

Generic Children's Television

Jump

Hello there, Jumper. Now this world may seem familiar to you, but I assure you, your adventures are not yet over. In this world, things are much simpler and far more innocent. It is a world of imagination and wonder, where children are allowed to be children, and everything seems brighter. It's not a perfect world, and sometimes things can go wrong despite your best efforts, but I can safely say that you have nothing to fear from this place.

In fact, you won't need to fight at all: Your job for this jump will instead be that of an entertainer and educator for the children of the world. And perhaps, you can make their days a little brighter this way, and maybe help yourself as well. Have a pleasant 10 years, neighbor.

As always, you will be granted **1000cp** to use for this jump. Use them wisely. Oh, and before I forget, getting fired, being arrested, or your show getting canceled counts as a failure.

LOCATIONS

You may roll a d8 for your starting location, or pay **50cp** to choose:

1. The Neighborhood: A quiet suburban location. Things are nice here, and the people are even nicer. An excellent location to show everyday life, and encourage friendliness and family bonding, even if things can be a little boring around here.
2. The Street: Oh how wonderful! Look at all these friendly creatures, going about their daily lives with such joy and hope! Home to not only human beings, but magical creatures as well, this place is always bustling with activity and fun.
3. Jumper Theater: What? You don't own a theatre? Don't be silly, it's right over there, with your name on it and

everything! A rather large theatre, perfect for all kinds of performances and shows, with plenty of seats for people to watch! Oh, what fun!

4. Big house in the forest: Oh my, what have we here? A pleasant little place in the woods, perfect for showing the great outdoors, and interacting with Mother Nature. All the animals here are sweethearts who just love to help out and make friends.
5. The Lab: SCIENCE! WONDERFUL, FANTASTIC SCIENCE-Ahem. Sorry about that. Got a little carried away. Anyways, this a decent sized lab with plenty of equipment for experiments, education, and tomfoolery. Few things are funnier than goofy antics powered by SCIENCE! AHAHAHA-
6. The Timeline: Woah, this is a weird one. Instead of operating at one place in time, you'll be jumping in and out of time at various moments, from Adam and Eve to Julius Caesar to Napoleon, and maybe even into the future! How is this being watched by kids? Hell if I know, Time magic?
7. The Land of Make-Believe: What. This isn't even...Oh well. This is actually the neighboring dimension, where magic is everywhere and a new adventure is just around the corner! Think of it like an inverted version of The Street, where you're the human living in a magical world!
8. Well well, aren't you lucky? Pick any of the locations you want!

BACKGROUNDS

It's time for the show, Jumper! Don't worry, these shows won't be 24/7, you'll have time to relax and think up new ideas. Just go by the time schedule the originals(Which either don't exist here or haven't yet been made.) went by. Roll 20+1d8 for you starting age. You may keep your gender from your previous jump or pick both for **100cp**. You won't be getting memories from these, as for all

intents and purposes, you're a Drop-In, with only a contract with a television channel to show you exist.

Puppet-People: Ever seen the Muppets? Congratulations, now YOU are the Muppet! In this background, your job will be the most basic: Funny skits, lots of jokes, lessons about friendship and feelings, and of course, a hurricane of puns. So I hope you have a lot of pun Jumper, but make sure you don't punt people too hard, or you'll be punished. Hah! I'm hilarious.

Variety: Well now, this is a little different. Unlike before, your act now features many different aspects, like storytelling, education, painting, comedy, and other such features. More importantly, however, this background focuses on you, and who you are as a person. The children of today want most of all to know they're loved and secure. There are a lot of people, adults included, who need to be taught the values of love and compassion, not just towards others but themselves. And I believe you can do that, Jumper.

Arts and Crafts: One thing kids love is to be creative. To paint and draw, and make things. Your show is now focused on these aspects, and it will be your job to teach and encourage this. You can also use this as a way to teach other lessons, if you so choose. Most importantly, this requires audience participation and a creative mind.

Edutainment: Education doesn't have to be boring, you know. There are plenty of ways to learn and have fun at the same time. The best way to teach others is to make them enjoy being taught, helps the lesson stick, you know? Do a good job, and I'm sure you'll be rolling in apples in no time! Ha, get it?

PERKS

The special abilities of this Jump! All perks are discounted for their backgrounds, and you'll get the 100cp perk for free.

Puppet-People:

Infinite Puppet Works(100cp): While normally I'd continue the reference and parody the whole speech, replacing blade and sword with puppet, we don't have the time for that, so I'll just explain: This perk allows you to summon a whole cast of puppet co-stars to run your show with. Naturally, they'll follow the same theme you do, whether it's animals, people, etc. and get into all sorts of hilarious antics. They don't really have free will, they're mostly themed around an archetype and follow that programming, reacting accordingly.

Dohoho!(200cp): Well aren't you a snarky one? You always have a sarcastic comment whenever you witness anything, be it stupid, awesome, or sweet. Of course, it can sometimes come out a little rude, but what do you care? Works especially well if you have someone to bounce off of, the two of you combining your snarky powers for maximum sarcasm and dry wit. Old age and goofy laugh not required.

That makes me feel...(400cp): Glad? Sad? Mad? You can feel however you want. You now have complete control over your emotions. If you're scared, you can now calm yourself down, if you're sad, you can turn that frown upside down with a thought. Not only that, but you're good at helping others learn, control, understand, and master their emotions. Tsunderes learn to be calm, the emotionless learn how to experience love, and the depressed feels true joy.

Anon the Jumper here!(600cp): You know EXACTLY who you are, and you know how to make sure others know too. You've become a person that anyone would recognize, with a larger than life persona that's as famous as it is beloved. When your viewers see you, they know EXACTLY who you are, and imposters, shapeshifters, and clones just can't make the cut. After all, you're the face of the show. You're the original you, and those who care

about you will accept no substitutes. Note, this does not sabotage your own disguises.

Variety:

I'd like you to meet a friend...(100cp): Sometimes, you're going to want to phone a friend. Maybe you need help with a show, maybe you want to teach a lesson, and they're a good example for it, or whatever. What you need is a guest star! This can be any number of people, from this jump or others, who you can call in to help! Like asking an movie star to talk with kids, or Superman to teach people they don't have to use violence to be really strong. You'll have to actually been to the jump to do this, and you can only summon them for peaceful purposes, as if they were a guest star on a kids' show.

Look for the Helpers(200cp): Nowadays, things always seem to be going wrong. Parents might be fighting, bullies might be picking on kids, or maybe they lost their job. It can be hard for people, especially children, to be hopeful or optimistic. But with this perk, you can change that. You know just the right words to say to give people a sense that everything will be alright, to calm a panicking crowd, and to soothe a child after a scary nightmare. This effect is doubled if you're actively going out to save the day.

The World according to Jumper(400cp): You know, speaking of which, the world can be hurting sometimes too. You'll encounter many a jump where times are dark, and hope grows thin. How can you help these places, and the people in them? This perk will help you to recognize the roots of the problems the world faces, and help you figure out how to solve them. It won't be an instant or even permanent fix, but with the help of your viewers, you can make a difference. Because sometimes, the world needs a bandaid too.

Hello Neighbor!(600cp): it's a beautiful day in the neighborhood, Jumper! You've become an icon of kindness and friendliness, an idol and inspiration to children and adults alike. More than that though, you've gained a special ability to reach into the hearts of others. Whether it's to teach children important lessons, help a cynical adult to see the beauty of imagination and the world around them, or redeeming a cold hearted villain, so long as their heart isn't entirely black, you can help them become the kind of person you know they can be.

Arts and Crafts:

This is your world(100cp): Some kids are rather shy. Other kids are embarrassed, or just don't think they have the talent. But with this perk, you can encourage these kids, help them gain confidence in themselves. Not just kids and art though, you can even encourage others who don't believe they have the ability, like convincing a girl that she really does have a nice voice, or convincing a man that yes, he CAN be a pilot. They have to actually have the skill or talent for this to work though, as you're simply coaxing it out and encouraging it.

Gotta find him a friend(200cp): But perhaps that's not enough. Encouragement is all well and good, but you just can't do everything alone. Well, you also don't HAVE to do everything alone. This perk's purpose is to help you help them: The child artist? You can get help them meet a friend that they can learn to draw with. The girl with the voice? You can help her get a voice coach to learn how to really use her talent. The pilot? You can help him meet a veteran pilot to teach him.

It's life. It's interesting. It's fun(400cp): You're eternally optimistic, and you've learned to see the beauty in everything. This has improved your art making abilities substantially, and has given you a whole lot of inspiration. It also helps you to give others

inspiration, so that they can create new works of art, or whatever they do. This way, you can inspire trailblazers like yourself, who can in turn inspire others. Life really is interesting that way, huh?

You too can paint almighty pictures(600cp) This...This is some next level stuff, Jumper. Alright, let's cover the basics first: Your art skills are now through the bloody roof, and so are your teaching skills, to the point where you can teach people with the talent to reach AT LEAST the level of the previous perks. You're renowned for your skills, and not only children but developing artists watch your show for lessons. Now, for the not so basic stuff. You can now, to a limit, create paint magic. Paint a river and drink from it, paint a tree and plant it, paint medical supplies and use them. The only restrictions are that it MUST be for peaceful, healing purposes, and that it can be no bigger than a small river. Yes, you can paint a car. No, you cannot paint a plane.

Edutainment:

Learning is fun!(100cp) Every kid knows school is boring. Homework, tough teachers, tests, bleh. That's no fun at all! Which is why they prefer to learn from you. You've somehow figured out how to make learning an activity to be enjoyed instead of dreaded. Aside from the obvious help it provides with teaching kids, it also helps to convey information or plans. This is especially useful for Jumpers with a reckless teammate or ally, who'd prefer to charge headfirst into danger rather than strategize.

Graphic Violence(200cp): Heh, puns. Oh! Sorry, yes, this perk allows you to summon graphs- Wait, don't leave yet! As I was saying, this perk allows you to summon graphs that accurately portrays all information on a known about subject or object. What does this mean? It basically means that if you had enough data on, say, the Death Star, maybe about 40-50%, it will complete the data. Ah, now you're interested, huh? This perk scales with the difficulty

of the subject, both lowering the percentage needed and raising. Some subjects might not work this way at all!

Model Behaviour(400cp): Pfft, sorry, sorry, I'm done, I'm done. Anyway, this perk helps you to really show off the information you're trying to show off. If the first perk is the graph, this is the model. It allows you to create miniature, lifelike(Though harmless) replicas of certain objects and what they do. So it would show a mini-volcano erupting, or a mini-Death Star destroying a mini-planet. That stuff.

Jumper Nye the Science Anon(600cp): Well, aren't you clever? You've gained a mastery of general science and how to teach it, enough that UNIVERSITIES would be scrambling and fighting each other in order to hire you as teacher. You stand at the top ranks of your peers...But instead, you choose to teach children. And boy has it payed off. Education rates are rising across the board, due to people, not just children, watching your show. Your famous, and people look at you with respect and admiration for your humility and kindness. And, as a reward, you become not only an expert teacher, but an expert learner as well. After all, there's so much more about the world to learn and discover, still. Both teaching and learning a subject, skill, or job now take half as long.

COMPANIONS

Friendly Neighborhood Companions(50cp to 400cp): It seems your companions are coming along for the ride as well, then. You can import a single companion for 50cp, up to a total of 8 for 400cp. Each of them will gain 400cp to spend on perks from this jump. You can also lend them your own cp, if you so choose.

The Snark Knight(200cp, discount for **Puppet-People**): A humble puppet-person with a heart of gold...Even if he CAN be the most sarcastic character since Spider-Man. Nonetheless, he's as loyal as

can be, and while he may poke fun at your flaws, he'll defend you when someone crosses the line from playful teasing to cruel insults. Starts off with the **Puppet-People** freebie, 'This is your world', 'Dohoho!', and 'This makes me feel...'

All Loving Heroine(200cp, discount for **Variety**): An absolute sweetheart who can just can't help but be kind and caring to everyone she meets. She's just a nice person to be around, and quite a few people have thought of her as fantastic teacher. Well, she's decided she liked the concept of your show, and would very much like to help you out! Starts off with the **Variety** freebie, 'Learning is Fun!', 'Look for the Helpers', and 'The World according to Jumper'.

The Mad Artist(200cp, discount for **Arts and Crafts**) Oh boy. Well Jumper, I'd like you to meet someone: This...gentleman is a renowned artist who is...erm, well...Oh forget it, he's crazy! He comes up with the craziest ideas and conspiracies, the stupidest stunts, and yet he's actually a fantastic artist. He sees you as a kindred spirit, and has decided to join up with you. He's not a bad man, he would never harm a child, but you may want to keep him out of the public eye, for both your sakes. Comes with the **Arts and Crafts** freebie, 'Infinite Puppet Works', 'Gotta Find him a Friend' and 'It's life. It's interesting. It's fun'.

Motherly Scientist(200cp, discounted for **Edutainment**): Science is great, and Math is amazing, but it can all seem rather...cold. I mean, equations can't love, and what children want most is to be loved. You can help a lot, but even you're not capable of solving every problem. Good thing you have an assistant. Friendly, motherly, and a blast to be around, she gives the kids a sense of belonging. She also has a lot of friends who can offer great advice, and is incredibly smart. Comes with the **Edutainment** freebie, 'I'd like you to meet a friend...', 'Graphic Violence' and 'Model Behaviour'.

Canon Companion(400cp): But maybe you don't WANT these unfamiliar faces. Maybe you want to see someone, that you perhaps have not seen in a long time. An old friend or mentor. Well, here is that option. For 400cp, you may take ONE companion from the original shows the backgrounds were based on. They will have ALL of the perks from their respective background, but ONLY from their background. Kermit the Frog, Mr. Rogers, Bob Ross, Bill Nye the Science Guy, and others, are now available.

ITEMS

Your tools and gadgets for this world! All items are discounted for their background, and you get the **100cp** item for free.

General

Pixie Dust(50cp): You can fly! Well, sort of. This magical dust allows children(And those with the same size/weight) as children to fly through the sky like a bird! It only lasts a few hours though, so make sure you have a way to get them(Or yourself) back down.

Wand of Life(50cp): You know how in most children's shows, everything brought alive? Well, now you have an item that can do just that! Just point at an everyday item(A car, a couch, a TV) and WHAM! It's talking and laughing and giving some great advice. Helpful if you're lonely.

Unlimited Candy(50cp): Candy lovers rejoice! With this, you now have a limitless supply of candy, with every kind and flavor imaginable! Not only that, but it's HEALTHY too! You can't live off of candy alone, but you'll never have to worry about getting fat or sick from it ever again!

Comfy Chair(50cp): Behold jumper! The comfiest chair in the universe! Just sitting on it is enough to relax you, and stress seems

to melt away. Plus, when you sit on it, your words hold more of an impact, so storytime is much nicer. Speaking of which...

Book of Fairytales(50cp): Which fairytales? Every fairy tales story. All of them. From every jump you've ever visited, and everyone you will visit in the future will cause the book to update itself with new stories. Have fun with it, Jumper!

Puppet People

Goofy Costumes(100cp): Time for the show, Jumper! Your first skit will be as a doctor, then as athlete, then as a -What? You don't have all those costumes? And even if you did, it would take too long to switch into them? Not any more! With this, you can slip yourself into any costume or outfit instantly! Great for disguises, though they ARE rather generic. Specific costumes won't work.

Microphoney(200cp): Boy, you sure love acting, don't you? And you're pretty good at it too. But you need your voice to be heard, and that can be hard when performing in front of a large crowd. Not anymore! This item helps you get your voice across to your audience, as well as boosting your communication skills so that the jokes don't get lost in translation. Or transmit a strategy to your allies as a communicator...

Banjovie(300cp): Sorry, the Bon Jovi pun was too good to pass up. Anyway, this magic banjo gives you the talent and skill to play it like a pro, and considering it already makes incredible music, you could make a killing as a musician. More than that though, this Banjo cheers people up, putting a smile on most everyone's faces. It also works surprisingly well as a tool for distraction, filling the minds of enemies with pleasant thoughts and memories, though using it in open battle is a death wish.

Variety

Pleasant House(100cp): Well isn't this nice? A quiet, pretty home for you to live in. Filled with everything you need to live comfortably, this house just feels warm and secure. Whenever you walk into it, you feel comforted, and are reminded of the best times, when you felt most loved. This place just FEELS like home. Of course, those memories and feelings are helpful when dealing with depression or possession. Will repair itself if destroyed, and it is easily destroyed if attacked.

Mr. Roger's Sweater(200cp) Yes, the one and only Mr. Rogers has decided to give you one of his sweaters. No, it is not bloodstained, and I have no idea how he found you and gave you it. This sweater isn't just comfortable to wear, it's incredibly resistant to both cold and, somehow, heat. Not only that, but the inherent love and kindness that fills it makes it an anathema to corrupting attempts. Whether they are physical mutations, mental assaults, or supernatural taint, it repels them with dramatic force. You're not Mr. Rogers, though, so this defense isn't perfect.

Magic Train(300cp): How does he keep doing that?! Somehow, Mr. Rogers has once again broken through the fabric of time and space to help you; This time, it comes in the form of a certain train. This train starts off the size of a toy, but can enlarge itself to the size of a normal one in order to transport you and your companions. The train can go anywhere you have the directions too, passing through any obstacle that gets in it's way, even the Warp can only slow it down. It has only one weakness: No defenses against attack. And it's a little to difficult to defend, for obvious reasons.

Arts and Crafts

The Studio(100cp): Right here seems like a perfect place to make art. This studio is just filled with art supplies and inspiration, new ideas seeming to pop into your head all the time while you're here. Aside from the obvious art help this provides, it also helps with

brainstorming plans and solutions. As long as it comes from the creative side of the brain, this perk will help it grow.

Powerful Palette(200cp) Uh, well, this is a thing. You now have easel that can give you every color. Every. Color. From purple to infrared to whatever color Azathoth himself is. You'll have some protection from the more eldritch colors, but have fun showing it to someone else and driving them into gibbering madness. No, this cannot be used as an offense, but it can be used as a defense to ward people away, and it DOES enhance paint magic quite a bit, doubling the maximum size.

Magic Paintbrush?(300cp): Hey, speaking of paint magic, normally you'd need a canvas to paint it on, which can make things difficult if you need to paint some medicine in the field. So, with this item, you can paint items on any solid, stable surface. While that IS versatile, it's not the only feature: It also allows you to make more specific designs, like a Ferrari, as well allowing you to paint modifications onto already existing items, like rocket boosts or wings. Those who don't already have the paint magic perk that buy this get a weaker(one-third as strong) version of the perk

Edutainment

Lab Coat(100cp): Oh ho, looking pretty sharp there, at least for a scientist. Not only does it look good, but this coat protects against harmful accidents in the lab, from chemical spills to radiation, even. Don't ask me how it protects the parts it doesn't cover, I'm not a scientist. Uh, quick warning though. The more...Eldritch science hazards can pierce the defenses fairly easily. Be careful what you toy with.

Global Simulation(200cp): Now this is a curious little gadget. In each jump, it changes to reflect the world it's in, as well as that world's state of being. Using it, and the information you know

about the world, you can run simulations of how events will transpire, from wars to your own adventures and experiments. It's not a perfect simulation, though.

Scientific Necromancy(300cp) No, this isn't literally the scientific version of necromancy, it's a little different: Essentially, this device allows you to call up electronic 'ghosts' of famous historic figures to talk about who they are, why they did what they did, what ultimately happened to them, and more. Because these are not the real ghosts, they can't give you any special secrets(For example, Madoka!Anne Frank can't tell you what wish she made to become a magical girl) but they CAN teach you their historically known talents, like Alexander the Great and strategy.

DRAWBACKS

Still need CP? This section will provide you with a host of challenges to earn them. You may take a max of **600cp** worth of drawbacks, or **800cp** if you take **Lifetime Achievement Award**.

Happy History(0cp, only available to the Timeline location): Well well well! Normally, you would be unable to really mess with history in the Timeline location, only able to interact with, parody, and teach about it. But now, that's different. You are now capable of changing history, but there are some restrictions: Whatever you do cannot alter the world enough that the modern day world does not exist. For example, saving Joan of Arc from being burned is fine, because it only speeds up France's victory due to the Timelines resilience. But single handedly defeating the Axis powers would DEFINITELY be too much of a change. You'll be warned via turning staticy if you're going too far.

Budget Burden(100cp) Oh boy, this is bad. Look's like whoever's paying for your show is having some hard times, and can't pay you as much for equipment and salary like they normally could. This will present some financial problems, and will definitely grab

attention, which means no outside money, or people will start getting suspicious.

Act Respectable(100cp): Well Jumper, I hope you don't like sex, smoking, alcohol, drugs, or gambling, because now you can't do ANY of that. Because if you do? People will find out. Immediately. And they'll be no way to stop the news from spreading, and the scandal that follows may ruin your show.

It sucks to be Jumper(200cp) Well, er, this certainly is...something. From now on, you'll have two jobs: One during the day, where you interact with young, hopeful, optimistic children, and the other job during the night, where you deal with older, jaded, bitter adults who don't know where they're going in life. It's a much different game compared to dealing with children, and much harder, not to mention you'll have less time and more work. But if you can pull it off, you'll help a lot of people.

The Scrappy(200cp): I am so sorry. It just so happens that on your show, there is a character who the kids just LOVE. They adore them, and want to see them all the time, asking for them constantly. And you, along with everyone else, just HATE them. They're just so obnoxious in so many ways, and there's no way to get rid of them. It's a nightmare.

Capitalism, ho!(300cp): Alright, this is actually one of the simplest and yet hardest drawbacks available: By the end of the Jump, 60% of all non-adult products MUST have been either sponsored, made by, or advertised by you. From diapers to food to toys, at LEAST 60% is the requirement. Good luck with that

The Jumper's Testimony(300cp): PBS, or whatever channel you're on, will soon face a crisis. The United States(Or whatever other nation your channel is based in) government will hold a hearing over whether it should have its funding cut, or stay on air. This

will happen sometime at the end of your Jump. Using the time you have, you must make enough of a change to show that your channel should continue on being funded, providing an honest testimony about the good it has done, and what would be lost without it. If you fail, the funding will be cut, and you will be sent back home as if you had died. You may not fund it yourself, and you may not use bribery, brainwashing blackmail, or other illicit methods to win the case. Show them what you've got, Jumper.

Lifetime Achievement Award(600cp): Are you sure about this? ...Very well. This drawback will extend the time you'll spend here to 30 years. In that time, you **MUST** help and/or inspire a child you taught, whether it be your own or just one of those who watched your show become a truly amazing person. Whether it's the first female pope, an astronaut president, or the next Ghandi, they must change history, and **YOU** must make sure it's for the better. No tricks here, much like the last drawback. Give it everything you've got Jumper, because it's time to make history!

So you've made it, huh? You've done a good job, Jumper. I'm actually proud of you, and you should be proud of yourself, too. But what's next? Will you:

Go Home?: I'm sure you miss your own neighborhood, your family and friends. You'll be sent back to your world, with all your items, perks, and companions. Maybe you can help that world, too.

Stay here?: Why leave? This place is a paradise! And you've made quite an impact here, very famous and beloved. Don't worry, I'll make sure your family and friends are taken care of. They'll be just fine, and so will you.

Move on?: But I know you. You just love adventuring, don't you? Well that's fine by me, you're a boundless source of amusement to me. See you in the next world!

NOTES

-Paint Magic, aside from the size limits, is also incapable of reproducing special items. For example, a car, even a flying car, would be allowed. A TARDIS would not. Likewise, it's the same for magical items: A magic wand could be made, but not a Rod of Resurrection. The most important thing to note is that Paint Magic CANNOT be used to cause harm, even accidentally. For example, if you made a pair of scissors, and then someone tried to stab you with it, it would turn back into paint. If you accidentally hit someone with a paint car, all it would do is feel like being hit with the same amount of paint, and turn their shirt the same color as your car. I don't know why either.