

***Sesame Street***  
***Version 2.0***  
*By Cataquack Warrior*

Sunny days, sweeping the clouds away... You're on your way to a certain street, and you can bet that there will be lots of interesting things to do and learn once you arrive.

**Time**

Since you're going to start on the same street regardless, we'll instead ask what year you're starting. Roll a 1d6 to determine the decade of your stay.

1. 1969

2. 1979

3. 1989

4. 1999

5. 2009

6. Free Choice- Pick any year that Sesame Street has been active.

**Species**

There are all sorts of people here on Sesame Street, so pick whichever one you want. Roll a 1d30+5 to determine your starting age or pay 50 CP to choose. Pay 50 CP to select your gender, or else keep the gender from your last jump.

**Drop-In-** You come as you were from the previous jump.

**Native Human-** You may not be as unusual as some of the other creatures on Sesame Street, but you are still a key part of the community.

**Grouch-** Noted for your flattened head and lack of a nose, you are notable for your grouchy behavior and love for disgusting things. Even so, you can still find a place to be happy – I mean miserable – on Sesame Street.

**Monster-** Monsters come in all sorts of shapes and sizes, but they are by the large furry and not that scary once you get to know them.

**Vampire-** A vampire of the Von Count line, to be more precise. The vampires in this world have a few special powers and eccentricities, but they are mostly harmless; on the flipside, though, they are immune to many traditional vampire weaknesses such as sunlight and water.

**Snuffleupagus-** A huge, shaggy, brown, elephant-like (but quite different) creature long thought to be no more than a myth. You're a little slow, but you have a kind and patient heart.

**Fairy-** You come from the land of fairies, but you will soon find yourself leaving your mark on Sesame Street.

**Twiddlebug-** Tiny, often silly bugs that tend to live on windowsill gardens.

**Bird-** You are a mundane (albeit Muppety) bird of your choice.

**Animal-** You are a mundane (by Sesame Street standards) animal of your choice (except for a bird).

**Humanoid-** The most humanlike of the Muppet species, you come in all sorts of colors and can be found all over the place in different occupations.

**Whatnot-** What? You think we're done? We've only scratched the surface. If there's something else you want to be – whether a Martian, a Honker or Dinger, or something else entirely – this is where you want to be.

## **Job**

Now, there are all sorts of things you can do on Sesame Street. You can pick up to one job, with an exception granted to those who purchase the perk *Who Are The People In Your Neighborhood?*

**Student-** Guess you're still in school. In the case that you are age 16 or younger, you naturally fit this category, but you must still select this "job" to get the

respective discounts; you can still pick a different job instead if you like for the discounts.

**Reporter-** From fairy tales to events live on Sesame Street, you will have plenty to investigate.

**Shopkeeper-** There are plenty of small businesses on Sesame Street, and you're welcome to start another.

**Fixer-** Recycling things is good, but even better is continuing to use the items you have, even when they get a little worn down. You are an expert at fixing things for people.

**Waiter-** Or waitress, depending on your gender. There are many restaurants that are looking for help serving customers.

**Musician-** Music is at the heart of Sesame Street's vivid culture, so feel free to play whatever music makes you feel the happiest, and share that joy with the community.

**Construction Worker-** New things are always getting built, and you're right at the forefront of it all with your tools and helmet.

**Salesman-** Maybe you found a company hiring salesmen, or perhaps you are a private entrepreneur. Either way, there are lots of suck...I mean customers around these parts.

**Teacher-** This is an educational show, so you have a key part to play. Time to start class!

**Gameshow Host-** You are part of a gameshow that regularly includes Sesame Street contestants – whether they volunteered or not.

**Cowboy-** You've rode in from wilder parts out West, but you can still find a home here.

**Scientist-** You are always coming up with new things. Whether the things you make are useful is another question, but either way people will treat you well.

**Farmer-** You've come in from the country, but you can still find that your knowledge of the farm has value here.

**Cab Driver-** Taxis are a vital commodity on the streets, so you will be awfully busy.

**Detective-** There's always something to be investigated around here, though they are usually of the less dangerous sort of mystery.

**Magician-** Your magic is more than just stage tricks, so be a little careful when waving that wand.

**Astronaut-** You have passed the training to go into space, and who knows? You might just get the chance to see the moon or more during your time in the jump.

**Telephone Operator-** You are responsible for handling telephone lines.

**Noble-** You have some sort of noble lineage. It's actually not that big of a deal in this day and age, but it's something.

**Bellhop-** You work as a bellhop at a large hotel in the area.

**Elevator Operator-** You operate an elevator.

**Miner-** You work to mine different things, whether precious minerals or letters of the alphabet.

**Nanny-** Given all of the kids that pass by here, a babysitter is essential.

## **Perks**

Everyone has their own special talents, so what are yours? All discounts are 50% off.

**Character Redesign (100 CP)-** You can change aspects of your physical appearance, such as eye color, hair, and overall appearance without people being upset with the new you. The perk only affects aesthetics, and cannot be used to give you benefits other than a new look.

**Sesame Street is Brought to You Today By...** (300 CP)- At the beginning of each day, you can choose up to two letters and two numbers. Although you have no control over what will happen, events involving things starting with those letters or using those numbers become more likely and lucky. You can use this ability multiple days in a row, as long as you change the letters and numbers each day; however, you cannot reuse a letter until you have gone through the rest of the alphabet, and you cannot reuse a number until you have used 25 other numbers.

**ABCDEFGHIJKLMNOPQRSTUVWXYZ** (500 CP)- It's the most remarkable word I've ever seen. Whenever you recite the full alphabet at once, you will get lucky and find a solution to an immediate problem you have. That said, it only ensures that you find a solution; it doesn't necessarily mean the best solution.\*

### **Species-Discounted Perks**

**New on the Block** (100 CP, Free Drop-In)- You may be new to Sesame Street, but you'll fit right in soon, you'll see! You find it easy to assimilate into new places while bringing your own ideas to the community.

**Thesis in Muppetry** (200 CP, Discount Drop-In)- You have been gifted with a degree of the various creative talents of the many great minds behind Sesame Street over the years, from script writing to puppetry. You're still no Jim Henson or Joe Raposo, but you can still put the vision of such creative genius into practice to the best effect at your disposal.

**World Traveler** (300 CP, Discount Drop-In)- It's funny how you can explore all over China in just one day, not to mention get there from Sesame Street. You have a way of sharply cutting down your travel time between different locations; at most, it will take you half as long to get anywhere as it normally would. Only works with places that are at least feasible to travel to under normal conditions.

**Hidden Out of Sight** (400 CP, Discount Drop-In)- Sesame Street set a new standard for puppetry, as the characters seem to move around fully with nobody in sight. Then again, when you're watching the TV, you just *assume* that the body continues past the camera's screen. Now you can replicate this trick to a degree. Firstly, the perk increases the likelihood of people ignoring your presence when you do not want to be found, just as long as you are not too obvious about it; for instance, if you lay close to the ground, even a large crowd of people will simply gaze forward and forget to look down where you are, but if you are standing in an

obvious spot, all bets are off. Moreover, you can create a “hole” where you stand as tall as you; nobody but you will notice, and when you reverse the effect the hole will disappear. Said hole can even be directly under people, and they will not notice the hole or you.

**Muppet Master** (600 CP, Discount Drop-In)- You can temporarily give life to puppets and control them as if they are living beings. You must stay within 50 feet of the puppet, but you do not have to make physical contact with it except when activating it. However, you can only use one puppet at a time, and after you break the link the puppet will go back to a lifeless piece of cloth.

**Fun for Children and Adults** (100 CP, Free Native Human)- This perk has two parts to it. First, you are able to easily understand and get along with kids (and those with childish personalities). On the flipside, when you are a child yourself, you are able to get adults to listen to and respect you to a greater degree.

**Silent Speaker** (200 CP, Discount Native Human)- You are an expert at communicating ideas and messages to people through actions alone, whether through pantomime or sign language. Even young children will be able to understand what you are trying to get across.

**Positive Role Model** (300 CP, Discount Native Human)- The adults on the show need to set a good example for the others to follow. You have a stronger though not oppressing conscience and remember important things like sharing, making friends, and being safe. Moreover, you are able to get people to see these concepts as important things that they should practice themselves.

**Moving Forward** (400 CP, Discount Native Human)- The puppet beings of this world seem ageless, but humans move steadily forward in life, with their characters ever maturing and growing. This perk ensures that, as long as you have it active, you will not be stuck at a permanent state, whether in body, mind, or any other way. You will continue to change as a person and will not stagnate, while also keeping the various values and memories that have led you to this point.

**Crack Master** (600 CP, Discount Native Human)- If you stare at a crack long enough, it may start to resemble something like a camel or monkey. Now, they actually are those things. You can communicate with “crack creatures” and get their assistance. These things are largely limited to the mundane abilities of their normal counterparts, but they can also pull you through cracks to the other side.

**Pessimistic Optimist** (100 CP, Free Grouch)- Grouches are unhappy when things are happy, and they are happy when they are unhappy. Make sense? Well, it does to you as a Grouch. Whenever you feel negative emotions, you can convert them into an overall feeling of happiness inside of you. This makes it easy to enjoy the problems in life, from missing the bus to getting caught in the rain.

**Agent for Argument** (200 CP, Discount Grouch)- Grouches are happiest when everyone is upset and complaining or arguing, so it's only natural that they have become masters at stirring up trouble. You are greatly skilled in getting people around you upset and arguing. Even if someone refuses to argue, your approach will result in them arguing about not having an argument. Once enough people get pulled into the commotion, they'll start to forget about your role as the instigator and just focus on the argument.

**Art of the Awful** (300 CP, Discount Grouch)- Grouch amenities are focused primarily on disgusting things, such as algae baths and pickled baked bean cakes. You have a knack for not only making these atrocities and enjoying them, but also not suffering from potential side effects such as disease. Basically, the perk allows you to take part in yucky activities without facing negative consequences besides ruining your appearance. For instance, you could swim in an algae-infested pool and not worry about getting infected or eat putrid oatmeal without getting a stomach ache. That said, this largely just protects you from indirect side effects; something that is outright intended to be lethal instead of being a byproduct will still harm you.

**Strange Pets** (400 CP, Discount Grouch)- Grouches are known for keeping unusual pets, everything from worms to rhinos to dragons. You have exceptional skill in taming animals that would be considered unusual for the setting. In addition, you have great skill in teaching them new things that should be beyond their comprehension, such as teaching an elephant to play the trombone or teaching a worm to fly a plane or even a spaceship.

**Got a Can?** (600 CP, Discount Grouch)- You can claim any ordinary trash can as your personal trash can, and slide yourself into it as if you were putting on a set of new clothes. Though the outside dimensions remain unchanged, the interior of the trash can is drastically expanded to include a full house that can include everything from a kitchen to a swimming pool. The trash can starts out with all the amenities of a grouch home, such as muddy plumbing, moldy refrigerators, and broken furniture, but you can add additional furnishings through physical effort; as you renovate, the interior will expand to make room for the new areas. Despite all this,

the things stored inside do not increase the weight of the trash can. In fact, you can make your feet come out the bottom while inside it, allowing you to walk with it. Moreover, a Grouch trashcan can also be used to access the Grouch world, the worst (best) of all dumps for Grouchkind. If someone tries to open the can when you are not in it, it will appear to be just an ordinary trash can. If the can you are using is lost or destroyed, you can select a new can, and all of the interior from the past can will reappear in the new can.

**Monstery Strength** (100 CP, Free Monster)- You have the raw strength of, well, a monster! You could drag several, still-running cars right off the street and to a game show without breaking a sweat.

**Two Heads Are Better Than One** (200 CP, Discount Monster)- You can alter your body to have two heads. Each of your heads functions independently and has control over half your body and half your powers. The two of you will need to learn to cooperate, but once you know how to work as a team, you can find many uses for this ability.

**Eat Anything** (300 CP, Discount Monster)- You have a highly durable mouth and stomach which allow you to consume almost any organic and inorganic thing, from typewriters to hotdog stands to avalanches. Somehow, no matter how indigestible the “food” should be, it helps replenish your energy. However, to activate this ability requires you to enter a berserk eating frenzy for 1 minute. Fortunately, the perk also enhances your metabolism. On the flipside, you can choose to not digest things and instead store them inside your stomach; in the case that the thing you ate was alive, it will remain alive as long as you choose to do so.

**Super Jumper** (400 CP, Discount Monster)- You can now use a telephone booth to transform into a great superhero! Well, you get the ability to fly, at least – controlling your flight and landings is another story entirely. There is one indirect benefit, though. Whenever you arrive on the scene in costume, you significantly increase the likelihood of people figuring out the solutions to their problems on their own.

**Jumper’s World** (600 CP, Discount Monster)- You can create a strange territory indoors that looks like a room drawn with crayons by a child. Powered by your imagination, the various items throughout the “world” are alive and often magical. The room specializes in teaching children about new things.



**Thunder and Lightning** (100 CP, Free Vampire)- By completing a count of something, you can summon a dark cloud that unleashes thunder and lightning. The effects are normally harmless, but you can toggle the cloud's power.

**Count It Higher!** (200 CP, Discount Vampire)- Counting things can be trickier than it seems. But for the Counts, it is as easy as breathing. By individually counting each item, you can perfectly count out how many of something there are, without ever losing track. If you change your focus to something else mid-count, you will still remember the number and place you left off at, even the 453<sup>rd</sup> brick on a wall.

**Mesmerize** (300 CP, Discount Vampire)- Sometimes people just don't cooperate when you're trying to count things. By waving your arms, you can instill targets with a sense of obedience. At low levels they will just stand there, but at higher intensities they will obey your commands. However, the effect quickly wears off unless reapplied. Furthermore, targets tend to resist when the commands threaten their life or that of others.

**The Tenth Cure** (400 CP, Discount Vampire)- Back in Transylvania, the Von Count family has a special way to cure certain ailments. To cure sclerosis or cirrhosis, close your eyes and slowly count from 1 to 10; to cure a headache, do the same except backward from 10 to 0. In both cases, a clap of thunder will sound once you finish counting, and the effect of your respective ailment will lessen. Repeat multiple times to fully cure it for good. Going too fast or losing concentration midway will break the spell. In time, you might be able to find additional counting cures to other ailments. The counting only benefits the counter.

**Rain Count** (600 CP, Discount Vampire)- By counting forwards, you can summon rain (but no thunder or lightning) that continues to pour down for a full day unless stopped. The rain can even occur indoors. To reverse the effect and end the rain, you must count backwards.

**Shuffling Earthquake** (100 CP, Free Snuffleupagus)- A Snuffleupagus moves slow for more reasons than just its weight – any faster, and the ground might start to shake. By simply jumping up and down, you can trigger magnitude 4 earthquakes in a 20 meter radius, and you might be able to have stronger effects if you do something more drastic.

**Blow Hard** (200 CP, Discount Snuffleupagus)- Your snuffle can be really powerful when you put your mind to it. Whether you blow regularly or just sneeze,

you can unleash a powerful blast of wind from your snuffle that can blow even heavy trash cans and lampposts away like stray leaves.

**Bigger is Better** (300 CP, Discount Snuffleupagus)- Due to their sheer size, the Snuffleupagus race has engineered its own oversized products to meet their needs, everything from giant toasters to buses. You are an expert at creating large versions of normal-sized items that can be used by giant beings.

**Oblivious to the Obvious** (400 CP, Discount Snuffleupagus)- What? You say that there's a Snuffleupagus standing right behind me? Don't be ridiculous. I'll turn around and prove you wrong once I'm done with this perk. As long as people are not aware of or do not believe in your existence, you have incredible luck in passing them by without them ever noticing. You could walk down the middle of the street, and everyone will just so happen to be reading a paper, bending down to pick up a penny, or otherwise occupied such that nobody notices you. You can turn this ability on and off selectively. However, the perk is of no use regarding people who are aware of your existence.

**Ihu Papa'a Lo'ihui Nui** (600 CP, Discount Snuffleupagus)- This long set of words is Hawaiian for "Snuffleupagus." Long ago, a Snuffleupagus was chased by the fire goddess Pele from island to island until the ashes on his back became rich enough for plants to grow, concealing him from the goddess' wrath. You can now transform into a massive Snuffleupagus, as large as a mountain. In this form, it is possible to grow plants and other things on your back. Moreover, just as Pele was fooled, all volcanoes and their products such as lava will mistake you for kin and not harm you. That said, this form is even slower than a regular Snuffleupagus; your top speed is just slightly faster than the tectonic movements of an average mountain, and any speed perks will only marginally increase your movement. You can shift into and out of this form at will, but your mountain form will retain any vegetation and other features that have been planted on your back unless you wish them gone.

**Fairy Tale Culture** (100 CP, Free Fairy)- Fairy tales seem to run on a different set of logic than the "real" world, but really it's just another culture when you take the time to understand it. You are able to quickly adapt to fairy-tale settings and understanding the rhyme (often literal) and reason behind things.

**Gotta Poof!** (200 CP, Discount Fairy)- The most basic spell for fairies is popping in and out of thin air. You can teleport between two locations you are familiar with. However, you can only use the ability twice a day.

**Pumpkin Spell** (300 CP, Discount Fairy)- You can use magic to turn different things into pumpkins. The pumpkins retain some of the physical and spiritual aspects of the original item, though. This ability also allows you to summon pumpkins.

**Shoeperson** (400 CP, Discount Fairy)- You have the power to magically summon shoes and make them appear on the feet of anyone in the facility. And not just ordinary shoes, no siree! You have access to everything from ballet shoes (that automatically make the wearer dance) to elevator shoes (which lift the wearer high into the air).

**Cookie Touch** (600 CP, Discount Fairy)- Anything you touch with this power will turn into a cookie. Does not work on living beings, and especially strong or magically-enhanced things may resist the process. Can be selectively turned on and off so you can enjoy other things as well.

**Recycler** (100 CP, Free Twiddlebug)- One man's junk is another person's treasure. You are skilled in taking used items and their individual parts and using them for a variety of different uses. In addition, it increases your strength to handle objects much larger than you, whether milk cartons as a bug or wrecked railroad cars as a human.

**Flight** (200 CP, Discount Twiddlebug)- As Twiddlebugs are related to beetles, they have wings on their backs that can extend out for flying. Unfortunately, they usually forget to extend their true wings and just flap their arms instead to little effect. You, on the other hand, know how to fly properly in your Twiddlebug form. Moreover, you always remember the ways you can fly and automatically know the best way to fly to suit your body's current form.

**Twiddlebug Party** (300 CP, Discount Twiddlebug)- As long as there are at least six people including yourself within 10 meters of each other, you can cause a party to spontaneously start, complete with balloons and confetti coming out of nowhere.

**The Door and the Wall** (400 CP, Discount Twiddlebug)- This perk has two powers to it. The first is the ability to dislodge doors from their frames and carry them about easily. The second is that you can use the doors to break down walls. Both aspects of the perk work regardless of the door and wall's material, but the effectiveness of the perk weakens if the door or wall is either at least four times

your weight or enchanted with magic. Why you break down the wall rather than go through the door is beyond me, though.

**Benign Observers** (600 CP, Discount Twiddlebug)- You sometimes get the idea that someone is watching you. Fortunately, whoever it is has decided to just observe. When people are watching you from a distance, they feel more compelled to leave you alone, and in fact potentially help you at times such as by putting out fires. The strength of the perk increases when the observers are much larger than you are. However, the perk does not account for hostility that the beings already have against you.

**Multi-Wingual** (100 CP, Free Bird)- You know how to speak and translate the different languages of birds, from albatrosses to zone-tailed hawks. The perk updates to include other avian species found in later jumps.

**Suitcase Egg** (200 CP, Discount Bird)- You can seal yourself up inside a standard suitcase or other common, medium-sized container, and remain inside indefinitely without being harmed. Nobody on the outside will realize that you are present until you exit the container; you know what they say – don't count your chickens until they're hatched!

**Follow That Bird** (300 CP, Discount Bird)- Once you set your mind on finding someone, nothing will stand in your way. Even if there's a wide area to search, you have the luck of coming into the near vicinity of your quarry if you search long enough. Even so, this does not guarantee that you will immediately apprehend the target, giving him or her opportunity to hide or flee. On the flipside, the perk also makes it easier for you to evade discovery by people searching for you; however, when that aspect of the perk is active, it inhibits everyone trying to find you, whether they wish to harm you or help you.

**Ambassador to All** (400 CP, Discount Bird)- You have an innocent and kind heart that allows you to make friends easily. Moreover, whenever you visit a new place, you are bound to find new friends there who can help you. The perk also increases your likelihood of encountering rare myths and other things that few people get the chance to meet.

**Song of the Phoenix** (600 CP, Discount Bird)- There is a legend in China about demons who tried to keep the sun from rising, and the phoenix who opened their hearts with her song. By putting your heart into it, you can sing incredible melodies that warm the hearts of even evil beings. The strength of the song

increases when your focus your lyrics and passion toward a place – whether a neighborhood, a kingdom, or a world. Such a song reaches out to listeners and seems to make the place's history come to life in the song, and showing that everyone's hearts are tied together with a common home.

**It's Not Easy Being Green** (100 CP, Free Animal)- Then again, you kind of like green. If you're a frog, at least. You are able to see the benefits of any form you are in, no matter how great or lowly, and you therefore also remain positive about yourself.

**One Fish, Two Fish** (200 CP, Discount Animal)- You are a master at wild fishing, such that you can throw tons of fish onto dry land in a minute flat.

**Skeleton Clothes** (300 CP, Discount Animal)- You can take off your skin like clothes and walk around as just a skeleton. Just make sure you remember how to put your skin back on when you're ready to get dressed again. Also, it is possible for other people to put on your skin-clothes, and for you to put other clothes or equivalent coverings on in place of your skin; however, as your skin was made especially for your body, other clothes won't fit on well, and other people won't get your skin to fit quite right, so perhaps it's best to keep a close eye on it so you don't mix it up with someone else's.

**Hero Guy** (400 CP, Discount Animal)- By drawing a cartoonish superhero bear, you can bring Hero Guy to life. He can do lots of things from changing size to transforming himself, leading to lots of great adventures. However, keep in mind that he is more of the "help people out" kind of hero than the "fight bad guys" kind of hero. In addition, he can only be summoned from a drawing once per day for ten minutes.

**Over the Moon** (600 CP, Discount Animal)- Why did the cow jump over the moon, anyway? Because it's there. By timing your jump just right, you can jump up and over the moon and then safely descend back to the planet below. You can either land exactly where you started, or use a regular orbit trajectory to land somewhere else on the globe. However, this does not grant you the ability to land on the moon, just leap over it. You can also potentially interact (without getting hurt) with other things between the ground and the moon, such as satellites and miscellaneous debris. Who knows? You might even find a banana to eat midway.

**Part of the Crowd** (100 CP, Free Humanoid)- You have a very plain and indistinguishable appearance that makes it difficult to pick you out from a larger

crowd of people. People might be able to recognize you by certain traits, but simply changing your clothes could make you seem like a different person.

**Sound Man** (200 CP, Discount Humanoid)- You can perfectly mimic any general sound, whether the bleat of an animal or the tune of a trumpet pound of a hammer. Just remember that not everyone might immediately recognize the sound, so try to be clear when you are asking for something; it might be easier to say that you want a hotdog instead of a hot “bark-bark!”

**Who Are the People in Your Neighborhood?** (300 CP, Discount Humanoid)- With just a little work, you can become anything you want, or switch between them, from firefighter to cook to police officer. Within this jump, you can take up to three jobs. Please note that this does not grant you extra job backgrounds in later jumps. Even so, the perk additionally makes it easy for you to, in any jump, learn new basic jobs, switch between them, and mix them together.

**Crazy Prepared** (400 CP, Discount Humanoid)- Some people might scoff at you taking an umbrella, flashlight, and bowling ball to the bath with you, but you never know when you’ll need them. For instance, what if you’re taking a bath, and the lights go out, it starts to rain into the bathroom, and someone comes in asking to borrow a bowling ball? You have uncanny hunches about what items you should have with you at any given time.

**Art Imitating Life** (600 CP, Discount Humanoid)- The more humanoid Muppets are often used as Sesame Street incarnations of celebrities and other famous individuals, and sometimes the human and puppet versions get the chance to meet. Assuming you have a Muppet body form, you can manifest another of your forms (human or something else) as a separate body. On the flipside, if you are in a non-Muppet form, you can manifest a Muppet version of yourself as a separate body; different bodies can manifest different Muppet forms accordingly. Your two selves look largely the same except for material differences, and general physical aspects are shared between the two forms. However, specific powers that are independent of the body and mind will remain in the original self who manifested the second one. Each body acts independently, though both retain your memories and personality. If your original self decides to revert the perk, the second person will vanish and return to you with any memories it has collected, but if you summon it forth again your extra body will act as if it had just taken a quick break.

**Honk Around the Clock** (100 CP, Free Whatnot)- By pressing your nose, you emit a musical “honk,” and by pressing onto your noggin you can emit a “ding.”

You can use either method to communicate in a special language with companions of your choice. Plus, this means that both your nose and head are given a degree of resistance against physical damage.

**Stink Head** (200 CP, Discount Whatnot)- Then again, what is stinky to one person might be a beautiful aroma to another. You can make flowers grow on your head; you are initially limited to stinkweed, but you may be able to learn how to grow other flowers in time.

**Martian Beauty** (300 CP, Discount Whatnot)?- You can alter your body parts so that you have the same number of each part, from one to nine. For instance, you could make it so that you have nine eyes, nine arms, and nine belly buttons. At the default state all your body parts are the same number, but you can change the number of specific parts as well. You can change the number whenever you like, and likewise reset your form to its normal arrangement when you get tired of the current set-up.

**Rubber Soul** (400 CP, Discount Whatnot)- Like Cecile, you can become an orange ball of ambiguous clay and plastic. In this form, you can bounce, roll, spin, and distort your body into everything from a pyramid to a cylinder. Plus, you can split yourself into multiple copies, albeit in the same form.

**The Perfect Machine** (600 CP, Discount Whatnot)- Machines are perfect, because they are never wrong. Why are they never wrong? Because they are perfect; if there is an error, it must be a mistake because machines are perfect...are perfect...are perfect. As a “perfect machine”, you can perform the functions of any mundane, mass-produced machine, from a toaster to a hula hoop-producing machine. This includes mundane machines in other settings, but only if they are technologically-based and are considered mundane there; for instance, you could perform the functions of a vaporator or a power calibrator in Star Wars, but not those of a lightsaber or a cloaking device. However, there is a 1/3 chance each time that the machine’s function will backfire on you.

## **Job-Discounted Perks**

**Quick Learner** (100 CP, Free Student)- You are a model student, easily learning and remembering new things when taught. Also increases the likelihood of you being paired up with teachers who are positive role models.

**Exclusive Feature** (100 CP, Free Reporter)- You have a talent for getting access to exclusive interviews with famous (and strange) people, and you tend to know just when to be on the scene to cover an important part of the story.

**The Customer is Always Right** (100 CP, Free Shopkeeper)- Customers can be really troublesome sometimes, with all sorts of fancy requests, but what else can you do but try to please them? You are able to fulfill customer requests in a satisfactory manner through your own work, even if the demand is insane. For instance, you could be asked to serve a baked bean-chocolate ice cream sundae with pickles, whipped cream, and a little radish on top, and you will be able to make the best sundae of that sort. If you try to abuse the perk, though – such as tell people to specifically request rare things for your ultimate benefit – the perk won't work nearly as well.

**Fix Almost Anything** (100 CP, Free Fixer)- You are skilled in fixing all sorts of mundane items such as appliances, signs, and bikes. Moreover, you gain increased skill in repairing unusual items if you can relate their appearance or function to that of an ordinary item.

**Why Do I Always Come Here?** (100 CP, Free Waiter)- Some people complain again and again about the lousy service, but they always come back. Whenever you have a job and mess up something with the customer, he or she will still get mad at you, yet forget to report your actions to anyone and continue to seek out your service.

**Sing** (100 CP, Free Musician)- Just sing – or play – a song. Sing out loud, sing out strong! You can start a musical number anywhere and not get in trouble with people there. That said, other things you do during the song, such as clogging up the telephone line, might get people upset. It also does not protect you from potential dangers while singing, so it's probably not a wise idea to start singing in that minefield.

**Handyman** (100 CP, Free Construction Worker)- So your bud forgot his radio, and he wants to listen to music while working. Why bother going all the way home for it when you can just use the pile of wood on hand and make a piano? You can use basic materials on hand to make any mundane item that fully functions like a regular one. Even so, the materials used may affect the final product; for instance, it's probably not a good idea to make a wooden furnace. In addition, the difficulty of using the perk increases with the complexity of the tool being made.



**Psst! Come 'Ere!** (100 CP, Free Salesman)- You are as sneaky as a snake oil salesman, and can convince individual targets to buy just about anything, even an empty box or air. As long as the target is alone, you can convince him or her that your product is highly valuable. However, even though the subject may be persuaded that your item is worth the buy, he or she may still choose to pass on it due to already owning a similar item or not having any money on hand.

**Learning is Fun** (100 CP, Free Teacher)- You are skilled in getting people engaged and excited about whatever you are teaching, ensuring that they will pay attention and learn from your teachings.

**On With the Show!** (100 CP, Free Gameshow Host)- A gameshow won't really work out if the participants refuse to, well, participate. You have a knack of getting people to take part in your shows and games. Even if someone adamantly refuses to take part, his or her actions can somehow be interpreted as willing participation; for instance, an individual's actions to make you leave might actually turn out to be valid answers to the quiz you're running.

**I'm Looking for Somebody** (100 CP, Free Cowboy)- You have a rough look about you, so people are quite willing to point you in the direction of specific people you're looking for, just as long as it's not them.

**Six Dollar Man** (100 CP, Free Scientist)- Whenever you are trying to create some sort of machine, whether a robot or a car, pick a specific amount of money. You can then find all of the necessary materials you need to make that item for exactly that specific amount of money. You could even make a "six dollar man" robot for just under six dollars (including taxes). Just keep in mind that if you lowball the standard cost for the desired invention too much, the perk will lead you into finding substandard items that, while technically functional, will cause the machine to malfunction.

**Growing Minds** (100 CP, Free Farmer)- On Sesame Street – and in the countryside – even simple plants and animals can talk and live their own lives like you or me. Within the jump, this largely gives you better farming skills with plants and livestock. However, though it isn't of the most help here, you can also give your farm animals and plants sapience such that they can even talk and sing. To make this happen, you will have to personally tend to them on a steady basis. When harvest time comes, assuming that the harvest will kill the crop or livestock in question, the plants and animals will return to as they were before you applied

the perk; however, if they have found their own identity over their period of sapience, they will reappear in a copy of their old body with their old personality back.

**A La Peanut Butter Sandwiches** (100 CP, Free Magician)- With these magic words, you can make things disappear and reappear (they're actually just being moved to and from somewhere far away). In addition, with enough practice you can mix other words into your spell to have other effects such as body swapping, shrinking, and transformation; of course, the phrase "trial and error" implies that there will be some minor errors along the way.

**Forget the Garage; First Go to the Library** (100 CP, Free Cab Driver) So your cab is broken, and you have an impatient customer wanting to go to the library (why couldn't he have gone to the zoo instead?). Well, not to worry. With this perk, you can convince people towing your vehicle, whether for repairs or because it's being impounded, to detour and transport you first to another place of your choice. However, they will eventually go to the original place they had in mind, and they are not obliged to go in a hurry.

**Rhyming Clue** (100 CP, Free Detective)- If you are looking for a definitive answer to something, such as where stolen goods were hidden or what weapon was used by the crook, you suddenly know that it rhymes with a specific mundane word, such as cat or fog. That said, there may very well be many things that rhyme with the word, so you'll have to be sensible about what it's hinting at. If the answer does not rhyme anything, you will hear nothing in your head.

**WASA Graduate** (100 CP, Free Astronaut)- You have passed the WASA's tests to become an astronaut. You can hang onto things even when they are moving at high speeds, and you are immune to become dizzy (you could get spun around or bounced up and down and still walk in a straight line).

**I'm Going to Call the Police!** (100 CP, Free Telephone Operator)- Remember, kids: prank calling can have consequences. If you are continually antagonized in some manner, you have the ability to home onto the location of the perpetrators and sic the police on them. As long as your complaint is legitimate, the police will take the necessary actions against the offender(s).

**CyraNose** (100 CP, Free Noble)- What a nose! You can turn your nose into a long, swordfish-like extension. The nose is actually quite sturdy, and you know how to

swing it like a weapon. You can also make your nose turn back into a regular nose so it doesn't get in the way when you're trying to read the paper, for instance.

**I'm On My Break** (100 CP, Free Bellhop)- When someone asks you to do something, you have a way of finding excuses to put off doing the work – and the person asking you will see it as a valid justification. Even so, you'll probably want to do the chores eventually, or people might get frustrated.

**No Room For More** (100 CP, Free Elevator Operator)- When you are in a room that is no more than 8 times your size (or hold no more than eight people, whichever is smaller), you can increase your size to prevent anyone else from fitting into the room. In the case of exceptionally tiny people, the perk will not work.

**Pilot to China** (100 CP, Free Miner)- Pilot? I meant “pile it” over there. All that dirt has to go somewhere. You are now able to, with simple a spade, dig a small tunnel equivalent to anywhere in the world, as long as you have a specific destination in mind. You could even dig a hole all the way from New York City to China in just a couple days tops. You do not have to worry about cave-ins and normal mining risks, and people can squeeze through with no major problems (though it might be a tight squeeze and rather dark). Who knows; maybe you'll even dig your way into a Fraggles Hole, or make one inadvertently. However, the tunnels depend on there being solid ground to dig through; you can't use the perk to dig a tunnel from Earth to the moon, for instance.

**Super Nanny** (100 CP, Free Nanny)- You are an especially skilled and cheerful nanny, always exuding happiness. You can hear the cries of unhappy people from miles away and track them down to the source.

## Items

Sesame Street is always supportive of local businesses, so feel free to make some buys while you have the time. All discounts are 50% off. Any item that is damaged or lost will be returned in restored condition to you after one week has passed. Stores and other location-type items, if not imported into a jump, can be accessed as an extension of the Warehouse.

**Barkley** (50 CP)- A lovable, big Muppet dog who is very affectionate and curious. Also, since he is made out of cloth rather than true dog hair, you will never need to worry about dog allergies.

**Wolfgang** (50 CP)- An energetic seal who loves bouncing things on his nose. He also loves fish, and gets very excited at even the word.

**Kupekeji** (50 CP)- A baby worm all the way from South Africa's Takalani Sesame!

### **Species-Discounted Items**

**Sesame Street Collection** (50 CP, Free Drop-In)- You get a full collection of all Sesame Street episodes, playable in any video format, along with the various books, CDs, and other related media. Furthermore, in any following jump there will be an equivalent of Sesame Street existing, and you will get whatever media comes in that jump; in the case that the jump has Sesame Street (if it is one on modern Earth, for instance), you will get that material and discover that there are some interesting little differences between the normal version and the one in the jump you are on.

**Extras** (200 CP, Discount Drop-In)- A collection of various works that were never released from the production studio – everything from scripts and artwork for episodes, to stories told by the cast, to unreleased material such as Big Bird in Ireland, to videos of impromptu backstage acts like classic vaudeville routines.

**Puppet Collection** (300 CP, Discount Drop-In)- You have access to the full collection of puppets used by the Children's Television Workshop.

**Guest Star Gigs** (400 CP, Discount Drop-In)-The small slip of paper ensures that you will be popular as an invited entertainer on TV shows, concerts, and other special events all over the place. It won't ensure that you will get a full-time part with any of those places, but impress them enough and they might invite you back for a second time. The effectiveness lowers when you lack a job or known achievement to justify inviting you.

**Sesame Studios and Sets** (600 CP, Discount Drop-In)- A fully-stocked and complete copy of the main studios used for producing Sesame Street, complete with the sets used for filming. In addition, you get a set of mundane city backdrops that are surprisingly realistic; people who pass by them and the adjacent

sets will be convinced that they really are the places they are imitating until they investigate closely or are told otherwise.

**Books from the Street** (100 CP, Free Native Human)- A variety of literature only found on Sesame Street such as Trash Gordon sci-fi, fairy tales, and monster literature.

**Junk Shop** (200 CP, Discount Native Human)- A specialty shop with random knick-knacks and junk you can sell – or at least try to. However, every once in a while a rare and possibly magical item will turn up amidst all the miscellaneous things. If you focus on selling a specific style of item, such as Oriental goods or pirate souvenirs, these bonus items will tend to match that theme. The store follows you between jumps and appear at a location of your choice in each jump.

**Bamboo Pole** (300 CP, Discount Native Human)- A long, thin but sturdy stick of bamboo that Kaguya-hime carried with her. It makes you feel strong inside, and gives you the courage to move forward and enjoy life, even when you have to say goodbye to things along the way.

**Hiding Cage** (400 CP, Discount Native Human)- This large cage seems to be the perfect hiding place for people that are looking to hide. Anyone who is trying to hide and sees the cage will feel compelled to hide inside, and nobody will realize the problem with this until after the cage has been locked. The cage does not have magical enhancements, but perhaps you could add something yourself.

**The Street We Live On** (600 CP, Discount Native Human)- A tall, traditional street sign labeled “Jumper Street”. When this street is planted in a neighborhood, it is given official recognition in the city ordinances and blesses the area with the subtle wonder that embodies Sesame Street. People will be more likely to be friendly with each other and work together to resolve problems. It also protects the neighborhood from potential threats such as natural disasters and murderers by diverting them elsewhere or dispelling their danger, but especially powerful threats can still push through with enough effort. The sign’s powers only cover a 500 foot radius as well at 100 feet up and down from the ground. If the sign is destroyed, a new sign will appear in the Warehouse after a year; the loss of the sign will gradually make the supporting magic fade from the neighborhood, but since the sign encouraged positive values rather than forcing them, communities that have grown used to the sign will likely be able to maintain the hospitable environment (though they might need to take a few more measures against outside threats).

**Trash Can** (100 CP, Free Grouch)- A stinky trash can just your size. Does not come with expanded interior space unless you take *Got a Can?*

**Sloppy Jalopy** (200 CP, Discount Grouch)- A rundown mess of a car that looks like it came straight out of a landfill. It tends to break down at a moment's notice, but overall it's rather hardy, and it will never completely break.

**Broken Records** (300 CP, Discount Grouch)- A set of records and music recordings that either are scratchy, contain trash-related sounds, or both. Perfect for driving all listeners crazy.

**D.O.G. Membership** (400 CP, Discount Grouch)- A lifetime membership to the Disagreeable Order of Grouches Club. Makes it easier to find grouchy people wherever you go, whether in this jump or the next.

**Bus Stop Sign** (600 CP, Discount Grouch)- A slightly heavy but still portable bus stop sign. Whenever and wherever you set it down (even in the middle of a house), the immediate vicinity automatically becomes an official stop in a bus route. In a setting that lacks buses, either an available equivalent such as a caravan will appear instead or a grouch bus will show up anyway, as even your benefactor does not wish to get stuck in an argument with a grouch.

**Monsterpiece Theater Collection** (100 CP, Free Monster)- A collection of all Monsterpiece Theater classics, everything from Me, Claudius to The Monsters of Venice to Twin Beaks. Updates every jump to include classic works found in the jump, albeit as short sketches by Sesame Street monsters.

**Golden Triangle** (200 CP, Discount Monster)- One of the rarest triangles in the world. Just having it in your possession greatly increases your luck in discovering triangle-shaped things.

**MNN** (300 CP, Discount Monster)- Short for "Monster News Network." You own the rights to this international broadcasting station, and you can use it to contact monsters from all around the world for their stories. The station comes with you for following jumps, allowing you to feature monsters from that world in various news clips; this only qualifies for things that are biologically "monster", and evil humans who could be called "monsters" do not qualify.

**Furry Arms Hotel** (400 CP, Discount Monster)- A large hotel designed to cater to animals of all sorts as well as smaller monsters (humans are also welcome, though

they might have a little trouble squeezing in the door). It also has spaces open for various businesses. You now have the deed to the hotel, and you can bring it with you to other jumps, where it will appear at a place of your choice.

**Weather Machine** (600 CP, Discount Monster)- A special little device that allows you to create weather indoors. By selecting one of several options such as snow, wind or rain, you can change the weather inside a building to match. Please keep in mind that there is no “sunny” option. Moreover, the machine only turns on the weather, so the weather will continue even if the machine is removed from the site. In the case that you dislike the weather in your home, feel free to switch the item to a different weather setting, or wait for the weather to finally die down after twenty-four hours. Might be good to have an umbrella with you.

**Numbers** (100 CP, Free Vampire)- You own a set of three-dimensional, animate numbers ranging from 1 to 20. Having the appropriate number with you for the *Sesame Street is Brought to You Today By...* perk greatly increases the perk’s luck.

**Countmobile** (200 CP, Discount Vampire)- An antique convertible with bat wings on the sides. The bat wings can in fact be used for flight. In addition, the car has secret compartments for up to 99 bats (or other small things).

**Count’s Countdown** (300 CP, Discount Vampire)- You now own a radio and television show for music and music videos that follows you across jumps. The only catch is that all of the songs must at least tangentially features numbers. The studio can be located at the top of any commercial building of your choice in the jump and in any following jumps.

**Thunder Cloud** (400 CP, Discount Vampire)- A baby thundercloud that follows you around and produces thunder and lightning when you count. It doesn’t know any combat abilities, though. You can teach it new things such as combat or making thunder when you’re not counting with enough work.

**Von Count Castle** (600 CP, Discount Vampire)- A spooky yet rather homey castle of the Von Count architecture. The castle attracts spirits and other spooky things, but also makes them more peaceful and friendly. You can bring the castle with you to other jumps and set it down at a site of your choice.

**Cave** (100 CP, Free Snuffleupagus)- A large yet comfortable cave perfect for a Snuffleupagus – or a whole family of them – to call home. The cave follows you between jumps and shows up at a place of your choice.

**Snuffle Phone** (200 CP, Discount Snuffleupagus)- A rotary telephone that you can place in your home, or even in your Warehouse. Whenever someone wants to call you, they will find a phone (usually in a form resembling a telephone booth) and automatically know the number to dial. In the case that they are somewhere without any telephones, or even service, a telephone will nevertheless appear somewhere around them, such as magically out of nowhere from a nearby tree.

**Mega Toaster** (300 CP, Discount Snuffleupagus)- A Snuffleupagus-sized toaster that is fitted with a ready supply of toast (of the Snuffle Loaf brand). However, there's a little glitch in the machine. Whenever you try to make toast, the giant-sized piece of bread will be ejected like a rocket and crash down somewhere within a block of the launch site. You know how to switch the toaster between its "broken" mode and a mode that will properly toast the bread. The bread supply for the toaster automatically regenerates as it is used.

**Golden Cabbage of Snufertiti** (400 CP, Discount Snuffleupagus)- Having decreed that the favorite food of the Snuffleupaguses shall be the cabbage, Queen Snufertiti commissioned a golden cabbage to honor the discovery. This copy of the Golden Cabbage increases the holder's luck in finding cabbage. Also, merely by holding the treasure close by, the user is granted enhanced digestion abilities that better metabolize food and eliminate harmful toxins and the like. In addition, it should be noted that ancient Egyptians valued greens such as lettuce for...greater fertility of the body, so you may wish to check out those benefits if you're old enough. Furthermore, the Egyptian God Set, whose head was of a yet-to-be-identified animal (hint: it seems to have a strange, long snout), loves cabbage, so he will have compassion for the holder and grant him or her luck in avoiding violence and strife, as well as in traversing deserts.

**Kahuna Logs** (600 CP, Discount Snuffleupaguses)- Though many people have forgotten about them, Snuffleupaguses have long lived on Hawaii, and they took much of what they learned back to their underground caves. This collection of old documents accounts for all of the arts of kahuna, a mystical set of ancient skills ranging from craft talents such as navigation and canoe making to sorcerous techniques such as divination and healing. Most Snuffleupaguses aren't too interested in these abilities, but they have nevertheless saved them from being lost from history, and they are perfectly willing to share a copy of all the teachings with you.



**Wand** (100 CP, Free Fairy)- A decent wand for enhancing your magical skills. Could be potentially upgraded with enough work. Works for a variety of different magic styles both here and in other jumps, and it can be used as an adequate substitute for magics that require use of a wand.

**Rapunzel-Brand Hair Gel** (200 CP, Discount Fairy)- Using this shampoo will make your hair grow longer and longer and longer. You can also use your hair to grab things. If the hair is cut, the hair stops growing and you can cut it back down to a reasonable length. When used up, the shampoo gel will refill after a week has passed.

**Pandora's Lunchbox** (300 CP, Discount Fairy)- A copy of Pandora's lunchbox, containing inside it a variety of animate, mischievous giant foods. Any foods placed inside become similar magical foods. Still, be careful about letting them run loose.

**Tooth to Coin Machine** (400 CP, Discount Fairy)- A device from the World Tooth Bank, perfect for tooth fairies in training. The device turns inserted teeth into coins. Generally, normal teeth becomes coins of low denominations, but rarer teeth such as those from fossils or strange beasts might become coins of greater value.

**Magic Mud** (600 CP, Discount Fairy)- A puddle full of magical mud that has the potential to bring inanimate objects to life. The mud is most effective on dirty things. If the item in question becomes clean, the effect of the mud wears off. When used up, the puddle regenerates within a week.

**Paper Clip Shoes** (100 CP, Free Twiddlebug)- Two large paperclips that work like snowshoes when worn.

**Postage Stamp Pictures** (200 CP, Discount Twiddlebug)- A collection of postage stamps that have been made into large, portrait-sized pictures that you can hang on walls. You get new stamp pictures in each jump, reflecting the stamps used in postage for those jumps.

**Smoke Detector** (300 CP, Discount Twiddlebug)- A smoke alarm that you can fasten onto a wall; if any smoke appears, it will begin ringing very loudly, enough so that even people a good distance away such as giants overhead will still hear a faint ringing and know that there's a fire.

**Beach Umbrella** (400 CP, Discount Twiddlebug)- A large umbrella, the kind that you use at the beach. Therefore, it seems logical that where there is such an umbrella, there should be a beach. Whenever you plant the umbrella in the ground, anyone who passes by will assume that they are at a beach and act accordingly; they will not realize that the location is in fact not a beach until five minutes have passed.

**Family Car** (600 CP, Discount Twiddlebug)- A fair-sized convertible. Somehow, if at least four people carry the car, they can move it long distances on foot without getting tired. You'll probably get to your destination faster if you *drove* the car, though.

**Nest** (100 CP, Free Bird)- A large nest that is surprisingly comfy to sleep in. Adjusts to fit your size no matter how small or large you are.

**Birdland** (200 CP, Discount Bird)- A snazzy jazz nightclub that attract bird musicians of all sorts in any jump it is situated in – both musicians who name themselves after birds and birds who like to play music. Appears at a destination of your choice in any jump.

**Nestropolitan Opera** (300 CP, Discount Bird)- A fine opera house that conducts many beautiful albeit silly opera performances in every jump it is brought to. Appears at a destination of your choice in any jump.

**Feather of Osiris** (400 CP, Discount Bird)- Actually a substitute for the feather that the Egyptian god Osiris uses to weigh the souls of the dead. You can use this feather to guarantee a fair trial – though the means of trial varies between cultures – and it also grants you and your companions the chance to speak out on the verdict before the final judgment is passed, in the hope that the judge will be lenient.

**Phoenix Scroll** (600 CP, Discount Bird)- A beautiful wall scroll with an image of the Phoenix in the center. By activating the scroll, you will see four separate images of unnamed places on the corners of the map. When you find and visit one of the places, you will receive a clue, and together all four clues will lead you to a location where you can summon the Phoenix. When the Phoenix appears, it is said that a miracle will happen. However, once you discover the first location, you will receive an hourglass with sand; when the sand runs out after a week, the scroll will reset and you'll have to start over with a new set of locations and clues. You can

only activate the scroll three times per jump, and you can only summon the Phoenix once per jump.

**Treasures of the Alligator King** (100 CP, Free Animal)- Seven different sets of treasures owned by the legendary Alligator King – seven pearls (oyster shells attached) from the China Sea, seven golden clocks of alligator maids, seven rubies from the Sheikdom of the Down There Beneath, seven lemon drops, seven silver jars of fancy (and potent) perfume, seven diamond rings, and the king's large crown. The crown is actually from a thrift store and cost just seven cents, but it may be the most valuable of them all; while the other treasures are mundane albeit fancy, the crown makes the user into a more generous person who sees the true value in helping other people through actions, not simply gifts.

**Perpetual Porridge Machine** (200 CP, Discount Animal)- A bulky machine that, once activated will continue to produce bowls of porridge until you say “That’s enough porridge” to shut it down.

**Wiggleprise** (300 CP, Discount Animal)- A copy of the famous worm rocket, the Wiggleprise. It can adjust its size proportionally to fit passengers ranging from worms to elephants, and in any size can fly through space. Some of the mechanics need a bit of adjustment though; why the heck is a critical safety switch OUTSIDE the ship?

**Guardian Lions** (400 CP, Discount Animal)- Two colorful and furry Chinese lion statues. They are able to stay posed in one spot like normal statues indefinitely, but they in fact have lively personalities and enjoy romping around (their behavior is actually closer to dogs than cats). The lions are also pretty acrobatic.

**Above It All** (600 CP, Discount Animal)- A propeller hat that grants you the ability to fly indefinitely. You can fly freely around in whatever form you are when wearing the cap, or you can use it to transform into a strange airplane version of yourself. However, the hat does not give you extra abilities for combat purposes while flying.

**Bottle Cap and Paper Clip Collection** (100 CP, Free Humanoid)- You get a deluxe collection of rare bottle caps and paper clips. In every subsequent jump, you will get another set of bottle caps and paper clips for that world.

**Rubber Duckie** (200 CP, Discount Humanoid)- A very fun bath toy that makes bathing much more engaging when you have it with you. Moreover, it acts as a minor good luck charm.

**Pigeon Prize** (300 CP, Discount Humanoid)- You have a yearly, never-ending subscription to the J.C. Pigeon Company, world renowned for delivery high-quality pigeons and their eggs to customers. You will get a batch of either eggs or pigeons each year, and somehow their delivery boys can find you no matter which world you are jumping to. You also get a code that you can use on TV remotes and the like to access a special channel showing The Wonderful World of Pigeons.

**Letter Television** (400 CP, Discount Humanoid)- A simple television that seems to be malfunctioning. Whenever it is turned on, the screen always displays a random letter and repeats it over and over. However, if you inspect the back of the TV when it's on, you will be able to pull out various things starting with that letter. After you extract four items, the fifth item will be a print of that letter; the TV will then begin displaying another letter in the alphabet.

**King of 8's Castle** (600 CP, Discount Humanoid)- You have a copy of the castle owned by the famous King of 8. The entire castle, from the flags to windows, comes in sets of 8. This emphasis on eight gives the castle a lucky aura, and things that also come in 8 are similarly blessed with luck if brought to the castle. However, the luck of the castle disappears whenever there is something at the castle in a number larger than 8. The only exception is the garden, which instead embodies the number 6.

**Pinball Metropolis** (100 CP, Free Whatnot)- An incredibly complex and large "pinball city" machine with a dozen different zones ranging from a golf course to a farm to a medieval kingdom. The pinball arcade is dedicated to the numbers 1 through 12. Oh, and it plays a catchy tune in the process.

**Martian Saucer** (200 CP, Discount Whatnot)- A flying saucer complete with a teleporter to send you down to Earth when you want to explore. It's a slightly older model, though, so be careful so the radiator doesn't overheat.

**Beware of the Box** (300 CP, Discount Whatnot)- A strange, red box that can unfold its sides to reveal a seemingly empty interior. About the size of a small bird, it can travel on wires such as telephone wires. When it reaches a target, it will display images to make the victim curious enough to peer inside. As soon as someone puts part of his or her body into the box, even if it looks too small, the

box will suck the full body in. Only things the size of a human or smaller can be pulled in. Everything that enters the box seems to vanish, but the sounds of the captured beings can be heard when the box is opened. The box has no storage limit, but anything not removed within twenty-four hours will reappear within a 5 mile radius of the item, unharmed, on top of an open cardboard box. The box is obedient to you and will obey your directives.

**Island of Emotion** (400 CP, Discount Whatnot)- You now have the deed to the Island of Emotion, and you can bring it with you to other jumps. The different areas of the island, from the Happy Harbor to the Weeping River to the Woods of Yow!, are imbued with specific emotions such as happiness, sadness, and surprise in the very air, affecting both living and inanimate things in the vicinity. Given enough time, you might be able to add new areas to the island to symbolize other key emotions.

**Wand of Silent E** (600 CP, Discount Whatnot)- Want to turn a cap into a cape, or a pin into a pine? With this seemingly mundane, needle-like wand, you can add an “e” to the end of an object you touch, assuming there is such a word, and it will instantly turn into that thing. Only works on nonliving things, and only one “e” can be added. Moreover, as the wand was intended for educational purposes on Sesame Street, it only works on normal words that existed when Sesame Street was produced; when you take it to other jumps, it will only work with words that existed in the English dictionary or vocabulary in the 20<sup>th</sup> and 21<sup>st</sup> centuries.

### **Job-Discounted Items**

**School Supplies** (100 CP, Discount Student)- A backpack full of items for schoolwork. Open it when you are in class, and you will find whatever items you need for the class.

**Invisible Camera** (100 CP, Discount Reporter)- The reporter is the center of a news story, but the cameraman is always vital, even if he never gets any screen time. You can now summon an invisible and silent camera operator who will film you without interfering with the scene. You could be harassed by overly affectionate lambs or nearly hit by a low-flying jet, and the camera will continue to film undeterred until you switch it off. You can then access the film and play it on any video machine for the full story.

**Jumper’s Store** (100 CP, Discount Shopkeeper)- You own the deed to a classic convenience store-diner combo. The building is fairly compact, but it has a

friendly atmosphere and becomes a hub for activity in any neighborhood it is placed in. You can bring the store with you to other jumps and set it in a location of your choice in each jump.

**Fix-It Shop** (100 CP, Discount Fixer)- Your own repair shop. People from all over the place will bring in their broken items for you to fix for them, and pay you accordingly. You can bring the shop with you to other jumps and set it in a location of your choice in each jump.

**Waiter's License** (100 CP, Discount Waiter)- With this nifty diploma, you can easily find a job as a waiter or other basic server at any food-serving establishment. Does not help you acquire higher ranks, though.

**Instrument Collection** (100 CP, Discount Musician)- A large collection of musical instruments with all sorts of types and sizes.

**Hard Hat** (100 CP, Discount Construction Worker)- A sturdy helmet that will protect you from any physical damage from things that hit your helmet.

**The Golden AN** (100 CP, Discount Salesman)- A golden medallion with "AN" written on it. This valuable treasure gives you increased luck in finding things that rhyme with "an".

**Classroom** (100 CP, Discount Teacher)- A fair-sized classroom that you can conduct classes in at any time. Follows you to every jump and appears at a school of your choice.

**Game Show** (100 CP, Discount Game Show Host)- What is a host without a game show? Any gameshow of your choice that you can personally run. Whatever you choose, you will always finding willing participants. Follows you across jumps and appears at a location of your choice.

**Mark of Cowboy X** (100 CP, Discount Cowboy)- Used by Cowboy X to leave "X" marks on pretty much everything in Shiddler's Gulch, this is a large stamp rod that can be wielded even while riding a horse. Anything it is pressed against gains a large "X" that is difficult to remove, whether living or inanimate.

**Memorybot** (100 CP, Discount Scientist)- A robot powered by memories. It can scan the memories of individuals around it and use those memories as a fuel source; please note that this consumption process does not erase the subjects'

memories. It can also display those scenes on a screen on its back. Moreover, the robot has mental processing capabilities, so once it gets going and generates its own memories through its own experiences, it can use those memories as an extra power source, giving it perpetual energy. Maybe you can find a way to share that energy...

**Magic Apple** (100 CP, Discount Farmer)- A seemingly humble red apple that people recognize has a mystical aura to it. Show it to any king, and he will let you live at his castle and marry his daughter if circumstances allow. However, the more powerful the king is, the more resistance he may have to the compulsions imposed by the apple.

**Magic Magazine** (100 CP, Discount Magician)- You have an infinite subscription to Magic Magazine, full of magic tips and interviews for budding magicians. The magazines themselves are magical; whenever someone new takes one, the magazine will alter itself to feature that person on the front, complete with a feature story.

**Anywhere Driving License** (100 CP, Discount Cab Driver)- Why is there a taxi driver in the middle of the jungle? Does he even have a license for that? Actually, he does – now you have a universal license that allows you to drive a car or equivalent vehicle in any setting, even ones where such transportation would seem out of place. Holding it also gives you enhanced skill in driving your car under those circumstances.

**Seeing Clue Dog** (100 CP, Discount Detective)- A loyal dog who follows you around and finds clues for you. When it discovers an important lead, it will do its best to inform you, so please pay attention to it.

**Mission Control** (100 CP, Discount Astronaut)- A bunch of devices hooked up to a television screen. The system allows for two-way visual and audio communication between the machine's location and any other location of your choice, even in space; it doesn't matter if there is no machine on the other end. That said, all of the different gizmos, from the krasanopholus to the schmooze mechanism to the franastrat, are rather finicky, so it takes multiple attempts to get a stable connection; until that point, you might accidentally connect with another place at random, or lose connection after a minute or so.

**Telephone Booth** (100 CP, Discount Telephone Operator)- You can tell it's a telephone booth because the sign says, "Telephone." Up to four people can

squeeze tightly inside. The door can be closed up and the booth dragged around, but the phone will still remain linked to the network.

**C Bed** (100 CP, Discount Noble)- To be more precise, the bed of the princess from the fairy tale, the Princess and the C. Meaning that instead of peas under the bed, there are all sorts of things that start with C, such as coconuts, crocodiles, and cacti. It might not sound like a pleasant way of resting, but it has its benefits. The bed is designed to harden the user up, and you will become more durable, allowing you to take on ogres and other things threatening the kingdom.

**Ding Bell** (100 CP, Discount Bellhop)- A hotel bell that can be pressed to ring multiple times. You can selectively set it up so that whenever you ring the bell a certain number of times, a specific albeit mundane thing of your choice will be summoned to your presence. Each number of rings can be made to correspond to a different thing, but the quantity will always match the number of dings. Interestingly enough, the bell can also be inserted and removed from the top of a person's head with no harm done to the subject.

**Elevator Contract** (100 CP, Discount Elevator Operator)- This handy contract ensures that you can be hired to operate any elevator, and that you cannot be fired as long as you readily attend your shifts – even if nobody actually gets to use your elevator.

**Alphabet Mine** (100 CP, Discount Miner)- You own the claim to an underground mine where you can dig out alphabet letters. Having the appropriate letter with you for the *Sesame Street is Brought to You Today By...* perk greatly increases the perk's luck. You might also find other uses for the letters. Best of all, the mine can never be fully exhausted, though you might have to wait a while to find more after a big haul. Just be careful; it's a lot of work to unearth them, and they can be kind of heavy. The mining claim follows you between jumps and shows up at a site of your choice; if it is situated in a location where the nearest society uses a language with different letters, those letters may start popping up in the mine as well.

**Super Feather Duster** (100 CP, Discount Nanny)- A magic feather duster that can do many things. For instance, it can fly (and lift up the holder in the process). More than that, though, if the duster fails to clean up a mess, you can use it as a magic wand to expedite the process and prettify everything in the vicinity, cleaning up dirty things, transferring trash to trash bags for disposal, and even making roses



blossom. The cleanness is also very difficult to remove. In the case that people prefer it messy, you can reverse the whole process by casting a second spell.

## **Companions**

Friends and family are great things in life, and together we can do many things we couldn't do on our own. So who says you're alone here?

**Welcome to the Street** (50/300 CP)- Whether they are from within the jump or companions you have gathered from past adventures, they can come here to Sesame Street with you. Each costs 50 CP, but you can pay 300 CP for all 8 at once. Each companion gets a free choice of species and background along with 800 CP to spend.

**The More the Merrier** (50 CP)- On the other hand, there are a lot of people on Sesame Street, so I suppose some more won't hurt. For 50 CP, you can import 5 more companions beyond the initial 8. This can be repeated with no upper limit. However, they won't get any CP to spend. Even so, they still get a free choice of species and job.

**Good Minds Think Alike** (200 CP)- With this purchase, you can find between 2 and 5 people in the jump who share the same job as you. They gain the perk discounted by the job and share a common interest with one thing of your choice that interests you as well. Whether it's a partner for construction work or gentlemen to sing with you in the elevator, you'll all get along well.

**Favorite Character** (300 CP)- You can now choose a canon character from Sesame Street to be your companion. Can be bought multiple times.

**Guest Star** (200 CP)- You can choose one of the many guests stars who made a guest appearance on Sesame Street to accompany you as a companion. Can be bought multiple times.

**Marriage** (100 CP)- When two people get married, what they do is make a promise to each other, a promise to share their lives together, to help one another, to care for each other, and love each other. With this purchase, you can marry any one companion. The wedding is declared valid in all worlds you travel to. This option can only be purchased once.

## Drawbacks

If you want additional points, here are some complications you can take for bonuses. You can only take up to +600 CP unless you take *Hotel Havoc* or *The Show Must Go On*; neither of those drawbacks counts toward the +600 CP cap limit.

**A Common Dream** (+0 CP)- Sesame Street was one of the great works developed in part by Jim Henson himself, but the creative dreamer gave life to many other fantastic stories. Explore this jump enough, and you will find connections to other things created by that wonderful man. This jump is now linked to any other jumps that involve the Muppets or other works by Jim Henson, and things done in one jump will affect the other.

**A Galaxy Not So Far Away** (+0 CP)- Did you know that C-3P0 and R2-D2 once visited Sesame Street? Yes, the Star Wars galaxy exists in the same universe as Sesame Street, though whether the Star Wars setting is the same as what you'd normally expect is another matter entirely. With this drawback, though, the Star Wars galaxy in the jump will be altered accordingly with your past visits to that galaxy, and you will be more likely to encounter visitors from that galaxy while on Sesame Street.

**Can You Tell Me How to Get to Sesame Street?** (+0 CP)- Instead of starting on Sesame Street, you end up somewhere else. Roll a 1d8 to determine your location:

**1. Hawaii-** It's a long way to Sesame Street, but feel free to check out the local attractions here, like Mount Snuffleupagus.

**2. Miami-** If you need help getting to Sesame Street, try to get in touch with the hippest detectives, the Miami Mice.

**3. China-** Maybe the Phoenix knows a way to Sesame Street. Or you could try digging a hole from China.

**4. Israel-** If it's too much trouble to book a flight to the States, you can always check out the local Muppets of Sumsum.

**5. Japan-** There are many interesting things to see in Japan, especially if you go beyond the standard tours. Who knows; you may even get the chance to meet the fabled Princess Kaguya.

**6. New Mexico-** Be sure to check out some of the local ranches and pueblos before you head to Sesame Street. Or you can go past the border and visit Plaza Sesamo instead.

**7. Norway-** Another place with its own local Muppets – the Sesam Stasjon cast is always ready to have fun in the snow.

**8. Ireland-** Sure, it never got a special released, but it almost happened. Rest in peace, Jon.

**Island Getaway (+0 CP)-** Instead of your home being Sesame Street, you will spend your full jump on the recycled island Panwapa as it floats around the world.

**Trial and Error (+100 CP)-** This is an educational show, so we need to give examples of the wrong answers before getting to the right one. Whenever you are trying to solve a problem, you will generally attempt multiple wrong solutions before you reach the correct one.

**Reluctant Teacher (+100 CP)-** People around you have great difficulty with understanding even simple concepts, and in the process they tend to hinder whatever you're doing. You'll have to slowly explain things to them, one thing at a time, for things to move forward.

**Clumsy (+100 CP)-** You tend to fumble and get into a lot of harmless yet troublesome accidents.

**Silly (+100 CP)-** You tend to have not-so-bright ideas. For instance, you might bring a snowball inside, and, upon discovering that there is nothing but water now, conclude that a fish stole your snowball.

**Gullible (+100 CP)-** You are easily deceived by people.

**Lalalalala (+100 CP)-** You easily get pulled into songs, and you also have a tendency to start singing spontaneously, no matter where you are.

**Physically Disabled** (+100 CP)- You are blind, deaf, or mute, or cannot walk. Can be taken multiple times for different disabilities.

**Like a Child** (+100 CP)- Your mindset is locked at that of a child's, and any thoughts that are of more grown-up material are locked out.

**One Number** (+100 CP)- You are obsessed with a specific number, and you insist that everything you do be exactly that number, whether how many meals you have in a day or how many times you brush your teeth.

**One Letter** (+100 CP)- You are fascinated with a specific letter of the alphabet, and you refuse to do things that do not start with your letter.

**One Color** (+100 CP)- You adore a single color, and everything you use has to be in that color.

**Let Me Explain** (+100 CP)- You get a special slot in each episode where you must explain a simple concept to the audience. Unfortunately, you will always be interrupted midway by an unexpected visitor. Hopefully you can find a way to satisfactorily complete the lesson before it gets diverted – or eaten.

**Hopping Mad** (+200 CP)- You tend to get easily frustrated, and you continually run into people that annoy you over and over until you snap.

**39, 40!, 4...Um...** (+200 CP)- You now have difficulty counting any higher than the number 40.

**Waiter Rant** (+200 CP)- You are being punished for your sins against waiters in some past life. Whenever you have a meal in a public venue – whether a fancy restaurant, a school cafeteria, or even a popcorn stand at the ballgame – you will inevitably be served by lovable yet accident-prone Grover. Your overall service will be slowed down, and your waiter is bound to mess something up along the way.

**Hungry!** (+200 CP)- You have an excessively high metabolism that makes you always hungry. You have a particular attraction to a specific kind of food, and you will do whatever it takes to get it in your mouth. Whenever you can't have that food, you'll try to eat something else, and if you go long enough without any food, you'll start trying to eat random things around you (you'll never hurt living things,

but people probably won't be happy that you just tried to eat the letter they wrote to their cousin, for instance).

**Triangle Flu** (+300 CP)- You have triangle-sneeze-itis, a monster illness that causes the victim to break out in sneezes whenever he or she is near a triangle. The flu is noncontagious and usually goes away in a few days, but you will be stuck with it for the full jump.

**I Love to Count** (+300 CP)- You now have an obsession with counting, no matter what situation you're in. If you're going up an elevator with the intent of getting off midway, you may decide you just have to go all the way to the top so you can count all of the floors. If you are trying to be stealthy, you may start loudly counting the number of times you were almost caught. If you also took the 40 drawback, get ready for some headaches.

**Are We There Yet?** (+300 CP)- Whenever you are taking some form of transportation, there will be some sort of significant delay. The car will break down, you'll miss the bus, your limo driver takes you to Roswell instead of a theater in New York, etc.

**Telephone Rock** (+300 CP)- You have a constant urge to call random people up on the telephone and sing. Hopefully nobody will get frustrated enough to call the police.

**Forgetful Jumper** (+400 CP)- ...What was I supposed to introduce again? You have a very poor memory, leading you to forget even simple things like stage directions and even what to do to turn a light on. If you focus hard enough, you can remember what you're after, but you'll forget something else in the process.

**Insomnia** (+400 CP)- You almost always end up sleeping with someone else in the room. That someone tends to have trouble getting to sleep, and in the process either wakes you up or keeps you awake all night. Whether it's "dancing to sleep" or counting fire engines instead of sheep, your friend will inadvertently find some way to disturb your own slumber. If the friend is absent one night, either he or she will call you in the middle of the night with something, or something else entirely like singing sheep will interrupt your bedtime plans instead.

**Ah, For a Quiet Day at Home...** (+400 CP)- There's a lot of crazy stuff going on in this world, but at least you can sit back and relax in your own home...at least until someone knocks at your door. Whenever you are at a place you consider

home, you will inevitably have to deal with a lot of unwelcome visitors, anything from pesky salesmen to grouches wanting to put bus stops in your living room. And your Warehouse also qualifies, so people will somehow find a way in whenever you are there, too.

**Super Grover to the Rescue!** (+400 CP)- Super Grover is determined to help you throughout this jump, whether you like it or not. Anytime you have a problem, even one as small as the TV not working, Super Grover will arrive to assist. He really wants to help, but his efforts at best go nowhere and may in fact impede your efforts. If you want to get things solved, you'll have to fix it yourself.

**Mine-itis** (+500 CP)- A grouch disease that makes victims excessively selfish and greedy. You are fortunately noncontagious, but you will show all of the symptoms throughout the jump, including early symptoms. You will often hop around like a kangaroo and then spin uncontrollably. More than that, you will chant "Mine! Mine!" while clinging onto anything you have claimed as your own, even other people's belongings. You will want more and more, and do whatever it takes to get it.

**Dark Streets** (+500 CP)- Is this a more realistic portrayal of Sesame Street, or just a cynic's perspective? Things such as friendship, happiness, and optimism are far from common here, and there is an encroaching darkness to it all.

**Count the Years** (+500 CP)- You start out the jump on the very day that the Count was born. What's his birthday, you ask? Oh, just back on October 9, 1,830,653 B.C. But don't worry, there are still interesting things to do with the local cavemen. This drawback can be taken in tandem with *The Show Must Go On*, only with a much earlier start date, but due to potential butterflies you cannot take this drawback with *A Boy and His Frog*.

**Hotel Havoc** (+600 CP)- You are now the owner and manager of the proud Furchester Hotel, with a whopping half a star rating! No matter what you do, the hotel will never get a higher rating. You will have to solve problems in the hotel on a daily basis, and there will be a larger disaster every week. If you fail to have a guest present for a full week or the hotel otherwise gets shut down, you will fail the jump; companions can only qualify as staff members, not guests. If you succeed, however, you get to bring the hotel with you to other jumps and deposit it at a site of your choice; it attracts clientele similar to that of the Furry Arms Hotel, but there will continue to be regular disasters and problems; on the bright side, all of the problems and disasters have been minimized to comedic antics that don't cause

any true harm to anyone, and you and your staff will be able to easily resolve them post-jump. In addition, you get to take the full staff with you as companions; as long as they stay in the hotel, they do not count against companion limits.

**The Show Must Go On** (+600 CP)- You are on Sesame Street for the long haul! You will start out on the day of the very first episode, and you must remain in the jump until you have reached the present day. In addition, you can only leave the area surrounding Sesame Street for two-week intervals; after the two weeks are up, you will need to wait a full year for more vacation time.

### **Bonus Scenario ~ A Boy and His Frog**

It's a beautiful dream, true, but can such a fantastical vision be made reality? You are going to take your chances and find out for yourself. To complete this scenario, you will have to make sure that Jim Henson is able to truly fulfill his dream.

You start out the jump as a mundane human five years before the start of Sesame Street. You are soon going to be a part of the visionary team that will bring Sesame Street to life. All perks are restricted to the capabilities of a regular human; nonmagical perks such as business savviness and charismatic speaking are still accessible, but anything that is beyond a human of that Earth is locked down accordingly. However, you can still use your special abilities, but only "in character" – the persona you have selected for the jump will in fact be a character you will be playing on Sesame Street, so it's fine to use your powers there; just don't get too carried away, or you'll hinder more than help.

To succeed in this scenario – and finish the jump now that you've signed on – you have to help Sesame Street reach its full potential and bring genuine, positive peace on an international scale. And you're running on a time limit: once you reach the year that you departed your original home for the jumpchain, you must have succeeded or you will automatically fail. Moreover, you will also fail the scenario if either Jim dies or Sesame Street is taken off the air.

However, though you are one person, you have a lot of people to help you along the way. You'll be working with some of the finest talents in the business. Moreover, the import options have been altered so that you can import as many past companions as you want for free; however, like you, they are mundane humans and can only access their other powers when performing.

If you are able to somehow succeed in this beautiful dream to make people happy, you will be greatly rewarded. Jim Henson will offer to join you on your journey as a companion. You are also able to recruit any still-living members of the Creature Shop, Jim Henson Foundation, and Sesame Workshop as potential companions, if they are interested. Moreover, the two of you are able to set up a vibrant equivalent to the Creature Shop and Children's Television Workshop in all following jumps.

## **Fin**

Well, it's been great having you on the show, but now the question is, what will you do next?

**Go Home-** Yes, I agree with you: it's fun to visit new places, but in the end it's good to go home to the people you love.

**Stay-** So you have decided to become a permanent resident, huh? Well, whether you stay on Sesame Street itself or move somewhere else in the world, there's always more to learn.

**Next Jump-** We're sorry to see you go, but we know that you will continue to shine. There's plenty more to discover in other worlds, so we wish you the best.

## **Notes**

**Muppet Forms-** Any Muppet form you took for the course of the jump counts as an alternate form that you can switch to and from at will in coming jumps. Keep in mind that species outside of outright humans (Drop-In and Native Human) are generally Muppets.

**ABCDEFGHIJKLMNOPQRSTUVWXYZ-** Here are two examples to demonstrate the potential pros and cons of this perk. Suppose that you have heavy suitcases and need someone to carry them for you. You recite the alphabet, and lo and behold! – a bellhop suddenly appears to help you. On the other hand, let's say that you need to get a room to stay in a booked hotel, and you say the alphabet to find a solution. You are allowed to stay in a room, but it is the front lobby, which is technically a room.



**Strange Pets-** The kinds of pets you can train in a given setting depend on the overall feelings of the society there toward different animals. Generally, you will have better luck with animals largely considered to be impossible as pets; creatures that are sometimes sold as exotic pets are sort of at the borderline. For example, on a fairly normal world you would be able to train wolverines, but in contrast you wouldn't be able to do so in a place where wolverines are regularly trained as guard beasts.

**Phoenix Scroll-** The Phoenix is a powerful bird of pure magic, able to sing songs that can soothe evil demons, guide the sun up in the morning, and cast beautiful visions of the lands it knows best. However, it would essentially be considered a minor god in China's extensive pantheon. Therefore, while it could likely grant a number of miracles to whoever summons it, it would be impossible for it to alter things on a national scale, let alone anything greater.