

SCOOB AND SHAG Jumpchain



This is a world of strange alien beings known as Toone's, the people who portrayed the characters we all loved as children. A dreamlike absurdist place that will soon shift into something far more skin to a sci-fi battle shonen manga. The global entertainment industry serves as the foundation of an energy system known as Ballyhoo, a supernatural power born from admiration, attention, and audience engagement. Unfortunately, Ballyhoo is only half the story.

Its dark counterpart, Antihoo, corrupts both body and mind, mutating living beings into monsters while serving as the fuel for Martian experiments, forbidden technologies, and weapons of mass destruction. As hidden conspiracies unravel and ancient powers awaken, the conflict steadily escalates from bizarre comedy and street-level mysteries into a struggle for the fate of entire worlds. One week from now, Toone Commander Ship 6 will fall from the sky, and the events of the webcomic will begin.

Take 1000cp

Origin

Drop In

You are an outsider to this strange world, whether a clone, a visitor from Earth, or something else entirely. Most people neither trust nor understand you, making it difficult to find allies at first. On the bright side, your lack of ties means you are free to choose your own path without expectations weighing you down.

Toone Fleet

You are one of the defenders of reality, a member of the colorful but surprisingly dangerous Toone Fleet. Whether soldier, hero, or support specialist, you've fought against threats ranging from rogue Ballyhoo users to Martian invasions. Your comrades are eccentric, but few forces in the universe are as stubborn when protecting themselves.

Mars-Affiliated

You stand with the Martian Empire, either by birth, loyalty, or convenience. The Martians possess advanced technology, bizarre sciences, and a willingness to do whatever is necessary to secure victory. While many fear them, none can deny the effectiveness of their methods.

Location

You begin on Earth. In one week Toone Commander Ship 6 will crash down. Beyond that, your location is up to your choice

Perks

Drop In

Nobody Important (-100cp): Most people overlook you unless you deliberately draw attention to yourself. Investigations into your activities encounter unusual dead ends, forgotten paperwork, and distracted witnesses. While this won't stop determined enemies, it makes remaining beneath notice surprisingly easy.

Truthseeker (-100cp): People just can't seem to effectively lie to you, verbal deceptions being easy to see through for you. On top of that, secrets that relate to you personally are hard to keep from you, with the information getting to you one way or another, as long as you look.

Perfect Counter (-200cp): Fighting against ability users is your bread and butter. You can see through enemy abilities, understanding how they function notably quickly. Coming up with ways to counter these abilities with your own comes naturally. It's easy for you to punish enemies reliant on their special powers.

Catching Up (-200cp): You are a natural. At what, you may ask? Everything you try. You learn about twice as fast at almost anything you try. Your growth is doubled again if you are taught by an experienced teacher.

Rating Booster (-400cp): You're a fan favourite, kid, a real ratings booster! Just by being around you makes other people more popular and interesting, amplifying the power of their ballyhoo and their social presence passively. In future jumps, this can amplify other energy techniques and powers.

Hand In Hand (-600cp): You are a unique existence, and as such can channel other people's abilities through your body to an insane degree. If given power from them, you can gain a unique higher transformed state, with access to a form of the power that even the original user might not be able to use. The power will be temporary, but its duration can be increased through training.

Toone Fleets

TV Star (-100cp): You're a real star. Acting, memorizing scripts, socializing and any skill required to maintain a top-tier acting career are instinctive to you. You are a masterful actor and performer, able to almost take on new identities. You also seem to be naturally funny and comedic, at least for young children.

In Plain Sight (-100cp): Is that giant rat normal? Apparently it is. No matter how strange it is, your appearance is easily accepted as normal for most people, despite any mutated or alien appearance. This won't work on anyone who generally knows what type of thing they're looking at, only the ignorant masses being affected. If someone revealed you were an alien, you might be in trouble.

Cover (-200cp): What seems to be a common Toone Technique, even in the heat of battle you can manage to put yourself between any attack and a certain target you have chosen, letting you save them at the last moment. This technique cuts the damage you take in half.

Battle Analysis (-200cp): Creative use of your own abilities comes naturally to you. Drawing out the depths of your abilities' potential is only a matter of time as long as you use it. Merging special abilities into your fighting style is basic.

Taijutsu (-400cp): Getting up close and personal is your fighting style. You are effective even without an ability, able to use your hand-to-hand skill to take down people far stronger than you. While your technical knowledge might be low, you have an absurd talent for martial arts and hand-to-hand.

Augmented (-600cp): This is a strange power, of which not much is understood. What is known is that you have gained a partial blessing from one of the Gods. Those who wield this power radiate a strong hue when using their Ballyhoo instead of the normal white light. More importantly, this grants you additional properties to your ability, as well as a raw power boost, increasing your capability as a fighter. In future jumps, your unique personal ability can be augmented to your desire, given an additional function or power boost.

Mars-Affiliated

Commanding Presence (-100cp): Something about you radiates authority. Even when bluffing, people instinctively assume you know what you're talking about and possess legitimate authority. Subordinates find it easier to follow your orders and strangers are more likely to cooperate. bluffing

Black Project (-100cp): You've learned how to bury inconvenient truths. Cover-ups, secret facilities, and classified projects become significantly easier to conceal under your management. Even when evidence exists, connecting it back to you proves frustratingly difficult.

Doping Demon (-200cp): Is this a result of time being experimented on? Or are you just a standout of your species? You are resistant to the effect of drugs, chemicals, poisons and toxins, as well as psychic/spirit energy abilities that replicate such things.

Communication Tech (-200cp): Keeping in contact with others has never been easier. You are a prodigy when it comes to building and maintaining communications technology. Radios, cell phones, letter delivery and any other way to send a message. Keeping in contact with a species across the galaxy would be child's play for you even with limited resources. Never lose touch with your people.

Martian Artiste (-400cp): Martian Arts are techniques developed by ballyhoo users to safely integrate Antihoo energy. This lets them amplify their attack power, change the properties of their attacks, or imbue a corruption that affects a target despite their durability. Due to being purchased with CP, you will never mutate yourself with this. You may still create mutants from targets however. Be careful.

Antihoo Scientist(-600cp): Or maybe you want to make Mutants at will. You are the leading expert on Antihoo, Ballyhoo, and technology that can manipulate and use this energy. Weapons, Clones, power sources, robots and more are all within your purview. The science behind any spiritual or psychic energy would be simple for you to figure out if you got the chance to study it.

Ballyhoo

Gained something in return for the world profiting from transmitting their performances. Through channeling the love and admiration they gained, they were able to manifest supernatural powers. Abilities are generally and vaguely categorized as physical and energy types based on their properties. +200cp Stipend.

Enhance (-200cp): Your Ballyhoo energy allows you to supercharge your weapon or object, massively amplifying its attack power. Swords can slice through reinforced steel and giant monsters, while guns fire semi-truck-sized beams of energy. A combination of physical and energy type abilities. Captain Scoob's ability

Simulcast (-200cp): You can cast a copy of someone else's physical attacks, creating a temporary construct of the target. Your technique allows you to match the target's casting speed, letting you stalemate or neutralize. The ability of Yogi Bear

Info (-100cp): Just by looking at a target, you receive a detailed breakdown of their status, condition, and abilities. The ability of Swiper the Fox

On Demand (-200cp): Courage. At will you can transform into weapons or objects. You retain full control over the functions of your body, able to shoot, drive, or activate whatever device you turn into. The ability of Courage the Dog.

Infrared (-100cp): You can focus your senses and Ballyhoo energy into impossible precision. Whether firing a gun, throwing a knife, or directing an energy attack, your accuracy borders on supernatural. Weak points and vulnerable targets seem to reveal themselves instinctively. The ability of Yosemite Sam

Direct to Video (-100cp): You have the power of scrying, able to see over long distances and monitor entire areas at once. On top of that, you can project everything you see as holographic screens. Dies in chapter moving idk his name Mandark i think?

Frame By Frame (-200cp): At will you can amplify your perception such that even bullets move in slow motion, allowing you to move precisely to avoid almost any attack. Hard counters most projectile abilities. Ballyhoo of Popeye the Sailor.

Product Placement (-200cp): You can summon branded products and commercial objects from seemingly nowhere. Vending machines, advertisements, soda cans, and promotional displays appear at your command and can be weaponized creatively. Stronger users can summon increasingly absurd commercial constructs.

Dead Air (-400cp): You can create space within space that can absorb and consume matter and energy. Targets caught within these distortions are dragged toward annihilation unless they escape quickly. Mastery allows you to use these pockets as transportation routes or battlefield control tools.

Rerun (-300cp): You can travel back in time at will, although any people or objects brought with you can't interact with things to avoid a paradox. Due to being purchased with CP, you also have the power to make return trips. The ability of Patrick Star

Picture in Picture (-300cp): You create floating windows connected to distant locations. These portals allow observation, communication, and travel between connected points. Skilled users can open multiple windows simultaneously to monitor entire battlefields. The ability of Garfiel the Cat

Power (-400cp): With a gesture, you can turn objects 'off' sealing them in a pocket dimension in a sucking vacuum of space. At will, you can turn them back 'on' releasing them from similar portals. Objects up to the size of skyscrapers can be 'Powered' without issue. The ability of Mickey Mouse

Jumpcut (-300cp): With a single motion, you sever everything within a radius of 30ft. Distance and barriers matter little against these cuts when in range. The attack resembles reality itself being edited apart. Shag can slice through any material in a 30ft radius. The ability of the original Shag.

Format (-400cp): Your eyes grant influence over minds, memories, and perceptions. Thoughts can be altered, memories rewritten, and false information inserted with enough concentration. Strong-willed targets can resist, but few are completely immune. Can work across recordings of you. The ability of Velma Dinkley

Freeze Frame (-300cp): You generate constructs of supernatural ice. The target whose gaze meets this ice will be unable to control their own movement for a time. The ability of Fred Jones.

Burn In (-200cp): You can create energy blades of different sizes. Tagging a target with the blade will cause an escalating buildup of heat within them until cancelled or released. Useful against traditionally durable enemies. The ability of Daphne Blake.

Stunt Double (-300cp): You can create independent clones to act on your behalf. These duplicates are capable of fighting, scouting, and sacrificing themselves in dangerous situations. How complex they can act is proportional to the number of clones. Can maintain up to thousands as long as they aren't doing anything complicated. The ability of Gerald Johanssen

Cue Card (-300cp): You manifest glowing cards containing suggestions or commands. These instructions represent the most statistically favorable action available for the current situation. Following them often leads to improbable success. Cards can be used as projectiles or distractions. The ability of Agent Five

Closed Caption (-200cp): All forms of communication become understandable to you. Spoken languages, alien dialects, coded messages, and even inner thoughts appear as readable subtitles. Nothing said around you remains truly incomprehensible. The ability of Dee

Broadcast (-100cp): You constantly sense the presence of nearby Ballyhoo users. The stronger their abilities, the easier they are to detect. With training, you can even identify specific signatures and emotional states.

Satellite (-100cp): You possess weak telekinetic control, you can lift and move small objects with your mind. Becomes stronger when rotational force is incorporated. Your version of the ability is at the level of JF, the original owner.

Resolution (-200cp): You can alter your body's density at will. Increasing density grants immense durability and strength, while decreasing it allows speed and agility. This ability belongs to Foghorn Leghorn

Sharpness (-200cp): Your body transforms into living weaponry. Flesh, blood, hair, and even spit can become razor-sharp cutting implements. Injuring you becomes dangerous because every part of your body can fight back. The ability of Flapjack

Items

General

Poupon Ball (-100cp): A small ball that can shrink an item down and seal it for easy storage. Can release the object with a poof. Perfect for hiding bigger weapons or tools.

Drop In

Mascot Costume (-100cp): An creepy, disgusting mascot costume that makes you look like a horror movie monster. This thing does a good job hiding your identity and voice, and despite its horrific appearance, people still seem to trust you.

Fast Food Place (-200cp): You are now the owner of a fast food restaurant or retail storefront. Your workplace is staffed by loyal workers who are good enough at their job, and are perfectly willing to jump in to defend you if things look dicey. This place is pretty lowkey, and enemies will have trouble finding them unless you lead them directly there.

Conspiracy Board (-400cp): An enormous investigation room filled with maps, files, photographs, and research equipment. Information related to your current goals gradually appears among the collected evidence. While not infallible, it always provides useful leads.

CIA Base (-600cp): With this purchase you are the owner of a defunct former CIA base. Hidden under an apartment building that you also own the deed to, this is a hidden and secure underground facility with defense turrets, and a top notch security and surveillance system. The real mainstays are the supercomputer system, more powerful than almost any computer on earth; it can manage almost any other security systems you have, as well as control the function of the base. You also gain a holo-room, a training room where you can simulate almost anything you can think of.

Toone Fleets

Misterie Mashine(-100cp): A suspiciously durable van capable of surviving crashes, explosions, and supernatural incidents. Its interior always contains useful investigative supplies and enough room for companions. Somehow, it also arrives exactly when dramatically appropriate.

Getaway House(-200cp): A beautiful farmhouse sitting somewhere far away from everything else. Home to a beautiful flower field that lets people lose themselves to their nostalgic past. Keeping friends or prisoners here will keep them docile and silly, like they've been reduced to being a silly happy gang of friends.

Cloning Vats (-400cp): You own a room with large tubes filled with a mysterious liquid. Within these vats, an instance of someone's DNA will allow you to make up to eight clones of that person. These clones can even retain custom abilities.

Fleet Commander's Ship (-600cp): A massive warship worthy of the Toone Fleet's finest commanders. It possesses advanced weaponry, defensive systems, facilities capable of supporting a large crew, and can fly at FTL speeds. Comes with enough staff to run smoothly.

Mars-Affiliated

Swanky Uniform (-100cp): A stylish Martian or Toone uniform tailored perfectly to you. It commands respect from allies and intimidation from subordinates. No matter what happens, it somehow remains immaculate.

Nullification Tech (-200cp): A collection of Martian suppression equipment is placed at your disposal. Included are specialized restraints, containment tubes, and portable devices designed to capture dangerous ability users alive. While not infallible, these tools are highly effective against powers, magic, and supernatural abilities.

Spacecraft (-400cp): You own a fully functional interstellar attack craft. Fast, heavily armed, and capable of extended operations in deep space, it is suitable for both military campaigns and long-distance exploration. Its weapons are powerful enough to devastate entire buildings.

Laboratory (-600cp): A state-of-the-art research facility becomes part of your possessions. The laboratory contains advanced scientific equipment, magical research tools, secure testing chambers, and extensive databases. Whether your interests involve Ballyhoo, Antihoo, genetics, engineering, or entirely new disciplines, this facility can support your work.

Companions

Import (-50cp): Import an existing companion into this jump. They receive an origin, appropriate background, and 800 CP to spend.

Canon Character (-50/200cp): Unlocks a slot to choose a canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantees they follow you on your Chain

Cartoon Cartoon (-50cp): You may recruit a cartoon character who never appeared in the webcomic itself. Whether hero, villain, comic relief, or obscure background figure, they arrive with a unique ballyhoo ability. Particularly close duos or twins may be recruited together under a single purchase.

Martian Warrior (-50cp): A young martian soldier, devoted to bettering their planet and people. Accepting the experimentation brought on by the newly met Toones, they were one of the first to develop both ballyhoo and antihoo martian techniques.

Drawbacks

Pre-Timeskip (-0cp): Your jump only lasts 1 year.

Chainsmoker (+100cp): It's technically not addictive. You smoke a lot of weed, enough to annoy the people around you. You're one of *those* stoners, a domestic annoyance.

Creepy (+100cp): Blood trails, eerie lighting and such follow you, and people will definitely notice. You might not get arrested immediately, but things will probably go that way if you don't clear things up. You aren't trusted easily.

Absurdist Humor (+100cp): Reality occasionally bends around bizarre comedy logic. Conversations derail into nonsense, random events occur without explanation, and serious moments are frequently interrupted. Somehow things still function despite the chaos.

Clone Crisis (+100cp): People constantly mistake you for someone else. Friends, enemies, and complete strangers confuse your identity in ways ranging from annoying to dangerous. Expect misunderstandings and mistaken confrontations.

Imposter Syndrome (+200cp): Deep down, you know you're not the original. Every success feels borrowed, every achievement feels stolen, and every relationship is haunted by doubt. While your abilities remain intact, your confidence takes a significant and persistent hit.

Limbless (+200cp): You begin the jump missing either an arm or a leg, and it cannot be recovered for the duration of the jump. Everyday tasks become noticeably more difficult until you adapt.

Crash the Boat (+200cp): You possess a supernatural talent for damaging vehicles. Cars break down, aircraft malfunction, and spaceships suffer unexplained complications whenever you are operating them. Transportation becomes an adventure all by itself.

Amnesia Plot (+300cp): Your memories of this world and your own history are missing at the start of the jump. Important information, relationships, and past events must be rediscovered through experience. The truth can gradually return as the 'story' progresses.

Main Character Syndrome (+300cp): Major events seem determined to involve you whether you want them or not. Secret conspiracies, dangerous villains, and world-changing revelations constantly cross your path. Staying uninvolved becomes almost impossible.

Fourth Wall (+400cp): You've lost your mind and constantly speak to the audience, utterly disturbs people. Distinguishing between genuine reality and perceived storytelling conventions

becomes a daily struggle. This makes you a target for the type of greater being that can augment the power of Ballyhoo.

Notes

- Hand in Hand: What Shag can do with Scoob's power but you can do it with anyone's. Bug's power turns you into a walking Dead Air, Mick turns you into a moving portal, etc,