



*Ladies and gentlemen, boys and girls, Jumpers of all ages!
We welcome you to the main event, the one you've all been waiting for...*

The Phineas And Ferb Jump-Doc!

By: Lord Circe

Welcome to Danville, Jumper! The beautiful capital of the Tri-State Area, Danville is quite a happening place, with plenty of attractions to see, fun sights to explore, quirky children building rocket ships, and secret agent animals fighting evil scientists in lab coats. Yes, it can get a bit strange, but it is still quite a lot of fun, nonetheless.

You'll start with **1000 CP**, but first, you'll have to decide who and what you are. You will start on the first day of summer, when Phineas and Ferb are building their first roller coaster.

ORIGINS

All Origins are free, though the OWCA Origin does have some additional costs to it.

Bystander (Drop-In): You are just your average Joe, anywhere from the age of 18 to 80, living in or around Danville. You will start your Jump in a barren apartment, holding the deed to a 10-year, already-paid-for lease of said apartment, just as a roller coaster shoots by your window. You have enough ID to prove that you exist, but that's it. Good luck.

Child: You are a kid, anywhere from age 5 to age 17. You start this Jump somewhere in the neighborhood where your family lives, staring at a poster describing an awesome roller coaster that a couple of local kids just built.

OWCA: You are a pet. Pick any common household pet, such as a parakeet, cat, or hamster, or for 100 CP you could pick something more exotic, such as a chameleon, swan, or yes, platypus. You start the Jump just as you receive an alert of some crime you have to go stop.

Pharmacist: Or rather, evil scientist. Like the Bystander, you are anywhere from 18 to 80, and you'll start your Jump inside of your secret lair, which is somehow attached to whatever form your house takes. Someone is building a roller-coaster through town, and it will be the perfect distraction for you to pull some evil scheme.

PERKS

All Perks are discounted 50% to their respective origins, and the 100 CP Perks are free.

Choreographic (Free To All): Ever had a feeling you just weren't sure how to express? Well, now you can do so through song. You have a perfect singing voice, combined with a decent understanding of choreography, and the capacity to break into song almost anywhere and have musical accompaniment start up for you.

For an extra 100 CP, you'll gain the ability to either have nearby people get caught up in your musical numbers, or to have a group of back-up dancers spontaneously appear out of nowhere, help with the number, and then vanish. 150 CP nets you both effects.

Bystander

Huh, Neat (100 CP): You are inured to the weird and bizarre. No matter how crazy or insane something may appear, you are able to examine it calmly and rationally. This doesn't mean that you can't get upset or freak out, just that the option to remain calm and collected will always be open to you.

Tri-State Happenings (100 CP): What good is it to live somewhere if nothing interesting ever happens? That won't be a problem in Danville. Whether it is a massive science fiction convention, to an antique flea market, to a giant Ducky Momo fan expo, there is always something interesting happening in the Tri-State Area, and now, those happenings are guaranteed to be something that will interest you. You will always find something of interest to you wherever you happen to live.

The Bystander Effect (200 CP): You are just here to observe. And as long as that is all that you do, you will largely be ignored. So long as you make no effort to interfere (even subtly) in the events that you are watching, you will be excluded and ignored from those participating in them. This effect extends to a minor protection from the events spilling out to pull you in accidentally, or in the case of battles, immunity to stray shots or collateral damage hitting you. This isn't perfectly miraculous, however. Area effects or randomly scattered attacks can still hit you, and if attention is drawn to you, the effect can break.

Cameo Appearance By... (200 CP): You know Famous McFamousPerson? The actor who was in all those movies you like, or that rap star that you love to listen to? Well, now you happen to look just like them. Your appearance is now a dead-ringer for some famous person, whether they are famous locally or in some different universe. This only affects your appearance, however. You aren't them, though you could certainly bluff people into believing that you are.

After you move on from this world, you can choose a new person to look like in each new Jump that you take.

Just Going To Fall Out Of The Sky (400 CP): What, do you think perks are just going to fall out of the sky for you? Well, yes, actually, yes they will. Some strange set of circumstances will conspire to make whatever thing you are really looking for fall out of the sky in front of you, landing (mostly) undamaged. You can only activate this power consciously once per month, by uttering the phrase "What, did you think ____ was just going to fall out of the sky?", but it can activate in great need outside of your control as well. This power does have a bit of a sense of humor, so a request for your one true love, for instance, might just drop a mirror in front of you. Also, keep in mind that you'll have to deal with the consequences of suddenly acquiring whatever it was that dropped out of the sky to you.

Child

Backyard Handywork (100 CP): Who needs a massive machine shop or specially-crafted equipment when you have some plywood and a toolbox? No matter how complex or intricate of a project you might be making, you'll find that you can easily figure out how to substitute commonly available tools and resources for more complex equipment, and still have the final project come out fine. Also comes with a decent understanding of engineering, architecture, and a few other material science fields to help you get started on whatever projects you might want to work on.

Watcha Doing? (100 CP): You are an expert in discovering people's motivations, both in being able to discern from clues why someone is doing what they are doing, and from the fact that if you just ask them, they'll more than likely tell you. Anyone that you ask about what they are doing and why will be inclined to give you at least a brief run-down, if not an expositional monologue.

Yes, Yes I Am (200 CP): Don't have credentials? No problem. If you own up to it, people will ignore your lack of credentials, authorization, or any other barrier that would normally cause them to oppose whatever you are doing. This effect will be weaker when used repeatedly on the same person, but when used once or twice, almost anyone will let you get away with what you are trying to do.

Brawn Or Brains (200 CP): Which is better? Why not both? You now have a mental slider, which allows you to exchange brains for brawn and vice versa. When slid towards the brawn end, your thoughts get simpler and dumber, while your muscle and toughness go up instead. When directed towards the brains end of the scale, your intellect and IQ will rise, in direct proportion to the amount which your physical attributes decrease. This effect is directly proportional, so you can go from god-like strength with normal human-level intelligence, to a god-like genius with a normal strength body.

I Know What We're Going To Do Today (400 CP): 24 hours just doesn't seem like enough time to get stuff accomplished, but you'd be surprised what determination (and this perk) can get you. You can now complete days and even weeks worth of work in just a few hours, and this effect increases tremendously when you have a few helpers, to the point where a small team can work with you to complete years worth of work in a simple afternoon.

OWCA

Highly-Trained Agent (100 CP): You know kung-fu! And spycraft, engineering, piloting, and any of a dozen other skills that a highly trained agent would be expected to know. What's better, is that your skills can adapt to any body shape, so even if you are, say, a tiny mouse, you still know how to use leverage to judo-throw someone through a wall, and you'll always have at least human-levels of strength and dexterity, no matter what shape you are in.

Expressive Face (100 CP): Expressions can speak volumes, and yours are more expressive than most. Without saying a word, you can communicate entire sentences worth of information in just a raised eyebrow or twitch of your nose.

Oh There You Are, Jumper (200 CP): You are an absolute master of stealth. People may notice you are missing once you have left, but when you are in the act of sneaking away or sneaking back in, no-one will be able to catch you until you've already arrived. In addition, your absence is much less likely to cause someone alarm, so if you manage to escape from your cell, it may take your captors a couple of minutes to realize they should raise an alarm.

A Jumper? Anon The Jumper! (200 CP): Maintaining a secret identity is hard, but now you've got a special skill for it. You are able to tie some aspect of your life, such as a job, hobby, or superhero persona, to an item of clothing. This can be anything from a fedora to a mask to a golden pocket watch, but as long as you are not visibly wearing the item of clothing in question, people won't be able to connect you with the hidden aspect, unless they are already "in-the-know".

Backup Agents (400 CP): Sometimes, even the best agents need backup. Now, you can make your own. You now possess knowledge of special training courses which can take an ordinary animal and train it up to the level of an OWCA agent, increasing their intellect, dexterity, strength, and know-how to agent levels. They will gain a non-fiat backed version of the Highly-Trained Agent perk via this course, which generally takes a few weeks. However, as you gain experience, you may be able to figure out how to compress the course without compromising the results. Note that the agents you create are not going to be guaranteed to be loyal to you, they will still have their own will, but they will be inclined to listen to you at the very least due to the training.

Pharmacist

Behold! (100 CP): You are a master of the dramatic reveal, knowing just how to reveal whatever scheme you are working on in the most dramatic way possible. What is better, any pesky heroes or anyone else trying to stop you will patiently wait for you to finish expositing about what your latest invention does, why you invented it, etc. This only works when first introducing something, but if you can alter it enough to make it honestly different, well, you may be able to use this to catch a breather in the middle of combat while you explain your new upgrade.

Occupational Hazard (100 CP): One peril in the life of a pharmacist...sorry, evil scientist, is that eventually things backfire on you. Explosions, falling off of buildings, getting sucked through a portal into a realm of pure chaos, these sorts of things happen, and now, you are built to withstand them. You'll still get injured, but it is much, much less than you'd expect from the circumstances. Get hit by an explosion? You'll be a bit charred, maybe have a few burns, but you'll still be able to walk around. Fall off a building? You might sprain your hip, or maybe break a leg, but you'll be up and about in no time, rather than being scraped off the sidewalk. Sucked through a portal to chaos? You might be speaking in tongues for a few days, but your brain will bounce back in time for your next scheme.

Innovation-Inator (200 CP): When you have an idea, you just want to run with it, and now you can. Just by coming up with an idea for a device, you'll start to get impressions for how to go about building it, what parts you'll need, and what sort of esoteric principles it will function on. You'll still have to do the actual building, and taking shortcuts around pieces you don't have the parts for could lead to problems later, but eh, you'll bounce back if it blows up in your face.

Consequences Schmonsequences (200 CP): So you tried to turn the entire state of Texas into bacon. So what? Somehow, you always seem to duck facing any real consequences for your actions. Sure, the police might throw you in jail, but you'll almost certainly find a way to break out again. You might get slapped with a few fines, but even if the authorities know where you live, they'll be perfectly willing to back off if you aren't currently "doing evil", rather than arresting you for prior incidents.

It All Started Back In... (400 CP): Your backstory is wide and varied, and you seem to pull out new aspects to it all the time, some of which even contradict each other. But it's all true. Your past is like a canvas that you can paint on. Tell someone you were raised by ocelots? It will turn out to be the truth, and you might even gain benefits from it. Just keep in mind that this power is tied to trauma, so the bigger a change you make, the more likely it is that some aspect of your new backstory will come back to haunt you.

ITEMS

All Items are discounted 50% to their respective Origins, and the 100 CP Item is free for its origin.

Bystander

Camera (100 CP): A stylish digital camera. This device can interact with almost any computer system for the purpose of downloading the pictures and videos taken on it, and has an unlimited amount of internal memory for storing said pictures and videos. Its flash is also only blinding and disorienting if you choose for it to be so.

Map Of Danville (200 CP): A foldable tourist map of the city of Danville and its surrounding environs. The map has labels for points that may be of interest to you, with short descriptions of said points around the edge of the map itself. The map's labels change over time to incorporate new attractions, and when you move to a new area, you'll find a new map of the area delivered to you in about a week.

The Time Machine (400 CP): A fancy looking time machine. It runs on electricity, so you'll need to make sure to bring along some method of charging it. It also comes with a few built-in safety features. First of all, if the machine ever breaks or gets destroyed, a rewind effect will be initiated, dropping you back at the present time at the moment you first used the machine, negating whatever effects you might have had on the timestream. The machine will still be destroyed, however, so you'll have to wait until the start of your next Jump for it to regenerate. Similarly, if you should do something that would cause a paradox or edit you out of the existence, the machine will self-destruct, activating the above-mentioned failsafe and dropping you back in the present as if you never time-travelled at all.

Child

Toolbox (100 CP): A toolbox full of common tools, along with some basic supplies, such as 2x4s, nails, glue, and rope. Holds vastly more than the outside would suggest, and new tools and supplies will show up within a day after being used, lost, or broken. Also makes those who use the tools slightly more competent in their usage, enough to avoid any of the minor injuries like hammering your thumb or cutting your finger on a saw.

Backyard Tree (200 CP): A large leafy tree that inspires creativity. When you sit beneath the tree, you'll find your imagination is enhanced and that new ideas will come quicker and easier to you. Taking a nap beneath it will also help any worries, fears, concerns, or other mental stresses to fade. After this Jump, the Backyard Tree will form a small attachment to your Warehouse, consisting of the tree and a small yard around it, with the summer sun shining above it. You can choose to import it into a new Jump near wherever your new home happens to be.

Pure Cutonium (400 CP): A refilling cup of Pure Cutonium. Once drunk, the Cutonium will cause the drinker to become irresistibly cute. Those who see the drinker would fall into a trance, admiring their cuteness and willingly obeying commands that the drinker gave. Even the most jaded individuals, or those who lack a concept or appreciation for cuteness will fall under the drinker's sway. Only someone who is completely and totally irredeemably evil would be able to resist. The effect wears off after 24 hours, and the cup refills once per week.

OWCA

Fedora (100 CP): A sleek fedora that can hide things inside. While wearing it, you will feel more confident, and it can conceal any number of small objects along the inside or under the band. Comes with a much weaker version of A Jumper? Anon The Jumper! that makes it more likely for someone to mistake you for someone else when wearing it if they've only ever seen you without it, and vice versa.

Flying Car (200 CP): A customizable flying car, with cupholders. If you so choose, the car can be based upon your own appearance, and it comes in whatever color scheme you would like. Has numerous features, including a retractable roof, ejector seats with parachutes, numerous storage compartments, and a nifty little field generator that means people won't pay much attention to you flying around above their heads.

Secret Lair (400 CP): A secret lair with a wide array of possible entrances. The secret entrances can be concealed all around the neighborhood where your lair is located, and are virtually undetectable unless someone knows how to access them. Comes with a highly advanced computer system, and fabrication systems for creating a wide variety of spy equipment, given the proper materials. After this Jump, the Secret Lair will link up with your Warehouse, and can be Imported into each new Jump, being hidden near your starting location, or near the location where you plan to spend the most time. For added fun, the connection to the Warehouse can take the form of the various secret entrances if you so choose.

Pharmacist

Lab Coat (100 CP): A nice white lab coat with a bunch of pockets. Resists stains and damage, and is guaranteed to never get caught on hooks or sharp objects. You can store more in the pockets than is apparent at first glance, and you always seem to have a wrench and screwdriver in your pockets, no matter what.

Trap Button (200 CP): A button that causes random traps to shoot out of the environment. These traps will primarily target the being that you point the remote at, but others (including yourself) can get caught in the crossfire if you aren't careful. Given sufficient levels of brute force or time, these traps will be escapable by most anyone that gets caught in them, but they can slow them down for a time, and hold them still long enough for you to explain your evil scheme.

Jumper Incorporated (400 CP): A large apartment building that houses your secret lab, as well as provides a source of revenue. This structure will import into future Jumps as a similar structure. If you so choose, the people that live in the building can be similar between jumps. They won't be exactly the same, but if you have a little old lady living next door, you can choose to ensure that a little old lady with a similar disposition will live next door to you in future Jumps. This can't be abused to gain "companions" without actually making them Companions, but it can help to make it so you have friendly faces in your building.

INVENTIONS AND INATORS

Sponsored by Doofenshmirtz Discount Diabolical Devices.

Hello, my name is Heinz Doofenshmirtz, and I am here to sell you some of my old Inators for some... CP? What is that, Brazilian? Whatever. This note I've got says that they'll all be "fiat-backed", whatever that is supposed to mean. I've also got a pile of random other inventions that I guess were supposedly made by 10 year olds. Don't know who'd want that sort of thing, but you do you I guess.

Anyway, let's talk price. From what this says, pricing will be based on range of effect. So, if an Inator or device would only affect things in a single room or backyard... why a backyard? I mean, that just seems like a very random measurement to be using, you know. Ah, whatever. If the device only affects things in a room or backyard, and can't move beyond those areas under its own power within a reasonable amount of time, then it costs 50 CP. Huh, what does it mean by 'reasonable amount of time'? Like, an hour? A day? Sheesh, whoever wrote this was being lazy.

Irregardless... heh, I like that word. Irregardless, irregardless, irregurlard... bah, I'm over it now. Irregardless, here's the price list for you.

50 CP: Room / Backyard Range

100 CP: Building To City Range

150 CP: State to Country Range

200 CP: International To Global Range

250 CP: Solar System Range On Up

As a final note, I don't sell any devices that have to do with time, time travel, time rewinding, etc. Also, self-replicating devices, or devices with self-replicating effects count as Global Range, and effects that cut across dimensions count as Solar System Range.

COMPANIONS

Bring A Friend (50/300 CP): Import a companion / a full set of 8 companions, they get an Origin and 500 CP to spend.

Host A Block Party (500 CP): Do you have more than 8 friends waiting in the wings? Well, heck, bring them on by! Rather than paying the Bring A Friend cost above, you can instead choose to host a Block Party, importing any and all companions, giving them an Origin and 300 CP to spend. If you choose to pay for both this and to Bring A Friend or 8, then those lucky 8 that you pick out will gain the CP from both this option and the one above. All the rest will have to settle for the 300.

Take A Friend (100 CP): Pick a canon character. You can bring them along with you on your journey. They don't get any Perks from here, but they do have any natural abilities that they possessed in the show.

DRAWBACKS

You can take up to 600 CP worth of Drawbacks.

104 Days Of Summer Vacation (+0 CP): You came, you saw, you ate a Mr. Slushy Burger. And now you are ready to move on. If you so desire, the length of this Jump can be shortened from a full 10 years to just a single summer.

What Could Possibly Go Wrong? (+0 CP): Somewhere out there, there is a boy born to a family with incredibly bad luck. You may choose whether the events of Milo Murphy's Law are actually canon during your stay. If a Milo Murphy's Law Jump actually gets made, and you have been to it before, you can choose to have those events influence this Jump as well. How does that work? I don't know, do I look like a Time Agent to you?

Dimension Two (+0 CP): This toggle causes you to start out in the Dimension Two Timeline. Bystanders start out in much the same position as normal, only they are in a tiny public-mandated housing unit rather than an apartment. Kids can start out either as dutiful kids in their house, or as a member of the Resistance. OWCA start out as cyborgs under Doofenshmirtz's command, though they will have regained free will as of the start of the Jump. Pharmacists start in a lab making inventions for Doofenshmirtz. Comes with the following Perk/Drawbacks, with the Drawback portion vanishing at the end of the Jump.

Bystander: **Keep Your Head Down:** You are able to avoid the notice of superiors / those in charge. However, for the duration of this Jump, you'll find that you can't make major changes to the setting stick.

Child: **Resist The System:** You know how to navigate and weaken large systems, like dictatorial regimes. However, for the duration of this Jump, you'll have to deal with numbed emotions, especially with regards to positive emotions.

OWCA: **Cyborg Parts:** You have cybernetic enhancements which increase strength, durability, mobility, and more. However, for the duration of this Jump, you'll also have software and hardware backdoors which leave avenues for others to control you. Doofenshmirtz will do so if he realizes you are free.

Pharmacist: **Mass Production:** You know how to mass produce inventions that you might ordinarily build as one-offs, and can make automated assembly lines to manufacture anything you can make by hand. However, for the duration of this Jump, you'll be under intense scrutiny all the time, finely calibrated to note any deviation from your assigned tasks. Even after Doofenshmirtz gets defeated, you'll be listed as a collaborator and required to do community service.

My Watermelon! (+100 CP): At least once a week, and maybe more often, circumstances will lead to a piece of food that you really want to eat getting ruined or destroyed. The more you want to eat it, the higher the chance this will trigger. Guaranteed if the food in question is a piece of watermelon or watermelon-flavored.

Awkward As Irving (+100 CP): You are just as socially awkward as Irving, with most people only barely tolerating your presence, if that, and you'll find people tend to forget about you, especially in areas where you'd want to be included.

Unpaid Internship (+200 CP): Who needs money? Well, you do, but unfortunately, you rarely have it. It seems that any task that you do for money will end up with you not getting paid, or getting paid far less than your job is worth. This extends to anyone who might financially support you (such as your parents as a Child or your owner as an OWCA agent). Get used to eating ramen.

Curse You, Nemesis! (+200 CP): You've got a nemesis. Whether a bully that loves to pick on you, a boss that hates your guts, an OWCA agent, or an evil scientist that you need to beat, your nemesis will always show up to ruin what you are doing, and they'll always seem to get the upper hand in any confrontation you have with them. They won't kill you, but they will make your life miserable.

Oh Mysterious Force (+300 CP): If you thought Candace was having a hard time busting the boys, you ain't seen nothing yet. The same force that prevents her from successfully busting Phineas and Ferb is now turned on you, constantly thwarting your plans and just generally causing you a lot of bad luck. This won't be lethal, unless you are really, really careless.

Hello Kevin (+300 CP): Ok, a giant floating baby head is weird, I'll admit, but now things have gotten a whole lot stranger. Talking zebras, psychedelic sunsets, the road turning into taffy. It seems like you are trapped in one giant dream sequence, but no-one else notices anything is wrong. Has the world gone mad, or have you?

A Dose Of Reality (+400 CP): Life isn't a cartoon. You can't drop a roller coaster from orbit and expect to walk away unharmed, or to have a bomb explode in your face and for you to get away unharmed. If you take this with the Consequences Schmonsequences Perk, you'll still bounce back from injuries quicker than you might do otherwise, but you won't take only cartoonish levels of damage in the first place. This also makes the other Drawbacks that much harder, such as making your Nemesis's actions more bloodthirsty, or making your Watermelon's destruction more dangerous to be around.

ENDING AND NOTES

You've seized the day and made it to the end of the Jump. If you so desire, you can head home from here, packing up your toys and returning to your world of origin. Or maybe you've grown fond of the sights and sounds of Danville and want to settle down here. Or, perhaps, you are ready for a brand-new adventure to begin and you're going to head out to a brand new Jump.

Regardless, the choice is yours.

NOTES

Q: Backyard Handywork is so broken!

A: That's not actually a question, but yes, yes it is. But maybe not actually as broken as you think. While you can substitute backyard materials for higher-quality ones, you do still have to build the actual device, and have some idea how to do so. You won't hammer a nail into a block of wood and suddenly magically have a fully functional spaceship appear in front of you, but you could substitute plastic wrap for proper radiation shielding on your spaceship and still have it work appropriately.

CHANGE LOG

8/7/2018 - Updated "Oh There You Are Jumper", "Behold!", "Camera", "Toolbox", "Fedora", "Jumper Incorporated", "Bring A Friend", "Curse You Nemesis", "Oh Mysterious Force", and "A Dose Of Reality". Added "Host A Block Party". Added clarification to the end description of the Inventions And Inators section.