Who Framed Roger Rabbit

A Jumpchain CYOA (V1)

Welcome, Jumper, to Los Angeles. Here, cartoon characters- such as Mickey Mouse or Bugs Bunny- work as actors and entertainers, producing the classic cartoons that we all know and love. These cartoon characters- called "Toons"- live in their own part of town, which is fittingly named "Toontown". But all is not right, and very soon events will transpire that threaten the very existence of Toons. Greed, Patty Cake, murder all threaten to bring Toontown to its knees. In a few days, one Eddie Valiant will be commissioned by R.K. Maroon, head of Maroon Cartoons, to investigate Roger Rabbit's wife; Jessica Rabbit, a sensual Toon who dances at the Ink & Paint Club. Will you assist Eddie Valiant in his mission, or will you ensure the destruction of Toontown? Maybe you'll do neither. But in any case...

Here's 1,000 CP to help you get situated.

Origins: Roll 2d8+18 for your age. Gender stays the same; you can pay 50 CP to change both.

Drop In: You know the drill; no new memories or a history in this world. You start outside of the ACME factory, where cartoon props and gag items like disappearing-reappearing ink are made. (0 CP)

Drop In-Toon: That's… different. You're a Toon now, but you don't have any new memories or a history. You might be able to get a job at Disney or Warner Bros if you're funny enough. You might also be able to get your own strip in the funny pages, if it's the non-moving cartoons you like. You start out somewhere in Toontown. (300 CP)

Detective: You're a dick! I mean, you're a private investigator. You're a half-way decent people person, and you have a few connections around town that'll help you find work. You start out in an office/apartment somewhere downtown. (0 CP)

Toon: Toons, to you, are cartoon characters; here, they're more along the lines of an ethnic minority. They possess abilities that defy all logic and explanation, but fortunately most are nice, if a little eccentric. Mostly. You start out on the set of your latest cartoon, just as everyone is wrapping up for the day. (300 CP)

Deputy-Judge: You're Judge Doom's partner in ~~crime~~ law. While you're not necessarily as ~~evil~~ nice as he is, it's obvious that he's rubbed off on you, ~~in a bad way~~ but not in a bad way. You start out in your office somewhere near Toontown. For an extra 300 CP, there's something… off about you. (0/300 CP)

Perks:

He's A Toon: You have a Toon alt-form of your own design; it could be an animal, a human, or something stranger, so long as

it's roughly the size of a human. Toons are significantly more durable than humans; in fact, the only thing that can really harm them (that is commonly known) is Dip, a combination of turpentine, acetone, and benzene which burns through Toons like acid, killing them in a matter of seconds. Toons are also capable of strange, almost magical things like pulling objects out of nowhere, absurd feats of strength, agility, durability, and comedy, as well as many other inhuman abilities. Some Toons say that they can do pretty much anything as long as it's funny… unfortunately for you, you're not one of them. While you're here you'll enjoy the full benefits of being a Toon- minus fun based reality warping- but afterwards you'll be significantly less durable. The full extent of your abilities will be outlined in the notes section. (Free Drop In-Toon, Toon, and Deputy-Judges who paid 300 CP for their Origin)

Disney's Dexterity- Like the famous cartoonist himself, you have great skill in artistic endeavors- particularly those involving the pen, pencil, and brush. Your style is distinct and usually pleasing to the eye. (100 CP, free Drop In)

Speech Balloons- Like a comic strip, you can "speak" with speech balloons. Whenever you want, you can talk with speech balloons; making no noise and causing a speech balloon to appear above your head with what you would've said in them. They disappear after a while- unless something tries to interact with them, in which case they might react in unexpected, random ways (shattering, stretching to avoid being touched, growing wings and flying away, etc.) With time, you can learn to change what font *you* use, what color your text is, and even "say" pictures. (100 CP, free Drop In-Toon)

Patience– You've got the patience of a saint; your temperament won't affect your decisions as much as it might've before, and it's very hard for you to get bored or frustrated. (100 CP, free Detective)

Make Em' Laugh!– You're a funny guy, aintcha? Not only that, but you're a natural at acting and performing. Getting a job here is just a matter of going to the auditions. (100 CP, free Toon)

Judge– A natural aura of authority seems to call attention to you, letting others know of your status and authority when they see you- so long as you don't try and hide your identity. (100 CP, free Deputy-Judge)

Maroon's Mind– You seem to have the touch of Midas; pretty much any business you run, barring excessive outside influence, seems to run smoothly, efficiently, and more importantly, profitably. (300 CP, discount Drop In)

I'm Not Bad, I'm Just Drawn That Way– AWOOOGA! When you walk into the room, eyes go wide as saucers and pop out of heads; when you so much as shoot someone a glance they go beet red, steam shooting out of their ears. Point is, you're drop dead gorgeous. (300 CP, discount Drop In-Toon)

Bouncing Off The Walls– All detectives need to be quick on their feet; you, however, are especially fleet of foot and mind. You're exceptionally skilled at improvisation and acting quickly, as well as in adapting the mannerisms of others, helping you better fit in in odd places. (300 CP, discount Detective)

P-p-p-please?– People just can't bring themselves to stay mad at you. Sure, they still might want to kill you if you've really

ticked them off, but so long as you don't go too far they'll forgive you sooner rather than later. (300 CP, discount Toon)

Jury- Though others may recognize your authority, some malcontents may require further persuasion to bring to justice. Fortunately, you seem to have a certain rapport with individuals of a… questionable nature that allows you to recruit their aid more readily. (300 CP, discount Deputy-Judge)

Acme's Art- You've learned the secrets to creating Toon props! Things like portable holes, disappearing-reappearing ink, and more can be created by your hand. Eventually, you may learn to breathe life into your creations- creating Toons in their own right. (600 CP, discount Drop In)

Stunt Double- A curious ability; you've learned to create your own stunt doubles, which are pretty much exact copies of your body with their own mind. While you can have only one active at a time, they retain your physical attributes and any Toon abilities (with the exception of this one) and are absolutely loyal to you. (600 CP, discount Drop In-Toon)

A Toon Killed My Brother- Seems that, no matter what happens, fate just seems to stack the deck in your favor when it comes to finding and getting revenge on those who've hurt you and yours. You'll find their identity in bizarre strokes of luck, even when you're doing something completely different, and when the confrontation finally happens you'll find that things are in your favor more often than not. (600 CP, discount Detective)

Toon Physicist- Toons play fast and loose with physics, and while you still haven't reached their full potential, or might not necessarily even be a Toon, you've learned a pretty useful trick; you can selectively make objects or willing people take on the

physical properties of your body, such as stretchiness or durability. Using stretchiness as an example, you could make your clothes stretch with you, or stuff someone into a glove box. While they're under such an effect, they get a lesser form of Toon Physics that helps them survive what you put them through, and as long as you're close by it will continue. To go with the earlier example, if you left the area where the person in the glove box was, rather than being compacted they'd pop out of the compartment like a Jack-in-the-box; a little woozy and sore but not crushed to a pulp. (600 CP, discount Toon)

Executioner– So long as you come from a position of authority, and don't harm their friends, family, or property, others look the other way when you're around. They might declare that they can't watch when you dip someone in acid, but they won't actually stop you. Of course, this has a few limits; if you just start indiscriminately massacring people, or if someone finds that you're going to drop nukes to start WWIII or something of a similar nature, they'll probably object or try and stop you. This also has little effect on those with no respect for authority; vigilantes and the like. If you abuse this leeway too much you'll have a mob or the law coming after you. (600 CP, discount Deputy-Judge)

Items:

Jumpchain: The Animated Series– You have a large collection of animated films, cartoon series and animated shorts based off of your adventures; the details (such as animation style, voice actors, accuracy, content, etc.) are mostly up to you. You can even have multiple interpretations of the same story, if that's what you'd like. You get new ones after each completed

Jump. You can also get this for free… but they'll all be unsorted and unlabeled, which means you'll have to watch them all to figure out which each one is. (0/50 CP)

Paycheck- You get 5,000 big ones, or the equivalent amount in Simmoleons, every month for the entirety of your stay here. (50 CP)

Minibar- A bar is built into your Warehouse, from which you may access infinite amounts of alcohol of middling levels of quality. (50 CP)

Quality Art Supplies- You've got a ton of high quality art supplies; brushes, paints, pens, pencils, canvas, paper and more. Replenishes as you use them. (50 CP)

Cartoon Camera- Not just any camera; this camera takes normal video and makes it look a cartoon. Can record in any artstyle you want. (50 CP)

Handcuffs- A pair of very sturdy handcuffs; if two people are handcuffed together they feel slightly more inclined to work together due to annoyance, if nothing else. Otherwise a normal pair of handcuffs. You have a key too… somewhere. (100 CP)

Benny The Cab- "If you ever need a ride, just stick out yer thumb!" By doing just that, Benny the Cab will zip along, ready to give you a ride wherever you need to go- within reason, he's still a car, ya know? (100 CP)

ACME-Catalog- A catalog of ACME products, ready for delivery to your Warehouse! New products are added periodically, and while they're unlikely to be useful in a fight they're usually useful, and VERY fun. (300 CP, discount Drop In)

Toon Gun- Who needs a hawkeye when your bullets fly after your enemies? Sure, instead of being shot they'll be clubbed, stabbed, or cut by Toon bullets, but isn't that better anyways? (300 CP, discount Detective)

Heavy Off-Screen Objects- Everywhere you go there seems to be heavy objects (safes, anvils, pianos, etc.) slightly just out of view of and above everyone else wherever you go. You instinctively know where they are, and they always seem to be held very unsteadily- as if they were meant to be dropped. (300 CP, discount Drop In-Toon and Toon)

Oh My God, It's DIIIIIIIIIP- You've got a big, bad, vat of Dip; the combination of chemicals created by Judge Doom to kill Toons deader than dead. This Dip is a special batch, however; it can stand in for any natural, innate weakness that a being has, affecting them when exposed to it as if they had been exposed to their weakness. However, the more powerful the being, the more exposure is needed to affect them; you'd need to drench Superman in the stuff, rather than splashing some in his face, for example. (300 CP, discount Deputy Judge)

Buisness- You've got your very own, official business- Drop Ins have a factory and attached warehouse (not that type of Warehouse), both types of Toons have their very own film company, Detectives have their own agency, and Deputy-Judges have their own firm. (300 CP, Origins get discounts on the one associated with their Origin)

Companions:

Companion Import– You can import one of your Companions for 50 CP, or eight for 300 CP, giving them a free Origin and 300 CP to spend on Perks and Items. (50-300 CP)

Canon Companion– Want to bring someone from here along for the ride? For the low, low price of 300 CP you can make someone here a Companion. Whether you want to bring Eddie, Mickey Mouse, or Bugs Bunny along for the ride, or want to cause ~~mischief~~ order with Judge Doom, you have your pick of any canon human or Toon, so long as they were in the public eye sometime before 1957. I should note that Toons here aren't quite as powerful as they appear on TV; sure, Popeye is stronger when he eats spinach, but he can't throw a lasso around the sun and tow it. As a special consideration considering how they're happily married, Jessica and Roger Rabbit are a package deal, and count as one Companion, splitting bought powers between the two of them equally. (300 CP)

Drawbacks: Take up to +600 CP worth of Drawbacks.

Bizarre– Tom the Cat and Daffy Duck have taken of a strange hobby; they've started wearing zoot suits and posing at each other, with strange, Japanese symbols appearing all over the place. Their cartoons have also been affected by this change, and other Toons may start emulating them. Nobody thinks this is odd, but if you have No Sense of Humor you might not be able to [STAND] their shenanigans. (+0 CP)

Alcoholic– You like the drink a bit too much; seems you need to start the day with copious amounts of alcohol to function, as

well as ending the day with some to get to bed. A little during the day couldn't hurt either. Maybe you should get a flask? (+100 CP)

No Sense of Humor– You fall completely flat when it comes to humor. Your jokes aren't funny, you laugh at inappropriate times, and you're completely stoic once something that's actually funny happens. Needless to say, if you're a Toon it's going to be rough finding work. Honestly; you'd be better off dead! (+100 CP)

A Jumper's Lust and A Three-Year-Old's Dinky– Do I have to spell it out? Let's just say I hope you didn't spend all your points on "Endowed" during Body Mod… not only that, but you're extremely hampered when it comes to acts of romance. Hope you like Booby Traps. (+100 CP)

Contracted– Looks like you're working for one of the big studios now. In fact, you're forced to; if you quit or get fired, you'll lose the Jump. If you're a Toon, this means that you're an actor; if you're a human, you do some other job. In any case, you're here for the full ten years. (+200 CP)

Dropped a Piano on His Head– A Toon killed your brother; dropped a piano right on his head. If you're a Toon, you watched your brother get Dipped by humans. In any case, you distrust and even outright hate Toons or humans; enough to make your interactions with them extremely difficult. (+200 CP)

A MAAAN!– You've got an admirer; only this Toon skipped past Looney and is totally, crazily in love with you. Unfortunately, they're pretty much the exact opposite of what you find attractive. To make matters worse, because your Benefactor finds this funny, your admirer has been empowered to dizzying new heights; you'll never be safe, no matter where you go. At least

they're somewhat courteous and limit themselves to smooching, instead of doing something untoward like holding hands. (+200 CP)

Dip is Thicker Than Water– But water might as well be Dip, as far as you're concerned, considering it burns you in exactly the same way. Anything that's more than 50% percent water will burn you like acid, causing you immense pain and harm. (+300 CP)

Flat– Whether as a birth defect, a mistake when you were being drawn, or as a result of being squashed by a steam roller, you're now completely flat. As a result, it's tremendously difficult for you to interact with the world. (+300 CP)

You'll DIE Laughing!– Like the Toon Patrol, you'll DIE laughing if you can't control yourself. In a place like Toon Town, that's harder than it might seem, and if you're not careful your soul will pop right out of you and float off to heaven- or the other place. (+300 CP)

Endings:

That's All, Folks– **You head home; your Jumping days are over.**

The Show Must Go On– **On to the next Jump.**

Stick Around– **You've grown attached to this place; your affairs back home are taken care of, and your Jumping days are over.**

Notes:

-Toons have a wide variety of abilities, such as a Hammerspace for small tools, the ability to ignore gravity due to ignorance, an elastic, strong body, and more. (Basically, if it's from an old timey cartoon and isn't too farfetched, you might be able to do it.) Post-Jump, your durability is based more on intent. You're immune to damage from accidents, for one, but if someone means you harm they'll still harm you as normal. If someone has no knowledge that you're in their line of fire, you'll be fine; if someone attacks your area, knowing you're there but not wanting to hurt you, or don't know you're there but mean to destroy EVERYTHING that they aim at, you'll be hurt as normal. Post-Spark, you'll enjoy the full benefits of being a Toon, including fun-based reality warping, near immortality and incredible durability, and as a bonus you'll also lose your weakness to Dip and similar substances.