From greeting cards to cartoons, these Bears have been lots of places, and their precise origins have changed a bunch, but one thing has never changed. Up above the clouds is a community of magic bears who prize friendship, love and fun. Whenever people on Earth lose sight of what's really important, whether due to difficult circumstances or the actions of a string of villains, the Care Bears descend to remind people that it's good and right to care for others. And if that doesn't work, they'll brainwash you into being a good person with a rainbow beam from their tummies.

More or less. Have **1,000 caring points** (cp) to get you started.

Locations

1. **Care-A-Lot:** There is a castle in the clouds, it's where the Care Bears live, along with the Care-a-Meter. Along with a whole town.
2. **Forest of Friendship:** The home of the Care Bear Cousins. It's full of adventure and things to be discovered, but is roughly as threatening as the Hundred Acre Wood. Somehow halfways between Care-A-Lot and Earth.
3. **Earth:** A pale blue dot full of people who, for some reason or other, sometimes really struggle to care for each other. Silly people.
4. **Joke-A-Lot:** The place Funshine runs too after taking a joke too far. All the silly animals here have fun, but consider 'serious' a dirty word and don't really do things like talk about their feelings.

Age and Sex options:

Pick whatever you want. You will be loved, and worthy of love, in any case.

Origin

You can be a human, a Care Bear, a Cousin, or something stranger. A tooth fairy appeared once, and a sea serpent and so on. This can become an alternate form for you after the jump, but doesn't really give you discounts or anything like that.

Perks

These cost 100 points unless otherwise stated. You get 4 Template Tokens. These can be redeemed to get any normal perk for free. Two tokens to buy a perk that costs more than 100 cp Anything you buy here can be purchased multiple times.

Always There: Those we love are always with us in our hearts, but sometimes you need a person to be present, physically. You know when your friends need you, or are about to, and can always arrive in the nick of a time in a crisis.

Amigo: Caring is arguably the universal language, but loses something when you need to convey specific information. You understand that communication is the basis of a good friendship, and can speak in all languages, though the most important word in any is 'friend.'

Bashful: You are a tremendously good listener, someone who knows when to let people speak their mind without interrupting, and even the shyest person is comfortable talking about their problems with you.

Bedtime: When you wish someone goodnight, they will quickly and easily fall asleep and have sweet dreams. In your sleep, you can craft dreams to send to people the next time they sleep. You yourself can quickly and easily fall asleep when you want, for exactly as long as you want, and cannot be made to fall asleep through any outside influence, unless you want to.

Best Friend: There's nothing like that feeling where you have a best friend. You can designate someone your best friend and the two of you just click. You understand each other on a deep level, to the point of finishing each other's sentences, and you have a keen sense of what they enjoy.

Birthday: You never forget a birthday, and whatever the occasion, throw the best parties! You always know people's favorite foods, entertainment, and how to make any party memorable and fun!

Brave: Courage isn't the absence of fear, but the ability to do the right thing regardless. No matter how scared or surprised you might be, you don't freeze or run, unless that's the correct thing to do. You can inspire the same bravery in others.

Bright: You have a brain like a super-computer, easily able to come up with and figure out things like the Rainbow Rescue Beam or Caring Meter. You love learning and do so at exceptional speeds, and can share that information just as effectively.

Career Options: Choose a mundane, earthly career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Calming: It can be hard to manage your big feelings, and everyone struggles sometimes with life's ups and downs. You can cope though, with even the most extreme feelings. You can empathize with people in the grip of any emotion and easily calm them down with a few kind words.

Champ: You're amazing at all forms of sports and games, even ones you haven't learned yet! But most of all, you understand that winning isn't the point of games, it's fitness and having fun with your friends, learning to do and be the very best. You are very good at teaching valuable life lessons through games.

Cheer: You know how to encourage people and inspire them to greatness. People do their best and more while you're cheering on the sidelines. Also, you can create tangible rainbows as a bridge, a barrier, etc.

Christmas Wish: Isn't the winter season just magical? You always know the perfect gift to get someone. You also have a touch of 'Christmas magic' that lets you summon a light flurry of snow that doesn't accumulate, the sound of sleigh bells, cocoa and peppermint and mistletoe. Just remember that doing nice things is the greatest gift of all.

Cozy: You have a special gift for making others feel comfortable and relaxed, forgetting their troubles for a time. You also give excellent hugs, just the right level of warmth and reassurance

Dare to Care: It might sound corny, but who cares? You really have learned to treat everyone with kindness and respect, and by your words and examples, you can teach anyone to feel compassion for others.

Daydream: You have a lively imagination, easily a match for any child. Say goodbye to writer's block, and lateral thinking is easy for you. Unlike certain bears, you aren't always walking into things, but always find plenty of time to indulge your imagination.

Destiny: You know that you can forge your own destiny with courage, determination and imagination, qualities you possess in spades. Your future cannot be predicted or dictated by anyone else, you alone are the author of your story.

Forest Friend: You understand enough about animal behavior and body language you can almost talk to them. I mean, you can also just talk to them, but your empathy and affinity

for animals is really impressive even without that. Birds don't flee from you without a reason, deer will eat from your hand and the creatures of the forest are happy to help you if you need it.

Funshine: You have a zest for life that leaves no room for the doldrums, and lots of good ideas for making sure everyone else is having fun too!

Grump: It's okay to be grumpy sometimes, but whenever someone pulls a corruption or moral reversion effect on Grumpy Bear, what they get is a noble paragon who can save all the Care Bears by himself. Good, evil, you count as whatever is convenient when people try to detect or alter your moral alignment.

Heartsong: You got rhythm! You're fantastic at song and dance, and can create the sounds of any instruments. You can express your feelings perfectly through song.

Lotsa Heart: You have tremendous physical strength, great as an elephant, but also perseverance. You can manifest a spectral weight that lets you literally knock some sense into people.

Loyal: It's a real shame when your friends aren't as loyal to you as you are to them. This is never an issue for them, but your friends (and family, coworkers, associates) will only be guaranteed to be as loyal to you as you are to them, so if you would sell them out or give them up under torture, expect the same.

Magic: You're skilled at all forms of legerdemain, commonly called magic tricks. Coin and card tricks, cold reading, sleight of hand, and escape artistry. Skills also tremendously useful to a con artist or thief.

Perfect: You are really good at arts and crafts, casually producing masterwork crayon drawings and sculptures that people will pay real money for.

Playful: You know how to turn anything into a game, making chores pass easily. You also have a natural agility and climbing/acrobatics skills that puts monkeys and trained acrobats to shame.

Polite: You always know the correct way to behave in any society and social situation. When you are polite to other people, they feel compelled to be at least as courteous to you.

Proud Heart: You have a strong connection to the environment that lets you sense when things are wrong, and where. You are very good at advocating for the environment and making people care about the state of the natural world.

Sea Friend: You can breathe underwater, aren't much bothered by depth pressure or the cold. You can talk to all the creatures of the water, and they are happy to do you small favors if asked.

Swift: You can run faster than a jackrabbit, as sure footed as any mountain goat. You can run for hours and hours before getting tired.

Take Care: You know the ABCs of safety, Always Be Careful! You understand what the dangers are in any situation and are good at protecting others and teaching them to be safe.

Treat: A small treat can mean so much, a tiny spoon of butter can turn the same meal you eat every day into a veritable feast. You know how to relax, enjoy simple pleasures and celebrate life's small victories. You can be content with nothing, if you have friends to share it with.

Trick-or-Sweet: You never take things too seriously, knowing when to laugh and how to lighten the mood. You understand how to pull tricks and pranks that are tasteful and fun, and never mean-spirited so even the 'victim' kind of has to laugh. Not the easiest needle to thread.

True North: You have a boundless love of nature you find easy to share. You know and are good at sharing how to camp and hike, find a trail, you know the species of flora and fauna wherever you are, and you never get lost, with a perfect sense of direction.

Care Bear Stare (-200 cp) What you probably came for. On your tummy is a symbol representing your character and understanding of friendship (you can hide this at will) and from it you can project a beam of rainbow light that purifies the corrupted, frees the controlled, burns the irredeemably evil, and heals and restores the good. It also comes with a special power related to your nature/caring mission. Yes, this is the Cousin Call too.

Freedom (-200 cp) In the first animated series, before cloud cars and technology, the Care Bears could fly and teleport entirely under their own power. Nothing like the freedom of being able to do both of these and truly go anywhere, so now you can.

Lucky (-200 cp) Things just work out for you, disaster gives you a miss, you often find loose change on the ground and generally things almost always go right for you.

Share (-200 cp) Nobody knows how to share better than you! You can lend people your perks, or half of them.

Dark Sorcery (-400 cp) You are the equal of No Heart in magic, but the evil kind, good mostly at corrupting, controlling and destroying things.

Wish (-400 cp) When you wish upon a tummy star, or about once a day, your wish can come true! This can't alter history or be used to harm anyone, but can do some minor global effects like changing the rules of basketball.

Items

These cost 100 points unless otherwise stated. You can also spend your Tokens here.

Caring Meter: A device that monitors the amount of love in the world, and alerts to problem areas. It looks like a big heart on a pedestal, with a dial showing caring levels. More detailed information can be obtained from a computer readout at the base.

Cloud Car: The iconic vehicle of the Care Bears, able to fly between Earth and Care-A-Lot, without ever needing fuel or repairs. Can instead be a single-person flying Cloud Scooter.

Grabbergus: A vacuum cleaner backpack and scanner meant for capturing Care Stars, puffs of energy created by acts of love on Earth, usually drawn to the clouds but some are loose. In future Jumps this can be used to detect and trap other sources of energy.

Happy Apple Pies: Gram's special recipe that can't help but put a smile on anyone's face, no matter what a crabby day they've been having. Not just the pies, but the recipe as well. The secret ingredient is love, and a little magic.

Magic Mirror: A hand mirror that shows whomever you ask it to, and what they're doing right now. It can also shoot purple lightning bolts that hurt a lot.

Rainbow Rescue Beam: A teleport chamber that looks a bit like a big apple, it's actually two heart-shaped arches with a gem over the intersection, letting the Care Bears instantly visit anywhere, or retrieve someone if they get in a pickle.

Rhyme Chime: A magical chime that can be used, when rung, to turn anyone and anything nearby into something that rhymes with their name. Like turning No-Heart the evil sorcerer into Doe Heart, a deer.

Ruby Chandelier: A chandelier shaped like a dome. At your will it can drop on a target, containing them and then further trapping them inside a single ruby. The only way to free those so confined is by smashing the gem or the whole chandelier.

Book of Magic (-200 cp) A tome of all the magic that exists in the world, and without any evil spirits trying to corrupt and destroy you. Including any magic creatures and items that exist. Updates in future Jumps.

Cloud Clipper (-200 cp) A flying ship large enough to hold all the Care Bears and Cousins, along with arbitrarily large passenger and cargo lists. Can appear as a 'normal' sailing ship or its usual appearance of a ship made of clouds with a star-shaped sail. Like the Cloud Car, this can also visit nearby 'realms' like Care-A-Lot.

Great Wishing Star (-200 cp) In the second movie, exploring the origins of the Care Bears, the greatest of all the wishing stars gave them their belly-badges and mission to teach others to love and care. Now the Star will follow you into future Jumps, and can continue to empower those it finds worthy to spread caring, particularly via the Care Bear Stare.

Supplement Mode

Did you know Swift Heart is related to the White Rabbit from Alice in Wonderland?
You can use this Jump to visit any setting, including supplementing it to an existing Jump. Want to see the Care Bears in a sci-fi setting? The show actually already did that. Want to see Care Bears vs. the World of Darkness? That's basically Princess, but whatever rocks your boat.

Friends

These cost 100 points unless otherwise stated. You can also spend your Tokens here.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 800 points to spend. They also get the 4 Template tokens, same as you got. Companions cannot take drawbacks for more points.

Heart & Star Buddies: Small flying friends, tiny hearts and stars eager to help you. Star Buddies grow up to one day become stars. Heart buddies... ah, moving on.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Continuity Toggle: (+0 cp) You can pick the specific Care Bears series or film(s) you want to participate in. Also whether to include some crossover elements, as Care Bears did with the Nutcracker and Alice & Wonderland, and the Strawberry Shortcakes. Even the Carebears, the Staring RPG.

Leave When The Story Finishes: (+0 cp) You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless

another drawback conflicts with this, in which case you'll stay until the drawback is settled. This basically lets you run out the plot of any one movie or series.

All Alone: Your companions can be imported and buy things, but they can't enter the jump with you. I hope you're good at making friends!

Heartless: You've drawn the personal attention of a major antagonist and now must handle that. This could be someone like No Heart, Darkheart, Professor Coldheart, the Spirit or an original villain of at least that caliber. Not minor antagonists or their minions. This may be taken up to five times.

Longer Stay: You'll spend 10 more years here. This may be taken three times.

Oopsy: You're really very clumsy, constantly tripping into people, dropping things or having accidents. That would be bad enough, but you quickly develop a reputation for being annoying all out of proportion to your actual mistakes.

Panda Problems: The two Pandas from *the Long Lost Care Bears* cannot leave their Valley or it will quickly wither and die and be covered in snow. You are also bound to a location that will be destroyed without your constant presence, whether that's Care-A-Lot, the Forest of Friendship, or a particular city or town on Earth.

Power Lockout: You can't use powers from outside of this jump in this jump. Skills or knowledge are fine.

Small Start: It appears you'll be starting as a little cub, like Hugs & Tugs, and have to grow into your purchased powers and skills, and find your Items over time.

Warehouse Lockout: You can't access your warehouse. You can't bring items from outside the jump into this jump.

What if the World Stopped Caring?: Something strange has surely happened. People these days are so jaded and cynical, selfish and unfeeling. Care-A-Lot is in constant danger, struggling to tread water on the global levels of caring.

Ending

What will you do now? Stay here? Go home? Move on to the next jump?