

Chip 'n Dale Rescue Rangers Animated Series

(Jumpchain compliant)

Welcome to a world that at first glance would appear to be very similar to your own, but looks can be quite deceiving. For you will find that the animals are not only just as intelligent as humans around here, on average anyway, but that they have an entire parallel society of their own, completely unknown to mankind. Which like any society has need for heroes, those ready and willing to risk danger and help animals in true need. And the those most likely to answer that call are the chipmunks Chip and Dale, the (soon to be) founders of the Rescue Rangers. These two gumshoes will be picking up the slack, with no case being too big, or too small, that they'd let the crime go slipping through the cracks!

Perhaps you will decide to help them? Or maybe you'll be the exact kind of bad guy that they'd try to save the day from? Whatever your plans may be, you'll be starting on the day that Chip and Dale hitched a ride with Plato the police dog and got involved with a globe trotting adventure to stop the evil crime lord, Aldrin Klordane.

Location

While things are named a bit differently, and it also tends to be a much nicer place to live in general, the city that the Rescue Rangers are headquartered in is very similar to one New York from your own world. Roll a 1d8 to find out where exactly in this metropolis you'll be starting out, or if you'd prefer you may pay 50CP to choose for yourself.

1. Ranger HQ: A large tree in Central Park that currently holds the home of the chipmunk duo of Chip and Dale, and which will soon become the base of operations for the Rescue Rangers as a whole.

2. Police Station: Home to the city's, well I wouldn't call them the best and the brightest, but they are indeed cops. That Donald Drake fellow and his dog Plato seem to have their act together at least, too bad they are both supposed to be retiring soon.

3. Zoo: This city zoo is actually a rather nice place to live. The animals are well taken care of, and for the most part are all quite happy to stick around. I even hear that it's being loaned a pair of panda twins as an new exhibit soon!

4. Happy Tom Cat Food Factory: This old factory is actually the secret hideout of that nefarious crime boss Aldrin Klordane, as well as his equally villainous pet, Fat Cat. Not a bad place to be if you're looking for some less than legal work, otherwise I'd suggest staying well away.

5. Docks: An essential part of the city's economy. Here you can find ships of all types coming and going on their business, transporting everything from passengers, to fish, to even that most important of cargo, CHEESE!

6. Local Supermarket: Another fine place to acquire various cheeses! And also stuff like eggs, milk, or bread if you really want to, I guess.

7. Nimnul Residence: The home and main lab of one Professor Norton Nimnul, a scientist of questionable moral fiber, and even questionabler sanity, and sometimes his nephew Normie as well. All in all not the kind of neighbors you'd invite to a barbecue.

8. ???: This appears to be some kind of... combination furniture store and male strip club? Well this certainly doesn't belong here. Tell you what, let's just pretend that we never saw this bizarre place and I'll let you freely pick where you will start out. Just so long as it was actually a location featured in the show that is.

Origins

You may treat any Origin as a Drop-In option if you so wish.

Goofball: You've always been the type to figure that the whole point of life is having as much fun as you can, while maybe trying to do some good along the way. Well there must be something to that way of thinking, as despite, or possibly because of, your laid back attitude, things just tend to work out for you in the end.

Grease Mousey: Maybe you just easily get board and like to tinker, or perhaps you have more lucrative uses in mind for your nefarious inventions... But whatever your reasons might be, one thing for sure is that you have a mind for the construction and use of all kinds of ingenious (and even completely functional! ...usually) contraptions.

Adventurer: Bit of a ramblin' man/mouse/whatever, eh? Hey, nothing wrong with going on a good walkabout every now and then. No better way of picking yourself up some useful new skills, and it helps build the body and mind like nothing else. Not to mention all those foreign delicacies just waiting for you to taste!

Villain: Well, well, well. What have we here? Another player in the criminal underworld I see. And one with such great potential for profitable malfeasance to boot. Picking out the perfect mark, manipulation, and most importantly of all, delegating the dirty work to useful idiots, are all tools of the trade that you can wield with expert skill. You also know the ultimate truth, that the world is an oyster, just waiting it's rightful owner (which is you by the way) to take it.

Age & Gender

You may choose to be any age that makes sense for your species and background. Whether or not animals have shorter lifespans than humans here is very inconsistent, but let's just say you'll be fine so long as you don't try starting out as anything too silly.

Your gender will stay the same as it was before, but you may pay 50CP to swap over to the other one if desired.

Species

No Case Too Small [free]: You may become any animal up to the size of a particularly large house cat for absolutely free. One thing to note is that these kinds of animals tend to be oddly anthropomorphic in this universe, having opposable thumbs and dexterous digits able to manipulate the world around them as well as any human could if they were that size, all while also being able to walk around completely upright. Although for some reason people rarely seem to comment on this, or even notice the fact that a bunch of rodents are wearing well tailored clothes.

Big Things Come In Big Packages [100]: Or for a slight surcharge, you may instead choose to become any sized species up to and including an elephant. However, this does have the downside that the larger animals aren't generally as anthropomorphic as the smaller ones, although there are exceptions.



General Perks

Ju-Ju-Ju-Jumper! [free]: Congratulations! You now have an upbeat theme song of your very own. Besides simply being a catchy earworm, it's sure to fill you with excitement for whatever adventures await you. It can be played whenever you like, and you may choose if others will be able to hear it as well. Also comes with an instrumental version for those times when you just need some background music to help set the mood for your heroics.

ALVIN! [50]: No? Eh, all those chipmunk types sound the same anyway. And now with the help of this Perk, so can you! Whenever you should so choose, you can have your voice become sped up and much higher-pitched. Absolutely perfect for singing those Grammy Award winning novelty songs.

And as a bonus, when angered you may speed your voice up even further, to the point of complete incomprehensibility. Yet when you do this you'll find that those you rant at fully understand the full depth of your ire, no matter how unintelligible your actual words might otherwise be.

Tell Tail Weather Indicator [50]: You may pick one part of your body that will now act as the perfect meteorologist, giving you the power to sense what the local weather will be like for the next day or so by how said body part feels. It will even alert you to any unnatural weather manipulation that may be going on. You may also turn this off whenever you like, in case you get tired of sudden chills on your backside, or whatever.

Junior Chipmunk [100]: While their ability to speak with humanity is rather inconsistent, none of the various animal species around here ever seem to have any trouble communicating with each other, no matter how different they may be. And now you can take that bit of convenience with you, as in future Jumps you will always be able to understand and talk with any animals you wish to. Although depending on their intelligence level, they might not have much of interest to tell you.

A Mouse In a Man's World [100]: Size means far less than it should when it comes to you using oversized tools and items for their intended purpose. They seem to weigh less in your hands, and being forced to hold them with an awkward grip never appears to throw off your leverage. You'll even find it easier to jury rig up ways to operate machines and vehicles that where built for use by those who would be as giants to you, but while workable, that won't be quite as efficient as you might like.

Cartoon Violence [300]: Much like any good slapstick comedy character, you're incredibly resistant to amusing and/or unintentional forms of physical harm. For example, so long as there was a reasonable chance that you could have survived anyway, getting something large and heavy accidentally dropped on you wouldn't do more than flatten you out like a pancake until you take a second to walk it off, and pranks like thrown pies will never go horrible wrong. Just keep in mind that this won't do anything to save you from someone TRYING to do real damage, as their claws will still cut you just as deeply as they should.

They Called You Mad! [600]: Similar to the not so good Professor Norton Nimnul, you are a true idiot savant when it comes to inventing mad devices right out of a cheesy science fiction movie, and with enough time and resources you too can make your dreams of robbing banks with weather control machines and cat powered death rays into a reality! However, such crimes against physics do tend to be somewhat finicky, require rare and expensive components to build, and are rather hard to mass produce.

Goofball Perks

Hawaiian Monk [100]: For some reason no one ever seems to hold your slacking and/or clowning around against you in the long term. Sure, they might get upset that you're not doing your fair share of work with whatever is going on right at that moment, but they'll never bring up any of your past laziness in the argument, and once all's said and done you'll be forgiven, and they will forget about your lack of effort. And so long as you're not trying to hurt or insult anyone, your jokes and pranks tend to be taken with good humor, or with mild annoyance at worst.

We Solve Mysteries and Help People [100]: Normally when things are going wrong and a bunch of random strangers show up and say that they're here to help, people might be understandably suspicious, but thankfully you seem to have a certain earnestness about you that's easy to trust. As whenever you honestly offer to assist someone with a problem, they will believe that you truly do want to help. They won't necessarily always accept your aid, but there won't be any doubt about your motives.

Just As Planned [200]: Well, they do say that fortune favors the bold and the terminally foolish. Now even your most harebrained schemes are much more likely to work out for you; as the more bold, creative, and/or down right zany a plan is, more that luck will be on your side when it comes time to enact it.

If nothing else the consonances will be less painful than the really ought to be, but with enough grit and skill these ploys may well work out perfectly more often than not.

Muridae P.I. [200]: You have the all of the skills and deductive abilities needed to become the next great detective. Even the most subtle of clues will stand out to your ever searching eyes, and you know all the tricks to get the most out of any information gained in your investigations. It's all quite elementary to you my dear Jumper, when the game is afoot.

Rescue Sentai [400]: The teamwork between you and your friends display when the chips are down is truly a sight to behold. When operating alongside of your comrades, you will all act in almost perfect unity, each one of you instinctually knowing where to be, and when to spring into action to best play your part in saving the day, and all without getting in anyone else's way.

Fool's Plot Armor [600]: The biggest dangers are often the ones that are never seen coming, but thankfully that's not something you will have to worry about. As you will never be seriously harmed by something that you were completely unaware of, and had no real chance of reacting to.

For example, this dumb luck is strong enough to ensure that an unseen sniper would always miss that first surprise shot at you, and that you could sleepwalk around the top of an incomplete skyscraper and somehow survive safely until you wake up and have a chance to realize the mess that your bumbling have gotten you into.



Grease Mousey Perks

A Delicate Rose Amongst the Ragweed [100]: Hey there good looking! Whether it's a girlish cuteness, sultry beauty, or a rugged handsomeness, you are indeed notably more attractive than the average person, to the point that it will be quite common for people to gain a crush for you at fist sight. Although you probably won't be seeing any new cults starting up around you unless you also have a great personality as well.

Aviation Legend [100]: Your skills as a pilot are second to none. So long as you've had some time to familiarize yourself with the machine, you will be able to fly practically anything through even the worst kinds of weather, and then safely set it down on the most unaccommodating of terrain one your destination has been reached. Just make sure that you remember to equip the proper kind of landing gear for the job before rushing off on your next adventure.

Double 'O Moll [200]: Your talent in the arts of acting and disguise is truly exceptional. Why, with nothing more than a change of clothes, some makeup, and maybe a wig if you wanted to be really sure, you could fool even a close friend into thinking that you were a completely different person. Were you thinking of a carrier as an actor? Or perhaps a spy?

Heart of the Team [200]: It's easy for strong personalities to clash, particularly when they all live together and constantly get involved in high stakes missions. Thankfully you have a knack for calming everyone down when things start to get heated, reminding them of their friendship, and getting everybody back to focusing on what's really important. There may be no I in team, but everyone will be thankful that there is a “you”.

It'll Probably Definitely Work [400]: Look, not every new invention can be a winner, and of course being forced to build something in field conditions can lead to suboptimal results, but any landing you can walk away from is a good one!

Luckily all your creations are guaranteed to only ever fail in ways that won't cause you or yours any immediate harm. Like a new plane might fall apart on the runway, but at least it will do so before it becomes airborne. And a failed rocket would simply sputter and die, rather than explode with you in it. However, this won't help if someone actually tries to break, or sabotage your work...

Gadgets & Gizmos [600]: Golly, you really do have a mind-bashingly high IQ! Besides simply granting great intelligence, this also gives you amazing engineering skill and talent, especially when it comes to inventing/building things using repurposed parts.

This is to the point where you can easily put together fully functional, if miniature, vehicles using nothing but common household items. You could likely even figure out how substitute important parts in highly advanced technology with things like simple paperclips in a pinch, but I'd advise against trying your luck like that unless absolutely necessary.



Adventurer Perks

Sureluck Jones [100]: A detective's mind rebels at stagnation, it needs problems, it needs work. But that won't be an issue for you, as so long as you desire one, a new case is all but guaranteed to fall into your lap.

This won't create new problems where there wasn't any before, but any crimes or mysteries that you would find intriguing will somehow manage to find their way to your desk, ready to be taken up and solved by a great sleuth such as yourself.

Tastes Gouda [100]: When one has traveled all over the world, they are bound to have picked up a few useful skills along the way, and one of the most important to learn is how to cook. You are able to whip up all kinds of delicious meals, knowing recipes from pretty much every culture out there. But where you truly shine is working with your specialty, CHEESE!

Not only do you know how to make every kind of cheese known to man or mouse, but through many culinary experiments, you have also learned the best way to incorporate cheese into any kind of dish, which does actually improve the end result more often than not. Cheese cakes, cheese soup, Royales with cheese...

A Man or a Mouse [200]: It takes a special kind of person to be able to keep their nerves in a dangerous situation, but you can count yourself among the best of them. Combining your natural bravery, with the ability to maintain a cool head and think clearly in even the most chaotic of encounters, means that you never have to worry about losing your wits when you need them most. Whether that be in a brawl, a natural disaster, or any other kind of adventurous daring do.

Fightin' Around the World [200]: There's plenty of dangers out there just waiting to say hello to some unlucky traveler, so it's a good thing that you have all the experience necessary to reply in kind.

As not only are you more than skilled enough in hand to hand combat to more than hold your own when it's time for fisticuffs, you also know the tricks needed to survive as an explorer; like foraging, avoiding predators, and setting up shelter for the night.

El Muscle Grande [400]: Sure, that fancy detecting and and technological stuff is nice and all, but sometimes what a bloke really needs is simple brute strength. And by crikey, strength is one thing that you have in spades.
Your physical power for your size and weight class is so amazing, that as a somewhat larger than average mouse you could pick up a full sized crowbar and swing it around with only slightly more effort than a full grown human would need, and even creatures much bigger than you could be knocked cold with a well aimed hit. That'll show 'em to didgeridon't!

It's Rescuing Time! [600]: It's a sad fact of life that no matter how much someone may want to help, they might simply not be able to get there in time, or even not hear about the problem until it's far too late. Well not you.

Although once you arrive it will all be up to your own abilities again, you will always have a chance to get to anyone you are trying to save in time to do so. And not only that, but you will quickly find out/notice if any of your friends, or loved ones are in trouble, and they will never be done any serious harm until you've had the opportunity to save the day. However, if you want this to continue protecting someone, you will have to drop everything and put your all into rushing to their aid the moment your know of the danger. But after all, that's just what a true Rescue Ranger does!



Villain Perks

Acapella Alligators and Fat Catbarets [100]: Some times merely boasting of your crime the old fashioned way doesn't cut it, and the only way to properly express your jubilation is through song! Well here's something to help you with that.

You now find it much easier to come up with song lyrics on the fly, and you may choose to have appropriate music start playing to back you up when bursting into song (it's up to you if anyone else will find this weird). Additionally, you have perfect multi tasking when it comes to your displays as a vocalist, and could easily focus on singing an opera duet while fighting a dual without loosing a beat in either.

It's a Steal [100]: Most exquisite. This will give you the skills needed to start your own successful crime family. From the ability to scheme out those long cons to take control of the local illegitimate enterprises, to spotting an easy mark for a bit of larceny and/or extortion from a mile away, to even just smoothly running an organization. It turns out that crime does, in fact, pay, and you're going to wring every penny you can out of it.

Good Behavior? [200]: Of course no line of work is without some risk, but luckily you have a bizarre tendency to avoid dealing with one of the worst, jail. No matter what crime you might have been convicted for.

It might be through a plea deal, claiming temporary insanity, getting an early release because “they needed the room for worse criminals”, or just a good old jailbreak, but the end result is that you'll never have to spend more than a week in prison unless that's exactly where you want to be. And somehow, no one ever seems to think about upping the sentence, or security on you, despite the constant reoffending.

Lying Lahwhinie [200]: This gives a devious mind and devilishly manipulative charisma that will make it surprisingly easy to convince others to willingly do you a few “favors”, even when said favors might not be in their best interest ...or be particularly safe.

This will become all the more simple should they already like you for some reason, as those who think of you as a friend, or who have a crush, would take a lot of proof before they'd even start to think that you might just be using them. Life can be hard, so that's why you should just get some poor sucker to handle all those difficult parts for you.

Whatever You Say Boss [400]: Good help can be so hard to find, that's why you sometimes have to simply make do with *loyal* help. You have a way of easily spotting and drawing in the type of individuals who are destined to be lifelong goons, and while these mooks aren't exactly the sharpest bulbs in the sea, they tend to be strong, and can follow orders without overthinking the morality of doing so.

And once hired, they will become surprisingly devoted to you for a pack of thugs. You could belittle, push around, or otherwise bully them to your black heart's content, and at worst they'd grumble a bit when they think you're not looking. You might not have any Astronauts, war heroes, or Olympians at your beck and call, but now you'll never be lacking in toughs more than willing to do your dirty work.

Try Try Again [600]: No one can win them all, but it is rather troublesome when those pesky heroes manage to wreck your base, completely destroy your newly built giant doomsday device, and return all that lovely money you just stole, AGAIN! Well here's something to at least ease some of the pain.

Rebuilding after a major setback is far quicker and easier than it has any right to be, as if fate was helping you recoup your losses. Money will seem to flow into your pockets, and new buildings/devices are constructed in record time until you are right back to your old status quo. It's a new day, and I'm sure your enemies won't know what hit them, THIS time.



Items

You may discount any one item of each price tier, with discounted 100CP items being free.

Any suitably similar gear you already possess may be freely imported into these items, combining all their benefits and granting them a new altform.

Post Jump, vehicles and personal sized equipment purchased here will be able to switch between being scaled for human, or rodent use as you desire. While properties may either be attached to the Warehouse, or placed in a suitable location in the world.

Gimme That Cheddar [100]: This adds a new door in your Warehouse that leads to a massive vault that can be used to store an unlimited amount of one thing, and one thing only, CHEESE! It currently contains enough cheese of all kinds to keep any glutton well fed for a decade, and this starting stock will refill every 10 years, or at the start of a new Jump, whichever comes first. Any cheeses stashed here will also never go bad, and shall only age to perfection.

Aeronautical Origami [100]: This piece of paper seems completely unremarkable, except perhaps for the fact that it's several times your size, but it's true use lies in the fact that it can quickly be turned into a paper plane strong enough to safely act as a glider for up to two riders, practically folding itself into shape the moment you decide to do so. When not in use it also can somehow be folded small enough to fit into your pocket without encumbering you, or damaging the paper.

Chipwise [100]: Rope! You'll be wanting it, if you haven't got it. This lasso is not only much stronger than you'd think, and incredibly quick and easy to attach things like grappling hooks to, but it almost always seems to be just long enough for whatever you need it to do, to the point where you could wrap it around the Statue of Liberty several times over if you had to.

X Marks the Spot [100]: A genuine treasure map that will lead whoever follows it to great riches, but only after they go through just as great of an adventure to get there. You will get a new map, leading to a new treasure, every new Jump.

The exact nature of the treasure, and what you will have to go through to find it, will very depending on the local setting, but it will always be of great value by that universe's standards.

The Sorta Bigger Ray [100]: A much less impressive prototype of Nimnul's Gigantico Raygun. This version is only able to grow living small creatures up to close to human size, with the exact maximum depending on how large the target was by their species' standard. Still, despite its limitations, this may prove useful for your future endeavors.

I Know a Guy [200]: Well aren't you popular? When entering into a Jump, you will already have made quite a few contacts and friendly acquaintances all over the world. They all tend to have useful skills and/or contact of their own, and also owe you a few favors. Drop-Ins would instead quickly form these contacts during their travels.

Suave Suit [200]: This finely tailored suit is perfect for hiding all kinds of integrated spy gadgets, and already comes with an inbuilt jet pack, rappel line, and a camera in the bow tie with a flash bright enough to stun those looking directly at it. And it's so simple to modify the above and/or add more gizmos that even a total idiot could do it with the right tools. Everything a budding super spy needs in one fashionable package.

Ranger HQ [200]: A complete copy of Chip and Dale's house. This property is hidden inside a large tree and contains all the comforts of home, a nice big kitchen, multiple bedrooms, a entertainment area, and more. But it also has all the modifications made after Gadget did some work to turn it into the Rescue Rangers' base, like a workshop, landing strip, and aircraft hangar. The perfect place for a new team of heroes to set up a shop.

Another Mouse's Treasure [200]: Congratulations, you are now the proud owner of a junk yard. On the plus side, this one seems to collect a lot of potentially useful “junk”, like all kinds of tech with mostly unbroken components, and plenty of scrap metal in whatever shape and size you could want. Really, it's more like a self restocking treasure trove of spare parts for those of a tinkering nature.

Fruitquake Earthjiggler [200]: And what you have here is... an unlimited supply of jello mix? Besides simply being a tasty snack option, this particular kind gelatin is inexplicably impactful on seismic activity whenever it's underground. Not to the point where you're going to have a problem if you make some dessert in your basement, but should you somehow get a mold the size of a small building in something like a subway system, you could very easily start a localized earthquake at will.

Ranger Plane [400]: This aircraft may look disturbingly ramshackle, but it is actually a remarkably versatile vehicle. Flight is its main purpose, being surprisingly maneuverable in the air, and able to hover in place via the use of a large balloon strapped to its fuselage. It isn't particularly fast by plane standards though.

Its biggest oddity is in the landing gear, which take the form of two “legs” capped with suction cups on their ends. These legs can not only be used to grab things while in flight, but will also allow the Ranger Plane to walk on almost any surface, including up walls. In fact, the suction cups are so strong that the whole thing could safely hang upside down if needed. It will also float should it end up in the water, although you'd have to paddle it back to shore at that point.

Eagle Wing [400]: Or perhaps you would prefer a slightly more traditional plane? Despite using propellers, this aircraft is incredibly fast, being able to dogfight with the best of them, and it could to travel from New York to China in record time if the right jet stream was used. The propellers are also able to be tilted as needed, making this a full VTOL style craft. It is also currently equipped with a rear mounted suction cup “harpoon” gun, but it would be easy to swap that out for some other armament if you should so desire.

However, unlike the above Ranger Plane this vehicle won't be walking around on the ground, and wouldn't fair nearly as well as an improvised boat. It's also a lot more intricate and complicated to work on. You may choose if this shares in the Ranger Plane's homemade and scavenged aesthetic, or give it a more “made by professional humans” appearance.

Aston Martin [400]: Not literally, but this is a fine example of a stereotypical super spy's car all the same. This luxurious auto not only possesses both great speed and durability, but also a bevy of inbuilt weaponry and tricks; including an oil slick sprayer, flamethrowers, and a bunch of missile launchers in the trunk. All nice and hidden so that no one will suspect you of anything more than traveling in utmost style and comfort.

Out Of My Laboratory! [400]: A fine workshop for all your tinkering and mad science needs. Besides simply having plenty of room for working on even large vehicles, as well as being filled with all sorts of useful tools and machines to assist you in the construction of your inventions, just being in here will fill your mind with renewed energy and inspiration for more projects!

By default this will be is attached to your Warehouse, but you may choose to add it to any other property you have following you whenever desired, although that choice will be permanent once you have made it.

Nest Egg [400]: Some may say that money isn't everything, but that kind of thinking is why they're poor while you very much are not. In fact, you're quite rich! As while you won't be toppling a major economy with just this, you now possess the kind of wealth that one would expect to see from a successful crime boss, with the expensive cars and a fine mansion to prove it.

Future Jumps will see you equally well off, in the manner best suited to your background when possible. But even a Drop In would find themselves wealthy, with something like a nice full bank account to withdraw from, or a large chest filled with gems to sell.

Real American Arsenal [600]: Yo Ranger! You are now the owner of this truck filled with military action figures extremely similar to, but legally distinct from, G.I. Joes. Parental discretion is advised, however, as these weapons and other gear are all fully functional for some inexplicable reason, and are much more than a choking hazard.

From guns, to bazookas, to even the tanks, they are all the real deal, if more conveniently sized for rodents than humans, and there's enough “toys” stuffed in this trailer to outfit a small (heh) army. And be sure to keep the boxes, as they will refill with munitions should you ever run low on ammo.

Think Tank [600]: The pinnacle of this world's experimental military technology. This war machine can be controlled with thoughts alone, responding as quickly as the wearer of its brain wave reading helmet can think. Driving about with great alacrity, blasting targets with its powerful and rapid firing laser canon, or transforming from a tank into a fighter jet mode as needed, all at the speed of the operator's will. There isn't a county out there that wouldn't pay a king's ransom for the secrets of this game changing weapon of yours.

Gedankenkontrolle Teekanne [600]: This bizarre artifact takes the form of an ornate teapot that refills itself with a fresh batch of mind control juice every morning. Anyone who gets this juice inside of them, whether that be through ingestion or injection, will fall into a trance for as long as you play a rhythmic beat on a drum, and will follow any command you give them while playing, remembering nothing that happened while they were under. Should they not have a current standing order, they will simply try to return to you whenever they hear your drum.

There are some drawbacks to this, however. For one, you'll need to keep beating the drum the entire time you want them to obey you. The juice does wear off after a while, so your unwitting employees will need a new dose every day, and the pot only holds enough for about a hundred or so victims at once. Also, a painful enough blow can knock someone free from their trance until dosed again. But surly all that is nothing when compared to the potential benefits of free labor!

Nimnul's Numerous Novelties [600]: Buying this will grant you one choice from any of Professor Norton Nimnul's crazy inventions, which range from things like; a flying scooter like vehicle that can control the weather, a device that lets you teleport through phone lines, a laser that can change the age of a target up and down depending on whether you're powering it with prunes or plums, and much more.

You may take this option multiple times to gain different inventions, with any purchases after the first only costing you 300CP.

Companions

Returning Rangers [50-300]: One of the best parts of having true friends is never having to face the dangers of life alone, so here's something to help out the team as well. For every 50CP you spend here you may import/create one Companion, giving them 600CP to spend for this Jump, although they are unable to spend anything in the Companion section. Should you import, or create the maxim of 8 Companions the price will be reduced down to 300CP for the full set.

Recruited Rangers [50]: But what if you also want to bring some new friends along with you when you leave? With each purchase of this option you gain the chance to bring one canon character of your choice along with you on your Chain as a Companion. You do have to convince them to willingly join you first, but that should be extremely easy so long as you're not completely incompatible, as this also ensures that luck and fate are on your side in the matter. Arranging things so that you will have plenty of ideal opportunities to endear yourself and get closer to them, all while also showing them your best qualities. As a bonus, Chip & Dale can be bought as a pair for 50CP, the same goes for Monty & Zipper as well.



Drawbacks

Comic Continuity [+0]: By default the world you will going to will be the one seen in original Rescue Rangers animated television series, but if you so wish you may instead go to one of the comic universes. Either the 1990-1991 Disney Comics title, or the 2010-2011 run from Boom! Studios.

Chipmunk Years [+0]: Instead of staying for a full decade, you may choose to move on to your next Jump after what would be the end of the series.

A Rescue Ranger to the End [+100]: Forget your location roll, for you are starting out in hot pursuit of some thug alongside your friends Chip and Dale, after the three of you decided to ride along with Plato the Police Dog, and his master Donald Drake, so you could see some real crime fighters in action. That's right, you're on the plot's rails now!

The main effects of this Drawback are two fold. For one, fate seems try it's best to keep the main story mostly intact, and to drag you into it. So while you can change a few things here and there, recurring villains like Fat Cat are basically guaranteed to survive anything thrown at them, so they can show up to bother the world, and inevitably you as well, with their newest evil scheme another day. On the bright side, that also means that things like the founding of the Rescue Rangers aren't going to be butterflied away either.

And secondly, you will now feel oddly attached to the Rescue Ranger cause, so that you will likely be throwing yourself against all kinds of dangerous miscreants during your time here. Do try to avoid becoming just another casualty, that does still happen, even in brighter worlds like this one.

Elevator Doesn't Go To the Top Floor [+100]: This hasn't made you less intelligent per se, but you have become far more absent minded, as well as somewhat unobservant. Even a true genius would often find themselves forgetting to do things, or getting so involved in what they're doing that they fail to notice the (hopefully) figurative elephant in the room. So don't be surprised if you get a reputation as a a bit of an airhead, no matter how high your IQ might otherwise be.

A Dale Off the Old Block [+100]: “What will it take for you to act seriously for once?!” must be a question you hear a lot, as the answer is clearly “quite a lot”. You are definitely a quintessential goof off, always joking around and shirking the work you're supposed to be doing, much to the annoyance of everyone else. At least you can get your act together whenever it's really important, like when lives are on the line.

Back When It Was Funny [+100]: You're going to be finding yourself in situations where you are forced into cross-dressing rather often during your time here, how embarrassing. Whether it's simply the only disguise that will work for your case, some malfunctioning gizmo switches the clothes you're wearing with one of your friends, or you just somehow manage to fall into a dress that was hanging on a clothesline, you can expect a lot of mirth at your expense. Annoyingly, how convincing others will find you as the other gender also seems to depend on whatever would be funnest at the time.

Outback Outburst [+200]: Crikey! You're a bit of a hothead, ain't ya mate? Your temper and patience is going to be much shorter than usual, so issues like getting into heated arguments, or deciding to rush right into giving your foes a good thrashing instead of trying to plan things out, won't be uncommon events for you at all. Thankfully you're not anymore inclined to hold grudges than before once you do cool back down.

I'm Okay! [+200]: Get used to saying that, as you now attract comedic injuries and other humiliating slapstick style gags like a flame draws in moths. So you can expect to be tripped, flattened, pied, exploded, or even julienned on at least a weekly basis.

The good news is that the pain is somewhat dulled, and all of the damage that this Drawback causes you can simply be shaken off, even without the Cartoon Violence Perk. But even then, getting stuffed into a can of tuna won't be a nice experience at all, and tends to be disorienting at the best of times.

Just Like a Comic Book [+200]: Well, it's always good to meet new people! Unfortunately it seems that far too often the people you meet turn out to be a new recurring enemy that you now have to deal with. As not only do you tend to encounter those who, for one reason or another, would be inclined to oppose you, but they have a infuriating ability to somehow survive whatever is thrown at them, and to eventually escape any prison. At least these pests aren't any more likely to be particularly dangerous to you than they otherwise would be, but you can bet that you'll be seeing them again. And again. And again...

Keystones of the Community [+200]: I hope you weren't planning to let the police handle any major issues that come up, for while their competence was already somewhat suspect in this world, now all official law enforcement will be utterly incapable of doing much more than cleaning up after some one else has already done all the hard work for them.

Should you be planning to be of a more criminal disposition, this will instead change to effecting any muscle you hire. Like petty thugs, goons, mercenaries, etc.

Dr. Donothing [+200]: Like many things in this universe, the question on whether or not animals are capable of talking with mankind when they actually try is rather inconsistent, but not for you, as you will now be completely unable to properly communicate with humans in any way, shape, or form, during this Jump. Even a written note by you would simply look like random scribbles to their eyes.

Kinder and Gentler [+300]: Bit of a pacifist? Just tired of always resorting to your fists? Whatever the reason, you decided to take up a policy of non-violence for this Jump. So while you can still try to trick, trap, or take advantage of your enemies' accidents, just hitting them is totally out of the question for you. I don't know about this one, Jumper. It sounds like it'll take all of the fun out of fighting.

Green Bay Junkie [+300]: CHEESE! It's more than simply your passion, what you have is a flat out addiction. Not only will you easily sniff out any cheese that happens to be in the same room as you, but once you do, you'll be trying to make a beeline toward it to chow down. And while you will still use all your skills and capabilities to succeed in your muenster missions, you'll otherwise be unconcerned about any potential danger when these feta fits overcome you.

This can be temporarily resisted should you already be completely full, or if the lives of your friends are on the line, but other than that, little will be able to dissuade you from going for that sweet, sweet CHEESE!

Oops? [+300]: The risk you took was calculated, but man, are you bad at math. At least for that first time around anyway. Whenever you have to calculate something, whether for an invention, utilizing physics, or just solving a simple math equation, your fist answer will always be at least slightly off. Luckily as embarrassing as this is, it will never directly result in anything truly fatal, but it could easily compound a preexisting deadly problem.

Meteorwrong [+300]: All those amazing out of Jump boons can really start to go to your head, and sometimes it can be good to stop and realize that you're pretty super just the way you are. So to facilitate that lesson this Drawback will lock away all Perks and Items gained from outside of this Jump from you and any Companions. You'll be fine, probably.

End Choices

Return Home: Know people back in your own world that needs some rescuing? Well it's your decision to make. Keep all that you've earned and go in peace.

Stay Here: Enjoying yourself far too much to leave? Can't say I blame you, this is a quite nice place to settle down for sure.

Next Jump: Now that's what I wanted to hear! Onward to another new adventure!

Notes

No relation to The Rescuers. You know, those other talking Disney rodents that are dedicated to traveling the world to help those in need. Although there really should be now that I think on it.

Yes, I do know exactly why you are taking this Jump, blyat!

