***Scribblenauts** Jumpchain v1, written by **Tak**, revised with feedback from **BloodredAi**.*

Behold, a world where your creativity rules supreme! The Scribblenauts games tend to not have much in the way of story and they're rather similar, iterating on each other, so the whole Scribblenauts franchise is best expressed as one jump— *this* jump! Enjoy your stay.

Most of the 'worldbuilding' and game design comes from Scribblenauts Unlimited, where the world's systems encourage helping other people. Just as easily, though, you can use your undeserved relics to create chaos and become a cruel god— I won't judge, we've all done it.

The world itself is usually rather normal and like our own, but with frequent silliness. It's an original world where almost all locations are named after grammatical concepts and punctuation marks. It's rather normal, but it's the sort of 'normal' you'd expect from the perspective of a child: if you find a pyramid in a desert, instead of finding it near a city, you'll find mummies in it. The supernatural is real and expected, but it's also not something to change your daily schedule over.

However, this world is host to various magical artifacts that have powers limited only by the user's imagination and, sometimes, their ability to spell. The power level of Scribblenauts is, to put it favorably, wildly out of balance.

In this world, starites are a magical resource used to perform various miracles. Starites or starite shards can be created when you help someone out or help to fix a situation, though only Scribblenauts can see them, which is why they are sometimes found laying around or on the other side of puzzles found in constellations.

As per tradition, you'll be spending 10 years here. You have **Ø1000 (One Thousand Ollars)**, this jump's name for choice points, so select carefully.

AGE AND GENDER

You may freely decide your age and gender with no point costs. If you are the child of Edgar and Julie, you're probably a kid around Maxwell's age but could be as old as in your mid-20s.

ORIGINS

Any origin can be a drop-in. Choose one. Neither origin will discount the Magic Notebook.

Scribblenaut: Scribblenauts, as trained at the university, are astronaut-like individuals trained to find and collect as many starites as they can so that those starites can be used for various miracles. Your discounts will mostly be about starites, new ways to get starites, and new applications of starites. Being a part of a trained organization of like-minded individuals, you might have strong support groups and, if you wish, you might even be working as part of a small squad. You can think of this origin as taking more from the first few games.

43rd Child: In canon, Edgar and Julie had 42 children… but now they have a 43rd, and it's you! Or, well, maybe you're the 40th or the 1st or whatever, but there are 43 children all-in-all. Like the other kids, you may have been given one (or more) magic items, which is where your item purchases of this jump can narratively come from. Your discounts will mostly be around these creative magical items. You can think of this origin as taking more from Unlimited and Unmasked.
(This is just a recommended justification for the origin: you could grab the drawback to replace a canon character and be one of 42, or you might not be in that family at all.)

STARTING LOCATION

You can start anywhere, but I recommend the University for Scribblenauts and Edwin's Farm for the 43rd Child. Timeline-wise, you can choose to start at the start or end of any of the games.

PERKS

Perks associated with your origin have their cp costs halved. If they cost 100cp and you have their origin, the perk is free instead.

UNDISCOUNTED

Avatars (Free/100): This world has Avatar shops where you can spend the ollars you've earned in-jump on special 'avatars'. Avatars are disguises or costumes powered by the ambient magic of starites that can change your appearance totally, not just your clothes. Using a skeleton avatar, for example, will make you look like a skeleton. These are all aesthetic alt-forms, though they won't change *where* your flesh is or how it feels. Every avatar is rather generic and can be described as a simple word: the 'pirate' avatar, for example, will look like a stereotypical, basic pirate. You can change avatars in dressing rooms, or any place you might normally change clothes.

This perk is free to take for this jump, but you can take it with you after the jump ends by spending **Ø100**.

Displaced Perception (300): By concentrating, you can displace the origin of your perception away from your eyes (or wherever it usually is) and over in the direction your will demands. This will not 'teleport' your perception, but rather move it at a pace comparable to your own movement speed. While this technically lets you 'see' plenty more than otherwise, there's a caveat: the conditionals of spells and effects along the lines of 'thing that you can see' will operate using your normal perception, not displaced perception. You can 'reset' your perception back to you at will, where it will return instantly.

Dictionary Mind (400): If, in a language that you're fluent in, there exists a word used enough to warrant its inclusion in dictionaries, you know the word. Not only do you know that word, but you word its precise definition and a bit about it: not just with the usual, short dictionary definition, either, but a summary more like the first paragraph of a Wikipedia entry and with mentally traversable 'links' to related ideas you can also think up the meanings of. If you later get the scenario reward, you will be able to 'look up' summaries/definitions of new concepts, factions, and even characters from different worlds.

Flawless Handwork (400): If you're close enough to someone to have the reach for it, you can steal something from someone's hands and put it in your own. This won't work if it's attached to them, sure, but otherwise you can get away with a lot. Doesn't matter how tight their grip is, you can yoink it all the same.

SCRIBBLENAUT

Scribblenaut (Free/400): Starites are fragments of kindness, generated when someone helps someone else out. It has to be a genuine helping: you won't be able to get any starites by helping someone in a situation you put them in. Often, with minor tasks, a starite shard of appropriate size might be created instead: starite shards are useless on their own, but can be combined to form full starites.

Starites are physical objects that can be moved, held, thrown, dropped, and all of that usual nonsense. If a starite is damaged or is left alone for too long, it will disappear from wherever it was and then reappear behind one of the stars in a constellation.

Starites are the greatest power in this world. Whenever there is a curse that needs breaking, or you're stuck somewhere and need to break dimensional barriers to escape, or some other plot needs a MacGuffin, it'll be starites that get it done. Because of this perk, their power can be yours to earn. Keep in mind, though, that greater tasks need more starites: Lily's petrification, in canon, needed 60 starites to cure, and greater miraculous feats may require more (though there's no shortage of people to help).

By having this perk, as a scribblenaut, you can see the starites. (This is notable because starites are invisible to non-scribblenauts.)

This perk is free to take for this jump, but you can take it with you after the jump ends by spending **Ø400** (or **Ø200** if discounted). In future jumps, with this perk, starites can still be made through acts of kindness and will behave the same: the difference is in how they are used. Other worlds have not been set up with starites in mind, and yet they can be used as a useful, general substitute for generic MacGuffins, phlebotinum, fuels, and spell requirements. Whatever you do, don't tell Cultivators about them.

Starite Vision (200): By actively going into your 'Starite Vision' mode, your perception will change. Most of everything will take on a blue tint, where everyone's color, texture, and distance from you all become blurred, making looking around a lot more difficult… except, in this mode, people and objects that you might be able to get a starite from will glow with gold, with the exact shade depending on how easy getting the starite would be. You can use this to find people who might need help, even in future settings where you might not get starites out of it.

Hints (200): By choosing to destroy ollars earned in-jump for this perk (or, in future jumps, equivalent amounts of the setting's most common currency), you can earn 'hints' whispered in your mind. These hints could be used for any sort of puzzle or predicament that has an actual solution. You can use multiple hints for each puzzle, where they'll get more expensive, obvious, and helpful each time, though you can only get 3 hints for each puzzle.

43RD CHILD

Playground (Free/400): By focusing your mind in moments of calm, or otherwise when you're dreaming, you can enter a 'Playground'. These playgrounds are mental spaces that you can interact with in your mind's eye, like in a dreamscape. The dreamscape will take the form of a generic 'setting': prehistoric Earth, medieval, sci-fi city, all very generic. You will keep versions of all your abilities and items here, though, because this is a dream, they will not be able to affect anything outside of the dream. While in the Playground, you are invincible and cannot be harmed, defeated, or slain. This makes it a brilliant place to test out all your dangerous abilities and weapons, entirely consequence-free and with no risks to yourself.

This perk is free to take for this jump, but you can take it with you after the jump ends by spending **Ø400** (or **Ø200** if discounted).

Spellcheck (200): You have an intrinsic sense of how to correctly spell words. If you know a word, you know how to spell it! But there's more: if you *do* end up misspelling a word (perhaps by spamming random letters of the alphabet with no pattern or thought), you will always know which actual, correctly-spelled words are closest to your nonsense.

Reputation Points (200): By thinking of a certain group, location, faction, or organization, you will be able to roughly tell what your standing is with that faction, what they think of you (in general terms), and even how much they trust you. With further focus, you might even be able to arrive at a number, a quantifiable measure of your 'reputation' with them. Additionally, when considering a course of action or considering a 'quest', you'd be able to generally gauge how your successes or failures will affect your reputation scores.

ITEMS

Items associated with your origin have their cp costs halved. If they cost 100cp and you have their origin, the item is free instead. After the origin-discounted item sections, you can find a Magic Notebook section, which isn't discounted by either origin.

SCRIBBLENAUT

Scribble-Suit (100): Like how the spacesuit can protect an astronaut from the ravages of the void, the scribble-suit… looks quite snazzy! While it won't protect you very well, the Scribble-Suit is the iconic suit of the scribblenauts and well-suited for all sorts of puzzle and starite-finding quests!

Starite (200): A single starite, plus another one every ten days. It isn't much, but at least you don't have to help people or work to get them (because, as we all know, people don't deserve help). I think it falls under that 'passive income' thing people keep talking about. This item probably won't be helpful without the Scribblenaut perk.

Constellation-Gazing Telescope (400): When a starite is left alone unclaimed for too long or is destroyed (which tends to happen, as almost no one can see them), it will enter the night sky and sit 'behind' a star. By looking at a star with this telescope and pressing a special button on it, you can 'enter' the star, which provides you with a delightful puzzle or action level suited to your abilities, traits, and intelligence (including stuff you have from previous jumps). The content or difficulty of these levels might have something to do with the star or constellation it's in and its cultural or religious significance.

In future jumps, completing these levels will give out rewards of a type appropriate for the setting and the difficulty of the puzzle. If you have the 'Scribblenaut' perk, you can choose for the reward to be starite shards instead.

Create-A-Tron (400): A large machine with all sorts of buttons, levers, chutes, pumps, and screens on it. By placing things in it and then pressing a few of these buttons or pulling some of those levers (have some fun with it!), you can churn out an output that thematically follows from what you put in it. It could, for example, turn various body parts into an animate and hungry zombie (even if that would require body pieces you didn't put into the machine, what matters is that they were all body parts); alternatively, to make a werewolf, you might want to use a man, claws, fur, and fangs, but you might also use the moon (or bits of the moon) because that's thematically appropriate, even if werewolves aren't literally made of moon rock. If there is no thematic connection between what you're putting into the machine, it won't result in anything, and will just shoot out dust. All 'input' items are destroyed on activation.

43RD CHILD

Rooster Helmet (100): It's a family tradition! This strange 'helmet'— though it could just as easily be a hat or cap— marks you as a member of an adventuring family and possibly someone of terrifying potential and ability, for those in the know. It's traditionally red, but really plenty of its aesthetics will change to suit your vibe. It's pretty comfortable, too.

Magic Cane (200): This is a wooden cane and walking stick. By pointing the magic cane and saying the magic words ("please" and then "thank you"), stone magic will shoot out from its end to potentially petrify anything it hits, turning it to stone. Against normal people, this petrification is an indefinite affair, but the stronger the thing it's used against the shorter the petrification will last.

It is also called the 'Curse-Breaking Cane', interestingly, because of its second effect. If you use the cane on something that's already petrified and say the magic word ("sorry"), even if the petrification didn't come from the cane, the thing will unpetrify safely.

Magic Globe (400): This globe will change its appearance to reasonably-accurately portray the planet that you are nearest to. When you look at the globe, you can visualize places on the planet that you've seen before or been to by hovering your finger over where the places are on the globe. The globe has a pin in it that represents your current location on the planet (or the closest it can manage, if you aren't physically on it): if you take the pin out and put it back on a spot of the world that you're visualizing in your mind, you will teleport there in a beam of golden light. The globe will have labels for all the places you teleport to often, that you spend a lot of time in, or that are major locations on the planet.

Magic Backpack (400): This magical backpack is rather light, as if it's always empty. Whenever you put something that you own or that you created **and that didn't cost cp** in the backpack, it will disappear. Whenever you rummage in the backpack for something in there, you'll find it and can retrieve it. The best bit, though, is that it will *also* still be 'in' the backpack, meaning you can take it out again, and again, duplicating it without limit! (Not starites, see Notes.)

The backpack is elastic, in more ways than one. In the usual sense, you can stretch it out greatly: with time and maybe some help, you can open up the backpack to hold things usually way too big for it. But it is aesthetically elastic as well, and will change to suit the setting it finds itself in: in a DC jump, for example, it might become a utility belt.

A small label inside the backpack, the sort that would usually tell you how to wash it, will instead list everything 'in' the backpack. By crossing out its words on the label, it will be removed from the backpack without also 'staying' in there.

THE MAGIC NOTEBOOK

OK, this is going to be a bit of a doozy, because there's a lot to the magical notebook. Before we get into it, know that the base Magical Notebook costs **Ø800** and cannot be discounted. It is not associated with any origin. Purchases in this section **cannot be discounted**. Many have detailed caveats that are explained in more detail in *Notes*, so I recommend you read that first before making purchases.

Magic Notebook (800): A green notebook with a star symbol on it, possibly hinting at its starite-based origins. What is notable about this notebook is that anything* you write in the book will come to life! Just scribble in a noun (including a composite noun), and it will appear wherever you choose in a spot that you can see. The words could be in any language you know, though it has to be written language. The notebook will never run out of clean pages. Only its owner can access its power.

**Not actually 'anything'.*

There are a few exceptions. For one, like in the first game, there are no adjectives (that can come later). And, as the games like to tell you, it has to be a physical object or creature, and cannot be a place, a proper noun, suggestive material, vulgarity, or copyrighted. The games broke those rules a few times, but, to simplify, we'll keep to it.

While what you wrote down is highly important, intent is also an important part of the notebook figuring out what to actualize. For example, if you wrote 'bat', you might get an animal bat or a baseball bat, depending on your intent. Alternatively, 'chips' will probably make fries if you're American or crisps if you're British. Because the notebook requires intent, writing that comes without intent (like from a machine) will not work.

Also notably, things you create will be rather generic, or perhaps 'simple', in a way a child would understand. If you write down 'pirate', you'll probably create someone with a pirate hat (with a skull and crossbones on it) and an eyepatch, maybe even a pegleg, simply because that's what a kid thinks a pirate is like.

The Magic Notebook cannot create things that otherwise require cp to purchase. Additionally, if you use it to create starites, they will be non-functional and lacking in energy (this will also apply to various other important power sources of MacGuffins in future jumps, if you have the Scenario reward). The Magic Notebook can also only create things from its own world and cannot draw from concepts or characters alien to it.

If anything made through the Notebook is destroyed, it will disappear in a puff and not leave anything behind.

See *Notes* for various applications and just what exactly you can get away with.

Magic Pencil (100, modifies Magic Notebook): By touching your pencil's writing end to a noun written in the notebook, the thing that the word created can be moved around to where you can see. You do this by drawing a line on the paper and dragging the word around (and the word just moves around on the paper, somehow).

By using the eraser end of the pencil, you can rub out words you've written. When you do, the things the rubbed-out words have created will disappear in puffs of scribbles.

Groups (200, modifies Magic Notebook): A useful workaround to the pluralization rule is that sometimes you can write in a group and create everything in that group. For example, you could create a 'family', which would create a rather typical family and maybe also a family dog or cat.

Proper Nouns (200, modifies Magic Notebook): Oh, you're saying I can't write proper nouns, huh? Then why do the games let me make Charles Darwin, George Washington, Einstein, or Cthulhu? Well, now, you can do that here, too. Not only are *some* proper nouns allowed, *all* of them are! (Provided that they follow all the other rules, anyway.) Now, keep in mind, while these people will generally have the right memories, they'll be exaggerated, like what a kid's history book would say they're like. And they aren't the *real*, authentic selves: those are all just Einsteins, and they're all just as smart, but none of them are *the* Albert Einstein. Because a kid won't understand Lovecraft, summoning Cthulhu will create a big green tentacle-y monster that can be defeated by two yetis or Robin from DC (I checked), nothing maddening about it. This perk is especially useful if you later get the Scenario reward.

Object Editor (300, modifies Magic Notebook): This option is a strange new option that the notebook provides to you. By writing a noun (without adjectives) that would normally successfully materialize something, you can instead find a page in the notebook where you can use that noun as a starting point to create your own noun with its own altered appearance, behaviors, physical properties, and potentially even personality. When you're done (and, don't worry, you can always edit it later), you can make your new noun by writing it in the book. There are limitations here, here, of course, so you can't just make things immediately overpowered.

Super (400, modifies Magic Notebook): You can now put adjectives before your written nouns to modify them and alter what is created as a result. For example, a 'red box' is the same as a 'box', except now it's 'red'. You can only put adjectives on things that you are creating this way. See *Notes* for various applications and just what exactly you can get away with. Nothing can get more than ten adjectives at a time.

Adjectival (200, modifies Super): By focusing on something that you can see while scribbling, you can add adjectives to them. This will even work on things you didn't create. You can clear adjectives you've written by crossing them out or erasing them. See *Notes* for various applications and just what exactly you can get away with (because there's a *lot* of nonsense I'm sure you'll want to try).

You can try to counter old adjectives, whether you wrote them in or they're natural, by writing new ones. Written adjectives can only go so far to counter natural abilities: you can make a mammoth 'weak', and it will be relatively weak, but it will still be way stronger than a 'strong ant'.

The @ Method (800, modifies Magic Notebook): This is a strange exploit of the notebook's inner workings that allows you to create a few things that usually can't be created. There are a few features you might want to play around with (see Notes). The main use, though, is that trying to create starites (as well as power sources and MacGuffins from future jumps) *will* work! They'll be at their actual power and everything, they won't just be lame useless versions. Not only that, but you can use this method to write and materialize items and companions from other jumps you've been to, so long as you already bought those things with cp.

MAGIC NOTEBOOK LIMITATIONS

These limitations will grant points by making things harder like a drawback, but will stick around after the jump like a perk. Unlike a drawback, though, ollars gained from limitations can only be spent on purchases in the Magic Notebook section. Every limitation is based on a mechanic found in one of the games.

Said Bookisms (+200, modifies Magic Notebook): Once you have used a word (whether noun or adjective), you won't be able to use that word again as the Notebook will no longer recognise it as a valid word until the start of your next jump. Taking this limitation encourages creativity but also rewards knowledge of synonyms… but, if you try to cheat by swapping language, it'll know.

Budget Meter (+300/600, modifies Magic Notebook): The notebook now comes with a bookmark that acts as a budget meter, which fills up the more creations you have running around (and where more powerful or complicated creations count for more). If you try to make something that would push the budget meter over its cap, it just won't work.

The ollars given by this limitation depend on how severe the budget meter is. For **Ø300**, the budget meter will be as restrictive as it was in Scribblenauts (the first game), giving you plenty of opportunity to experiment but not letting you get away with ridiculous contraptions or armies. For **Ø600**, however, the budget meter is *far* more severe, only letting you create *one* thing.

No Cheating! (+400, modifies Magic Notebook): The Magic Notebook has a few extra words that it won't recognise as valid. These are the words that can be used to 'cheat'— that is to say, words that can solve far too many problems far too easily, like 'invincible', 'dead', or 'absent' (and many more)— meaning you might just have to put some thought into it.

COMPANIONS

Companion Import (50+): For each 50cp you spend, you may import a companion into the world or create a new companion from this world. Each may freely choose an origin for themselves, and each gains 600cp to spend on perks and items (but no companions, drawbacks, or limitations).

Canon Companion (50+): Purchasing this option doesn't actually give you a canon character of your choice as a companion, not directly. Rather, every time you buy this option, you gain a slot. If you convince a character from this world (that isn't represented by a companion elsewhere here) to come along with you, you can use one of these slots to make them a companion. You can also use these slots to make companions of characters from this world even if they aren't canon to the games, though the slots won't work on characters from any other jump or setting. At the end of the jump, any unspent slots will be refunded, for last-minute purchases.

Maxwell (200): Maxwell is a clever and creative kid from a big family. He received all sorts of magical goodies from his retired adventurer parents and used them to emulate his heroes, the scribblenauts, whom he started wearing a star amulet and dyed his helmet red to emulate. While he sometimes gets in over his head, whether by playing a harsh prank or creating an uncontrollable situation with his Magical Notebook, he's ultimately a good kid who means well and wants to help people (even if he needs some egging on at first). Maxwell starts with the Scribblenaut perk, the Rooster Helmet, the Magic Backpack, and the fully upgraded Magic Book (with no limitations). Which, if you haven't been paying attention, is *a lot!*

Lily (50): Maxwell's sister, whom fate has unfortunately chosen to be the damsel in distress, the motivation for her brother's heroic actions, or a motivating and informing force. Well, if you take her along with your adventures, she can help you… or, maybe, she can go have some adventures of her own! She's just as immature as Maxwell, but her immaturity tends to taper off before it gets too far. Lily starts with the Hints, Dictionary Mind, and Spellcheck perks and the Rooster Helmet and Magic Globe items.

Doppelganger (200): This Doppelganger seems more real than anything the Magic Notebook could produce, and yet there's something strangely wrong about them. They look like you, but with an altered color theme and maybe some smaller changed details. What's important is that they have all of your perks, powers, abilities, memories, skills, and items, and they even have their own Warehouse (or the equivalent of whatever it is that you have), but no companions.

The good thing about the Doppelganger is that they're imported into all future jumps for free, and will get all the same cp and options as you, as if they were also a jumper. The bad news is that they do this regardless of if you want them to or not, and that their motivations will generally be to oppose and ultimately defeat you. (Alternatively, if they ever come up with the idea, they might decide to, as a jumper, go to a different jump than the protagonist if they think it'd help them and if you, the writer, can be bothered.) Their opposition to you is usually the result of some deep loneliness or in-built imposter syndrome that, if you are ever able to suitably address, might mean that the Doppelganger will stop trying to kill you. Depending on how it goes, they might leave forever and end their 'chain', or it might mean that they join you as a companion proper.

DRAWBACKS

Drawbacks only apply for the duration of the jump. You cannot gain more than 600cp from your selection in drawbacks.

Canon Character Replacement (+0): You can take the place of one of the canon characters. It must be a character that makes sense, given the origin you have selected (Maxwell can fit either). If your chosen age and gender do not coincide with theirs, the history of that character and their place in the world is retroactively altered.

Short Trip (+0): You may leave the jump early upon having concluded the plot. There *was* a plot, right?

Scribble Style (+0): The world will appear as it does in the games, with the iconic Scribblenauts art style applying to everything in the jump. Very thematic, everything will fit in… though, you might run into problems with fine finger dexterity.

Incorrect Spellings (+100, requires Magic Notebook): Occasionally, your Magic Notebook will have the wrong idea about the spelling of words, including surprisingly common words. Your Spellcheck won't help here: indeed, it'll get in the way, as it will (correctly) recognize that the words that the Notebook wants are incorrectly spelled. If you really need that word, you might need to experiment with common misspellings of that word until you find it.

5th Cell Dev Cameo (+100): What? But my suspension of disbelief…! Oh well. Whether it's from you accidentally writing them in with a Magic Notebook, or them putting themselves in the world straight-up, you are guaranteed to encounter at least a few devs from 5th Cell, the makers of the Scribblenauts series, who shamelessly self-inserted themselves into the game and gave themselves weird abilities, traits, in-joke items, and 'funny haha' alternate gendered selves. They don't quite fit into the world like everything else does, and so they tend to be chaotic and unpredictable forces of chaos. Legend says that, in the spirit of this drawback, you might even find the awkwardly self-inserted versions of you, the writer, and the jumpmakers for jumps you've previously been in.

Par (+200): When you are faced with a puzzle, problem, or action/combat encounter of any kind, this drawback will decide on a 'par': a number of actions, steps, or Magic Notebook words that the problem could be resolved in without much difficulty. If you end up resolving that problem using more actions than your par would allow, the potential reward as expressed in quantifiable, plentiful resources (like Ollars or XP) will be decreased. If you're just over par, it won't be by much, but the reward will decrease more and more the higher over par you were.

Motivated Responsibility (+200): You're going to be a good and helpful person, right? I should hope so, because a Mean Old Man has petrified someone close to you (preferably a companion, follower, or minion you've brought with you, or someone only important to you because of your new backstory in this jump). If you keep being naughty, selfish, irresponsible, or unhelpful, they'll start petrifying more people close to you. They'll stay petrified until the end of the jump, or until you've dramatically learned your lesson in the final year of the jump.

Advanced Mode (+300): When you are faced with a puzzle, problem, or action/combat encounter of any time, reality splits into three hypotheticals. In each hypothetical, you will handle the problem differently: you can think of one as doing your first plan, another doing what you would have done if you couldn't do the first plan, and the third doing what you would have done if you couldn't do either of the first two plans. At the end, the three hypotheticals will combine and one will be chosen as the true course of history. If any of the hypotheticals had you fail the problem, a random failed hypothetical is used. But, if all three of the hypotheticals had you succeed at the problem, a random successful hypothetical is used.

The Pen is Mightier (+300): Any perks, powers, items, scenario rewards, alt-forms, features, etc., that you gained from any jump (that isn't a body mod or this one) will not apply for the duration of this jump. The same happens to any of your companions, followers, etc; no cheating. This option will not provide any cp if this is your first jump.

Mister Mxyzptlk's Challenge (+300): Mister Mxyzptlk, what's he doing here? Regardless of how he's here at all, he has a challenge for you! You won't be able to use, benefit from, or 'write' any perks, powers, items, nouns, or adjectives that don't start with the letter 'A'. This lasts for a day: the day after that, they need to start with 'B', and so on and so forth, until after 'Z' it skips over to 'A' again! This will go on for your whole stay here.

Dead Lions (+500): … Are you sure? OK, fine. By taking this drawback, you *cannot* solve *any* problem or puzzle or action sequence except through dead lions. If you have an ability to summon lions, that's cool, you can use that… but fate will conspire to kill those lions *every time*. This is an especially horrible drawback to have if you don't have the Magic Notebook. If you do have it, though, the only nouns you can use are 'lion' and whatever you can use to kill a lion, and, if you have Super, you can only apply adjectives to lions… starting with 'dead', if they aren't already.

SCENARIO: UNMASKED

Starting this scenario requires the ability to hop over any dimensional barrier of your choice. If you have that ability yourself, there's no issue, you can start the scenario whenever you want. Otherwise, a good way to do it using the tools provided by this jump is to write down a fictional location on a page of the Magic Notebook, rip out the page, and hold it to a Magic Globe. The Notebook's ability to bring words to life and the Globe's ability to bring you anywhere you want will combine to bring you to the place you wrote down in another world.

In Scribblenauts Unmasked, this location was Gotham City (and therefore a version of DC Comics), though there are many more options. Feel free to take this as an opportunity to return to a world from a past jump in your chain. By being in one of these alternate worlds, words from that world will become recognizable to the Magic Notebook. For example, 'batarang' is added as a known noun, 'kryptonite' and 'kryptonian' are added as adjectives, and six pages of Batman variants are added as proper nouns, which can be accessed if you have the appropriate item or item modifiers. These new words will only stay with you in that world.

But you won't be the only ones crossing over. An antagonist of some kind— likely the Doppelganger, if you have them as a 'companion', but potentially a local to the setting— will operate in the shadows, trying to unite the world's antagonists to oppose and ultimately defeat you. Consequently, story beats in the plot here will likely involve going on a 'tour' of the world to foil various antagonists' schemes, as if the whole plot was set up to give you a good look around ~~and show off the intellectual property~~. Other than what you gain through the words here, you won't be able to permanently enhance yourself here like you would in a proper jump of that place.

If you win that struggle, the scenario is won! Your **scenario reward** is simple: not only will the words from this world stay with you in other worlds and future jumps, but the words from *all previous* jumps will be added as well. Not only that but, when you enter a new jump, its words will be added also.

Regardless of if you win the encounter or not, you might want to return home. The Notebook/Globe trick won't work to get back, so you'll need to either use your own dimension-hopping perks (if you have them) or return with the plot-resolving power of starites. Returning to the original world is not required to complete the scenario.

You can only travel to one 'setting' this way. This method for entering different worlds won't work in future jumps… but you don't need that, anyway. You can jump to new settings anyway, by virtue of this being Jumpchain and all.

CHOICES

At the end of your stay, you will have three options. You must choose one of the following:

- **Go Home.** Your chain ends and the drawbacks go away. You return to your home setting with all of your perks and items and all that, and your companions can follow you there if they wish.
- **Stay Here.** The chain still ends, all the same as above, but you stay here in this world instead.
- **Move On.** The chain continues. You lose all the drawbacks you picked up here and move on to greener pastures.

NOTES: YOUR MAGIC NOTEBOOK AND YOU

Many of these restrictions, while they are appropriate in terms of not making the Magic Notebook monstrously overpowered, ultimately come from how the words work in the game themselves.

Absolute Effects

In the game, you will occasionally find absolute effects that will absolutely work every time. In the game, Mind Control Device or the petrifying gaze of a Medusa will work 100% of the time, and nothing in the game is capable of surviving a black hole (even in Unmasked, with DC Comics characters who are canonically capable of surviving black holes). However, the multiverse is a big place with varied resistances, strong wills, and absurd abilities: what the game takes to be an absolute ability or absolute power *probably isn't*.

Permanence

Let's say you make a 'man'. OK, there's a man here now. What is he meant to do? Is he going to need to go to work in the morning? Where does he work, anyway? If it's somewhere, no co-workers or managers will recognize him. He has no money, no passport, no identification. Thankfully, there's a degree of impermanence to your noun creations: when they are 'done', when nothing is paying attention to them, when they could disappear and no one would notice… they *will* disappear, back into the nothing whence they came.

You could try to make a knight angry, and they will be angry. But then what, a long while after? Eventually, their anger reaches its end: for one, because anger is only meant to last for so long, but also because the 'angry' adjective can be overridden by the organically-occurring 'calm' adjective. There are all sorts of ways to think it through or justify it. Some adjectives will naturally fade over time: emotions will naturally fade, supernatural speed or strength will eventually be countered and overridden by weaknesses of moments of vulnerability, and sentient things, if left without sensation or interaction for long enough, will have their sentience snuffed out.

Progression

Some other jumps provide the means to improve items somehow (not in this jump— you'll need to find that elsewhere). If you try to improve the Magic Notebook through these means, there are some ways you can expect it to improve: the power of your adjectives and nouns (whether from the blast of a death ray or the punching strength of a Cthulhu) will increase, getting closer to (yet never attaining) an all-encompassing or absolute effect, and your creations will become more permanent, gaining more staying power (whether nouns or adjectives).

NOUNS

Pluralization

As a strict rule, there are no plurals. There is an exception, though, which is that there are plenty of plurals. You won't be able to make, for example, 'cats', even if you try to use numbers as an adjective to make 'three cats'— it just won't work. But, when the plural form can be expressed as a singular object, like 'pants' or 'scissors', that's fine.

Rays and Devices

Multiple nouns that the Notebook knows are hand-held tools of some kind: ‘rays’, ‘guns’, and ‘devices’. They are often useful and interesting enough to consider using.

The Mind Control Device will give the ‘loyal’ adjective. Even only using the game’s internal logic, this means that they won’t fight you, and will take your side in a fight. But, of course, you aren’t limited like in the games, and you can talk and communicate: the Mind Control Device will make someone loyal enough to generally follow the orders you give them but, even for the weak-willed, it won’t dominate them to the degree that they’d throw themselves in harm’s way pointlessly for you. The ‘hypnotist’ and ‘hypnotized’ synonyms work similarly.

The Death Ray only has one shot in it, but it can kill/destroy just about everything in its world that can be killed (including stuff like cars). The Shrink and Grow Rays can change the size of something bit-by-bit with each hit, pretty much what you’d expect. The Clone way is a fun one, as it will create an exact clone of whatever it hits, but it is incapable of duplicating anything you’ve paid cp for. (You can also get this effect with a cloning machine or the ‘cloned’ adjective.)

Teleporters & Time Machines

You will be able to create both Teleporter and Time Machine, and they do both work. There’s only one problem: there’s absolutely no way to control where they teleport you, or what time they bring you to. You could be brought to any number of places: an alien world or deep underground, or in the far past or future, and with no way to predict where/when. The only clue is that you’ll end up somewhere habitable, because this *is* a kid’s game.

Starites

Unless you’re using the @ Method/exploit item modifier, created starites won’t have any energy in them. They won’t have any magic, and they’ll feel like they’re made of plastic, like cheap duplicates.

Celestial Bodies

If you try to create a celestial body or something else ridiculously vast, it will appear instantly and safely enough to not cause substantial damage in the short term. Which is impressive, given that you can put new suns in the sky.

Zombies, Vampires, and your Mom

In this jump, zombie and vampire infections will work as they do in the games: quick (indeed, the transformations are *instantaneous* and transmitted via touch, meaning a crowd can go from fine to zombified in moments), but relatively shallow. Of the two, vampires spread a bit less quickly because they aren’t as mindlessly and immediately relentless in their pursuit. Real vampires probably shouldn’t drop equippable vampire teeth like they’re plastic extensions. That’s why, after this jump, such transformations will be more in line with the usual expectations, especially in worlds that already have zombies or vampires. ‘Your mom’ and ‘ur mom’ are also valid words for zombie.

Magic Notebook

If you try to create another Magic Notebook (and you aren't using the @ Method), the Notebook you create will be rather chaotic and strange. If anyone tries to use it or write anything in it, regardless of what they write, something random will be created instead. A random noun, like a 'fire hat', 'daycare', or 'mesquite. Other options might be drawn from, depending on your modifications: it might use adjectives and proper nouns if your Notebook can. There's not much you can do to direct this randomness into something useful. But, hey, at least you can use it to build your vocabulary. (And if you do use the @ Method, you'll get a proper Magic Notebook item… only, without any modifications or limitations.)

Portal

The mystic portal will stick around for a few seconds before a monster, demon, eldritch monstrosity, horseman of the apocalypse, or, rarely, cake, comes out of it, at which point the portal closes. If it makes sense, a summoned monster will inherit the adjectives of its portal. In future jumps, if you have the scenario reward the monsters that come out of portals might be appropriate monsters for the setting. If you give a portal the 'resurrective' adjective, it will appear again upon closing, pumping out a monster every few seconds without limit. There is no guarantee that these monsters will play nice with each other.

References

There are a few valid nouns that are blatant references to other properties. The 'ultimate sword' is a blatant Final Fantasy reference, 'laser sword' is just a lightsaber, and the Quantum Destabilizer is from Ghostbusters. It is not subtle, and they tend to be quite powerful.

ADJECTIVES

Omniscient, Omnipotent

You'd think adjectives like these would be the be-all and end-all of adjectives, but they aren't as impressive as you might first think. Remember, regardless of if you yourself are a kid or not, part of the reasoning/understanding that goes behind what the Notebook does is child-like and lacking in understanding. 'Omniscient' doesn't mean they know everything, it means they're smart and have a *doubled* sight range (very impressive, I know). 'Omnipotent', far from making you an absolute deity over all, means you can fly, makes you a bit bigger, and gives you a lot more health. Why? Because that's what a kid thinks omnipotence must be. You'll notice that's a trend.

Gender

While the game often won't have different art for differently gendered things, don't worry, it all works properly here. A gender change can be as easy as giving an adjective.

[Adjective] Potion

Outside of superficial aesthetics, potions will not be affected by any of the adjectives you give them. Rather, potions can be applied to things to apply that adjective to the thing. Potions are

one-use: once the adjective has been applied, it's done. Drink a vast potion, for example, and you'll get very big.

Dead

No, it doesn't actually kill them. Just like how a child doesn't quite operate under a correct understanding of what death is, a 'dead rat' is a bit different from taking a rat down to, say, no health. A dead thing, after all, still has all its hit points, and it can still talk. A dead thing is restricted only in that it can't act or move, and lies down like they do in the movies (because, obviously, that's what being dead must be like). And, of course, since we aren't dealing in absolutes here, being 'dead' is something that the sufficiently powerful might be able to shake off.

Absent, Temporary

Now *here* are the real cheat adjectives! If you give something the adjective 'absent', it will disappear. Boom, solution resolved… right? It would seem so! And with 'temporary', you can do the same thing but after a short pause. Only, there's just a teensy little problem: making them 'absent' did not remove them from reality, merely from the scene. By making something 'absent', you're just teleporting it elsewhere. Which, yes, can definitely be useful, but it isn't as good as killing them, especially if they have a way to quickly return (like with a teleport).

Fatal

Creatures and weapons with the 'fatal' or 'deadly' adjectives gain the touch of death, able to kill anything in just one attack! Or, at least, that's the idea. In a multiverse like this, not everything can be so certain.

Sentience

There are many adjectives that can give sentience to normally non-sentient things. An obvious one is 'sentient', but just about any emotional adjective, or any adjective that implies a sentient noun, will work. Sentient things that normally aren't sentient will move around, but (outside of the behaviors instilled by its new specific adjectives) it won't do much. By default, it won't attack unless attacked and it won't speak at all. Sentient, technically, yes… but, by default, starting out, not *especially* sentient.

Speed

You might be interested in using adjectives to become faster. Fair enough! You've probably thought to try 'fast', which doubles your speed, or the ('fast' overriding) adjective 'supersonic', which triples it. That's pretty much as good as you'll get: even in Unmasked they didn't put in 'speedster' adjectives, so don't even try it! If you really want to maximize your speed, you can try 'lightweight', 'caffeinated', and 'rocket-propelled', though I warn you that slight increases in speed might not be worth weighing little, being constantly jittery, and having a big rocket strapped to your back.

Size

There are comparable restrictions, given the mind of a child, for how big or small big and small things must be! If you're trying to make something really small, go ahead, there are plenty of

adjectives to try. The smallest one, though, is ‘itty-bitty’ or ‘molecular’ which, despite its name, would be about a fourth of the size of the original across all dimensions. And, if you’re trying to get big, good luck and have fun! If you’re trying to be the *biggest*, though, you might want ‘colossal’ or ‘vast’, which, in length, width, and depth, has no more than tripled the original dimensions.

Dominant

‘Dominant’ people will act domineering, authoritative, and perhaps a bit paternalistic. If a ‘dominant’ person interacts with someone else, they might become ‘enslaved’, which might take longer against the strong-willed (and the especially strong-willed will be immune).

Enslaved

An enslaved person will follow the orders and direction of ‘dominant’ people, especially the dominant thing that enslaved them in the first place. If it is in something’s nature, however, they might try to rebel against their enslavement. Remember: no absolutes.

Resurrective, Talismanic

By making something ‘resurrective’, it will instantly resurrect itself upon being killed or destroyed, returning at full health and missing any added non-aesthetic adjectives (though keeping the resurrecting adjective). There’s just one problem: it isn’t actually them coming back. The soul of the thing, if it even has one, is going off to the usual place. What’s this alive thing, then? It’s a creation, as if made from the book. If you try to be resurrective yourself, and you die, you’ll end up making a doppelganger.

By making something talismanic, it means that it will make a ‘talismanic dragon’ appear. And, when the ‘talismanic dragon’ is slain, a ‘talismanic amulet’ appears. And, when the ‘talismanic amulet’ is destroyed, a ‘talismanic dragon’ appears. And so on and so forth.

PROPER NOUNS

From Myth and History

Various characters from real-world mythologies are recognised as valid words, even if those mythological figures might not be strictly real in the usual sense. But why should that matter? Why *shouldn’t* you be able to have Cthulhu suplex Odin to death? Keep in mind, though, these presentations of myth are not authentic to the myths themselves, but rather to the fantasies and understandings of a child. Consequently, Cthulhu is a big scary tentacle monster. Gods, far from immortal, can be taken out in two shots from a bazooka. These aren’t the gods themselves, these are the ideas of the gods; it’s the same with ‘Columbus’, ‘Napoleon’, or ‘Einstein’, who are ideas of themselves, bundles of traits and ideas instead of cohesive people or characters. Perhaps that is why so many of these deities and historical figures have dedicated art for their female versions.

The ‘god’ is a generic image of masculine divinity, in the same way that ‘goddess’ is a generic image of feminine divinity. Ideas of an omnipotent, monotheistic God inform its power and imagery (they need *eight* bazooka shots to kill!), but so do images of Zeus and gods in general.

Doppelganger, Clone

If you try to use the Notebook to create yourself, a companion, a follower, a jumper, or anyone else that can move between settings, you will instead make a *doppelganger* of them. A Doppelganger will look just like the original, but with their morals and ethics reversed, and various tastes or goals comedically reversed. Their natural aesthetics are retained (so their skin color is unchained), but everything beyond that is also reversed: their colors shift clothes, asymmetrical features swap sides, that sort of thing. They will have all the same memories as the original, though they will be able to recognize their nature as a doppelganger, as a rival, as a fake. They will likely have a subconscious drive to destroy or replace the 'original', depending on their own subconscious and psychology. A doppelganger, even if it came from a companion, will not be created with that role (i.e., they won't be a companion, so you can't try to make a companion army this way).

Horsemen of the Apocalypse

Old classics. The Horsemen of the Apocalypse are the classic four (Death, Famine, Pestilence, and War), and the plucky newcomer Pollution, which all have various interesting abilities associated with their respective dooms. You can't just do something in Scribblenauts and *not* involve these guys! No, they don't ride horses. They stopped trying because the horses kept dying.

THE @ METHOD

@Nouns

Using the @ Method, you can create the direct result of magic instead of having to make a middle-man medium like a wand, ray or device. Magic of every variety (black, green, red, blue, stone, earth, fairy, electric, death, cloning, quantum, growing, shrinking) without needing the things that usually make them. Laser beams without needing laser guns. That sort of thing.

Some other goodies include the @genderblaster, which reverses the gender of anything it hits, the @monstergun, which turns things it hits into random monsters (which will suit the setting, if you got the scenario reward), and @starite, which is legitimate and usable if made this way.

You can also use the method to write in items that you've paid cp for. This can effectively duplicate the item! Pretty handy.

Also, the @living skeleton! Which is the same as a normal living skeleton, except it's got an extra crack in its head. Neat, right?

@Adjectives

There are a few useful @adjectives, though keep in mind relatively few will actually work.

- @Friendlyto[name] is a good one, it'll specifically reduce hostility in the noun to whatever name you put in.
- @Lm5 will give you a nice astral aesthetic thing going on.
- @Blueteam and @redteam, or alternatively @teama and @teamb, will result in a camaraderie or subconscious feeling of trust between those of the same team but a

feeling of distrust for those of the opposed team. If they're brave or foolish, this might lead to violence.

@Proper Nouns

You know those characters that would be made as doppelgangers if you were to attempt to make another of them with the Notebook? They can be made truly, and *as they are*, if you use the @ Method… provided you got them with cp, anyway.