

# LEISURE RULES



MATTHEW BRODERICK

## FERRIS BUELLER'S DAY OFF

One man's struggle to take it easy.

A JOHN HUGHES FILM

PARAMOUNT PICTURES PRESENTS FERRIS BUELLER'S DAY OFF  
MIA SARA ALAN RUCK MUSIC BY IRA NEWBORN EDITED BY PAUL HIRSCH EXECUTIVE PRODUCER MICHAEL CHINICH  
PRODUCED BY JOHN HUGHES AND TOM JACOBSON WRITTEN AND DIRECTED BY JOHN HUGHES

PG-13 PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 13

A PARAMOUNT PICTURE



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000029 FERRIS BUELLER'S DAY OFF

Subtitled: Generic Truancy Adventure

Version 1.1

By SJ-Chan & Ursine The Mad Bear

Jumpchain moves pretty fast. If you don't stop and look around once in a while, you could miss it. So now, you have a chance for a bit of relaxation. Well, as long as you can handle high school for the next four years.

Just remember what John Lennon said, **"I don't believe in Beatles, I just believe in me."** Good point there. After all, he was the walrus. You could be the walrus. You would still need to take these **+1000 Choice Points** (cp). Goo-goo-Gotchu.

## AGE AND GENDER

Your age, biological sex, sexual orientation, gender identity, race and other such personal details are completely up to you, as long as they fit appropriately with your Origin.

Or take +50cp to randomize all these traits within that appropriate range.

High School can be a confusing time.



## LOCATION

Choose any town or city you want, at any time from 1986 to the present, as long as there is a High School for you to attend or be employed by. If you don't want to pick, you default to Shermer, Illinois (a fictional suburb of Chicago that most John Hughes films are set in).



## ROLE

Who are you? That seems like an important and highly relevant question. Any of these can be used as a Drop-In option, providing you just enough of a legal background to live, but no memories or connections to other people. If you don't go Drop-In, you may choose to assume the role of the canon character you've selected.

### ***Ferris***

*"A little childish and stupid... but then again, so's high school."*



Ferris gives good kids bad ideas. Be like Ferris.

### ***Sloane***

*"So THAT's how it is in their family..."*



You are the hot popular one, and people are oddly comfortable with you making out with your father. The 80s had issues.

## ***Cameron***

*"Pardon my French, but Cameron is so tight that if you stuck a lump of coal up his ass, in two weeks you'd have a diamond."*



One of only two people that got actual character development. Enjoy being neurotic.

## ***Jeanie***

*"I am very cute, very alone, and very protective of my body. I don't want it violated or killed, all right? I need help! Speaka de English? DICKHEAD!"*



Yes, it's true, there are five main characters in this movie.  
You can be excused for forgetting the bitchy sister.

## ***Rooney***

*"Les jeux sont faits. Translation: the game is up. Your ass is mine."*



The only reason he's the bad guy is because he's played by Jeffrey Jones.  
Seriously, he was just doing his job.

## **PERKS**

Perks are discounted for the appropriate Origins, with 100cp perks being free when discounted.

### **General**

#### **Twist and Shout [50cp]**

People will spontaneously begin dancing and singing along whenever you start singing, and any event you're part of instantly becomes twice as fun and five times as popular. Expect choreographed dance numbers to spontaneously manifest.



#### **Donkey Change [50cp]**

You speak and understand German now, as well as being able to read and write it... and can change from a male to female singing register with a thought.

#### **A Fruitful Life: A College Degree (50cp or 100cp)**

You have a Bachelor's Degree in a field of your choice. You have all the knowledge required to achieve that degree and it will be considered valid in all future Jumps. Settings that do not use the Degree system will consider it as an appropriate equivalent.

For an additional 50cp, 100cp total, this can be a more advanced degree of your choice. This perk can be purchased multiple times.

#### **Shake It Up Baby Now [100cp]**

You now know all the lyrics to any song you hear being played and all the dance moves to any dance number you see being performed. Doesn't give you singing or dancing skill, so you might want to take some lessons.

#### **Between Grief & Nothing, I'll Take Grief [200cp]**

Actual Sincerity is a hard thing to muster, especially after you've seen war and disaster on a scale few mortals can comprehend, had loved ones die on you more times than you can safely encompass, or just lived for eons past counting. Or, you know, just been involved in American Education for thirty years. Thankfully, you've got this, and this means that your emotions, the source of all sincerity, will not become obscured or numb by grief, trauma, or any of the other sources of emotional scarring. Things might not hit you as hard the second, third, or fifty-five thousandth time as they did the first, but you'll never become numb to it all, never not be able to understand the loss other people are feeling. And you'll always, somehow, find the words to express your sympathy for the sorrow other people are feeling.

## **Fourth Wall Awareness [200cp]**

### *Capstone Booster*

You can actually talk to the audience and no one in setting will notice. Talk *to*... not with. But you can sense when you're being observed by any outside force or entity... even in reruns...

Yes, if someone views a recording of you, the you of the now (when they're watching it) will know and can speak to the viewer from the recording, knowing who they are (and what they're wearing).

Fourth Wall Awareness also allows you to sense what genre you're in and what genre conventions are in play, though you can toggle this part off if you think it would spoil the fun.



## **Ferris Perks**

### **They Never Doubted It For A Second [100cp]**

Even though it was one of the worst performances of your career. You seem to exude sincerity, making people far more likely to believe and trust you. Whether or not you are trustworthy is irrelevant. You are also a reasonably talented actor.

### **A Person Shouldn't Believe In A 'Ism, They Should Believe In Themselves [100cp]**

You don't need labels to be able to define you. Not to yourself, and not to others. When you feel the need to describe, define, or explain yourself, 99 times out of 100, simply saying "I'm Ferris Bueller" (or whatever your name happens to actually be) will be enough for most people.

Reminding yourself that you are exactly who you believe yourself to be with the same phrase can give you a temporary bolster to your confidence, and do the same for your friends and allies. Since your name now contains a summary of all that you believe yourself to be, stating the key phrase or a variant of it is also an excellent way to piss off your enemies.

### **He's Such A Sweetie! [200cp]**

Look, people like you. They like you a lot, even if you do not really deserve it. You will be one of the most popular individuals in your social groups, if not *the* most popular, unless you do something truly heinous. It is not even going to require any effort from you.

And somehow, things you do seem to make them like you even more. Faking a sick day could result in a campaign to raise money for your treatment, and people talking about how you offered to donate an organ to a beloved celebrity.

### **Only The Meek Get Pinched, The Bold Survive [400cp]**

Truly, words to live by, and now you can. Refuge In Audacity is now a truly viable option for you, as the more outrageous, complex, and out-there your schemes and plans become, the more circumstances and probability seem to bend to make them successful. You cannot do the impossible, but the improbable and the needlessly complex are within your reach.

You also have a talent for designing Rube Goldberg machines, and for using improvised materials and items for such. Of course, this isn't a guarantee of success, and the more outrageous your plans, the bigger the bang if the unthinkable happens and you fail. Also, using this to harm others weakens it. Ferris is a good guy... be like Ferris.

### **You Can Never Go Too Far [600cp]**

Like Ferris, this is your philosophy, your way of life. You always know just how far you can push people, how to get exactly what you want without bringing negative consequences down on yourself. You can both read and play a situation with ease, and you always know just when to either quit while you're ahead or cut your losses, but also when persisting could still benefit you.

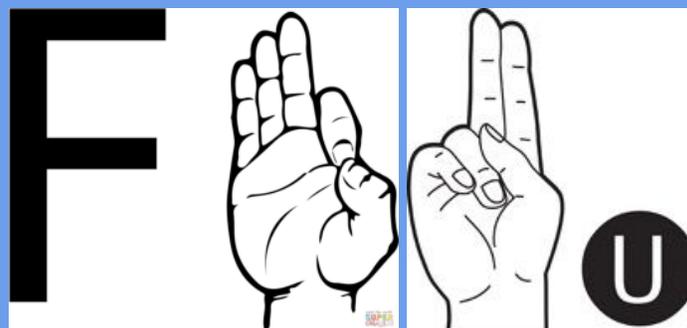
### **It's Understanding That Makes It Possible For People Like Us To Tolerate People Like You *Capstone Boosted***

It may be possible to tolerate them, but that does not mean you have to. You know how to infuriate and enrage people, pushing them beyond the limits of their self-control, until they break, snap or try to strangle you. I suppose you could use this to avoid pushing people over the edge, if that happens to be your goal.

### **Sloane Perks**

#### **He's Making Obscene Gestures [100cp]**

Sometimes, people cannot seem to help themselves. After all, you are gorgeous, never less than a nine out of ten no matter what happens, as well as always being clean and never needing to worry about dieting or maintaining your figure. You are also charming, with a vivacious personality that pretty much everyone finds attractive or likeable. You have a stylish air about you, an à la modality, if you will, that makes everything you do seem more eloquent, better in some undefinable way.



### **Dead Grandmother [100cp]**

Your natural acting ability is second to none. Sure, it's a bit raw, but at the core of it, acting is just being able to emote on cue and you're pretty good at that. Not only are you excellent at turning your outward emotions on and off as if with a switch, you're exceptionally good at getting people to feel pity for you. You can also cry on demand.

### **How Could I Possibly Be Expected To Handle School On A Day Like This? [200cp]**

Getting a plan to come together takes three things: patience, boredom resistance, and a general knowledge of (in broad strokes) what your allies are up to even if they don't tell you ahead of time what they're planning on doing. You've got all three in spades. Not only can you put up with the dullest, most torturous lectures without succumbing to the sweet release of sleep, but you don't even feel the gnawing picosecond by picosecond passage of time as it ticks ever closer to doomsday. Additionally, you possess a kind of sixth sense for intuiting the actions of your friends and co-conspirators. You know... as long as they're not planning on betraying you.

### **My Best Friend's Sister's Boyfriend's Brother's Girlfriend Heard From This Guy Who Knows This Kid Who's Going With a Girl Who Says That This Is the Best Perk Ever [400cp]**

They say the only thing faster than the speed of light is the speed of gossip. That may just be true in your case. You always have connections to the social networks that gossip travels through, keeping you up to date on that vital source of information.

You also have a natural flair for creating, maintaining, and utilizing more serious and widespread information networks. Your talent in this area would be quite impressive in a professional intelligence operative, and you will only get better with training and experience.

### **I Don't Mind That You Looked [600cp]**

Confidence is a hell of an aphrodisiac, and you've got it in spades. You have an objective sense of how attractive you are, how smart you are, how strong, etc. If there's a thing you can do, you have a pretty good idea of how it stacks up against anyone else. But don't worry, just because someone is better than you in some way, or maybe in all ways (it's a big universe out there), comparing yourself to others will never dampen your own self esteem. In fact, no external force will really dampen your approval of yourself. If you fuck up and want to kick yourself, well, we can't help you there.



### **Anything Is Peaceful From 1,353 Feet**

*Capstone Boosted*

Self-Confidence is great. Really top drawer. But it often doesn't help when everything around you is utter chaos. Thankfully, you can sense the big picture, the currents of the times, the way all the little things around you fit together. It's as if you're standing atop a tall tower, looking down on events surrounding you, granting you perspective few others ever get. One advantage of this (in addition to being able to, you know, get a much better idea of what's actually going on when it all just seems like madness) is that you seldom, if ever, find yourself drawn up in the chaos. There is a certain serenity that comes from being above it all.

### **Cameron Perks**

**Shredded** [100cp]

You possess the ability to convince people that you're dying, including fooling doctors by having symptoms. Especially useful when you're pretending to be catatonic. You can also convincingly fake lesser symptoms as well.

### **In Two Weeks You'd Have A Diamond** [100cp]

Some people just call it pessimism, but you instinctively know when something is a bad idea and all the ways any plan can go wrong. This does not, by itself, provide you with any way to fix a plan so that it won't go wrong, and it doesn't let you know what actually will go wrong, just what can. Still, a bit of planning using this will definitely improve the odds of something going right. Right?



### **Let Me Rot In Peace!** [200cp]

You feel better the more stress you're under. If, somehow, you get sick, you'll actually feel better, not worse. Oddly, you actually function better the worse things get for you as well. This doesn't make things that are damaging you or killing you stop damaging / killing you, but right up until you actually die, you'll be improving in functionality.

### **I'll Go! I'll Go! I'll Go! I'll Go! I'll Go! God Damn!** [400cp]

There's much to be said about keeping one's cool when times get tough. There's also a lot to be said for the sheer cathartic joy of absolutely losing your shit and just smashing the ever-living-crap out of your father's prized possession. When you let your rage flow out of you... rage, resentment, grief, any negative emotion will do, really, you can totally fucking flipout and bring devastation to whatever symbol of that rage you're faced with. Not only is this cathartic, but it's incredibly effective at sending a message.

Of course, it doesn't actually have to be your father's... or even someone's prized possession, but the more emotion you've had bottled up against whatever a given item represents to you, the more damage you can do to it and the more personal it was to the owner, the more they'll be forced to take notice.

Once you enter this near-berserker state, you'll have a hard time coming out of it before you've burned through your emotional backlog, but once you do you'll feel much better. The more enraged you are, the less the physical durability of the item in question really matters, as a normal person could easily use this to cause damage to an automobile that would be equivalent to a massive car crash with their bare hands... or at least their shod feet.

Also, it's a lot of fun for your friends to watch you lose your shit, so there's that.

### **When Cameron Was In Egypt's Land** [600cp]

You've got to take a stand. You're not going to sit on your ass as the events that affect you unfold to determine the course of your life. Right or wrong you're going to defend it. Your strength of will is greatly enhanced, you are able to withstand great hardship and fear to ensure that you and only you are determining your future. You are immune to any form of mind control or even supernatural levels of persuasion.

### **Let My Cameron Go**

#### *Capstone Boosted*

The thing is, Ferris does not change. He is who he is, and nothing can change that. The only real character arc is Cameron's. He was led from being a weak-willed child to the beginning of adulthood, all in one day of adventure.



You can, if you choose, experience similar levels of growth. At will, you can greatly accelerate the process of maturation, emotional growth and even enlightenment to achieve results in a single day that would otherwise require years, if not a lifetime, of personal experience, introspection, and quite possibly some expensive therapy as well. Be warned, the experience is not free from

risks, as you will still experience all the highs and lows that come with all that maturation and growth just as if it had taken years... only in hours. Expect a lot of emotional bodyblows to come very, very rapidly.

## **Jeanie Perks**

### **Bite the Big One, Junior [100cp]**

You are a master of Insults, both verbal and that special breed of insulting looks that include (but are not limited to) Resting Bitch Face, The Look That Says You're an Idiot, and The Glower of Doom. Your insults are scathing, topical, creative, and trip lightly off the tongue in such a way that your subjects clearly know the depths of your disdain for them while also knowing just how much you care... just not about them.

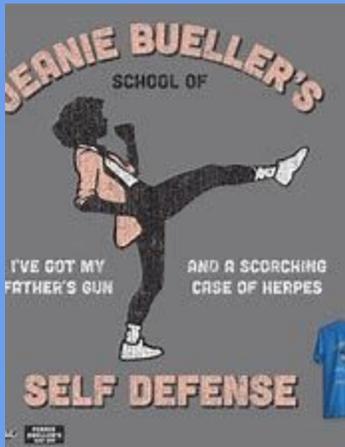
### **No, I'm Straight [100cp]**

Something about you makes people think you're cooler, harder core than you probably are.

People who know you only casually, or those who have only heard about you, are prone to assuming you're whatever thing they think is cool. While that might not be the best thing to be, it will never be something that makes them think less of you.

Also, you can now say no to drugs / temptation to do anything bad for you and no one will think you're uncool for doing so.

### **Why Are You Sorry? I'm The One Who Has To Live With The Trousers Snake [200cp]**



You may have to live with him, but he is not going to enjoy it, because you have the ability to unleash a powerful, debilitating unarmed attack, usually a kick, that will disable the target for at least a short period of time, no matter how tough or skilled they may be. This attack cannot be dodged, blocked, or otherwise avoided. Of course, it also only works once on any particular person.

### **What Makes Him So Goddamn Special? [400cp]**

Why should anyone, but especially Him, get to do whatever they want when everyone else has to follow the rules. Well, we will just see about that.

You have the ability to remove any form of plot armor, destiny, or luck that may be protecting your enemies. In addition, you can make it so your enemies are bound to the same rules as everyone else. No more special cheats for protagonists, no more somehow learning a century's worth of skill overnight. They are going to have to struggle and work, just like everybody else. This doesn't remove any other forms of protection, however. Superman is still going to be super, you know? Just not Protagonist Super, if you know what I mean?

Note that using this on someone brings you down too, but is scalable, so if you remove just your own super protagonistic learning speed, you can do the same to all other protagonists in your current setting. Ditto plot armor. At no point will this remove a protection from being killed or crippled in some random accident, not from you, not from them, not from anyone.

### **Maybe I'm Overreacting [600cp]**

Knowledge of your own motivations is very important. You have it. With a moment to reflect, you'll be able to accurately peg when you did (or plan to do) any given thing. Furthermore, you'll be able to judge if, by your own lights, what you're about to do / just did was in line with your own goals, moral / ethical code, or normal sense of logic.

### **Shauna**

#### *Capstone Boosted*

Sometimes it helps to get a second opinion. And who's opinion can you trust more than your own? Why, Shauna's, of course. Who is Shauna? Shauna is you, but the totally cool version of yourself that you want to be. At any time you can ask Shauna to weigh in on your actions, or even flip over to her and let her be in control. Of course, Shauna is you. She's just the cool you. The fun you. The you that doesn't worry about the actions of others. The you that takes things as they come. So, you know... if she fucks something up, you've only got yourself to blame. One bonus of this... you get to pick your own nickname. And your alter-ego doesn't need to be named Shauna. Shauna is different enough from you that things that can tell people apart by personality will not recognize the two 'you's as the same person. Mental effects targeting one 'you' will not reach the other, and the currently inactive 'you' cannot be affected or detected in any way.

### **Rooney Perks**

#### **He's Sorely Mistaken [100cp]**

People always think they know the limits of someone else's authority, especially if that authority is granted by an outside force (say, the School Board). In your case, they're wrong. This doesn't actually change the scope of your authority, it just means that you'll never actually be reprimanded for exceeding it unless something catastrophically bad happens. Accidentally killing a student? Eh, these things happen. Let the school burn down? You're getting fired. Won't actually protect you from the court of public opinion, unfortunately.

#### **You Sounded Like Dirty Harry Just Then [100cp]**

You not only have what it takes to be an actual badass (as big a badass as Rooney thinks he is), but you have a knack for knowing when you're being manipulated. Comes with optional moustache, for all your twirling needs.



### **I Want to See This Dead Grandmother Firsthand [200cp]**

You are an expert at a certain kind of social interaction: specifically, setting social traps, leading conversations to push people to go farther than they intended to, basically any form of aggressive manipulation. Don't worry, it works better for you than for the actual Rooney.

### **I Have No Reservation About Holding Him Back Another Year [400cp]**

You know how to destroy someone's future. If you have any power over someone, be it because you're their boss, their teacher, even a slightly senior coworker, you know how to virtually guarantee the crash and burn of their career or career prospectives. This is not just getting someone fired, this is making certain they never get that promotion, never work in a field again, never get into college, never leave this dead end town. If you're in a subordinate position, you'll have to work at this a bit more, but the same is generally possible once you find a weakness to exploit.

Note, while we say never, it's more like... twenty years. Maybe ten if the target of your ire really really really works at finding a way around your lockdowns. Like, if you blackball someone from college, so they join the army and become a war hero, that's probably enough to make people forget about your injunctions.

Also you now speak fluent (if accented) French.

### **Dean of Students [600cp]**

You are a school official. Not actually the person in charge, perhaps, but like... second in command? I guess. Anyway, that's what you are. From now on, that applies to every educational institution. You are THE DEAN OF STUDENTS at any institution you show up at. Everyone will acknowledge your authority to review transcripts, mete out punishment for rules infractions, attend staff functions, get a paycheck... have an office with a secretary.

Furthermore, you can't be fired from your position... or any position you might have in academia, for any reason. Show up at a student's house, assault their dog, break and enter, potentially assault their sister, commit vandalism? Hah! All in a day's work for the DEAN OF STUDENTS! While you probably can't make up new rules on your own, your suggestions (as long as they're mostly reasonable) will be listened to by those who actually do make up such rules. For 100 CP more (undiscounted for Rooney) you can be the Dean of Faculty instead. This comes with the same powers except now you're in charge of all staff and day to day operations of the school(s).

### **Official Business**

#### *Capstone Boosted*

You may justify any quasi-legal actions you're taking to law enforcement simply by stating that you're on Official School Business. As long as you can, in any way, relate it to your job as Dean of Students / Faculty, you are legally covered. You even get a placard for your car that allows you to park anywhere legally as long as you're about Official Business.

## ITEMS

Items are discounted for the appropriate Origins, with 50cp items being free for that Origin. Appropriate items can be imported for free. Any items stolen, lost or destroyed will be restored in 24 hours. In future Jumps, buildings and companies can be inserted in a city or location of your choice or left as Warehouse attachments.

### **Need a Lift?** [Free for All]

You get to ride free on any school bus, but the school bus won't change its route for you. It will, however, stop to let you on even if you're not at a proper bus stop.

### **A Hot Towel** [50cp]

Wrap it around your head and you'll feel better. Removes the symptoms of any disease for six hours, but doesn't actually cure the disease. Can be used once every six hours up to three times per day by the same person. Must be worn for fifteen minutes to be effective. Anti-bacterial, anti-viral surface ensures it cannot be used as a disease vector. It is also very relaxing and refreshing.

### **Some Soup** [50cp]

Cures any non-life threatening disease after eating and getting eight hours of sleep. You get one thermos with enough soup for six servings once a week. Contents always pleasantly warm and will never go bad. Comes in Tomato, Tomato Bisque, Chicken Noodle, Chicken & Rice, Italian Wedding, Minestrone, or Winter Squash.

### **Sunglasses** [50cp]

As long as someone doesn't get a really good look at you while you're wearing these, they won't recognize you. If you're Rooney, they are flip up shades. If you're Jeanie, they have those cool silvery side plates. These are also indestructible and are always at hand when you want them.



### **Pancreas, Soup, & Sausage [50cp]**

You have a small wooden box. Anytime you open that box, you will find a dinner tray containing some sort of pancreas dish, a bowl of your choice of soup, and an assortment of sausages. These will always be tasty, very healthy, and will keep you regular as long as you eat this food once a week.

### **Thirty-One Flavors [200cp]**

You own an ice cream shop. It has, shockingly enough, thirty-one different flavors of ice cream of your choice, which can be changed at the beginning of each jump. This store supplies itself with everything it needs, including employees, and will run itself, bringing you a nice profit, though you can choose to work there yourself if you so desire. The shop will insert itself in an appropriate location of your choice in each new jump.

## **Ferris Items**

### **You Asked For A Car, You Got A Computer [50cp]**

This is a normal desktop computer. Nothing special about it. It's not particularly powerful or good for playing games. What it is good for is that it has access to all digital records relating to you, your friends, and your family; and the power to edit any of that information. Once used, it will be impossible to prove the information was edited in any way, as all backup copies or physical copies will mysteriously go missing, be corrupt, or have an error that makes your changes just as likely as any other possible entry.

The computer need not be connected to the internet to work, nor do the records.

### **Parade Float [100cp]**

This is a miniature of a parade float in a snowglobe. The float is (initially) just the bare machine and platform, though it has a built in PA system and a small dance stage. It is self-driving along any parade route, and maintains a constant walking pace.

If you put the globe onto the ground and stand back, the float will manifest nearby and you can customize it however you like. When you toss the globe onto the ground, it will shatter and a parade will spontaneously manifest in the streets of whatever city you're in. The parade will take on the character of the float as you decorated it. If you decorate it in a military theme, it will be a military parade. If you decorate it in mardi gras style, it will be a carnival style parade.

You will get a new snowglobe one week after it was shattered.

### **Answering Machines [200cp]**

You have access to a set of a dozen answering machines and phone lines that always back up any bullshit lie you may have sold anyone. They know who is calling and can keep all your lies straight... they can even direct callers to call other machines in the network. They are automatically hooked up to any phone lines or equivalent and their numbers are published wherever would back up your lies (say, phonebooks if they still exist), on billboards, on the nets, etc.

### **Automated Bedroom & Sickness Synthesizer [300cp]**

Faking sick, but worried that some concerned school official is going to check up on you? Well, worry no more, because this sophisticated combination of electronic equipment and mechanical decoys will make it so no one suspects a thing. Though it starts at recorded messages and manikins hidden under your covers, this will upgrade as needed to convince any observer or visitor that you are safely ensconced in your own home/room doing nothing of any interest to anyone.

### **Chez Quis [400cp]**

This is the fanciest restaurant in town. Always. It has a pretentious, high end decor and the menu is both high quality and traditional “haute cuisine”. It has a dress code, and a maitre d’ who is a pompous tool. It’s packed even at lunch and is by reservation only. You have a reserved table and the chef de cuisine (the head chef) will always come by your table and grovel to you and your guests... I mean welcome you and your guests whenever you dine there. This place is so fancy it has bathroom attendants and mints and monogrammed egyptian cotton hand towels.

Technically you own the place, but no one knows it, though they will know not to give you a check. It will follow you from city to city and no one not a Companion or yourself will ever remember a time when it wasn’t a fixture of the city’s food culture.

### **Sloane Items**

#### **You Know He’s Got The Money [50cp]**

Your father is wealthy. How wealthy? Wealthy enough to buy you anything that’s commercially available in your current setting. Wealthy enough to give you an improbably large but not obscene allowance (say 1,000 USD a week in 1980s money). It doesn’t have to be your actual father, just someone who feels paternal to you.

#### **MTV That Actually Plays Videos [100cp]**

You get a top of the line TV that gets all the normal cable channels even if there’s no such thing as cable channels in your current world... or even TV broadcasts. Twenty-four hour news channels that report on local and global news... even if there shouldn’t be any way reporters can get into Mordor or Asgard or the Eye of Terror. Home Shopping channels even if it’s a post-apocalyptic wasteland where the entire idea of economics has broken down and there’s no delivery services left in the radioactive hellscape. And, above all, Music Video channels that actually play music videos 22 hours a day. The TV will never get larger than 64 inches, will always be light enough to be movable by two strong men (who may or may not sing about custom kitchen deliveries while doing so), and will always be high end, and cutting edge. It doesn’t need a power supply and all video game systems and media playback systems will hook to it wirelessly in perfect resolution.

### **The Art Institute Of Chicago [200cp]**

Open daily from 10 to 8. The Art Institute of Chicago in Chicago's Grant Park, founded in 1879, is one of the oldest and largest art museums in the United States. Recognized for its curatorial efforts and popularity among visitors, the museum hosts approximately 1.5 million people annually. Its collection, stewarded by 11 curatorial departments, is encyclopedic, and includes iconic works such as Georges Seurat's *A Sunday on La Grande Jatte*, Pablo Picasso's *The Old Guitarist*, Edward Hopper's *Nighthawks*, and Grant Wood's *American Gothic*. Its permanent collection of nearly 300,000 works of art is augmented by more than 30 special exhibitions mounted yearly that illuminate aspects of the collection and present cutting-edge curatorial and scientific research.

It will follow you from jump to jump, picking up new pieces and being a cultural touchstone of any city you start in. No matter what negative events befall the museum, its staff, or its collection during one jump, all will be restored to previous condition at the start of the next. All improvements are maintained. It can always be reached by public transportation lines if such exist in the current setting, and dedicated stations for bus, train, and subway lines will be included. It will always have a dedicated webpage if there is a local internet and will always be world famous even if the local civilization is barely out of the stone age.

Cave Man 1: "Ugh. Ugh! Fire Good!"

Cave Man 2: "Ugh! Ugh. Art Institute of Chicago Better!"

Cave Man 1: "Totally True."



### **The Sears Tower [300cp]**

Not the Willis Tower. The Sears. It's an important distinction! A 110 story, 442 meter tall skyscraper. It is (in the current timeframe) the tallest building in the world and will remain so until 1998 when the Petronas Twin Towers in Kuala Lumpur will be built. It will later be dwarfed by the (nearly twice as tall) Burj Khalifa, the tallest structure ever built by mankind, but for now, the Sears Tower is the biggest and that means the best. Designed by Fazlur Rahman Khan, more than 1,000,000 people annually visit its observation deck. It has three basement floors and has a total of 104 elevators, 16 of them being double deckers. It has a floor area of 416,000 square meters. It's now yours. If you own any corporations, their headquarters will move into the Sears Tower if you so desire, and it will be a landmark in each future jump. If there are any buildings taller than it in the setting before it arrives, your Sears Tower will immediately grow to be 6% taller than it (and maintain all other proportions). Why 6%? Because the Sears Tower is 6% taller than 1 World Trade Center, the previous tallest building in the world.

Your Sears Tower always is called "The Sears Tower" and you're not allowed to change its name. It is self maintaining, provides its own utilities and is impervious to any form of terroristic attack... just in case.

### **Lucky Rabbit's Foot [400cp]**

It really works! This is exactly what you think it is, a cheap looking white rabbit's foot on a cheap brass key chain. That said, rubbing it while devoutly hoping for some outcome that depends on human (i.e. not random or mechanical) incompetence or fallibility makes that outcome virtually certain. No other overt action can be taken while using this item. Examples of the kind of things this can sway include: someone forgetting something, someone not paying attention, someone buying an obvious lie, someone ignoring clues, someone accepting a bribe, an entire troop of highly skilled snipers missing their target. It cannot affect anything that has already happened (such as someone forgetting to lock a door in the past) or the spin of a roulette wheel. It can only be used once a day and cannot be used to cause anyone direct harm. It will activate automatically to save you from a chain-ending event if it would have been able to prevent that type of event, but only once per 10 years or per Jump, whichever comes first.



## **Cameron Items**

### **A Piece Of Shit [50cp]**

You have a fairly rusty 1982 Alfa Romeo Alfetta with fleece-lined seats. It never breaks down but needs maintenance and does not have infinite gas. It has a tape deck, AC, and all weather tires. It will never be stolen or broken into, and will always be conveniently parked nearby when you need it.

You can use this option to upgrade any car to have similar properties.

### **Red Wings Jersey [100cp]**

You have an extremely comfortable jersey that can change at will to be for any team you choose, defaulting to the Detroit Red Wings. This shirt is self-cleaning and self-repairing. It provides two other benefits as well. First, as long as it is set for one of the teams participating, this shirt allows admittance to any game or other team function that the public can access. This includes access to VIP areas. Second, wearing this shirt can get you a try-out for the team it is showing. You will be judged fairly on your abilities, so actually earning a place on the team is up to you.

### **House In The Woods [200cp]**

It's like a museum. It's very beautiful, and very cold, and you're not allowed to touch anything... oh, wait, you paid for this didn't you? Well, if you're not Cameron, you can touch whatever you like in this house. Cameron will have to wait until they graduate. All utilities, taxes and documentation are covered.

### **The Car [300cp]**

The 1961 Ferrari 250 FT Spyder California, V12, in cherry red with tan interior. Only 56 were made. You'll love driving it; it is sooo choice. It's worth about 20 million dollars in 2020 money. It instantly repairs all damage to itself unless it's driven in reverse out of a plate glass window into a forested ravine. Somehow, it has a back seat and odometer protection to keep the mileage from going backwards when driven in reverse (yes, that actually should have worked and probably didn't because the wheels weren't actually turning).

It can break down, does need maintenance, and you'll have to fill the tank with premium gasoline. On the plus side, it will never be damaged by parking attendants, no matter how much joyriding they do with it.



### **Wrigley Field [400cp]**

Do you love baseball? Of course you do! It's the national pastime! Do you wish there was baseball in every jump? Of course you do! Well, buy this and you'll get your wish! This is Wrigley Field, home of the Chicago White Sox (checks notes... err... sorry, the Chicago Cubs? Is that right? A city is allowed to have two teams in the same sport? How odd.) Anyway, Wrigley Field was originally Weeghman Park, home of the Chicago Whales of the Federal League. It opened in 1914 and the Cubs played their first game there on April 20, 1916. In 1921, chewing gum magnate William Wrigley Jr bought it. It was called Cubs Park from 1920 to 1926 and renamed Wrigley Field in 1927. It seats nearly 42,000 people and has full concession stands and its own Elevated Train Line.

You're now the owner of the field, and hence the team. For the duration of this jump, the team cannot leave Chicago (i.e. relocate). They can still play away games obviously. You also own their Minor League farm teams, summer training camp, and everything else the team owns. You can get unlimited pizza, hotdogs, pretzels, beer, peanuts, popcorn, etc. on any game day. You control the Owner's Box.

All that's pretty cool, right? But what about in future jumps? Well, all the major cities of whatever place you end up will have their own teams (guaranteed at least 25 other teams) and Baseball will be as popular there as it is in the US of the 1980s. Your stadium, team, and whatever is associated with it will follow you, appearing in the nearest city to your starting location, and will have a local fanbase as rabid and dedicated as the Cubs have.

After this jump, you can rename the team and stadium.

One important note: Currently, the Cubs don't have PSLs (Personal Seat Licenses), so you can, in theory, sell them once if you decide to. PSLs, which allow one to buy season tickets for a specific seat every year, are an owned, inheritable property. You don't get to sell them again and again at the start of each new jump. They will always be allocated to random (often wealthy) fans in the new setting if you have sold them. Or you can gift them to people. Ditto Private Boxes.



## **Jeanie Items**

### **Stylin' Wheels [50cp]**

This is a white 1985 Pontiac Fiero that never needs gas or maintenance, but can break down. It has a tape deck, AC, and rear defrost. You can, if you choose, use this option to upgrade any car so it never needs gas or maintenance.

### **I've Got My Father's Gun And A *\*Scorching\** Case Of Herpes [100cp]**

You have a pistol. It's a fairly normal handgun for the 1980s, something a suburban father might have around the house for personal protection. What's unique about this gun is that instead of injuring whoever you shoot with it, it gives them a sexual transmitted disease of your choice... in full flare up.

This doesn't work on those immune to disease and you actually have to be able to hit your target. The strain of the STD you give them will not be transmittable and will wear off in 6-8 weeks but treatment will not be effective within that time frame.

You have to load this gun with normal ammunition for it to function.

### **Save Ferris Campaign [200cp]**

You know how sometimes you have a sudden need for a grassroots campaign to support a cause that did not seem to exist a short time ago? No? Just me, huh?

Well, anyway, if such a need arises, you have a fully staffed organization ready and waiting, with equipment, offices, personnel of various types, and even pre-existing connections to politicians, reporters and all the other people that these groups need connections to.

Plus, it is sponsored by Pepsi, which ensures not just enough cash flow to keep operating at a basic level without further donors, but also unlimited Pepsi products at all campaign locations and events.

### **Hi Doggy! [300cp]**

While this doesn't have to be a Rottweiler, it should be one. Why? Because Rotties are the best. Anyway, it's a doggo. A goodest doggo. He (or she) will chase down your enemies, watch your house, and always come when you call. Not only is she (or he) always in perfect health, but any pups she produces or he sires will be in perfect health and be purebreds of the breed of the other partner without any of the health concerns native to that breed. Your doggo is immortal and will recover from anything that should have killed it in an hour or two tops. All your doggo's offspring will be extremely long lived and healthy even if you don't adopt them yourself. If you do adopt them, or give them to your Companions, they'll be immortal too.

If you do pick Rottweiler as Doggy's breed, you'll be able to select a different native breed of doggo in each future jump for Doggy to be. Doggy will not notice the difference as Doggy is very loyal, but not very smart. You can choose to keep Doggy's breed the same from Jump to Jump, if you find one particularly adorable.

### **Drugs [400cp]**

Do you want some? Can't say no, can you? Well, you came to the right place. This is drugs. What drugs? All the drugs! Well, all the drugs popular in the 1980s. You know, Cocaine, Crack Cocaine, Heroin, Fun Dip, Marijuana, Angel Dust / PCP, Magic Mushrooms, Barbies (fast acting barbiturates), Baby Bottle Pop, Amphetamines, Bennies (Benzodiazepine), LSD, Poppers, Peyote, Moonshine, and Off Brand Cigarettes.

Absolutely none of this stuff is legal, all of it is unbranded and the quality control is, to say the least, suspect, and who the hell knows what it's mixed with... but, bizarrely, no one ever seems to overdose on your stuff and anyone who uses it slowly finds the addictions they had to it fading. In fact, the more they use, the less addicted they'll become and the more resistant to the negative side effects of their substance abuse they'll become.

As for quantities? You have enough to rival a major drug cartel, divided between a number of innocuous looking leather jackets, backpacks, school lockers, suitcases, briefcases, and car trunks.

Even if law enforcement searches you and finds the drugs on you, they'll never be able to prove possession, and any drugs they confiscate will (due to police corruption) end up back on the street and thus be unavailable as evidence against you. If someone requests a street drug you don't currently carry or have in stock, a courier will show up by car and toss a backpack containing a few hundred doses of it at your feet within five minutes.

### **Rooney Items**

#### **GRAAAACE [50cp]**

You gain a sassy secretary. She's an older lady with pens in her hair and a bubbly personality. She's very loyal but also very sarcastic with you. She's not a companion and doesn't want to be one. She just wants to work in your office and answer phones, take dictation, and make photocopies. Thankfully, she does come with her own desk, and (if you don't already have an office) an office for you. It's not a very impressive office, but perfectly serviceable for a school Vice-Principal. Her skills and technology will update to match the standards of the current Jump, unless you deliberately upgrade them past that point.

#### **Tow Truck [100cp]**

Once per week, you can summon a tow truck to remove a vehicle from its current location. This works on any vehicle, and cannot be stopped, but the vehicle will be brought to the nearest legal impound location, and will then be processed as if it were impounded in a normal fashion. The vehicle must be released legally and properly from impound, it cannot be stolen.

#### **Flower Delivery [200cp]**

You have the number for and an account with a national flower delivery service. Your account has unlimited purchasing power with that service, but only once per day and limited to whatever they have in stock locally. They also do gift baskets and fruit displays.

Your order shows up a minute after you make it, no matter how unlikely that might be.

### **Pizzeria [300cp]**

You own a wonderful pizzeria that serves pizza that is just slightly better than the best pizza you have ever had from anywhere else. This establishment runs itself, turning a nice profit for you. It has an attached arcade and a TV area that shows all local sports games. The technology for these will always be the most advanced version of such that you have encountered.



### **High School [400cp]**

You now own the local high school or equivalent. All local teenagers are required to attend, barring other educational arrangements being made for them. You are the school board and administration, making all the rules and setting all policies. The students will have to follow these rules, or face the consequences. Parents or other outside authorities will not question your decisions unless something horrendously bad happens. You are still funded by the government, so you may have to kick in a little of your own resources if you want something outrageously expensive.



## **COMPANIONS**

### **Bueller? Bueller?**

[50cp]

Ben Stiller will show up and host a game show... or a class in economics that bores everyone to sleep. He will continue to show up whenever you need him to.

### **The Sportos, The Motorheads, The Geeks, Sluts, Bloods, Wasteoids, Dweebies, Dickheads**

[100cp, Half Price for Ferris]

They all Adore You. They think you're a Righteous Dude... which is why you're buying this. You can import as many of your companions as you want to be high school students. They don't get any specific origin besides High School Student, so no discounts on anything, but they do get 800 CP to spend on anything that costs less than 400 CP.

### **Abe Froman, The Sausage King of Chicago**

[100cp, Half Price for Sloane]

No, not Ferris pretending to be him. The real Abe Froman... whoever he might be. He knows everything about sausage there is to know, and has a thriving sausage empire that follows him from jump to jump. As your companion, he'll hook you up with awesome sausages for cost.

### **Personal Valet**

[100cp, Half Price for Cameron]

You have a personal chauffeur that has the power to jump any motor vehicle, no matter how flat the road might be. People keep giving them the keys to classic cars that they can drive you around in or let you drive for a few hours.

### **Oddly Wise Charlie Sheen**

[100cp. Half Price for Jeanie]

Though he is a criminal, this Charlie Sheen look-alike has a definite talent for helping you resolve your issues and learn life lessons with just a short conversation. This is more effective if you make out with him.

### **1,500 Ferris Bueller Disciples Running Around Your Warehouse**

[100cp, Half Price for Rooney]

An entire Highschool full of Ferris Bueller fans move into your warehouse. What good are they? Not much, they're American high school students. Maybe try educating them? These can be imported as Companions, but individually, not as a group.

## **SUPPLEMENT MODE**

Want to skive off from Ouran Highschool? How about Hogwarts? UA High School? Springfield Elementary? South Park Elementary? The Unseen Academy? Officio Assassinorum Training?

Well look no further.

You may combine this with any jump that puts you into an academic setting.

The CP Pools (including any CP gained from Jump Specific Drawbacks) are kept separate, but all drawbacks are in full effect at all times until the combined jump ends.

Use the other jump's starting time and location rather than this one's.

## **DRAWBACKS**

### **One Day's Adventure [Toggle]**

You'll be here exactly 12 hours, essentially the length of the movie. But the trade off is that any drawbacks you take will be magnified by the difference. So, instead of suffering a little for a decade, you'll suffer a lot for 12 hours... or you can just not take any drawbacks. Your choice. Suck it up, buttercup. If you want to take this jump in supplement mode, you may use it as an interstitial truancy adventure bracketed by the base jump.

### **The Hughes Verse [Toggle]**

Since almost all John Hughes films are set in or around Chicago (often in the fictional suburb of Shermer, Illinois), you may find that the plotlines of some or all of the following films have happened, will happen, or are happening in the same universe you're visiting: National Lampoon's Class Reunion (1982), Mr. Mom (1983), National Lampoon's Vacation (1983), Nate and Hayes (1983), Sixteen Candles (1984), The Breakfast Club (1985), European Vacation (1985), Weird Science (1985), Pretty in Pink (1986), Some Kind of Wonderful (1987), Planes, Trains and Automobiles (1987), She's Having a Baby (1988), The Great Outdoors (1988), Uncle Buck (1989), Christmas Vacation (1989), Home Alone (1990), Career Opportunities (1991), Dutch (1991), Curly Sue (1991), Beethoven (1992), Home Alone 2: Lost in New York (1992), Dennis the Mennis (1993), Baby's Day Out (1994), Miracle on 34th Street (1994), Home Alone 3 (1997), Reach the Rock (1998), Just Visiting (2001), Maid in Manhattan (2002), and Drillbit Taylor (2008). Ferris Bueller's Day Off can be assumed to have happened sometime in spring of 1986 (the release year). All years given are the years of release. Disney Movies (Flubber & 101 Dalmatians) are not eligible for this, or are films not written by Hughes (New Port South, Only the Lonely). The canonicity of Home Alone 4 and Beethoven 2 & 3 (not written by Hughes) is entirely up to you.

### **Old Guys in Weird Hats [+50cp]**

They're just there, in the background, with no explanation! NONE! WHAT DOES IT MEAN!? This fact will confuse and bother you far more than it should. You'll find yourself lying awake at

night wondering what the significance of the hats is, why the old guys are just hanging around, and where they vanish to the moment you try to ask them any questions.

### **Shower Mohawk [+50cp]**

Your hair now looks as if you've got shampoo suds holding it in the form of a weird mohawk. You can't rinse the shampoo suds out, and your hair is always at least 15cm long. Hope you don't like wearing hats, because they won't fit during this jump. Helmets too. If you shave your hair to deal with this, it will instantly grow back and look even stupider.

### **80s Era Digital Porn [+50cp]**

All the naughty things are 16 bit... all of them. Yes, even your own junk

### **Let's All Hold Hands Now [+50cp/100cp]**

High School's too easy. You now have to start this jump on the first day of Kindergarten (age 5). You'll start at the power level appropriate to a five year old and will regain 1% of your power back every month (except for three months in summer). This will extend your jump by twelve years for Jeanie and Sloane, thirteen years for Ferris and Cameron, and forty-five years for Rooney, though Rooneys get twice as many CP for this drawback.

### **Ferris? Which Ferris? [+100cp]**

Cannot be taken by Ferris

Ferris Bueller has been replaced with Ferrus Manus, Primarch of the Iron Hands, from Warhammer 30K (pre-Istvan Dropsite Massacre). Nothing else changes. If you then go to any Warhammer 30K or 40K setting, Ferris Bueller will have replaced Ferrus Manus, if you want. Nothing else will have changed there either.

### **There's Another Movie In Here Somewhere [+100cp]**

Flip the Script. Now everyone gets actually held to the standards of reality. Rooneys get called out for doing anything that's not in their job descriptions. Ferrises get caught breaking any rules. Camerons aren't humored. Sloanes aren't the center of attention. Jeanies... well, they're still Jeanies.

### **Feel His Hands, They're Cold And Clammy [+100cp]**

Your hands are cold and clammy all the time, as if you just licked them after putting them on an ice pack for ten minutes. This will gross out anyone you touch, including yourself.

### **I Have A Test Today [+100cp]**

Well, technically you have a test every day. For fifteen to forty-five minutes every day, Monday through Friday, you will have a mandatory test. You must pass this test or be forced to take a make-up exam tomorrow... in addition to that day's test. And so on. Tests will be on a variety of subjects, geared for your personal experiences, and will start at the average difficulty of a freshman highschool exam (unless you take "Let's All Hold Hands Now", in which case they

start much easier), but will slowly get harder and harder as they cover new material. You cannot leave until you have completed and passed 2600 exams (7200 if you took LAHNN). If you fail 10 make-up exams in a row (or skip 10 exams completely) you'll be forced to repeat the entire year.

### **It Doesn't Change The Fact That You Don't Own A Car [+100cp]**

You don't. You'll have to get a lift from a friend / parent / taxi / bus or ride a bike or skateboard any time you have to travel further than two miles. No transportation powers aside from normal speed running or walking are allowed by this, and you may not use any autopilot vehicles, employ a chauffeur, or use any other personal vehicle you might have brought with you into this jump. If you buy a car locally, either with cash or CP, it will become available only once this jump is finished.

### **Never Had One Lesson [+100cp]**

You have a passion for playing music... for other people. Unfortunately, you have absolutely no musical talent, and cannot be convinced of that fact. You will refuse to get any form of musical instruction.

### **How Do I Deal With That? [+100cp]**

All your Companions are years behind you in school and you have to chill until they graduate from college. You're not allowed to help them in school beyond helping them study or relax. You're not allowed to rush them to finish sooner. If you don't have at least two Companions, you can't take this. When we say "Chill" we mean no working on any projects. Not even self-improvement. Just... hang out, watch TV, eat junk food, and generally be the creepy older friend who picks up their friends from the school they used to go to.

### **It Is Your Fault You Didn't Lock the Garage [+200cp]**

People keep breaking into your stuff and taking it for a spin. They'll bring it back, but it might be a little worse for wear, and they will use it in exceptionally risky ways. This includes your warehouse.

### **Ruth Wilson [+200cp]**

You're Wanted by the FBI. Nothing you can do will change that fact. If you're caught by the FBI they will lock you up for fifty years and you'll be unable to leave until you've served your time. Note, I didn't say "captured". Just caught. As in tag. The FBI will find ways of dealing with your more outrageous powers. Expect to spend a fair amount of time running and hiding.

### **I Can't See That Far [+200cp]**

Your vision gets blurry at arm's length. This cannot be corrected. If you have a different primary sense, adjust accordingly.

### **If I Was Bleeding Out My Eyes, You'd Make Me Go To School [+200cp]**

Funny you should mention it... you're now bleeding out of your eyes. All the time. Don't worry, this won't cause you to die of blood loss, though you might suffer from low blood pressure or anemia, but your eyes will constantly weep tears of blood. On the plus side, the Goths will love you, and you might have a future in Heavy Metal music.

### **Sooner or Later, Everyone Goes to the Zoo [+200cp]**

Stress has a way of creeping up on a person, building and building and building until it all gets to be too much. At that point, as Sloane says, they 'Go to the Zoo'. What does that mean? It means they flip out and start acting like a caged animal, raging against the world and lashing out pretty much randomly at everything and anything around them. That's you now. At least once in this jump, at some point you can't really predict, you're going to 'Go to the Zoo' and in a pretty major way. It might be more than once, but it will be at least once.

Also, you're now fairly prone to stressing out and not really noticing it until it's too late.

### **Jeopardizing Your Ability to Effectively Govern the Student Body [+200cp]**

Not only are all of your out-of-jump powers and abilities sealed away for the duration of this jump, but your hairline is receding. Normally, with this kind of power loss drawback, you'd be guaranteed not to feel the loss of any of your abilities... but that's not the case with this. While you're still going to be functional (i.e. the loss won't drive you insane), you'll still feel the lack, still long for the days when you were whole and powerful and vital. Or had a full head of hair, just in case this is your first jump and you don't have any OOJ powers and abilities.

This isn't worth more because, quite frankly, this world is actually less dangerous than the real world. It's a comedy, after all.

### **That's It, I Want Out of This Family [+200cp]**

You are going it alone on this one. Your Companions are all on a perfect vacation where you will never find them or communicate with them for the duration of this jump. They can still be imported. Also, any family members or friends that your Origin would provide in this Jump are either absent or just completely uninterested in interacting with you. You are going to have to make friends the hard way, or face being isolated for the duration.

### **You Deliberately Hurt My Feelings [+200cp]**

You are an asshole. You enjoy making other people miserable. Even with the few friends you have that you do not want to deliberately upset, you will find yourself doing so accidentally. I hope you have forgiving friends.

### **He Doesn't Have A Fever, But His Stomach Hurts And He's Seeing Spots [+200cp]**

The symptoms of a serious head cold can include body aches, upset stomach, seeing spots, runny or stuffy nose, mild cough, fatigue, sneezing, watery eyes, sore throat, and/or headaches. You'll have some number of those symptoms every day. How many? Impossible to tell. Could just be watery eyes... could be the whole gamut. But you won't run a fever.

### **Anyone? Anyone? [+200cp]**

For the duration of your stay here, everyone besides your very closest two friends talks to you in a droning monotone. Furthermore, you must attend school 5 days a week, 181 days a year. The teachers will be extra boring.

### **You're Not Dying. You Just Can't Think Of Anything Good To Do. [+300cp]**

Ever. You will never think of a good activity to do in your time here. You can take suggestions from others, but if left on your own, you will just sit or lie somewhere, moving only to deal with biological necessities.

### **You'll Never Get Out of Here [+300cp]**

This is a Time Extender that actually feels like a drawback... So you'll be running laps. Time spent in school doesn't actually count towards how long this jump lasts... and somehow, that's triply true for detention and gym class. You must attend all four years of high school (unless you're Rooney, in which case you must work all four years). Any time you break any rules, you'll be forced to run laps. It doesn't matter how fit you are, how much endurance you have, or if you can move at ten times the speed of narrative, running laps will suck. It will be boring. It will be tiring. It will take up time and not count towards your progress in this jump.

What qualifies as breaking the rules? All the normal things in society. All of them. Speed limits. Getting special treatment. Interfering with flight plans. Bribery. Failure to pay taxes. Skipping school. Fighting. Trespassing. You name it. If there's a rule against it and you break that rule... laps.

### **Barf Up A Lung [+300cp]**

Sooo... you periodically have to vomit. Why? Because you took this drawback. When? Four to twelve times a day... every day. At random. Occasionally you will barf up one of your own major organs (not including skin). This will not cause you to die or impede your functionality in any way, but it will be spectacularly gross and not just a little painful. Seriously, what in this jump was worth taking this?

### **You Could End Up In A Doctor's Office: That's Worse Than School [+300cp]**

You're legitimately sick. It's bad. While it won't actually kill you if it's treated, expect to spend a lot of time in doctor's offices, getting poked, prodded, tested, monitored, and asked to pee in a cup. The disease will eventually progress to the point that you'll have to have some kind of major surgery, perhaps an organ transplant, and probably be bedridden for a while, before you leave this jump. No out of jump tech or powers can treat this illness or remove it.



### **Ninth Sick Day [+300cp]**

While technically, you don't have to attend school, if you get caught by any authority figure outside of a school during any scheduled school day (7am to 2:15 pm local time for most US highschool students) without a valid excuse, it will count as an absence for you. If you get caught 10 times, you won't graduate from this jump.

What does that mean? It means you have to stay until you pass the J-GED Exam. It's given once a year, the first time being six months after you should have left normally.

What's the J-GED? Well, a GED is a General Educational Development exam, a test that you can take in the US to prove that you could have graduated from High School. It's not that hard an exam, but it does test all the basic things a high school student should know.

The J-GED Exam is just like that... but scaled upward for your own breadth of experience and intelligence. You can't cheat. It's not open book. It's very very long, as it covers everything your Benefactor thinks you should have learned across all your jumps.

If you fail the J-GED, you'll be given a veritable mountain of study material and told to come back in a year. During that year, you'll be required to put in at least 1500 hours of studying or you'll automatically fail the test. Ten failures and your Benefactor will inflict power loss on you until you pass. Twenty failures and you'll lose access to your Warehouse or equivalent. Fifty failures and your benefactor will give up and you'll have to stay in this world forever.

### **I'm Dying [+300cp]**

You're not. But you feel like it. All the time. It's very hard to focus on other things when you're clearly about to keel over at any moment (you're not).

### **Born Under a Bad Sign [+400cp]**

You are sooo unlucky. Not life-threateningly unlucky... that would be too nice. No, the stars want you to suffer, and if you're dead, you can't suffer. Rather, almost everything that could go wrong for you will go wrong, as long as no one else gets hurt. Not everything. The stars will occasionally lull you into a false sense of security. You'll forget having taken this drawback, but each time your luck goes bad you'll get a sense that this is entirely your own damn fault.

### **Homeward Bound [+400cp or +600cp]**

Well, you've finally done it. You've failed the chain. Or so you think. You believe you've been sent home after spectacularly crashing and burning in your last jump. You don't remember that

you've done a build for this jump. You don't remember that this jump will end. And nothing anyone tells you will give you the faintest glimmer of hope that this is not really true up until this jump actually ends and this drawback wears off. This is worth another +200 CP if you've taken "You'll Never Get Out of Here".

## FINAL CHOICE

One last decision to make. You're still here? It's Over! Go Home... or Move On. Your Choice.

Do you want to **Stay Here**, **Move On**, or **Go Home**?

If you choose to Move On, you can choose to go directly to any Jump based on a Matthew Broderick movie or a Generic Jump that can be used for such. Even Ladyhawke.

## NOTES

### **Hail To The Ferret Queen!**

Due to a number of factors, this jump is like 90% the work of SJ\_Chan. And it is awesome. So show her some appreciation.

### **Fourth Wall Awareness**

This does not confer any kind of precog, nor does it copy your personality. Effectively, any time anyone watches a recording of you, the version of you that exists at the specific time that the video is being watched becomes aware that someone is watching that specific recording. That recording then becomes a one-way video call for you. You can't hear what they say, but you know who is watching and what they're wearing. They can hear and see what you do, as long as you're talking to them. They cannot see where you currently are or what you currently look like, since you'll look and sound like the version of yourself that was in the recording looked and sounded like. No one else in the recording (except other people that also have FWA) will notice you speaking to the audience. This isn't Deadpool where everyone just assumes Wade is crazy.

No one notices Ferris talking to the Audience because he didn't do so when events were happening. He does so as he's being observed.

## **CHANGE LOG**

Version 1.0

Created the document.

Version 1.1

Minor grammatical and typographical changes. Very minor corrections.