

Rick And Morty

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YOU ARE NOW ENTERING THE WORLD OF RICK AND MORTY

The multiverse is a vast place (or infinite number of places) although it seems to have a distinct bent towards the surreal and the crude.

Recently an elderly, eccentric, alcoholic scientist named Rick moved into the home of his daughter's family and has increasingly begun to involve his 14 year old grandson (Morty) on his dangerous, extra-dimensional, often intergalactically illegal adventures.

Rick's reintroduction to the family has acted as a catalyst to push the already dysfunctional Smith household to the brink through his frequent use of Morty as an assistant, his acerbic nature at the breakfast table and the odd alien breaking out from his laboratory/garage into the mundane suburbia that they have so far enjoyed.

You can expect (dragged out of bed by the ankles if necessary) to end up heavily involved in at least a couple of adventures while you're here.

YOU HAVE 10000 CP

IDENTITIES

Choose an Identity to determine your history and skillset for free.

You may change your gender for 50 CP.

DROP-IN

You open your eyes. You are sitting on a bench in a park. You are wearing a top hat and an old fashioned suit. If you are male you have a thin moustache and a goatee beard. Your skin has a pink tinge to it, your body is tall and lean and your hair is a dark brown (verging on red). As you survey the ducks drifting lazily on the pond and the horrible children screaming at their horrible parents you feel an urge to ironically manipulate and punish those around you. You feel crafty, entrepreneurial and downright devilish. Your body is fit but around middle aged.

ALIEN

You were born in your local Rick's lab after he tried to make a hybrid of some of the stranger species of aliens he's come across (for some not entirely noble reason). You begin at a house party in Rick and Morty's house, whether as a recent escapee or as a long established experiment turned friend of Rick's. Whether largely human shaped with different shaped nipples or an amorphous blob of matter with eyes it doesn't matter much, your abilities set you far apart from humanity. You are somewhere between a day and 50 years old.

MORTY

Oh geez. You are a student at high school and may not be the sharpest tool in the shed but that doesn't stop you from ending up in all sorts of crazy hijinks. Your grandfather Rick recently moved in with your family and he has increasingly started to involve you in his experiments and interdimensional travels. Your species is largely up to you (there are a lot of universes with a lot of different sorts of Mortys out there) but it may not grant you a significant advantage. You are 14 years old.

RICK

You wake up on a military bed in a Spartan room in your daughter's house. To your left is a wall covered by pictures, formulas and diagrams linked with string. You no longer entirely remember the nature of these connections. You are a Rick, either one of the council or an independent Rick. Your species is largely up to you (there are a lot of universes with a lot of different sorts of Ricks out there) but it may not grant you a significant advantage. You wake up with a hangover, a lot of bad memories, a foul taste in your mouth and drool on your pillow. You are 60 or maybe 80 years old, you're not sure.

PERKS

Discounts cost 50% of the full price for their origin.

The Devil You Know

Regardless of how obviously evil you are, as long as your followers are not *too* morally upstanding they won't mind as long as you treat them nicely.

100 CP, Free Drop-In

You Can Squanch Wherever You Like

You find that people either accept or ignore your bizarre behaviour, otherworldly possessions and overtly alien appearance.

100 CP, Free Alien

Business Savvy

You find that when running a business your overheads are remarkably low and you can keep your business afloat for a bizarrely long time even if your customers aren't paying... with money.

200 CP, Discount Drop-In

Gazorpian Strength

You are obscenely strong, capable of lifting and throwing cars due to the presence of alien DNA in your body.

200 CP, Discount Alien

A Price for Everything

Curses! You can curse objects. The curse affects anyone in possession of the object and can only be dispelled by unnaturally advanced science or magic. The more ironic the object/curse combination the more powerful it is. Pairs of running shoes that cause people to run till they die, fox boas that skin the user, etc.

400 CP, Discount Drop-In

Pluto is a Planet

You are able to convince society as a whole of pretty much anything that is vaguely flattering to it. Any scientific data or argument that opposes this stance will meet overwhelming resistance from the rest of the population.

400 CP, Discount Alien

Voodoo Crap Magic

Are you the devil? Well even if you're not you have the ability to enchant objects. These enchantments are undeniably potent, the more fitting the object/enchantment combination the more powerful it is. Aftershave that causes intense attraction in females, a microscope that shows fundamental truths and so on.

600 CP, Discount Drop-In

Parasite

You can implant yourself into the memories of others and thereby establish yourself as a wacky character they've known their whole life. You may only implant pleasant memories but you may implant an array of memories into several people at once.

600 CP, Discount Alien

Get Your Shit Together

You find that (occasionally) your words have a real weight to them. While this is far more effective when used sparingly you find that you can keep your incredibly dysfunctional family together or even drastically change the course of action of an amoral, egotistical genius with a short speech.

100 CP, Free Morty

Focus on Science

You are capable of redirecting your energies to useful endeavours. You are the master of your rage, excitement and libido and can use them to fuel and expedite your plans, particularly those of a scientific nature.

100 CP, Free Rick

Hidden Wavelength

You only show up on sensors when you choose to and you find that you can easily masquerade as an innocuous and ordinary child while under even the most intense scrutiny.

200 CP, Discount Morty

Robotics

You have spectacular ability in the fields of engineering and most notably robotics and find that making a robot to pass the butter at the breakfast table is a viable alternative to getting up.

200 CP, Discount Rick

The Mortyest Morty

Those you designate will be at their absolute best when you're around. While the effect diminishes the more people you apply this to and they will not be able to do anything that is not possible they will find themselves at their smartest, strongest and all around most competent with you in tow.

400 CP, Discount Morty

Mad Geneticist

Sometimes science is more art than science and you find that this is doubly true when it comes to genetics. When you have a vague idea of the attributes you want to impart from a species you find them remarkably easy to splice into a different species. It won't even backfire that often. Probably. Be careful.

400 CP, Discount Rick

Born Sidekick

For reasons that are not entirely clear powerful people tend to prize you as a sidekick. This means that you can more or less become a sidekick to anyone if you should so desire.

600 CP, Discount Morty

Genius

You may not be the Rickest of Ricks but you are the smartest person in your own universe. Your capacity for invention is mind-boggling and even highly advanced alien civilizations barely hold a candle to you.

600 CP, Discount Rick

Personal Space

Let's get some stepped up personal space up in this place. People know when to stay out of your personal space, keep away from your personal space, get outta your personal space and stay away from your personal space when you wish them to.

50 CP

Wubalubadubdub

You have a penchant for catchphrases and can come up with instantly. Most of them are weird and made-up sounding but you deliver them with such panache that they tend to get whatever effect you were going for.

50 CP

BITCH!

You find that the things you say do not lose impact due to repetition. Whether scary, funny or deeply depressing whatever you say will retain this value even if someone has heard it before.

100 CP

Get Schwifty

You can come up with a spur of the moment pop song as long as there's somebody there to give you a beat. These songs will be more successful than they have any right to be.

100 CP

What's Up My Glip Glops?!

Offensive terms you create spread extremely quickly and are generally as offensive as you wish them to be. You also find that people always understand your intent and will take an affectionate slur with good humour.

100 CP

They're Just Good Guys

You find that large scary monsters (or their local equivalent) will sometimes come to your aid when you are in trouble, resolve your problem to the best of their abilities, give a thumbs up (or local equivalent) and then leave.

200 CP

A Small Price to Pay for Spider Peace

You are talented at finding creative and outlandish solutions to problems and find that when doing so things are a little more likely to work out in your favour.

200 CP

X Gon' Give It To Ya

When wronged or treated dishonourably you have the ability to begin a montage. During this montage you will condense the training and planning required to get a satisfying revenge into an unnaturally short amount of time. You also find the repercussions of whatever acts your revenge required are relatively minor.

300 CP

ITEMS

Discounts cost 50% of the full price for their origin.

Portal Gun

You have come into the possession of a gun allowing you for free travelling throughout the multiverse and the knowledge of how to use it. Shooting it at a surface allows you to create a portal both to other places in the universe you are in and to places in parallel universes.

For 600 CP the gun will continue to work in other multiverses although mapping out other local multiverses is time consuming, dangerous and (depending on the local metaphysics) sometimes not possible.

Free or 600 CP

Interdimensional Goggles

Goggles that allow the wearer to see through the eyes of versions of themselves from alternative universes. Observing more successful versions of yourself may lead to obsession and moping. You may choose this OR Interdimensional Cable for free.

Free or 100 CP

Interdimensional Cable

A receiver that you can attach to any monitor that allows you to watch the television from parallel universes. TV from other dimensions has a somewhat looser feel to it. You may choose this OR Interdimensional Goggles for free.

Free or 100 CP

Grappling Shoes

A pair of boots that allow the wearer to walk on surfaces of any gradient. Helps if you turn them on. You can basically just walk on surface you want, up, down, below, turn around to the left, these things really bring it all together.

50 CP

Laser Gun Armory

A cabinet full of advanced laser weapons. Perfect for dispatching robots, bureaucrats and people you don't respect.

50 CP

Plumbus

A high quality plumbus and a video about how they are made.

100 CP

Flask

A hip flask that never seems to run out of liquor. The liquor in it is invariably strong but otherwise seems to change from ordinary spirits from Earth to more peculiar alien beverages.

100 CP

Concentrated Dark Matter

The recipe to concentrated dark matter, the most powerful fuel in the universe. You can create it out of reasonably common components.

100 CP

Roy: A Life Well Lived

An advanced virtual reality game in which you play through the entire life of a man called Roy. You experience his whole life but the game itself takes a matter of minutes to the outside world.

100 CP

Ice Cream Machine

An ice cream machine that produces a truly vast amount of flavours of the highest quality ice cream in the multiverse. It also comes with a button labelled worms which does exactly what you'd expect. Worm ice cream is extremely popular with spiders.

100 CP

Particle Beam Wristwatch

A wristwatch with a particle beam capable of disintegrating people. Comes with a snake-holster that never seems to run out of snakes for the classic ‘beam that turns people into snakes’ bit.

100 CP

Meeseeks Box

A box that summons/creates blue humanoid creatures named Mr. Meeseeks. Meeseeks will try their hardest to complete whatever objective you have in mind for them. It’s best to make sure this objective is reasonably easy to achieve however or they may get... upset.

100 CP

Neutrino Bomb

A bomb capable of wiping out all life on a planet. Good for a fresh start.

200 CP

Microverse Battery

A battery with a miniature universe in it. Produces an endless amount of energy due to the inhabitants having been tricked into using devices that allow you to siphon a proportion of theirs off.

200 CP

Dream Device

A device that allows you to enter the dreams of other people. Follows Inception rules and if that doesn’t make sense neither does everybody's favourite movie.

200 CP

Chris

A sluglike weapon that can turn someone into a third trimester fetus at 30 yards.

200 CP

Curse Purge Plus!

Have you acquired creepy specific old stuff from a mysterious antique or thrift store that gives you powers, but fucks with you in unforeseeable ways? Well this device removes curses.

200 CP, Discount Drop-In

Simulation Machine

A machine that can produce incredibly realistic simulations. Although extremely powerful, enough moving parts in the simulation will cause sections of it to run on lower settings, become less convincing and, in extreme cases, crash.

200 CP, Discount Alien

Power Suit

A suit of power armour more than capable of allowing you to both survive and thrive on a purge planet. The suit will fly to your location from wherever it is when you need it. This will usually take a few minutes (regardless of distance).

200 CP, Discount Morty

Project Phoenix

A few tubes with dormant clones of yours of different ages. You can transfer your consciousness into any of these clones to effectively change your age. A change in age can result in a change in personality.

200 CP, Discount Rick

Freeze Ray

A ray that can freeze objects and people solid. Comes with a setting that allows you to safely thaw them. Warning: Frozen things can shatter if struck. Accidents may occur if left unattended.

200 CP

Alien Translation Device

A device that when pushed to your throat translates your speech and allows you the understanding of foreign/alien languages.

200 CP

Clock Staff

A staff that allows you to increase and decrease the speed at which time elapses in bubbles (maximum size with a diameter of 10 metres). You can slow things to a 10th and speed them up by x10 normal speed. Will need to recharge if used too often.

300 CP, Discount Drop-In

Squanch Juice

A recipe and large vat of liquid that causes beings that imbibe it to massively increase in size, grow intensely muscular, vastly increase in strength and endurance but lose some capacity for reason.

300 CP, Discount Alien

Cognition Amplifiers

A helmet that increases the intellectual abilities of the wearer. The extent to which they are made more intelligent depends on how many batteries you put in. Can make things a great deal more intelligent than your average human.

300 CP, Discount Morty

Spaceship

A spaceship built out of stuff found in a garage. Capable of FTL travel with the right fuel. You may choose the design but it will look distinctly ramshackle. You may import a vehicle into this option.

300 CP, Discount Rick

Shrink/Growth Ray

A ray that allows you to shrink things to around the size of human cells or increase the size of things to around the length of the US. Comes with the blueprints for a theme park named Anatomy Park to be built in a human body.

300 CP

Fiendish Friend

A scarily loyal pink/red skinned individual who will fit perfectly as a manager, lieutenant or cog in any ~~hellish hierarchy~~ legitimate business. You may create a new companion fitting your description or import an existing companion into this role. They come with *The Devil You Know*, copious amounts of *Business Savvy* and a malevolent glint in the eye.

200 CP, Discount Drop-In

Rick

You have acquired the Rick of your home dimension as a companion. Comes with all the perks discounted for Ricks, *WUBALUBADUBDUB* and *Get Schwifty*. A brilliant but abrasive, alcoholic and dysfunctional individual. Alternatively you can get a Doofus Rick that lacks both *Genius* and *Mad Geneticist* for 200 CP. You may import an existing companion into this role.

500 or 200 CP, Discount Morty

Parasitic Pal

A recent creation and all around good egg. Comes with the personality and a (potentially ridiculous) default appearance of your choice. Is, thankfully, either sterile or does not wish to destroy the world through unchecked reproduction. Comes with *Parasite*. Wants to see the world(s). You may import an existing companion into this role.

200 CP, Discount Alien

Morty

You have acquired the Morty of your home dimension as a companion. Comes with a *Hidden Wavelength* that seems to hide you from people scanning for you, a weaker version of *The Mortyest Morty* and the tendency to curtail your more destructive/self-destructive behaviour. Tends to be 20% accurate when it comes to scientific matters. You may import an existing companion into this role.

200 CP, Discount Rick



ANATOMY PARK



DRAWBACKS

You may take up to 600 CP worth of Drawbacks for extra CP.

Alcoholic

You are an alcoholic, frequently wake up with a foul taste in your mouth and a cracking headache. On the plus side you function reasonably well while at an acceptable level of drunkenness although your judgement is impaired.

+100 CP

Stutter

You have some social anxiety and a mild stutter. You lack confidence in social situations, particularly around those you feel attracted to.

+100 CP

Principle Vagina

No relation. You have an embarrassing name that you cannot shake and that everyone will know you by.

+100 CP

Parasites

You have a parasite problem. Increasingly wacky characters pop up and implant themselves in your memories as old friends. It is very difficult to know when this is happening and if it gets too out of hand they may take over whatever planet you're on.

+200 CP

Gymnophobe

You are intensely squeamish and uncomfortable around naked people and people will frequently use this to your disadvantage.

+200 CP

Wanted Man

You are wanted by the Galactic Federation. Fortunately they do not currently know where you are. Unfortunately they control much of the known universe, their border creeps towards you, and they will send covert agents to find you.

+200 CP

Show Me What You Got

Giant heads immune to any weaponry will take your planet hostage and destroy it and you if you cannot win a singing contest against other planets. It doesn't end with a singing competition, each year there will be some sort of life or death talent show.

+300 CP

The Council of Ricks

The Council of Ricks sees you as a threat to the multiverse and will stop at nothing to find and destroy you. The Council of Ricks are the Ricks from (most) universes that decided to join forces and represent the smartest people from countless dimensions.

+300 CP

Ants In Your Eyes

You have ants crawling around your eyes and you cannot see. You also do not feel any pain although the sensation of ants crawling around your eyes is still consistently grotesque and distracting. The ants seem to be impossible to harm.

+300 CP

Cronenberg

You are a giant amorphous blob of flesh and people will be frightened and deeply disturbed by you. On the plus side you now fit in on Cronenberg World.

+300 CP



FUTURE

After 10 years in this multiverse you will be given a choice, regardless of what you choose you will retain any Perks or Items purchased and lose any Drawbacks.

Go Home

You decide that you have had enough and go home.
You wake up in your own bed in your native universe.

OR

Stay

Because the world is full of idiots that don't understand what's important. And they'll tear us apart, Morty. But if you stick with me, I'm gonna accomplish great things, Morty. And you're gonna be a part of 'em. And together we're gonna run around, Morty, we're gonna do all kinds of wonderful things, Morty. Just you and me, Morty. The outside world is our enemy, Morty. We're the only uuurp friends we've got, Morty. It's just Rick and Morty. Rrrick and Morty and their adventures, Morty. Rick and Morty, forever and forever, a hundred years Rick and Morty, s... things. Me and Rick and Morty runnin' around and Rick and Morty time. Aaall day long forever. All, a hundred days Rick and Morty forever a hundred times. Over and over Rick and Morty adventures dot com WWW dot Rick and Morty dot com WWW Rick and Morty adventures all hundred years. Every minute Rick and Morty dot com WWW hundred times Rick and Morty dot com.

OR

Move On

You decide to move on to the next universe/multiverse/whatever for the next stage in your grand adventure.

NOTES

- Interdimensional Goggles and Cable each continue to work in settings without alternate universes as if they did have alternative universes.
- Ricks have a tendency towards depression and alcoholism.
- Born Sidekick does not work on beings that have longstanding grudges or are too alien to understand the concept of a sidekick.
- When your consciousness is transferred using Project Pheonix clones any perks you have go along with it.
- If you choose Rick without Genius you will be considered a Doofus Rick and all the other Ricks will make fun of you. Being a Doofus Rick gives you the ability to make great brownies out of chemicals. Doofus Ricks do not have a tendency towards depression and alcoholism.
- Cool cats don't trip.