

Generic Cuddly jump

xYellowbirdx

Well isn't this a surprise, to come here after the things you've seen, the things you've done. You have a lot of nerve. But I'm no judge. This world is not too dissimilar to your home world, but it is a lot better. Whenever you're bare foot you'll never step on a rock, in the summer at night, it won't be too hot to sleep. Things like that. Unlike in other settings that are usually anime related, this is a very bright and noble world. There is an end to it, you can still kill people, you can still break their hearts. But if you did that you would only prove me right. Take this.

+1000cp

Sex

Flip a coin, male if heads, female if tails..

Location!

Take a d8 and roll for your starting location.

1.Nostalgic Neighbourhood

This neighbourhood looks suspiciously like the one you grew up in. Although, there are different people.

2.Friendly Forest

A serene forest with beautiful birdsong. The animals here let you pet them with great gusto.

3.Sunny Supermarket

A below room temperature store with all the goodies you can think of. You'll need money, but the samples are free.

4.Majestic Mountain

With all the snow up here it'll be easy to have a fun day sledding. You can also live in isolation.

5.Blissful Bar

Someone has decided the next round of drinks are on them, you're in for a rowdy night.

6.Faraway Farmland

And it's all yours, now you can live your dream of being a farmer with 17 kids and yelling loud without any complaints.

7.Perfect Park

A quaint park with a field, a playground, and a massive slide. Live out your childish dreams one and for all!

8. Free Choice

This doesn't mean choose any of the above, it means you can start anywhere in the setting.

Origin

Smol Bean

You're an adorable child. With a childlike imagination and admittedly dumb disposition. Depending on your age, you won't make it to adulthood before the jump ends so I'd choose wisely. You get the **"Parents"** companion for free.

Age: d8+4

Teen

You're an awkward teen. With growing pains and acne, with a rebellious streak. You'll have more responsibility but you also have that childlike hope in you. You get the **"Best Friend"** companion for free.

Age: d6+12

Adult

You're a fully fledged person. In your world that would mean a depressing salaryman lifestyle but here it means wonderful freedom. There's lots to do here and you only have so much time. You get the **"Dream Lover"** companion for free.

Age: d4+18

General Perks

Mr.Blue Sky (100)

You control the weather. You can make the worst storms rage on for years, or you can make it perfect weather for a picnic. This works subconsciously too so if you're somewhere sad and depressing like a funeral, it starts to rain a little. Now you can have your winter wonderland in the middle of a desert. Or you can terraform the entire earth if you want but this is mainly so you can play at the park with the shining sun.

Cuddlebug (100)

This makes you squishy like a marshmallow. Hugging/cuddling you is like embracing a fluffy yet solid cloud. It feels great. You'll love it too, I guarantee. Some clingy people might not want to let go but that's okay, you'll become fast friends over your shared love of hugs. With this perk your lover will want to cuddle pretty much every night.

Here's to Never Growing Up (200)

Power changes people, it really does. If you're all powerful then you'll change even more. But now, you won't. The power you hold in your hands will never corrupt you, even if you have an addictive ability it won't do anything to you. If a power forces your sacrifice, you'll still be here after the fact. You will also have that same childlike wonder and hope, enjoyment of the little things in life and a sense of fulfillment from your relationships.

Stereo Hearts (400)

At the drop of a hat, you can start a musical number. Everyone in your vicinity will join in with you. This is not out of context singing. No, this will make everyone stop what they're doing and sing with you, no one can get hurt during the number. This extends to any bad guys, moons with faces, omnipotent gods, and emotionless robots and omnicidal anomalies. They will all also enjoy quite a bit too. Great form of therapy too.

Caramelldansen (400)

Life is a painting. It slides, it shifts, and it moves. But the more it changes, the more it stays the same. You can tell how things will change in reaction to your actions and words. A sort of precog to make conversations a lot easier. You could also accurately play movies or songs in your mind. You can even make up your own media right there in your lil noggin. This doesn't mean you'll be bored because you know how things will play out, it means you'll be able to plot out a route for a happy ending for everyone!

Malevolent Universe (600)

Is there too much happiness in a setting? Don't like how bright and cheery everything is? Are you feeling a little sadistic? Are you just an edgelord? This perk gives you perfect control over how dark a setting is. Want to make the world a war torn wasteland or a grimdark world devoid of hope or maybe a world with endless depravity or maybe you just want political tensions to get slightly worse. It's all up to you. Although, I doubt settings like Warhammer can get much darker.

Origin Perks

Smol Bean

Twilight of the Thunder God (100, discount Smol Bean)

As a child, you would naturally have the mind of a child, with this perk you can utilize it too 100%. This gives you the imagination of a child, which means being very creative. You can become a bard of epic proportions, with the songs you sing and the stories you tell. Your power ballads will be the stuff of legends. Theoretically speaking, your creativity will never run out or have end, so potentially infinite.

It's a Kids World (100, discount Smol Bean)

It really is. We take care and love our kids, we try to give them everything and more. With this perk people will naturally try to do right by you. They'll be generally nicer, more generous and more friendly. At events like Christmas or your birthday, you'll get all the good gifts. At social gatherings like conventions or recess, people will naturally gravitate to you. You'll certainly be popular.

Mouth for War (200, discount Smol Bean)

You've got quite the mouth on you. You've got this innocent charm about you. Anyone older will certainly find you amusing and anyone younger will find you 'cool' so to speak. You could, like the title says, use this to manipulate people or you could not because you're a good person, right? Another great tool for therapy.

Love Me Cheerilee (400, discount Smol Bean)

We make a lot of connections when we're small. From our first friends to our parents. With this ability, you can make a feeling of heartache grow in someone's chest when they wrong you, lowering their abilities in

combat and making them depressed. In a confrontation you can make all but the most black hearted insane people a sobbing mess in your arms after trading just a few blows.

Rainbow Factory (400, discount Smol Bean)

This perk doesn't have much use in this world. That's because everyone here is at least a good person. But that's not the case for other worlds. The more pain and death someone has caused, the less effective their attacks will be, and the more effective yours will be. This perk does not care if the person in question does or does not regret their actions, or if they don't care if they caused pain, or if they did not view those things as wrong. This perk is still effective no matter the circumstances. It won't have any effect against All-Star Superman, but Injustice Superman? It'll make him a non threat.

Today Was a Good Day (600, discount Smol Bean)

There is a lot of darkness in the multiverse, but you don't have to add to it. You are a source of joy for other people. Similar to SCP-999, your touch puts people at ease, your disposition makes people smile, and prolonged exposure to you will cure them of any mental turbulence. You can also live off of candy alone, and it doesn't give you tummy aches! This also works on you, so you'll be pretty much happy all the time unless something bad happens to you or a loved one. Yet another great therapy tool.

Teen

Goretrance 9 (100, discount Teen)

As a teen we get more mature and a little cynical but your heart is still there. These perks give you the power of perseverance. You know have the willpower to take on anything from uncomfortable thanksgiving with your inlaws to the worst of torture. Anything from surviving a bad day at school to torment too terrible for words. You can see it through to the end and come out stronger. Your mind can never be broken by anything. If you couldn't infer, this is also boredom immunity.

Touch ft. Paul Williams (100, discount Teen)

Connecting with other people is hard. Especially when you're an antisocial loner who spends all day day-dreaming about how cool they would be in a fictitious setting. Now though, now you can get through to anyone. People just seem to drop their guard around you, both literally and metaphorically. With just a few words you can get around the masks and walls a person has put up and have a real conversation, hey, maybe you can use that vulnerability to surprise them. With a present, not an attack I hope.

Clarity (200, discount Teen)

Sometimes you need to help someone who is far away, or they live in another dimension. This won't be a problem anymore, you can do astral projection! You'll need to stay still and concentrate for this to work. Other than that you can go anywhere, you won't be visible at all and you can influence people too while you're projecting, it'll be like a little whisper in their ear, no one can trace this back to you.

Boulevard of Broken Dreams (400. discount Teen)

This is a good world, people help each other and they would never hurt their friends. But humans have free will, and so I can't stop you from taking this perk. This perk gives you insight and ability to absolutely crush someone emotionally. To just step on someone like their nothing and throw away their feelings, to destroy them to the point of no return. Whether through insults or something else using this perk will drive someone into their own personal hell where they will be left to die. Leaving only a rotting corpse. You will be the ultimate abuser.

Bitter Sweet Symphony (400, discount Teen)

The hardest things in life come from the happiest, such as: loving someone-->having to move on. This perk gives you the simple power to move on. Meaning: you can never falter, never waver, nothing in the multiverse can stop you from growing to be a better person. No one can stop you from moving forward with your life. I still don't think you quite get this perk, ahem, you can't be mind controlled and you can't get worse as a person, you can't revert in both mind and body. You can never get worse physically or mentally.

Rider of the Astral Fire (600, discount Teen)

Functionally speaking, you have perfect telepathy. But technically, you can think of someone and instantly know exactly what they're thinking. No matter what mental barriers they put up, no matter how good their pokerface is, even if you can't see them, even if they're watching you through a camera, even if they don't have a brain capable of complex thought, even if they are an omnipresent one above all eldritch god. If it exists, you'll know what they're thinking. There's a lot of uses for this, please don't abuse this perk.

Adult

Summer of '69 (100, discount Adult)

At the end of your lifespan, at the very end. All you will have are your memories. You can make memories for other people that last for a lifetime. You can make a moment never end, and make a specific part of the memory play over and over in their head. If used properly you can make a lifetime friend with just a single meeting. This can also be used menacingly, making that memory a bad one.

Subwoofer Lullaby (100, discount Adult)

Whenever you want, you can become a living lullaby. From your heartbeat to the way you speak to the scent on your skin to actually singing a lullaby. It can all make a person fall asleep very fast. Great for making those rowdy kids sleep. Also great for sleeping in your lover's embrace. Anyone who wakes up will feel rested and energetic if they fall under this perk. This works on yourself too if you want.

Total Eclipse of the Heart (200, discount Adult)

You have become the perfect companion. When you don't try, you can make anyone feel fulfilled by their relationship with you. You'll be the bestest of friends and the bestest of significant others. It only gets better when you do try. You'll know instinctively their birthday and what gift to get them. Which only makes them love you more. And when you try your hardest, well that'll really figuratively melt their heart.

Hallelujah (400, discount Adult)

You can make literal miracles happen. The manipulation of luck, the chances you'll find a dollar in your pants, is it 1%? Now it's 99%. The one caveat is that you can't make things certain. No 100% 's or 0% 's. This works both ways so, the chance you'll die from that bullet to the head? 100%? Now it's 1%. You can only do this once every 10 hours so you can't spam it.

For Whom the Bells Tolls (400, discount Adult)

You are a master schemer. The greatest of the greats. There isn't anything you can't plan for. This makes you great for parties. But I know that's not the reason you chose this perk. You want to be a schemer for the same reason everyone wants to be a schemer. To plot someone's death or removal. It's fine, just know using this perk for that reason won't go over well with the populace and you wouldn't want to break the heart of such good people. Right?

Who Will Know (24 Bigslow) (600, discount Adult)

You will. You will because you're the last one standing, and everyone else got turned to ash from your battles. You destroy and kill and it never occurs to you that you can't always take what you want. Well with this perk, you'll finally have a reason to stop. The more good you do. The more powerful you become. The brighter the world, the more powerful you become. The less evil there is in the world because of you the stronger you get. It's exponential too, so even the smallest things you do will give you strength. You can't circumvent this by having stupid morals. This perk gives you the knowledge of a "there is always something you can do" morality system, and this perk forces you to let that idea gain some traction in your mind. So you have to choose the best option in any given scenario or you get weaker too. If you do something really horrible it will turn you into a weak, regular human with no perks. This could potentially give you your spark.

Items

Homely Home (50)

A home which gives you a sense of belonging.

Rubber Ball (50, free Smol Bean)

For those times you want to play a recess game.

Phone (50, free Teen)

A phone with infinite charge and infinite wifi.

Flask (50, free Adult)

A never ending flask which has any drink you want in it.

Canned Soup (50)

A never ending can of soup, still a little cold though.

Companions

Import (100)

Import up to 8 companions, want them to live in this blissful wonderland? Now they can. If they are from a darker world then this will be quite the culture shock.

Parents (100, free Smol Bean)

2 parents who love you very much, they'll support you through just about anything. Although they are old and later in the jump you'll need to take care of them. Be warned that before the jump is over they will die.

Best Friend (100, free Teen)

Your very own confidant and partner in crime. You choose their looks, personality and stats. They can't be superhuman. By default they are a good person but I guess you can change that if you want.

Dream Lover (100, free Adult)

This is your S.O for life. Their love for you will grow the more time you spend with them. You can choose their: appearance, personality, stats, powers, superpowers, fetishes, hobbies, interests, career, body temperature, lip fullness, eye color, skin color, hair color, height, weight, musculature, and anything else you can think of. If you break their heart I will reach through that damn screen of yours and beat you with a stick.

Cuddly Pet (100)

This little guy/girl will want to cuddle pretty much all the time. They don't need food or water, and are generally low maintenance. If you have a dog and take them on walks then everyone will want to pet them. Please take good care of them!

Drawbacks

No drawbacks here, I won't let you have a bad experience, what you get from those perks is it. You don't get anything else. If I gave you drawbacks it would sully this world and you've done that enough already to countless others.

Ending

Go Home

Perhaps your homesick

Stay Here

I wouldn't blame you

To the Next Jump

Of course you'd pick this one