



*Is that a Teddy Bear?*

*How motley are the creatures we find here! O strange new Jumpdoc that has such factions in it! What were we thinking? Tell, what's in a name?*

*This set has factions standing for four ages. At first the children, hugging Teddy Bears Whose cuteness oft confounds their enemies. The youth will next pursue their favorite band of Rock Stars questing for the greatest venues. Mature Explorers, restless in midlife, strive always to be first in new horizons. Last, wise in life's pursuits, the Grannies shall manipulate their situation to get what they need.*

This is meant as an expansion to the Smash Up Jump and meant to be taken with it. If a standalone, you're depriving yourself but have **1,000 cp** to spend. As in *all* previous versions, you may apply this as a supplement to any Jump where one or more Keyword is a valid origin.

# KEYWORDS

*Choose Two.*



**Explorer-** This faction doesn't belong in a museum! They belong in the field! The Explorers use their fearless sense of adventure to move early onto new locales and establish their power there quickly. By controlling the flow, they can nearly guarantee winning fortune and glory...



**Granny-** Everybody loves grandma! And grandma loves you, let me find something in my bag here for you... Grannies keep close tabs on the family, even if that family includes dinosaurs or zombies! They always know who's coming and going, and that slight busybody-ness can come in incredibly handy when planning your strategies.



**Rock Star-** Hello, Cleveland! Let's ROCK!!! Rock Stars want to put on the best show for their fans, and sell out the biggest venues. The biggest venues of course being those with the highest value. Put on a massive concert and focus on those bases for the win.



**Teddy Bear-** Who could possibly come between you and your bear when you were little? Nothing. Because those bears had more up their sleeves than you ever knew. Just try looking at their owners the wrong way and you're in trouble. In the sweetest ways possible!



## EXPLORER PERKS



**Dr. Livingstone, I Presume?** (-100 cp, FREE Explorer) You have at least heard of every prominent academic in any field you are an expert in and have a vague idea of what they've published.



**You Call This Archaeology?** (-100 cp, FREE Explorer) You're a real archaeologist, with a solid grounding in the history of ancient cultures in any Jump you visit, and well familiar with the proper handling and digging up of precious artifacts.



**Fortune And Glory** (-200 cp, discount Explorer) The goal of all explorers. Your fame spreads far and wide, and can easily be parlayed into speaking tours, book deals, and heaps of money. You could easily rest on your laurels, assuming you've forgotten what fun is. Can be toggled off at the start of each Jump.



**X Never Marks The Spot** (-200 cp, discount Explorer) Except, in your case it may as well. You have phenomenal luck in uncovering clues to the location of lost treasures and great finds. It's not a question of if, but when you will unravel the riddle hiding your personal holy grail.



**Crypt Looter** (-400 cp, discount Explorer) You're an absolute master at all the puzzles and traps people leave behind to protect their stuff. Also pretty good at climbing, jumping, and dual-wielding pistols.



**Idaho Smith** (-400 cp, discount Explorer) You're a good shot, and have amazing skills with a whip. More impressive is your toughness and ability to improvise plans. You're the exemplar of an adventurer, the inspiration for many, and so explorers of all kinds are drawn to and revere you.



## GRANNY PERKS

☼ **Hush, My Stories Are On** (-100 cp, FREE Granny) Once per day, by invoking the name of this perk, you gain one glorious hour of fiat-backed free time for your recreation or projects. No one will disturb you, nor will any new crises arise. Cannot be used to pause ongoing problems.

☼ **Granny's Purse** (-100 cp, FREE Granny) How does she fit/find it all? Any pockets or bags you possess are now at least five times larger on the inside, and when you reach in for something specific, it's always on top.

☼ **Always Room At Granny's** (-200 cp, discount Granny) You can always turn up shelter and food, not just for yourself, but for hundreds of guests. It may not always be the cleanest, but it will do.


☼ **Nana** (-200 cp, discount Granny) You're a huge hit with the kids, know just how to talk to, care for, and teach them. Anyone you raise, even just watching them weekly, will have a lifelong fondness and loyalty to you.

☼ **Don't Mess With My Babies!** (-400 cp, discount Granny) When those you care about are threatened, your powers and skills all become ten times greater. Doesn't work if you put them in danger to trigger this effect.

☼ **Matriarch** (-400 cp, discount Granny) You're like the Platonic ideal of a grandparent. Not just kindly, but strict when needed. You can be harsh without arousing resentment, know who to call or what to do in most any situation, have a bottomless will to roll up your sleeves and get to work when trouble calls. Finally, any parent or grandparent cannot help but admire your way with the youth.



## ROCK STAR PERKS


 **Classic Rocker** (-100 cp, FREE Rock Star) You couldn't be much of a rocker if you weren't musically literate. You are a skilled musician, capable with bass, guitar, drums, and all the many, many instruments that sometimes make it into a rock performance.

**Power Ballad** (-100 cp, FREE Rock Star) Ocular Receptacle of the *Panthera Tigris*, man! Your music is great for studying or training, effectively giving a multiplier to learning speed based on how awesome it is. Who knows if this even has limits, man? Because surely you don't have any!

**Reunion Tour** (-200 cp, discount Rock Star) They say the band has broken up, ancient history, never coming back. Well, you're putting the band back together. No matter how sick of you they might get, your associates, friends and companions will almost always agree to one more job, one last show.

**Total Sellout** (-200 cp, discount Rock Star) You know when to cash out, or take the big label's dough, and you always get an excellent value. People may stop approaching you if you keep backstabbing their sellout deal again and again, but it will take a surprisingly long time.

**Turn Up To Eleven** (-400 cp, discount Rock Star) Rock is all about rebellion, breaking through limits. Rock makes you feel like you can fly. So, once per Jump - or decade after the Spark - feel free to ignore any one limit on a perk description, as long as you bust out a powerful and heartfelt song while you do it. This effect cannot last more than a couple of minutes.

 **Monarch** (-400 cp, discount Rock Star) Let's face it, there's only one ruler. Nobody can compose like you, belt out a hit single like you, work a crowd like you. Nobody. You're a born Rock Star, a brilliant and shining star, and your discography will hold hit after record-breaking hit. Any musician has definitely heard your work, and holds you in near worshipful regard. Hail to the king, baby.





## TEDDY BEAR PERKS


 **Snuggly Bear** (-100 cp, FREE Teddy Bear) You are very cuddly and lovable, and easily make friends. Children adore you. Who could dislike a teddy bear?

**Group Hug** (-100 cp, FREE Teddy Bear) When the nights were dark, when thunder roared, who did you turn to? Your faithful bear. Hugs from you dispel fear, and trauma, overcoming all forms of stressful episodes or attacks. You can do this in a group hug to help multiple people at once.

**Square Deal** (-200 cp, discount Teddy Bear) If anyone can bring vicious enemies to the negotiating table, it's you. If anyone can draft an agreement that seems totally fair on the surface while subtly favoring one side, it is also you.

**Too Cute** (-200 cp, discount Teddy Bear) Your enemies struggle to do you harm, because you're just too cute. Those with a strong will or damaged empathy can still do you harm, sure, but will struggle with the feeling that hurting you is a disgusting act.

**Cuddle** (-400 cp, discount Teddy Bear) Once you've got someone in a bear hug, it's extremely difficult for them to escape. Any powers or weapons they might have to get away or lash out are also disabled. Sometimes you need to hug it out.

 **Sir Squeezes** (-400 cp, discount Teddy Bear) You can easily animate stuffed animals and toys of all kinds, and over a massive radius. Naturally, they look to their creator for leadership and affection, and living toys of all sorts tend strongly to like and trust you even if you had nothing to do with making them that way.

# ITEMS



**Guide** (-200 cp, FREE Explorer) You always encounter a local guide who knows all the languages, the terrain and customs, and will loyally help you out.



**City of Gold** (-400 cp, discount Explorer) Call it El Dorado, Shangri-La, Atlantis, Mu or even R'lyeh, the very existence of this city and it's mysterious mechanisms overturns basically everything we thought we knew about ancient civilization. There are mysteries enough to last the curious scholar a lifetime or three, or if you cared to strip it down, enough gold and gems to keep you in obscene luxury at least that long.



**Knitting Circle** (-200 cp, FREE Granny) You always come prepared with a close-knit (pun intended!) circle of friends, all with considerable influence and information resources. Look out for their grandbabies, and they'll look out for yours.



**Retirement Home** (-400 cp, discount Granny) A funny old home full of retired adventurers, veteran soldiers, and experts in any field you can name just puttering about, eager to help if you only ask. Youthful exuberance can never match old age and treachery.



**Tour Bus** (-200 cp, FREE Rock Star) Getting around in style, this bus or car always delivers you in the nick of time, despite any road hazards or problems like, say, being chased by a million cops and a state Nazi party, could cause you.



**Palooza** (-400 cp, discount Rock Star) Some might call it a perfect venue, host to memorable affairs like the Metalshare and Vita Help concerts. Huge arena seating, all but guaranteed to fill when you play. Lots of acts that might give you the cold shoulder would be honored to play the Palooza.



**Care Package** (-200 cp, FREE Teddy Bear) Everything you need for an adventure/tea party! Snacks, drinks, compass knife and a hand-drawn map of the area. Plus a backpack that fits it all, and anything else from your house if you only say, "Wait! I forgot I packed \_\_\_\_!"



**Out In The Woods** (-400 cp, discount Teddy Bear) A forest, about fifty hectares, full of friendly stuffed animals who romp and play and have silly

