Wacky Races Jump

Version 1.0.0



And now, here they are! The most daredevil group of daffy drivers to ever whirl their wheels in the Wacky Races, competing for the title of the World's Wackiest Racer! The cars are approaching the starting line. First is the Turbo Terrific, driven by Peter Perfect. Next, Rufus Ruffcut and Sawtooth in the Buzz Wagon; maneuvering for position is the Army Surplus Special; right behind is the Ant Hill Mob in their Bulletproof Bomb. And there's ingenious inventor, Pat Pending, in his Convert-a-Car. Oh, and here's the lovely Penelope Pitstop, the Glamour Gal of the Gas Pedal. Next, we have the Bouldermobile with the Slag Brothers, Rock and Gravel. Lurching along is the Creepy Coupe with the Gruesome Twosome; and right on their tail is the Red Max. And there's the Arkansas Chug-a-Bug, with Luke and Blubber Bear. Sneaking along last is that Mean Machine with those double-dealing do-badders (Dastardly, twirling his moustache and facing the audience), Dick Dastardly and his sidekick, Muttley; and even now, they're up to some dirty trick! And they're …

Wait! Something is happening! What's in that smoke? I can't make it out. But the smoke is parting. There it is. Look right there. We've just been informed of a little change up in this week's race. It seems we have a last minute entrant!

Driving up along in the Jumpchain Deluxe, it's a newcomer to the Wacky Races! Hang on to your seats, this promises to be an extra exciting race. Who can say what kind of racer they will be?

It would seem you've been signed up to be one of the Wacky Racers for the next decade, driving in one of these races every week for the entertainment of adoring crowds and with the chance to visit all over America in the course of your races. I'm sure you can get out of the contract if you want, but really why even come here if you're not going to drive? Whatever you plan to do here, though, you'll need to build your car and skills with something so take these:

+1000 Car Points

Good luck and good racing.

Location:

You are in a car, lined up alongside the other Wacky Racers at the starting line of the next race. Shifty Dick Dastardly seems to have chained your car to a post, but don't worry he'll be shifting into the wrong gear any moment now. As for your properties and the location of the race track you may choose anywhere in the United States of America freely.

Age and Gender:

Your age and gender can be anything appropriate for your species. If you're a drop-in they're the same as the end of the last jump.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Any origin may be taken as a drop-in if you'd prefer not to have memories and connections to the rest of the world. Honestly the rest of the racers might be drop-ins too.

Engineered: Well it'd be a little unfair to describe any racer except maybe Patent Pending as having much in the way of brains, but you're a racer who in theory relies more on brains and engineering technology than most. Racers such as the Red Max in the Crimson Haymaker, Bela "Gruesome" of the Gruesome brothers, the brainless Sergeant Blast and Private Meekly of the Army Surplus Six, and Professor Pat Pending with the amazing Convert-a-Car.

Gentle: This isn't a description of your behavior as much as your social standing. You're a racer who comes from a more polite and aristocratic position in society than most. You might not truly be nobility, but you are a man or woman of culture and sophistication. Racers such as the southern belle Penelope Pitstop, and the gentleman racer Peter Perfect. Name change to an alliterative double P initial is free but not mandatory.

Rustic:You're a racer with a definitely less civilized, and more rural theming than the last. You've likely got a larger focus on physique than some, or maybe a laid back attitude. Still you can count yourself among such racers as Laid Back (or Lazy) Luke in the Ankansas Chuggabug, Rufus Roughcut with his Buzz Wagon, the Slag brothers Rock and Gravel in their Boulder Mobile, and Little "Gruesome" of the Gruesome brothers.

Villain: You're on the bad side. Whether a bank robbing gang of organized crooks like the Anthill Mob or worse a cheater like (our star) Dick Dastardly, you've probably got your own twisted code of conduct and behavior, and you've got it in you to trick, cheat, and hopefully (unlike Dick Dastardly) win.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin.

Road Racer (Free): The Wacky Races are cross country road races. And you have the driving skill required to compete in a cross country road race. This won't make you the best driver in the Wacky Races, but you'll at least be as good as the worst.

Part of the Cast (Free while here): You're part of the cast and part of this world. You can expect to enjoy all the benefits and general zany capabilities of a wacky racer while you're here. Death is a non-issue, and even permanent injury doesn't really seem to be a thing. And physics just works funny - as in by the rule of funny. This won't follow you to other worlds, but even if you don't buy a specific ability you can expect cartoon logic and physics to apply to you while you're here like everyone else. This also means even without specific perks you can repair your car quickly on the go, just don't expect it to be as fast or as simple as hitting it with clubs (unless it's the Boulder Mobile).

Mechanic (50 CP; free with Patently Absurd or En Route Repairs): You know how to maintain, repair, or build a car. You won't be designing them on your own, but you could put one together following other people's designs, and repair one if it was brought to you damaged. You could work as a car mechanic.

Running Along (150 CP): All of the racers seem to be able to run to keep pace - or even pass - cars for a short distance, and while you're here you could expect such just for being part of this world, but now you're more like one of the Anthill Mob or Muttley. You probably couldn't keep pace with the cars for an entire race, but even carrying a heavy load you can outrun a race car for several miles and while you'll need to take a break after, you won't be exhausted just unable to pour on this sort of speed.

Wacky Races (200 CP): About once a month you'll find the events of future worlds being temporarily suspended so you, and ten racers (possibly with support drivers) either from among your companions and followers or from the world you're visiting can engage in a race with the same wacky flair as you'd find here, almost as if everyone involved had **Part of the Cast** for the duration. Everyone seems to have an instinct for this, and those without a wacky vehicle will have one provided for them. In some worlds this may be other forms of racing vehicles instead of cars. These races actively resist having any lasting long term effects other than the memories you and the other racers share.

Wacky Physics (600 CP): Part of the Cast fades when this jump ends, but what if it didn't have to? Well this is a little different, but it's close. You seem to carry the rule of funny and cartoon physics with you. It only applies to you, your actions, and your fiat backed gear, but you will find that you can expect silly, zany, and downright wacky cartoon hijinx to be possible for you even in other worlds. Painting a fake road on a board and having someone drive into it, or out of it, might be possible. Surviving being crushed by a boulder and emerging as a pancake and then alive and well would be likely. And generally pulling out cartoon physics is something you can do.

Before you begin laughing about how nothing can stop you now, this does have two significant limits. First, it runs on the rule of funny, and most gags get less funny the more you rely on them, forcing you to find some new material for a while until the gag is funny again. In other words the more you use something from this perk the less effective it will become until you haven't used it for a while. The second is that the more serious, dark, or dramatic the tone of the world, events, or even just the current situation is, the less effective this is. In a sitcom it's probably working just fine, in the real world it'd never be at full effectiveness, but you could probably get ran over and walk it off still, but if you found yourself thrown into the frontline of a war might be best to write this off as unavailable, and in a straight horror movie (that is one that's not horror-comedy) or a grim and edgy setting (which isn't a parody at its core) you'll not be seeing much use from this.

Engineered Perks

Pilot (100 CP): Why drive when you can fly? Oh it's a road race and while short term flight is allowed, trying to fly the whole way would probably get you disqualified? Eh still you've got an expertise and knack for piloting flying vehicles. You've got the talent and skill to have easily become a flying ace if you'd been around in WWI, and are good at learning and adapting to maneuvering new and different flying vehicles.

Friends in High Places (200 CP): Well they may or may not exist, at least you'll never meet or talk to them, but minor legal difficulties have a way of disappearing for you. This is things like traffic tickets, misdemeanors, and maybe up to stealing something like a car. You might still be expected to give back stolen goods, but you'll not have to go to trial, and it will be expunged from your criminal record.

Military Expertise (400 CP): You are familiar with all United States military vehicles from the year 1860 to 1969, as well as towed artillery. This includes training to work as pilot/driver/helmsman or gunner and knowledge of the military doctrine around their use. In addition to this knowledge of various military machinery you possess the training and skills necessary to be a sergeant in any of the branches of the US military circa 1968.

That's just to help you use the fact that physics seems softer around your use of military vehicles and artillery. When you command a vehicle you find that you may use recoil from any heavy guns as an effective means of acceleration. Firing artillery or a tank's main cannon could see your artillery or tank speeding away in the opposite direction it was firing. Or it could not, all depending upon your desires at the moment. And even energy weapons seem to possess this 'recoil' based on the power and intensity of the weapons. Even mines and other explosives which weren't directly aimed at you can be used this way when you're commanding a vehicle, allowing it to use their explosions to send it accelerating away from them instead of being damaged, or launch it flying through the air to land unharmed, all with far more gain of speed than such an explosion should provide.

Finally you can control the damage inflicted by the weapons of vehicles you command in somewhat strange ways. You can minimize it, making your weapons do far less damage than they should, saving the environment from excess harm. You can expand the damage it does to the environment and structures making each shot or explosion do comedically great damage to the ground and environment around you - though this won't increase the damage to other vehicles or individuals. You can make it so that no one is harmed by your weapons; even if you blew up a plane in flight the occupants would be unharmed

either by the explosion or he fall, though this only covers the relatively direct effects of the weapon, if they fell in the water they'd need to swim or drown and if they found themselves in another inhospitable environment like the arctic or space this would only buy them a minute or so of protection.

Patently Absurd (600 CP): You are a master inventor. Or well… You don't exactly invent many completely new things. Instead you engineer ways to make objects be able to transform themselves. You are a master of convertible design, able to create tools, vehicles, and items which are capable of changing their form with the press of a button or flick of a switch. Part of this means the ability to fit more stuff in a space than should be possible, allowing your designs to be bigger on the inside than the outside. There's a limit to how much so, but you'll have to find that yourself. And these transforming items seem to be able to shunt mass off somewhere, as they can shift in both volume and mass a fair bit, either increasing it or decreasing it.

Gentle Perks

Glamour Gal of the Gaspedal (100 CP): You're pretty. I mean. You're pretty. Excuse me. I just get a little nervous around beautiful people. Like Penelope Pitstop you're beautiful enough to be considered something of a celebrity for your beauty as much as your racing skills. You seem to be immune to helmet hair too, and while it's not impossible for your appearance to get messed up it'd take more than driving in an open top car over dirt roads with explosions going off to do it, and it's far easier to fix when it does happen.

Perfect Performance (200 CP): You seem to get the best out of any vehicle you personally drive or pilot, causing it to perform above and beyond its normal specifications. It handles better, accelerates faster, maintains a higher top speed, and just in general gets a small boost to all elements of its performance. Though this does come with a cost as it puts additional strain on your machine making it more likely to break down. Try not to push your machine too hard, or make certain you've got a good repair kit.

It's Only Our Imagination (400 CP): You possess an uncanny ability to recognize mirages, illusions, hallucinations, dreams, and similar things for what they are. And like a lucid dreamer you are able to re-write them with your own imagination. This even works for illusions which have tangible effects whether because your mind makes them real or an element of their magic. While it will still be limited due to the limits of whatever is creating the illusion - if they couldn't make themselves an invincible god with it you can't use it to make you an invincible god - it still ought to help you with tricksy genies and others who try and use mirages and fantasies to stop your racing.

Thank Y'all (600 CP): People are oddly willing - even eager - to help you, and give you preferential treatment. This seems to scale off of your beauty, but even then it can get a bit absurd. Even if you're merely average in appearance this will have a noticeable effect: people hold the door open for you more, if your car broke down someone would be liable to stop and help you, and you could probably make a living just by panhandling. Of course if you were as beautiful as Penelope Pitstop you might have your rivals in a race stopping to help you repair your car even if it meant their own would likely get damaged, or even just to help you fix an inconvenience, and even someone like Dick Dastardly might occasionally have second thoughts about sabotaging you. Heaven help people if you were even more beautiful than the belle of the race tracks.

Rustic Perks

Laid Back (100 CP): You are able to drive while sleeping. This won't be quite as good as when you're awake, but it's far less stressful and more refreshing, and good for driving all through the night. You can still avoid crashes and make turns at the proper places while sleeping, so it is almost like you remain partially aware of your environment when asleep, at least for the purposes of driving. Which is weirder since your eyes are closed. Still if driving gets too dangerous - say someone is placing barricades or explosions in your path - you will wake up quickly and completely. This helps make you wake up more easily, and with more of your wits about you in other times where danger is about, though is most effective when driving.

You are also somehow able to drive vehicles with just your feet, as easily as if you were using your hands and feet together. Even if they should have pedals and a wheel, you just need your feet on one of them. This won't let you man multiple posts in a vehicle that requires multiple individuals to run different parts of it, even if you are using just your feet… though if you already could do that you can do that with just your feet too.

Big and Burly (200 CP): You're big. For whatever species you are you've got some impressive stature. This doesn't come with any of the issues that normally are associated with gigantism, though your size would indicate such a condition. If you don't want to be huge you can reduce it again (or increase it once more) by the same process as you'd change between alt-forms.

Despite this size there's something gentle about you, and you won't find people any more scared of you than normal for this increased size. In fact you seem to project an appearance of gentility which makes other scary features you possess less intimidating or terrifying. That is until you want them to, as if you begin to take menacing actions then just how big and potentially threatening you are will hit them all at once and if anything make how scary you should be stand out even more.

En Route Repairs (400 CP): Now all the Wacky Racers can repair their cars with surprising speed - though exactly how long it takes them is uncertain as we don't see the entire race just highlights and few do it on screen - but you'd normally lose that when you leave, besides there's most of them and then there's you. You are able to repair any machine that you have a general understanding of how they should be put together and functioning by simply hitting it with bludgeoning objects. You still need any parts that you'd require, though if you could jury-rig it with what you have on hand you can do that just by bludgeoning it too. Not only is this much simpler as you are just putting the parts

nearby and hitting it repeatedly, but it is potentially much faster as well, as the harder you hit it the faster it is repaired.

Caveman (600 CP): Well you might not actually be a caveman, but you could be if you desired. Maybe you're a Frankenstein's monster, though. Whatever you are, you possess a superhuman physique. You could wrestle a giant octopus underwater and win, hit a large boulder hard enough to make it crumble, shatter a cliff face with a blow, or even hit a car hard enough to send it flying from you at a speed to pass other racers. And you can take blows from someone just as strong while remaining completely unharmed. Likewise your endurance and running speed - if not reaction and fighting speed - are superhuman. While you'll not be outrunning race cars, you're able to reach speeds of over 60 mph and maintain them for long periods, and you could likewise fight for prolonged periods without showing the slightest signs of exhaustion. This will improve your immune system as well, and your senses are above peak human; if it's part of your physiology and not directly connected to cognitive capabilities, it probably works better. Finally you seem to be able to breathe underwater.

Villain Perks

I Know a Shortcut (100 CP): Well maybe you don't know one yet, but you have an odd tendency to find shortcuts whenever you're traveling. Oddly some of these shortcuts seem to not exist except when you need them. At least no one else can find them, and physics might not even allow for them. You won't always find a shortcut - if you're just going to the next room in a house it's unlikely - but if a journey is long enough you'll find at least one on it and possibly more.

Trap Builder (200 CP): You are able to perform construction tasks at rather ludicrous speeds at least when the purpose is to make booby traps. When it comes to excavation, construction, or sabotage for the purpose of creating a trap you can do the work of an hour in mere minutes. For other purposes you'll still build things at your normal speed, but you could do multiple days' work towards building a trap in hours. Important when you're in a race.

Costumed Creep (400 CP): By dressing yourself up in the traditional clothes and outfits of a role, people become strangely willing to believe you are it. If you dressed up as Little Red Riding Hood, people would accept you as a damsel in distress even though you have a magnificent villain mustache and the face of an ugly goblin as a man. If you put on an outfit people will just accept that you are whatever you're dressed as; it doesn't work if they watch you change into the outfit, though. And it won't work on the particularly intelligent, or observant.

Hiding Away (600 CP): You're excellent at finding hiding places, and hiding. In fact you can hide entire cars behind a cactus. As long as an object is large enough in 1 dimension to hide something you can hide it behind it… somehow. This will only work from one general direction though, and if they go too far around they'll be able to see the space defying object you've hidden.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Additional purchases after the first are discounted (50%) if they were not already. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Animal Buddy (50 CP): This is a strangely anthropomorphized animal, rendered bipedal and close to human in size though they may range from about half a human in height to the upper ranges of human size. They act almost human, and though they lack the vocal cords to talk they can understand language and communicate with intent. They see you as a close friend, and will join you as a follower.

Ill Gotten Gains (50 CP): This is a bag with a dollar sign on it, and a bunch of money in it. There's enough here to live a year on, more if you live frugally. Refills each jump.

Narrator (50 CP; cannot be purchased by Companions): You want me? I'm for sale? So it seems if you want you can recruit the narrator from the Wacky Races to follow you on your journeys and narrate them. You, and at your discretion other individuals, can hear this narrator, at least when they are narrating about events happening around the individual in question. The narration will also come on certain radio channels, and be accompanied by visuals on certain television channels and video streaming sites. The videos and radio presentations will be somewhat delayed, and edited down for space, compared to the live narration - you can expect it to be at least 2 days delayed. Wouldn't want enemies listening to your activities as they happen. If you want you can tell the narrator to stop narrating for a time, though they will cease for at least a week before you can turn this back on if you do.

Witch's Broomstick (150 CP): This is a broomstick such that a witch might ride. And you can ride it too. Just straddle the broom and it will take off and fly at speeds approximating those of a road racing car. It's fairly maneuverable, and easy to carry around with you when you're not flying, though do try and watch where you're going and not fly into a mountain.

Freeze Ray (300 CP): This is a large gun, about as long as a rifle, though somewhat bulkier. It projects a ray of freezing energy capable of freezing even the largest wacky race car and its inhabitants into a solid block of ice. This won't harm what's frozen, but it will keep them nice and on ice until they thaw out. It does have a limited charge, only a single shot being stored in the gun at a time, but can be recharged by hooking it up to an electrical power source, or if you possess a sufficient source plugged in as it is used.

Engineered Items

Aviator Goggles (100 CP): This is a pair of WWI aviator goggles. While worn you will find any glares, or excessively bright lights, significantly cut back to the point that they won't interfere with your vision, without affecting light at more normal levels and intensities. These goggles also help protect your eyes from impact, able to block lower caliber bullets.

Expandable Bridge (200 CP): This is a tool similar to an rpg launcher and the ammo to go with it. The tool isn't actually that special, it's just here in case you don't have something in your car with which to launch the ammo. The ammo for this weapon is a bridge. When it's fired it will create a bridge in its path, able to stretch up to a mile if you possess something to launch it that far. The ammunition comes in pontoon bridge and wooden planks connected by ropes, but will fasten itself securely where it hits, and will support the weight of a dozen wacky cars - including a tank - at once if need be. And the ammo seems to be able to fit into any device capable of launching rockets, missiles, or grenades.

You get 3 such expandable bridges, and they are designed so that you can retract them and reload them on the other side, though ones that are deployed will be replaced at a rate of 1 each day.

Instant Tree Seeds (400 CP): This is a variety of tree seeds. You only get a few of each species, but when planted these seeds will grow to full height in mere moments. You will have a wide variety of (real) world tree seeds, and maybe as many as 4 or 5 seeds of some species. These seeds restock at the beginning of each jump. You may also keep seeds you acquire from other means alongside these instant tree seeds bestowing upon them this instant growth, though it will take a year or two to rub off on them.

Gentle Items

Southern Picnics (100 CP): This is a picnic basket containing a variety of picnic foods, with drinks and dessert. When you open it they all seem to be freshly baked and prepared with just enough time given to get them ready to eat, and are of superb quality. The basket contains a particularly delightful picnic for 2, and refills each week.

Parasol (200 CP): This parasol is surprisingly sturdy, able to survive being used as a club or beaten by superhuman cavemen, without any serious damage. This parasol also possesses certain other special qualities. It can slow falls (even of cars it's attached to) similarly to a parachute, slowing them to a graceful floating glide downwards. Also while it does not hurt them any more than usual, it seems to have an embarrassing effect on monsters which are hit with it, and can fill them with an intense feeling of shame and embarrassment if they're repeatedly struck with it. This could cause even a seemingly invincible monster to retreat, at least for a time; eventually they'd recover from this shame and it does become less effective with repeated use on the same creature.

Beauty Supplies (400 CP): This is a full kit of beauty and make-up supplies all of which can fit together in a single pocket… somehow. While many of the components are relatively mundane, save that they will slowly replenish themselves when not in use. Some do have more special qualities. The hairspray is guaranteed to keep your hair perfectly styled through any sort of messiness you get yourself in. The make-up is whatever shade you need it to be at the time. The mirror in the compact will reflect you even if you're a vampire, invisible, or in absolute darkness. The perfume makes you particularly irresistible to the opposite sex of whatever species they perceive you as; it's not outright mind control but it will ensure you smell very pleasing and attractive. The perfume can also be applied to the air, or objects (including living creatures) to cover up bad smells no matter how powerful with something nice and pleasant.

Rustic Items

Club (100 CP): This large wooden club is surprisingly durable. No matter how hard you hit something with it it won't break, though it can be cut. Beyond being nearly unbreakable, this club can be bent to form a boomerang and have it actually work as one able to be thrown and return to the hand with surprising ease and accuracy.

Cider Jug (200 CP): This jug with three 'x'es drawn on it, contains some apple cider. It has a bit of a kick to it creating a pleasant mood when drunk, and a sensation of warmth. Unlike other drinks that create a sensation of warmth this one actually keeps you warm even in subarctic environments, and even will let you melt off ice which forms over you. It can also be used as a high octane fuel source, capable of being used in any vehicle which uses liquid fuel (including steam powered ones) to provide a substantial increase in speed, though be careful how much you use as overuse will lead to explosion. The jug refills over time.

Giant Egg (400 CP): This egg is larger than a small car, but can fit in your pocket, or other small carrying devices, when you need it to. When you crack it open, a large, fully grown 'pterodactyl' will emerge. It's more of a sort of reptilian condor than a pterodactyl, though given it's large enough to carry several ton, car-sized boulders aloft faster than most of the wacky race cars can drive it might be more appropriate to call it a reptilian roc. This pterodactyl will obey your orders and serve you like a loyal pet. You can return it to its egg when you need to, and the egg can be put back into a pocket.

Villain Items

Dirty Disguise Kit (100 CP): This briefcase contains a variety of common costumes, stereotypical outfits, and generic uniforms. It's impossible to say which exact outfits it contains, because whenever it is opened it seems to hold the relevant outfit, at least as long as it's sufficiently common, stereotypical, or generic.

Deployable Traffic Lights and Signs (200 CP): This traffic light on an extendable pole can be easily set up. For some reason people feel compelled to actually obey the light though it will change from red to green after a rather ordinary time. Also comes with a missile to launch it. You also get a supply of similar signs such as stop signs, detour signs, animal crossing, train crossing, and the like. Whatever you pull out or launch alway seem to be the sign you're after at the moment. You get 3 such signs/lights, and they resupply daily.

Explosives (400 CP): Dynamite, blasting powder, unspecified bombs, and more. This crate has them all. This is a large crate of explosive devices. Any used from this crate will be restocked within a week. It doesn't come with delivery systems, and these cap out at explosive yields of real world non-nuclear military explosive agents.

Car:

These are still items, and can still be imported into, but given the focus of the jump it was worth putting them as their own section.

All cars purchased here automatically repair within no more than 8 hours if damaged or destroyed, though during this jump it can be expected to be significantly quicker. All cars purchased here will refuel and maintain themselves when not in use. All cars purchased here will be considered street legal even in future settings… somehow.

Basic Racer (Free): This is a car. A car built for cross country road races. It is a perfectly ordinary car with no special qualities, and only roughly comparable to the lowest end cars of the Wacky Racers.

Arkansas Chuggabug (50 CP): This car seems to consist of part of an engine block in front, a boiler in back, wheels, a wooden platform connecting it all, a steering wheel, and a rocking chair to ride in while driving it. Despite its appearance it is a surprisingly smooth ride, and the rocking chair won't shift or move from its position even when upside down, but will continue to rock, and despite its lack of controls other than a steering wheel can brake or accelerate normally. It's theoretically steam - or squirrel - powered, but it doesn't seem to actually need you to man the boiler or refuel it ever. Unless you're putting in some sort of extra powerful and special fuel.

Bulletproof Bomb (50 CP): This is a traditional prohibition era American motor car, the sort that is associated with gangsters. It possesses a police scanner for picking up police radio, and is bulletproof as its name suggests.

Turbo Terrific (50 CP): This is a true racing car. Narrow and long in front, with only a single seat, and large wheels in the back. It has no major gadgets or gimmicks, but has good overall performance being faster and more responsive than most of the other cars here, though it is a bit high maintenance and more likely to break down or need repairs.

Compact Pussycat (100 CP): This small car with just 2 seats - and really that's a squeeze - has good overall performance, without the downside of high maintenance. In addition to this it includes a built-in beauty salon able to apply make-up or beauty products with the proper hit of a button, vacuum cleaner to keep it clean, and a hose in case you decide to wash it during a race. The engine doubles as various cooking appliances while still functioning as an engine, just in case you need to cook as you race.

Crimson Haybaler (100 CP): This ‘car’ seems to be equal parts WWI era fighter plane. It is capable of flying short distances, quickly ascending into the air to pass over other racers and obstacles, or performing a more sustained low altitude flight where it gains almost no altitude. The super propeller on its front is very sharp and sturdy, capable of cutting through smaller wooden or even metal objects pushed in its path, though don’t expect to cut up a full tree or another race car with it. It also has a machine gun mounted on the front. It only fires in short bursts, only having a few seconds of ammo, and takes a day to fully replenish its ammo, but despite being no better than usual when used as a weapon, this machine gun is several times more powerful than expected when trying to shoot through obstacles in your way… at least those that aren’t other vehicles or living creatures.

Shagwagon (100 CP): This is an Aston Martin DBS, almost like a certain super spy might drive, with shag carpeting on the seats and floorboard, almost like a groovier super spy might have installed. This Shagwagon comes equipped with tools to leave an oil slick or smokescreen behind, a non-lethal water cannon, and can turn invisible for short periods though this invisibility tends to get a little buggy.

Army Surplus Special (150 CP): This seems to be a hybrid of a jeep and a tank. It’s driven from the jeep front, but with a tank in the back, and given it keeps up with race cars it’s a very fast tank. The tank portion is even properly armored, though given the gun is fired (but not aimed) from the jeep portion and the vehicle is driven from it too it does leave something to be desired defensively. And it only has the main battle cannon, lacking the auxiliary armaments you might expect to see on a tank. That said it is capable of using the main battle cannon for acceleration boost, or to even turn it into a sudden reverse, though not every time it fires will see this acceleration shift - it seems to be able to be controlled by the driver. Its cannon can fire anything that will fit in the bore out of it, and can load them internally, and can even spray pressurized fluids such as water from the cannon. It even comes with a supply of various ‘ammunition’ which resupplies over time including tank shells, a water tank, large corks, a lasso, and a few giant globs of bubblegum to use as ammunition. This bubblegum will stick to things as it seems to be pre-chewed and of abnormally great tensile strength and stickiness.

Buzz Wagon (150 CP): This car is comprised of wooden logs, with buzzsaws for wheels. A pair of axes attach to the side, and can be used - should you be strong enough - to help make tight turns. The log on front can also be used as a single wheel if you are for some reason forced onto your front bumper. It is capable of deploying an additional larger buzzsaw on its front, and this saw is seemingly capable of cutting through anything this world has on offer, including creating tunnels straight through stone, though this tends to

throw the materials back behind the Buzz Wagon blocking up the tunnel again behind it, or cutting through any of the other cars with ease. It can use the wheels in the same fashion, either one or two or all of them, cutting away at the ground to make ledges give way, or even digging a hole straight down.

Spider-Buggy (150 CP): This open topped, and light weight car is designed for all terrain driving, able to easily find traction and drive through sand, snow, ice, or even straight up vertical surfaces. It can even drive on the underside of objects, seemingly able to cling to surfaces like some sort of trademarked spider humanoid. It possesses a web shooter capable of launching a sticky net to ensnare other vehicles temporarily, or a grappling hook to catch them either to pull the buggy towards them, hold them back with its engine, or swing on, all while able to detach the net or grappling hook with the flick of a switch. It will of course resupply its ammunition with time.

Boulder Mobile (200 CP): This small two seater car is made of solid stone, and given the 'engine block' in front seems to consist of a caveman's arm and club which will beat anyone foolish enough to poke around in it, may be powered by a caveman trapped inside of it. Though given how if it's destroyed all it seems to be is solid stone this is probably not true… maybe? Either way it's extremely durable, only the Buzzwagon a reliable means of destroying it on offer here, and seems to need no maintenance unless it is destroyed. If it is destroyed if you put a boulder of approximately the right size in with the parts it will morph into a new Boulder Mobile over the course of a few minutes, or if you had **En Route Repairs** you could just hit any rocks or the ground itself. It is able to drive straight through trees and walls without damage but won't go through a solid boulder on its own though if one was structurally weakened or reduced to a tunnel full of gravel it might be able to push through. Finally it might have that caveman in there after all, as hitting its sides seems to be able to encourage it to accelerate faster.

Fairy Roadster (200 CP): This open topped two seater is covered in flowers and vines. These flowers can produce various mildly mind-affecting aromas, inciting certain emotions and feelings, though this is not a particularly strong effect. The vines are capable of stretching forth and animating to protect the car, or even make small bridges or grasp onto nearby objects. Finally the car as a whole is capable of shrinking it - and its contents - down to about 1/12th scale and flying at increased speeds, though this only last for a short period before it will grow once more.

Creepy Coupé (250 CP): This modified hearse possesses a pair of candles for headlights, and a belfry on the top. It's this belfry that makes it quite the interesting vehicle, as it is able to release small storm clouds to release rain or lightning on other racers or possibly create fog in their way, and also serves to house several monsters. These monsters include a giant bat, crocodiles, sea serpent, ghosts, and a dragon, though there may be other similar monsters within. Several of these creatures can pull the car to increase its speed, and the dragon is capable of both temporarily lifting the car with its wings - even without leaving the belfry completely - and breathing fire either as a weapon or rocket propulsion system. These monsters will not go too far from the vehicle.

Mystery Machine (250 CP): This is a colorfully painted van. It has a storage of a special smoke which can fill the van, and when it does physics seems to momentarily glitch out around the van allowing such things as it to teleport short distances, no clip through objects, cause projectiles to veer off wildly, gravity to change direction nearby, and other mysterious phenomena. It's hard to control these anomalous effects, and the smoke only lasts so long before it will need to replenish its supply. Exposure to the smoke seems to excite the appetite, especially for sandwiches with sometimes bizarre toppings.

Convert-a-Car (350 CP): This strange, hodge-podge hybrid vehicle seems to have elements of a wagon, plane, and boat all worked into a car. It possesses a seemingly endless array of inventions and capabilities for transformation. All of them are strictly for getting you from point A to point B, or getting past the current obstacle before you in the task of getting from point A to point B, and they're not going to make it much faster (though they can make it somewhat faster), but it can always pull a new invention out so that it can travel through or around an area or impediment. These inventions do not include interdimensional travel, or time travel, but it is able to change into a vast array of vehicles or modes of transit from pogo sticks and giant bowling balls to rockets and jets. If it's possible to get from point A to point B while in this dimension it will do so. But if you want it to do so significantly quicker than a road racing car you'll need to find a way to make it faster yourself.

Mean Machine (350 CP): This is hands down the fastest vehicle available here. A rocket powered car and second only to the Convert-a-Car in its ability to get you from point A to point B. It possesses extendable rotors for short distance flight, is able to seal itself air-tight and pressurized to drive on the seabed, and its wheels can be extended away from the main body of the car to put your machine effectively on stilts. Also it's just plain faster. Finally it has compartments in the front, back, and undercarriage which are capable of storing various special weapons and tools. Each of these compartments seem to be able to be bigger on the inside than should be possible given the dimensions of the

car, allowing them to carry larger weapons and tools than should be possible. Unless you manually install something, though, the exact weapons and gadgets stored in each change regularly, and are rarely a directly effective combat weapon, You're more likely to be able to drop barricades, or bouncy rubber behind you, or shoot missiles which instead of explosive payloads have traffic signs than something directly designed to cause injury although weapons designed to disable or damage rival vehicles are not completely unheard of, though you could also get an extendable nose or a drill in the front.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

You may pay the price to import 1 or more companions a 2nd time to increase the CP that the companion(s) in question gain to 300 CP stipend usable only on Items (including Cars). This follows the same price scheme as importing them in the first place and you can choose to import some companions with 600 CP and only pay the increased price for some without sacrificing the discounts for importing multiple companions (i.e. if you imported 3 companions and wanted to give 1 the increased CP you would only pay 150 CP, the 100 CP to import the 3 and 50 to import the 1 a second time).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. If they are a racer they come with their car and their partner(s) if any (Dick Dastardly gets Muttley, Clyde gets the rest of the Anthill Mob Gang, etc). Penelope Pitstop does not automatically get Peter Perfect, he’s a separate racer.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Only One Season (Toggle): The series only lasted 17 episodes with 2 parts each, or about a year of broadcast. It was in syndication for years, but there really is only a year of races. Now normally if you stayed here for a decade you'd be seeing far more races, maybe more racers, than that, but if you think a decade is too long to remain in this world, you could stay only a year.

Spin-Offs, Sequels, and Reboots (Toggle): There are many. Dick Dastardly and Penelope Pitstop each got their own show. Dick Dastardly showed up in several other shows. There was a sequel of sorts where Peter and Penelope had tied the knot and had kids. There was a reboot where Dick Dastardly is this Dick Dastardly's son (and the one from the spinoff's grandson) and racing against Peter Perfect, Penelope Pitstop, and her sister. Or maybe there's not. This toggle is to control which of these spin-offs, sequels, and shared continuity with Yogi the Bear based shows is or is not 'canon.'

Wacky World of Racing (Toggle): There's theoretically a whole world here even if we only saw 34 races and almost nothing outside of the races proper. Well now you will find that there's wacky races in countries other than America with entirely different circuits and dozens of other racers. Just so you know for certain there's more adventures to explore to fill your full decade.

Car Troubles (100 CP): Any vehicle you ride in, or drive, is doomed to be destroyed at least once while you're in it. Your car won't be destroyed each race, but will in your first, and expect it to fall apart in a fair few if you actually join the races.

Gentleman (100 CP): Chivalry is not dead. You always stop to help a lady (or child) in need, and usually to help other people in need, though you might make exceptions for opponents in a race if they're not in too much danger or the dangerously dastardly. You are kind to animals, and will stop in the middle of a race to get them out of the road, and you will find cats crossing the road in races. Finally you simply find yourself incapable of acting dishonorably. Taken with Despicable you'll still be able to cheat, but besides just backfiring you'll end up trying to help those you harmed by cheating.

Lazy Anon (100 CP): You're lazy and will take half measures in everything you do. You might find yourself taking naps in the middle of driving a race. This laziness also means you never learned to read and are functionally illiterate. You can probably read and write your name, but beyond that you'll make up the words instead of actually reading them.

Nothing Can Stop Me Now (100 CP): You have a tendency towards rather significant overconfidence, and to overlook certain details. You're not doomed to fail, but your plans will be more flawed even before considering how you overestimate yourself and underestimate others.

Perpetual Loser (100 CP; incompatible with Jumpley and Wackiest Racer): You are completely incapable of winning any races while you're here. You'll still participate in all of them. And you'll still be expected to put some real effort in, but you'll still never win.

Pit Stopped (100 CP): You are very vain, and highly concerned with your appearance. This is to the point where, even if your make-up never seems to get smudged or messed up, you will be tempted to stop in the middle of a race to touch up your make-up. Perhaps worse is that it comes with an unhealthy dose of naive trust which makes you trust everyone until recently proven otherwise. You'd even trust gifts from dirty Dick Dastardly.

Snickering Dog (100 CP): You are unable to speak or communicate telepathically. Your only vocalizations during your time here will be snickers, cruel laughs, and maybe screams of pain. And you can telepathically broadcast these things too.

Army Discipline (200 CP): You are well trained. Not to think for yourself, private. The army doesn't need privates to think. You obey. And you will follow any non-obviously suicidal order from an authority figure without questioning it. Or from someone you perceive as an authority figure. Your intelligence seems to have taken a dive too, and your creativity even more so.

Despicable (200 CP): You feel a strange compulsion to cheat at anything and everything you do. Whether you'd win without cheating or not, you still feel this need to cheat. And this need won't abate no matter how often it backfires. And with you cheating always seems to backfire in the end. You might still be able to win despite this, but you could be by far the fastest racer and best driver, and still might lose every single race because you keep stopping while in the lead to cheat, and then only manage to catch yourself in your traps.

Race for Your Life (200 CP): You no longer receive the life preserving protection of Part of the Cast or being a cartoon, and any other abilities that prevent you from dying or being injured. You can still be durable, or heal, but anything that directly prevents you from dying or being injured straight up is lost to you, if you suffer fatal injuries you will die, as well as any toon physics as applied to your ability to remain uninjured by things. You must compete in every Wacky Race with the racers maintaining their cartoon physics and narrative nature and you must survive… and recover from your injuries quickly enough to compete in the next race. And no just waiting at the starting line till everyone else is done. You have to actually at least try to win.

Wanted (200 CP): You are wanted by the police in every state, nation, and country for a series of crimes. If they see you they will pursue you and attempt to arrest you. You're still allowed to compete in the races, but you can expect being chased by the cops during them - or other times - to not be an uncommon occurrence.

Jumpley (300 CP; incompatible with Wackiest Racer): You seem to have found yourself inserted as Muttley, taking the place of Dick Dastardly's dog. You must ensure that he never wins a race while working as his assistant. If he fires you as his assistant for an entire race, or wins a race you will fail the jump. His luck has also improved massively, as his traps and cheats no longer seem to have their tendency to backfire, instead being highly successful, and he is less inclined to cheat when he could win fairly. Well they're highly successful unless somebody sabotages them. Post-jump you may retain this Muttley form as an alt-form, and you may take Dick Dastardly as a companion for free if he agrees to come with you; given you just spent the entire jump sabotaging him to prevent him from obtaining his greatest desire he might be a bit displeased with you though. He will retain his Mean Machine, but not come with Muttley since you replaced/are Muttley.

Pure Racing Spirit (300 CP): You are reduced to a mundane, ordinary human with no special, inhuman powers, and your gear is likewise reduced to mundane things which function by real world physics. You'll get to keep the life preserving qualities of Part of the Cast, your injuries remaining as comedic as any other racer's, despite this drawback so you don't need to fear dying too much, but otherwise you will be mundane, and you will gain no other benefits of Part of the Cast.

Wackiest Racer (300 CP): You must be the wackiest of the wacky racers. This means you must win the majority of their races while you are here, but you must always race in a wacky manner. This means kooky creative comedy, and that your races must be entertaining and funny to viewers. If you fail to become the wackiest racer you will fail the jump.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Your car does not have to be the Jumpchain Deluxe. It's just for an intro gag.

The jump is strictly drawn from the original show. Not the video game. Not the reboot. Not the unaired pilot for a sequel series. Not the Golden Key Comics. If you want to include things from those, that's what the toggle is for.

You wouldn't need to know how to fix a car to fix it with en route repairs, though the mechanic perk is given away free with it just in case. An average person who has never fixed a car before could do it. However if the machine is sufficiently advanced as to be indistinguishable from magic to you you won't be fixing it with this perk.

Taking both Running Along and Caveman will allow you to run significantly faster than the other cars - even than the Anthill Mob's getaway power - while carrying your car for a short duration. Running Along will still only have a short duration, as it's not your stamina but the ability running out, still you might actually be able to win a race just by running and carrying your car from the starting line to the finish line and occasionally putting on these bursts of speed.

I did not try and include everything any of the cars did for the purchasable version. If it wasn't a commonly used ability of the vehicle in question I chalked it up to rule of funny/cartoon physics and thus the Wacky Physics perk. This is partially why the Crimson Haybaler's super propeller can't cut cars even though it did once, but unlike the Buzz Wagon which did it a number of times it only did it once that I can recall. Even the Turbo Terrific's 3 wheel drive which showed up 2 or maybe 3 times didn't get included… not that it did more than a tell don't show speed boost.

The Turbo Terrific and Compact Pussycat have 'good overall performance' for the same reason that the Perfect Performance perk exists: They had no gimmicks or gadgets to get ahead in the race, and yet they consistently performed as well as them apparently out of pure racing skill/speed of their cars.

Canon companions can be assumed to have the perks overtly based on them and their general capabilities from the show as well. Dick Dastardly also has Perfect Performance. If only he'd stop cheating he'd be the best racer in the group.

The "OC" cars are so if you want to avoid copying someone's car you have the chance. The Shagwagon is based on James Bond with some nods at Austin Powers. The

Spider-Buggy is based on the Spider-Buggy from the like 1 issue of Spider-Man and the occasional cameo it has made in the comics since. The Mystery Machine is inspired by Scooby-Doo. The Fairy Roadster was just me going “this could be a thing let’s make this a thing.”

Changelog:

Version 1.0.0: Released.