

Generic Sleepy Cuddles

By
Esper



Yawn Hello, Jumper. Welcome to a world where the natives cuddle more often. There's not really a goal here, just live your life and enjoy a vacation full of hugs and cuddles. Since you might not want to stay here for the full 10 years, you can instead stay for 3 years and can use this Jump as many times as you like.

Here's your **1000 Cuddle Points**, enjoy!

Supplement Mode

If you like you can attach this Jump to another to brighten up a setting and add more cuddles. Just keep the points separate. You may also Supplement this Jump to other Jumps as many times as you want but only once per bundle.

Crossover Mode

Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Locations

1. A perfectly ordinary Earth. It may not be peaceful everywhere so choose where you're most likely to get lots of cuddles.
2. A fictional universe involving Slice of Life. Alternatively, you may visit any version of a fictional setting where wholesomeness drives the story and is front and center instead of all those icky wars. This includes Fix-fics, not just coffeehouse AUs.
3. NSFW world. I mean.....if you must.

Origins

There are none here. You may freely choose whether you are a Drop-In or a native of the world you're visiting, as well as any other details such as age and gender as long as it matches your chosen background.

Perks

The perks here cost 100 CP unless otherwise stated. You have 4 Cuddle Tokens you can use to get 4 perks for free.

Just For Showing Up (Free)

Anyone with any sense would of course choose to be a wizard, or a ninja, or a Saiyan when they visit the relevant worlds, but your powers would be tied to your alt-form without this for backup. This perk will give you both the potential and ability to use the local powers or the powers inherent in your species. You will be above average in capability but not top tier, think Krillin in Dragonball, or Tenten in Naruto, you could make it to the supporting cast but you won't surpass the true greats with this perk alone.

Dream Boat: Not many people would willingly hug someone whose face looks like a skunk's butt. Good thing you don't anymore if you ever did. You're a ten out of ten in good looks and body now, with perfect posture, and you even smell nice. You'll also never have wardrobe malfunctions and can look good in anything, looking like you walked off the set of a movie shoot without all the makeup caked on.

B.O. Begone!: If you're going to go around hugging and cuddling then you don't want to smell like a skunk either. While the above perk makes your natural body odor smell pleasant you'll still want to eliminate bad odors. You are now clean inside and out when you want to be, you never have bad breath, or bad hair days, are immune to disease and neither a carrier of them, and you'll find your hair or other soft attachments like feathers to be the softest and glossiest things to ever grace your form. You also can control your fertility/virility and menstrual/breeding cycles. No more chugging pills for perfect birth control.

Beautiful Mind: Now you have brains to go with that beauty. You're smart enough to get into Mensa on Earth and compete with the intelligentsia there and while the brains in most worlds can blow that out of the water, you also have a good dose of common sense, to see the consequences of your actions before you take action and predict others based on past behavior, and that's invaluable.

Despair Repellent: Life sucks, and then you die, as the saying goes. It'd be hard to enjoy your cuddles if all your horrible memories keep dragging you down. Anytime a horrible or regretful memory comes up you'll also recall a happy memory that will keep you from spiraling into despair. You may toggle this on and off if you need to for some reason.

Perfectly Balanced Brain Chemistry: You are now immune to things that would cause psychological issues due to chemical imbalances in your brain. Things like depression, side effects of drugs, hormones going too wild, etc. This only applies to mundane detrimental effects and does not protect you from brain damage, your brain chemistry levels will otherwise be perfect for you and your species. This perfect balance will never cause identity death.

Sir Hugs A'Lot: You give good hugs, the best hugs in the universe, and they're always exactly what the other person needs, from comfort to affection to safety, and you can easily transition to cuddling with minimal protest. Moreover, as long as it's not sexual, people are more receptive to hugs and snuggles from you, not immediately shoving you away when you embrace them, and will seek you out for more hugs when they need them and you're available.

Healing Within Your Arms: Your hugs and snuggles can heal people. Illnesses, aches and pains, and cancer just seem to disappear overnight like a miracle and snuggling with someone for a night can cure even severe touch starvation. Cling to them close enough and you can help them mentally recover from things like depression, trauma, even break deep-seated brainwashing and other things that rewrite personality.

Dream Time For Jumper: Well, it wouldn't be called sleepy cuddles if you couldn't relax. When you cuddle with someone you can choose to fall asleep or for them to fall asleep or both of you, and you'll gently drift off. Furthermore, not only will you or they sleep, but you'll rest too. Even if you end up in a tangle of limbs it won't disturb your rest. Neither of you will wake groggy in the morning but like you had the best sleep ever.

Energizer Hugs: Hugging you is like taking a shot of espresso. When someone hugs you or you hug them, their stamina is restored and their mind is inspired in whatever way would be beneficial to them at that time. You may toggle this on or off if you need to.

Undisturbed: Waking up in the middle of the night, still foggy, because nature calls is both annoying and a downer. Now when you are sleeping you'll never feel the call of nature, or the haunting voice of the cold pizza in the fridge, or the uncomfortableness of a limb that's had its circulation cut off. Your bodily needs are put on hold and even if your arm is pinned under your partner it won't go numb and disturb you. You'll still wake if you're in danger. This perk works the same for anyone who's company you're enjoying for cuddles.

Comfy Cuddles: Cuddling in bed is nice but not when you're being crushed and suffocated. Now you never have to worry about crushing or smothering your snuggle buddy or experiencing the same from them, whether by body weight or because you hugged them too hard or buried them in pillows. You could be lying right on top of them while made of rock and they'd only feel comfortable and not like they have a boulder on their chest. Likewise you have perfect control of your strength even while asleep so you'll never accidentally hug someone to death. This perk works in reverse when you're being crushed or hugged too hard and you'll find neither of you will need to breathe when being covered like a shag rug by the other.

Itch-Free Zone: Another thing that can bother you or your companion/s are pests and parasites, hives, rashes, dry skin, or even just your nose itching when you're cuddling or trying to sleep. No longer. Pests and parasites are repelled, you're immune to allergies, rashes just don't happen, your skin never dries out unless you're a mummy, and your nose never inexplicably itches for no reason. Anyone you cuddle will share these benefits.

Dreams Caught In A Web: Your mind is like a dreamcatcher; good dreams are allowed through and bad dreams are filtered out. You simply don't suffer from normal nightmares, nothing not caused by a clairvoyant power or sent by an external entity, but the trade off is that you protect your partner/s from all such nightmares, mundane or supernatural.

Purrchance To Dream: There's something extremely calming about a cat's purring. You are now able to purr like a cat for your own enjoyment or to soothe your cuddle buddy. The force of your purr isn't any stronger than a vibrating chair, very situationally useful.

Adventures In The Ephemeral: You can lucid dream any time you like when you sleep and can share your dreams with your partner/s. You have control over these dreams and can fashion them in any way you want. Go on silly childish adventures where you save Princess Noodle from the Radish Kingdom or play as a character in a level of Mario Kart or maybe have the perfect moonlit dinner date on a rainbow with Nyan Cat flying in the distance. Dreams don't have to make sense after all, but you do you.

Dreaming of You: Shared dreams are something special but you can do more with them than most. You can choose to share your memories, knowledge, and experiences to those you sleep with in the form of dream-visions. No outside influences, such as gods of dreams, can manipulate or view these shared dreams. You have complete control of what is shown and your partner is protected from being totally immersed in the experience, so your thoughts and emotions don't harm or subsume them and your memories of dangerous knowledge or memetic encounters don't hurt and consume them. No matter how long you've lived you could show your entire life to your snugglebug in a single night.

Casanova: This is a SFW Jump but I know cuddles are for more than just innocent naptime. Whether you be man or woman or other, you are skilled in the arts of the bedroom, from the presentation to the act itself. Neither you nor your partner/s will be injured by it nor leave the encounter unsatisfied and you'll have all the little advantages you'd expect from a QQ Jump.

Sharing is Caring: You might come across someone who could really benefit from a lot more than a hug or platonic snuggling. You're able to loan out any perks, powers, or skills you possess to anyone you cuddle and call them back at any time. If you are further intimate with them, you'll be able to give out copies of your abilities instead.

Naptime!: You are able to declare when a certain time is naptime, yes even the middle of the night, and the world will sort of put itself on hold until naptime is over. Naptime is about two hours, time won't really have passed during this period, just stretched out, and events won't come in to interrupt. Great for when you need emergency cuddle time or an extra two hours of sleep. You can declare naptime once a week. You may toggle this if you need to, turning it off and on doesn't reset the cool down.

Dream Light: There are those who think they can be sneaky and attack you or your cuddle friends via your dreams. When you are attacked through your dreams you emit a light that

can harm such beings and break their hold, this light will cover your partner/s too, those who can sense it find it safe and soothing. If your companions' minds/spirits are pulled into a dream realm your light will be tied around them as a tether enabling you to follow them and rip those dream gods or demons a new one.

Fighting In The Fade: It's no good if your dreams are taken over by another or you follow your companion/s into dream realms and can't help them. You exert enough power and strength of will to fight dream entities or others on their own turf, but only while present mentally/spiritually in that ephemeral place. Someone sends you a nightmare you can send it back, they try to twist your dreams to torment you you can wrest control from their fingers, and they try to hold your partner/s prisoner in dream realms you become an immovable bulwark that dreams cannot effect and gods cannot assail to pull your friends out and even find your way back to the waking world. You are as vulnerable as anyone else when physically entering a dream or realms made of such but you see through illusions and are not easily tricked. Should you gain a domain of dreams as a god or a power that lets you manipulate any dream, this perk will fortify those abilities.

Inner Soul: We do a lot to hide ourselves; lie, deflect, distract, attack, withdraw; but you see people, Jumper, you see them, and when you want they can see you too so they can see how beautiful or ugly you are on the inside. Yes, you can read people's intent through this and be read in turn but you see who a person is and not the person they project. To be so candid with someone can be the first step to forging lifelong bonds.

Hugging Questionable Things: No one should be denied hugs. To that end you can hug anyone without harm to yourself or them. You could hug Rogue and not have your life force sucked out, hug a living cactus man without being pricked, or hug someone while you're the embodiment of fire and they'd be fine, you could hug the personification of Death itself and live. This only works for hugs and snuggling.

Jumper The Postman: You're not actually a postman, although you could be. This is a job perk. Pick a job or career, you'll gain 20 years worth of the best skills, knowledge, and experience you could have related to that subject in your setting, as if you'd been taught in the best schools or by the best mentors. You may purchase this perk multiple times.

Pleasant Time Waster: Perhaps you're too young to have a job or just need something to engage with when you're not working. In which case, you now have a hobby of your choosing. You know the basics of your hobby and where to find things related to it.

Public Displays of Affection: Did you know Jumper that there were times when it wasn't socially permitted to hug someone in public? Not your family, your spouse, or friends. The

horror! You may even find there are still societies today where such things are frowned upon. Not for you. You can hug, kiss, or cuddle with someone in public and people will just let it slide by. In fact the more you show such modest affection in public the more open others will become to displaying their own affection, even in such closed off societies as an order of monks.

Serial Snuggler: When Jumpers get powerful enough, indulging in certain vices can be deadly to others. But not for you. When your mind is under the influence, such as drugs or alcohol, you get clingy. You'll happily snuggle the nearest person or stuffed toy. You retain enough awareness while under the influence to direct your actions, so if you find it hilarious to show up at a summoning and hug every cultist in sight you can direct your actions enough to start a spree of serial cuddlings. You'll probably wake up cuddling one of the cultists in bed or one of their would-be victims but you'll never do anything you wouldn't want to while your mind is skipping on the rainbow road. You'll also never have side-effects or a hangover in the morning.

Cuddles Ever After: You have luck when it comes to finding your preferred niche, such as people to cuddle with! Whether individuals or a party you can find those who'd be most open to the things you'd like to do. In future Jumps you'll be able to find people who fit or are open to your niche.

Items

The items here are 100 CP unless otherwise stated and you have an extra 2 Cuddle Tokens to spend in this section to purchase 2 items for free. All items are fiat backed, won't need maintenance or cleaning, will be repaired in an hour, and can be bought multiple times unless otherwise stated. You may import similar items you own into them.

The Stuffed Toy: This toy can change to be any form of stuffed creature you wish and is ultra squeezable, which can calm you down. It's always clean and while it can get worn down it'll never lose its eyes or fall apart but maintain the appearance of a well loved toy. You can hand this out to someone and a new toy will be waiting for you immediately.

The Blanket: This blanket can change its size, color, patterns, and become any kind of blanket you wish from super soft, comfy cotton to a thick comforter to a thin sheet or a baby blanket. You can wear it as a cape or build pillow forts out of it. It's always clean and

perfect for sleeping as it will adjust during the night to keep you properly warm or cool and will never let you get tangled in it to ensure maximum comfort.

Comfy Pajamas: This set of pajamas changes size to fit your form and can become any color, style, and type of pajamas you like. Cotton, silk, linen, shorts, shirt and pants, onesie, a long shirt that even comes with a nightcap with a little pompom on the end. You could have Christmas themed pajamas with reindeer, St. Pattie's Day colors and frothy beer mugs, solid colors, tacky mismatched colors, whatever you feel like that day. These make the perfect lounging wear and even come with a set of matching socks.

Plush Slippers: These slippers feel very soft and bouncy. They'll keep your feet so warm and comfortable that a wicked witch may or may not want to steal these. Heck, your girlfriend will want to steal these. They resize to fit your feet and change to any style and color of slippers you want. They'll also take on the properties of any other footwear you own, but only become dangerous when you need them to be, so spikes are soft and bendy as a stuffed toy's while cuddling but go right back to sharp and hard as steel for combat. Now you can walk around in your stylish alligator house shoes.

Magic Bed: This exceedingly comfortable bed can take any shape you desire and change to any size to fit your form...as well as any companions. Want a round bed? A square bed? Long? Tall? A nest? A....cat bed? You do you. It will bend space around it so the size of the room never changes and bend time as well so you have extra as long as it's used for cuddling, full night's rest guaranteed even if your sleep is interrupted. Comes with all the pillows you could desire in any shapes, sizes, and colors.

The Night Light: This little light projects a soft candle-like light that's enough to see with but not bright enough to keep you awake. It can be any decorative shape you want, never gets hot enough to melt the plastic, and doesn't need a socket for power. Just attach it to the wall where desired and flick it on, it'll never need batteries or recharging, it just works. Furthermore, it's a smart light too, only turning on when a room is dark or there's a shadow monster boogie-man thing present. Your nightlight can ward off such nighttime demons and makes you and anyone else feel as safe as you actually are while bathed in its illumination.

Comfort Food: You'll find your Warehouse now has a large walk-in freezer with unlimited tubs of any size full of any flavor of ice-cream, glasses full of malts, shakes, flurries, or any other confectionery made with ice-cream. You can summon any of these items to you when you want some sweet frozen goodness and they'll never cause a reaction to the lactose. Cones and toppings are provided in any type when you want some for your raspberry lemon scoop perfection sundae.

The All-In-One Console (200 CP) You have a portable game console with every game and every version of the games plus mods and DLC on it, including digital versions of board games, tabletop, and the rules for The Game. All guidebooks, walkthroughs, cheats, and strategies are provided in digital formats with each game, so you know where to get the shinies and not get stuck. The console looks mainly like a Switch, the detachable controllers can become other controllers or a wireless keyboard and mouse and the screen itself can connect with larger screens, such as a TV, or project another screen in holographic form. You always have a traceless and hackless online connection no matter where you are and can play against A.I., if you choose, that can be as skilled as a level 9 character in Smash Brothers or as easy to beat as a little kid. Its special features include a search feature so you can find your content, unlimited data and memory, unlimited save slots, multiple account functions for family and guests, multi-device synchronization so they can play their games on another medium, and perfect sound and volume controls that can even switch to a headset and mic without needing either by projecting the sound directly to your ears and easily picking up your voice and only your voice, the effects will be as if you had the best sound canceling equipment on the market so you can still hear what's going on around you if needed while your friends/audience won't be disturbed by background noises or loud sounds due to compatibility issues. Your console and controllers are always clean, never get viruses, never need charging, don't get lost, and you'll always have extra controllers for your friends that can sync to their accounts. The console updates with new games, DLC, and mods as they come out, your games will be complete and without glitches that make them unplayable or un-enjoyable and mods will never have compatibility issues. No more incomplete games that you paid 60 dollars for and a further 50 for the patches, plus the 30 for DLC. Your console comes with an Amiibo that can transform into any other Amiibo you want, or device that acts like one such as the Skylanders statues, this Amiibo has all Amiibo related content on it restricted between forms, so if you want Wolf Link in Breath of the Wild change the statue to Wolf Link. Your Amiibo updates with any new content related to its function as it comes out, along with any new forms, and can be used for any game that supports its software. You can also use it as your tabletop miniature/s.

Comfy House (400 CP) This house, aside from being perfect for you and filled with as many soft carpets and upholstery/furniture as you wish, also has an extraordinary ability. It can shrink to the size of a small dollhouse and not only will all the utilities still work, as they are hooked up to a private and very efficient system which you don't have to pay for, but you can still live there. Just touch the front door or the steps/landing to the front door and you'll shrink so you can enter. There's a 6 foot/inch threshold around the house, depending on your perspective when it's shrunk, that once you step beyond will return you to normal, this threshold accommodates any outside features such as a permanent pool and small

lawn. The house can add any rooms you need for guests or Companions and nothing inside will be jostled, thrown around, or smashed when it's shrunk and moved, even if you literally threw your house you wouldn't find the water from the pool drained. Comes with a security fob with a button to shrink or return your home to its normal size. All taxes are paid, your house is always clean, and you have all the legal papers showing you own it. Great for mobile and permanent living!

Nest Egg: This is money, in any currency you need, it's a steady monthly supply of the equivalent of 100,000 USD after inflation. It should be all you need to live a life where you don't have to work.

Plush Snuggler: This is a lifesize animated plush bear that snuggles you. It has the same effect as the Sir Hugs A'Lot perk.

Pet Paradise: You have the perfect playground, food and care supplies, and beds for whatever pets you have. Scratching posts and climbing gyms for cats or ferrets, balls and chew toys for dogs, goats even enjoy mini trampolines, did you know? Their food and shampoo will leave their coats healthy and soft, won't cause allergic reactions, and the food is varied enough to keep them happy.

Music Box: This beautiful wind-up music box plays a tune you would most enjoy falling asleep to. It has a second wind-up key that when turned will spread the perks offered in this document to anyone in the world and slowly cause hugs and cuddles to be more prevalent.

Companions

Take some friends with you!

Cuddle Bugs (50/100 CP) Import or create a Companion. They'll get 800 CP, plus 3 tokens for perks and 2 for items. Import your entire group for 100 CP or create 8 Companions, they'll get the same amount of CP and tokens per person as the single import option.

Snuggle Buddies (Free) Recruit anyone from the setting when you leave. They'll be gifted all the same perks you bought here and 3 tokens for items.

Fur Babies (Free) Pets, get your pets here! Dogs, cats, stoats, baby goats, as long as it's cute and can be cuddled with.

Drawbacks

Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes (0 CP)

You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle (0 CP) If it's possible for you to have previous history in this world, you can take this to make it so.

Be The Main Character (0 CP) If there's a main character, you can use this to become them.

Five More Minutes...: So you can't get enough cuddles in 3 years but want to stay the full 10? Okay then! You may take this again to add another 5 years to your stay.

Power Lockout: If you've been to this setting before you will retain those powers but any that don't fit are locked away.

Warehouse Lockout: You can't access your warehouse.

Item Lockout: Like with powers, you keep items you've gotten from here before but any that don't fit are locked away.

Companion Lockout: Your friends won't be coming with you. They can still be imported to buy things but they will either be sent on vacation elsewhere or confined to the Warehouse. Perhaps they'll visit one of the previous worlds you've been to.

Leaving My Thoughts Behind: This will give you amnesia. If you've been to this setting before you'll retain your experiences here, any meta knowledge that can fit will be explained away as you learning it somewhere in-setting. All other memories are sealed.

Fresh New Jumper: Now all your memories are sealed. If you didn't take Power Lockout you'll know some of the basics of what you can do but you'll be mainly starting from the perspective of someone who's rediscovering themselves.

But I Don't Want Hugs!: Then what on earth are you doing here, Jumper? You leave with your 200 points from this Drawback and nothing else. No perks, no items, no companions, you're not even staying another minute here. I can't believe you would come here and not even visit. Sheesh, some people.

I Don't Like Hugs: And you won't, not while you're here anyway. You just don't like hugging or being hugged and you're a grouch about it.

Nobody Likes Hugs: Or at least, they don't want to give you any. Nobody will want to hug or cuddle you while you're here.

Dried Up Ocean Bed: There'll be no hanky panky, hoochie coochie, or fun times in bed for you, Jumper. All your potential prospects turn you down no matter how much cajoling you do.

Peace Today, War Tomorrow (+600 CP) This was supposed to be vacation time, Jumper. You enter the setting a day before some major war erupts and you'll be right in the middle of it. You can leave but it'll take effort as any powers that would trivialize your escape aren't as effective as you might've been hoping.

End Options

Here at the end, your Drawbacks have fallen off, you are restored to wholeness, and you must decide.

Stay?

Return Home?

Keep Jumping?

Whichever decision you make here's a squishy, tennis sized, bouncy ball you can take with you. It can be any color you like and will always be nearby or in a pocket when you look for it or lose it. It will always hit what you throw it at or drop it on, unless the target is too far, and can bounce quite high. You'll get a new ball if the old one is destroyed.

Notes:

The 'once per bundle' on Supplement Mode means if you are attaching this Jump to two others, or more, you only do so once and not multiple times for each Jump. But you are able to Supplement it again to future Jumps or bundles.

If the image at the top is too small, I apologize. I typed this thing up on my phone since I'm currently without a proper computer, so I can't adjust it. Sorry.

Changelog:

Jump created.