute meditation. The effects do not stack.

"It's not there... It's not there... It's not there..." -600 (Discount Nightmare)

Master of fears, you possess the ability to plant a phobia in your victim's mind (one per person). The Phobia must be relatively common and broad and cannot be of you. If you attempt putting a specific phobia in someone's head they will immediately begin fearing the possibility of a duck watching them at all times. Furthermore you're able to look at someone and know their deepest fears.

"Drink milk!" -600 (Discount Guardian)

Choose one power you possess that boosts speed, strength, stamina, dexterity or durability. Once per year you can impart this power onto another willing and aware individual in a ten minute meditation. The effects do not stack.

"One, two he's coming for you..." -800 (Discount Nightmare)

You are now able to travel to other people's dreams with or without their consent. Frighteningly any physical trauma you do to them will appear physically, even resulting in death. Be careful though, children may have powerful Imaginary Friends to battle you and adult lucid dreamers are near god like in their dreams. You must be clever when running into these opponents, they may even trap you and turn the tables. Sweater optional.

"Nuh-uh! My imaginary friend is bigger!" -800 (Discount Guardian)

You can now perceive and interact with other imaginary friends. Not only this but post-jump you may bring the imaginary friends of children within a fifty yard radius into the physical world. Most will be friendly towards you... However there's always the risk of bringing a Nightmare into reality. The summons will remain so long as you are within fifty yards of the child, one Imaginary friend per child.

Items!

Refilling Snappers- 50 (Free Trickster)

This little box of tiny harmless (yet loud) popping balls will refill once a day, allowing you and your child to go nuts and spread mayhem by tossing these about.

Your favorite storybook- 50 (Free Secret Keeper)

No, this isn't just a copy, this is YOUR story book from YOUR childhood that you now get to share and perhaps keep after your work is done.

Creepy Doll- 50 (Free Nightmare)

Your child wants to get rid of this thing but it was a memento from a grandparent that now must stay up on the shelf and watch the room. Unknown to the non-imaginary, it's actually an incredibly effective alarm. You hear it scream when a threat enters an twenty yard radius.

Safety Blanket- 50 (Free Guardian)

An incredibly snuggly blanket that keeps people at their preferred temperature for sleeping.

Cap-Gun- 200 (Discount Trickster)

This is a toy replica of a .44 Long Colt revolver. It can endlessly snap no matter how many times you pull the trigger. In an unfair fight and in self defense, the Cap-Gun will fire an actual bullet with no recoil. The bullet vanishes shortly after the damage is done.

The Tome- 400 (Discount Keeper)

You get a book with infinite pages and upon a willing individual saying the magic words and touching the book, all knowledge they have will be beautifully detailed and illustrated. Depending on the type of person, it could appear as Da Vinci diagrams or be read as an actual story with morals.

Horror Hounds- 400 (Discount Nightmare)

Strange, nearly invisible, spider like abominations kept in a Jack in The Box. When released they will disperse and search for the greatest source of fear excluding the wielder of the box. Oddly good for Guardians who wish to hunt Nightmares and likewise good for Nightmares who seek a good victim.

Sack of Shadows- 400 (Discount Guardian)

All magically dispersed emotions or ones calmed by your abilities will begin to fill a pillow case. Once the sack is full it has several applications. Releasing it on an already evil person will create a black mist that will make them more twisted and evil but also more anxious and vulnerable. Letting the sack sit full for too long will mix the emotions until they become their own negatively charged soul.

Ticklestitch- 600 (Discount Nightmare)

This is one SERIOUSLY bad teddy bear. You can make it come to life on a command and it will always have an extremely sadistic and angry personality. It possesses retractable adamantite claws and the ability to disperse sewing needles with threads attached, to reel in victims. It has twice the strength of an adult man and if it becomes possessed by you this strength doubles. Think you can set him on fire? This sick little thing can regenerate from a single thimble full of fluff over night. It will listen to your commands but always attempt to put a dark twist on them unless you're very clear about your intentions.

The Toy Blade- 600 (Discount Guardian)

In the land of Underbed, the greatest imaginary black smiths forged a toy wooden sword capable of hitting imaginary beings like a truck and slicing through illusions with but a wave. When wielded by a child or one of pure and innocent heart, it can totally destroy a Nightmare forevermore with a well placed stab.

Toy Story- 300 after first, 100 each afterwards

Import your companions as toys which possess one percent of their power.

Drawbacks

Flying Butt Farter +100

Your child is.. err, imaginative. You become a ridiculous, grotesque, humiliating thing which you can't entirely shift out of for the duration of the jump. Luckily you and your child are the only ones that can see right?... Your companions will have pictures of your time as "Henry the Dead Weasel with a poop on his head" and it will haunt you for jumps to come with inside jokes at your expense.

Darn, cussing, dang, dummy, butt, poop! +100

Your ability to swear or be anything other than PG has been shut off.

I WANT IT NOW! +200

You're attached to an absolute brat. Enjoy.

Trauma Victim +200

You're a good soul for taking this job. You enter this child's life at age six and stay until they are sixteen. They unfortunately went through some very rough things and have various problems, physical and mental they have to deal with. The likelihood of you being erased by harsh therapy or your child breaking completely rises quite a bit.

Chained +300

You can't go any further than fifteen feet from your child.

Bully +300

Your child has a bully who oddly has a fairly strong imaginary friend, perhaps he's been in the imagination game longer than you have. He has a point buy of 2000cp from the perks above and the items excluding Ticklestitch and the Toy Blade.

For a better tomorrow... We raise arms against the night +600

Your child is plagued by nightmares which seek to rip their psyche apart. They will come in the night and infect your child's world with fear. You must stand strong, whether in the dreamscape, protecting the room from taboos or keeping the family free of phobias that will bring them apart. The Nightmares are powerful but not insurmountable. Though as your child gets older they will become more deranged and strong. On the last night of your tenure as an imaginary friend, you must join all other imaginary friends in the town and stand together as suddenly the endless Nightmares come to snuff out your existence. Dying in this battle will not force you to lose but you can choose whether you go out in a flash or fade. Should you last until morning, you will be severely damaged and hurting but able to at least say goodbye for one last day.