Loonatics Unleashed

v0.1
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In the year 2772 a meteor strikes the city planet of Acmetropolis, knocking it off its axis. This cosmic event releases supernatural forces unleashing a new kind of hero… The Loonatics. Of course, it is not just heroes who are empowered, many more are those affected who take advantage of this new era… I wonder, which shall you be? Either way take 1000 CP to spend as you will. Good luck jumper!

Starting Location: Acmetropolis, a world made up of a massive city spanning all land on the planet. Due to advanced technology the issues of such a massive megastructure are more or less mitigated. Your exact location depends on Origin.

- Drop In: You may freely select from the other options or you may alternatively choose to start in front of a small business looking for cheap unskilled labor. They will provide housing in exchange for work along with a tiny, barely liveable salary. Hey, comes with being a small business on a city planet filled with megacorps.
- Loonatic: You start in the Loonatic Tower (Need to check the name of that place). Depending on if you choose to forgo your history or not you will either appear there randomly in a big showy flash of light or rift of some kind OR you will be a new recruit for the Loonatics.

- Villain: You start in a small lair hidden somewhere in or under the massive mega-city or it's surroundings (just note that the "surroundings" are 100% ocean). The lair will be sparse and poorly equipped for more than basic living and maybe some fairly risky smash and grab. Alternatively if you chose to go without your history you can instead choose to appear from one of the many fissures in the planet (need to rewatch the show and come back to this), in some meteor crashing into a park or similarly empty area, or out of a big showy flashy explosion in some public area or tangentially important structure.

Choose your age, sex, and gender for free. It's the distant future. All this can be changed fairly easily if you have the money for it.

Origin

- **Drop In [Free] -** A new Immigrant then? Must be from off world. Anyway, you appear in your chosen location with basic identification and your purchased items.
- **Loonatic [-200] -** Oh dang, you're a superhero? That is so cool! Comes with free choice of a cosmetic anthro animal form in your choice of color.
- **Villain [-200] -** The Meteor didn't only empower the good people you know. Looks like you fell outside the law for one reason or another. It might not even be your fault but still, you live life as a fugitive and many will take umbrage at that.

Perks

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin. Only one 600 CP Perks may be discounted per Origin.

General Perks

- **Looney Acceptance [Free] -** No matter what you look like, be it a human sized anthropomorphic bunny or a dinosaur, nobody will see it as abnormal so long as you don't do anything illegal, dangerous, change in front of them. or do anything to draw attention to it. So while you COULD walk down the street as a T-Rex the moment your tail breaks a window everyone is going to start screaming and running for the hills. Also this does not necessarily mean people will recognize you across your forms. For example if you met someone who knew you in human form as a toon rabbit they might think you look vaguely familiar but are unlikely to make the connection on their own.

Drop In

- **Annoying [100 CP] -** What is with it and birds in this universe? All of them are annoying in some way. From Duck's arrogance, Rev's run on speech, to the grand poobah of annoying the Royal Tweetums'… Everything. Now you as well. On a whim you can make yourself beyond annoying to those around you while remaining… Tolerable to your allies. While this can backfire it is often easier to beat an enemy who isn't thinking clearly.

- **Uniting Force [200 CP] -** Zadavia was quite skilled at the task of uniting groups and forming teams. Her brother was similarly skilled, if perhaps less so about who to trust. With this perk you now are able to find and form teams of skilled individuals with a bit of research and work. Heck, you could form and run a super team (heroic or villainous) with this perk with relative ease.
- **Jumper, We have a Problem [400 CP] -** It seems sort of strange how Zadavia always knew when things were about to go to shit. Whether it was her tech or just intuition she always knew when things were about to hit the fan. With this perk you too now have a sort of inbuilt “Problem Sense” allowing you to get a bad feeling when you hear about things such as news reports or radio broadcasts if they are likely to soon develop into a dangerous problem.
- **Riftwalker [600 CP] -** You know, there is a lot of talk about alternate dimensions and dimensional travel but it doesn't really… Show it. With this perk that changes as you gain the power to sense dimensional rifts and the power to safely travel through them. This applies to all portals, gates, etc in other jumps… Whether you can survive where they lead… Well, that depends on your preparations.

Loonatic

- **Stunt Double [100 CP] -** Remember how Ace had those awesome kung fu skills, Lexi had her acrobatics, and Slam had his wrestling skills? Well, for just 100 CP you can choose one of these for yourself. Repeat purchases (up to 3 total) can let you choose another until you could act as a stand-in for any one of them with the right costume.

- **Heroic Looks [200 CP] -** Heroes tend to be handsome. It's just the rule. Now no matter alt form you are in you will always be hot. At the very least a 7.5/10 before clothing or cosmetics. You have free choice if this is for the species the alt form is or for humans.
- **Good Timing [400 CP] -** You know how heroes always coincidentally seem to be in the right place to overhear the villains talking about their grand plan or be in position to sabotage something important just when it is most important? Well now, you too have this type of plot convenience. Now, it isn't perfect but more often than not things like this will fall into your lap.
- **Chosen [600 CP] -** What is the difference between Luck and Destiny? Sometimes there isn't one. This perk allows you to count as "The Chosen One" when it comes to using items or accessing areas limited to such individuals. After all, when it comes down to it… You make your own destiny.

Villain

- **Ego of Evil [100 CP] -** It is nearly impossible to make it as a villain without the confidence and ego to match your ambition… Or the appearance at least. With this perk you can put on the airs of someone completely confident in what they are doing, smugly satisfied that things are going just the way you want.
- **Wolf in Pig's Clothing [200 CP] -** It is surprisingly simple for you to appear harmless. After all W-w-w-w-who would su-su-sus-su-not trust little old you? You can now choose to give off the impression of a bumbling but good natured person if you so choose and the only way to see through it is if you personally let something slip… Like asking about something that is

supposedly top secret. This, of course, doesn't work as well once the ruse has been exposed. People tend to have a hard time forgetting when you suddenly become suspiciously competent.

- **Escapist [400 CP] -** You know how in comics villains always escape eventually to trouble the world again? Well, this perk allows you to always be able to do exactly that. It may take a long time for it to take effect but it is fiat backed that no matter the prison you will (eventually) escape.
- **Double Bluff [600 CP] -** Oftentimes in this show the real villain isn't the obvious one. This ranges from the use of patsies, robot duplicates, minions, and more. With this perk you can designate a companion, follower, minion, etc as the "Face". So long as they act the part and you are not exposed as being the one in control, enemies will assume the "Face" is the real enemy.

Items

One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

General Items:

- **Unleashed Media [50 CP] -** You get a complete set of all the Loonatics Unleashed merchandise. In addition you get your adventures from your chain done in the action hero style of the Loonatics Unleashed. Mostly here for evening out any uneven CP scores.

- **The Cosmic Meteor [1000 CP] -** This item is a real weird one. When used it summons a massive meteor that will impact the planet you are on, knocking it slightly off its axis (harmlessly mind you) and awaken random sets of powers for those on the planet and, if you so choose, opening up dimensional rifts that allow some minor… Leakage from past jumps. Of course, you can't choose what leaks through but considering this is a decent way to potentially get elements from past jumps into new ones it might be worth the risk. Can only be used once per jump.

Drop In

- **Lucky 2 Headed Coin [100 CP] -** A small coin with your choice of anthro animal imagery resembling a common coin in every setting. Having this coin on your person boosts your luck in dangerous situations. It isn't much given it is only 100 CP but it may very well save your life in a tight spot
- **Apocazon Nectar [200 CP] -** A small plant that produces Apocazon Nectar which, when ingested, gives the drinker Florakinesis for a full 24 hours. The nectar renews itself once a week.
- **Bio-Tech Parasite [400 CP] -** Well, more of a symbiote for you. This biomechanical creature grants you strong telekinetic powers and a form of armor. It can also be deployed to integrate itself into another target. It will force them to act on their deepest desires but also to follow your orders. If stolen it will take over the first target it can and try to get back to you.
- **Cosmic Meteor Fragment [600 CP] -** This fragment of rock is strange. It seems to radiate a strange technicolored cosmic

energy. It isn't nearly as powerful as the one it broke off of, but it still has enough kick to give anyone who holds it for at least 24 hours 500 CP worth of powers from the power section. It has enough juice for 6 uses before it runs out. The charges renew at the end of each jump

Loonatic

- **Loonatic Suit [100 CP] -** This thing comes in a color of your choice and autofits any alt form and comes with a ton of modularity, being able to integrate any upgrades built for it seamlessly without taking up more than minimal room, being 100% comfortable and incredibly breathable, and having a ton of quality of life upgrades that work with your powers. Pretty good for 100 CP huh?
- **Tech's Toys [200 CP] -** A crate made by tech to hold all his old inventions. Inside you can find inventions that Tech E. Coyote has demonstrated in the show and the parts he used to make them. If someone with the right knowledge got a hold of this they could make some truly incredible toys….
- **Spaceship [400 CP] -** A lovely high tech spaceship using the Frelang Code to run it. This thing has FTL capabilities, advanced high tech weapons, and the best carrot smoothies this side of the andromeda galaxy! Ideal for your long and short distance space flights.
- **Loonatic Tower [600 CP] -** You now own a massive skyscraper complete with epic superhero penthouse base that self expands to have rooms for as many people are on your team. It has super high tech labs, an awesome futuristic recreation room, a food synthesizer kitchen able to make any food you can imagine, and a fully automated robotic maintenance system. This building, in

addition, acts as your warehouse for purposes of importing additions, provided they are the size of a room or so.

Villain

- **Power Source [100 CP] -** What kind of villain lacks a McGuffin? Well, now you have a McGuffin to call your very own! This basketball sized orb of glowing crystal generates a steady current of power you can use to power almost anything! The output isn't amazing (only enough to power the average modern suburban home for a day, per day) but the fact it never runs out and you have the blueprints to make more make it much more desirable… Shame it always calls for rare and/or expensive and possibly restricted materials. Exact materials change between jumps but it will always be something that is possible to be stolen but also hard to get a hold of (Ex: In modern mundane settings it would be a large amount of diamond and other gemstones).
- **Ice Viking Tech Stash [200 CP] -** Well it looks like that invasion with the extra-dimensional techno-organic cryo-vikings left you with a nice little stash of their tech in the form of a rune covered high tech chest. Inside you will find that it is much larger than you would expect, holding things such as Ice Hammers, the Cryo Helmets, and even the parts needed to build their fearsome ship!
- **Fudd Power Armor [400 CP] -** A set of power armor made for you by the Fudd family. This suit is made to help augment one's strength, speed, and endurance to match that of any beast and also comes with a highly modular system with a premade module for invisibility to start with, easily modifiable weapons that can be keyed to specific species, and the entire thing is stupidly durable being able to be used as a chewtoy by a massive

monster and even go through a giant beast's digestive tract and come out intact on the other end.

- **Frelang Universal Code [600 CP] -** A special, highly versatile coding system capable of running and working anything from a child's toy to a planetary defense network with seemingly infinite universality and adaptability in terms of application. This code is stupidly versatile and intuitive in it's uses making it ideal for running any digital systems. Not to mention a virus using this code gains much more power and mutability.

Powers

Ever since that meteor hit things have been rather…. Strange. People with powers pop up fairly regularly. Loonatics and Villains get a stipend of 400 CP to spend in this section. Alternatively you may trade out this stipend for 200 CP to spend elsewhere.

- **Quantum Quack [300, Discount Loonatic] -** Oh, isn't this the power of that one annoying duck guy? What's his name… Doofus Duck? No, that's not right. Anyway this power allows you to teleport short distances with up to 2 passengers. At first the distance is only a few meters but will grow with time and training.

- **Enhanced Hearing [200, Discount Loonatic] -** You know, most wouldn't consider this worth 200 CP but when your hearing allows you to not only hear anything within 5 miles but, more importantly, distinguish between any noise you have have ever heard before and hear things that normally aren't audible like thoughts, radio signals, and more!
- **Super Genius [200, 400, 800, Discount Drop In] -** Well for 200 CP you gain enhanced intelligence, on the level of the Tech before the meteor and the knowledge to make basic comic book style tech. For 400 you gain the brainpower of Tech after the meteor AND the knowledge to match him in any field of study. For 800 your tech abilities now match the Mastermind who can make a high tech weapon out of anything given the materials for it, the most basic needed being some form of metal. Can also provide the power for such technology with a touch.
- **Weather Vain [600, Discounted for Villain] -** Well now, you got a big name power here. You now have complete control over the weather for 1 square mile… Well, provided you know enough about the weather. With some meteorological knowledge you can do things like make cloud monsters, make lightning strike your enemies, and much much more!
- **Timeskip [800, Discount for Drop In] -** Oh damn, this one is rather… Frightening. This allows you the power to step outside of time for 5 seconds at a time to start. While in this state you can move freely and even activate machinery not in direct contact with a living being. Once the effect wears off it has a 3 second cooldown.
- **Rev Radar [200, Discount for Loonatic] -** You now have an inbuilt radar, sonar, and even a sort of clairvoyance (as in remote viewing, not future sight). This allows you to be able to get a

detailed readout of your surroundings and the path ahead. It isn't perfect by any means but it does give you a lot to work with.

- **Rev Running [800, Discount for Loonatic] -** Not ONLY a form of super speed allowing you to move and fly supersonic speeds and, given time and training, reach speeds up to Mach 29.
- **Molecular Regeneration [1200, Discount Loonatic] -** Probably the most powerful ability out of the bunch. This form of regeneration allows the one with it to not only heal and recover even after being disintegrated but also almost any other physical injury. This does not provide any protection from things like psychic attacks, brainwashing, soul attacks, powers being deactivated, the pain of the injuries, and so on. After being injured it takes between five and twelve seconds to kick in.
- **Electromagnetic Control [400, Discounted for Loonatic] -** This power allows the user to generate electromagnetic fields they can use to manipulate metals. It does not start as very precise but that can change with training.
- **Brain Blast [600, Discounted for Loonatic] -** This power allows the user to attack with powerful psi-blasts. Unlike the original these can be used underwater without issue. These blasts, with training, can evolve beyond mere concussive force and even eventually learn to do things like telepathic blasts or manipulate objects telekinetically.
- **Mass Hole [800, Discounted for Villain] -** This power allows you to trade the weight between targets. For example you take 500 pounds from one thing and weigh another thing down with that 500 pounds. Simple but rather dangerous.
- **Power Orb Randomizer [600, Discounted Loonatic] -** Allows you to generate orbs of red burning energy whose effects are more or less randomized. Most common being concussive

explosions and a thick, sticky tar like substance. The rest of the effects could be anything from orange juice to actually fire. The user has some moderate control over what you get, tilting the odds of a specific happening. Just note the effects remain randomized, you are just boosting the odds of one specific effect. Underwater usage will boost its overall power by a large amount.

- **Enhanced Physiology [200 or 400, Discounted Drop In] -** A very basic and simple power that boosts your strength and durability just into superhuman levels, being able to be slammed through concrete and similar and be left with just some serious bruising. For an additional 200 CP you can boost this to truly superhuman levels where you can manage a punch through thick metal and take an Ace Bunny Laser blast to the face and only suffer a small burn.
- **Tornado Maximizer [800, Discount for Loonatic] -** A powerful ability that allows you to generate tornadoes around yourself at extreme speeds to the point of generating fire from friction. You can also charge the tornados with electricity, manipulate the spinning for different functions (Ex: Suction Mode, etc). With training can create rotations of up to Mach 7 and spin into a nearly unstoppable electrical whirlwind.
- **Optical Enhancement [200, Discount for Loonatic] -** A very simple and basic power that allows you to see in the infrared spectrum, have X-Ray Vision, and night vision.
- **Optical Blast [400, Discount for Loonatic] -** A rather simple power but a strong one, allowing the user to send a powerful optical blast that can be concussive or heated.
- **Shadow Hypnosis [800, Discount for Villain] -** Oh, this one is a dark sort of power. With it you can, given time, hypnotize anyone you wish given you can make continuous physical

contact with their head. Once it worms it's way into their mind they will be put into a trance in which they will do anything you command them to. This trance can be broken by loud abrasive noises.

- **Energy Eater [1200, Discount for Villain] -** Now this is a strong power. You now can absorb energy, especially from things like energy weapons, lightning, or similar such things but you can absorb some amount of kinetic energy as well. The more you absorb the larger you grow, the more your physical strength increases, and the greater your durability. However the energy you drain this way is spent very quickly with it being expelled faster the harder you fight and the greater you exert yourself.
- **Geokinetic Geek [800, Discount Villain] -** Oh, this is powerful but also very simple. Allows you to control and manipulate stone and earth, make minions out of earth to help out in battle, cause localized earthquakes, and more… Provided you have the right materials.

Companions

Import/ Companion Creation [50/100/200 CP] - Import or create 1 for 50 CP, 4 for 100 CP, or 8 for 200 CP. They get 600 CP to spend on the options presented.

Canon Character [200 CP] - Select any canon character except the Loonatics and you will be ensured to have a good first impression with them. If you can convince them to join you then they may accompany you on future jumps.

Minions [100, 200, or 300 CP, Discounted Villain]: What is an evil mastermind without minions? For 100 CP you can have either 2 decently tough henchmen or 100 very weak mooks that a normal person could beat with a bit of effort. For 200 you can have an elite squad of 5 elite henchmen, 20 decently tough henchmen, or 200 mooks about as strong as a mundane human. For 300 though… Well for 300 you can choose any of the 200 options but infuse them with 800 CP's worth of points in powers from the power section. The power will be divided equally if the 200 mooks or the 20 henchmen are chosen but if you have chosen at least 5 power options then you may choose to have each of the 5 elite henchmen get that power at full strength at the price of only getting that specific power. These minions count as followers unless otherwise imported.

The Loonatics [300 CP]: A Team of 6 heroes of ACME-Tropolis. These guys are a skilled team of anthropomorphic heroes with their own powers. With this purchase you gain a chance to bring the team with you… Provided you can convince them to go with

you. Each one has their power set and the first level of enhanced physiology.

Fuh-Z [50]: Well dang, looks like you got one of the perfected (and safe) biopets! This little guy is affectionate, fluffy, loyal, Soft, loving, near indestructible, cuddly, and sweet as can be and can become any article of clothing you can imagine! Not to mention that, unlike the weaponized versions, this little guy can eat all the chocolate he wants and not turn into a monstrous killing machine. This creature counts as a pet and as such does not take up a companion slot.

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Scenarios

Rise of Sypher

Sypher has taken your powers! Defeat him and regain what was stolen!

Sypher has gained the powers you chose in the jump sheet and Jump-Chan has been left unable to help! He has also, somehow, managed to convince the Loonatics that you are some sort of dangerous evil villain! What type… Well it is always what would make

you look terrible and make the Loonatics trust you the least. Perhaps he told them you are a super scheming spy villain who wraps people around their little finger or maybe that you are some sort of embodiment of evil… Knowing you jumpers, that very well might be true. Point is that you have to beat Sypher without the things you bought here and with all your powers at ½ strength. With Sypher's knowledge of your powers and abilities it won't be an easy fight and with the Loonatics ready and waiting to back him up, mistakenly believing you to be in the wrong, things look grim… Well good luck.

Perhaps though, if you were to expose the truth somehow and get the Loonatics on your side you might stand a better chance…

Reward

As a reward for your daring actions you not only get all that was taken back but you also can choose one of three special rewards.

Option 1: It seems your powers weren't the only ones Sypher had stolen and with his defeat and their original users long gone… Well they are now yours. You gain 800 CP to spend in the power section as you see fit.

Option 2: Dang, it looks like some of Sypher's powers rubbed off on you during your battle! Now you have the ability to shut down superpowers for 3 times as long as you remain in contact with a target.

Option 3: Hey, they say the sincerest form of flattery is mimicry. Well with this you must be really brown nosing someone! You gain the

ability to mimic one specific, non cosmic level superpower you have seen personally. You can only mimic 1 at a time and will not come with the skill to use it well.

Loonatics Inverted

You end up on a dark mirrored version of Acmetropolis ruled by the evil versions of the Loonatics. The Tune Tyrants! Defeat and Overthrow them and free the planet from their rule!

This isn't good. You have entered the jump not on the Acme-tropolis you know but rather an alternate dimension where everything was just a smidge different. Duck called for tails when he flipped the coin using his double headed penny, Ace was the arrogant actor rather than the stunt double, Lexi was a bitchy cheerleader rather than the new girl trying out, Slam is a feral gladiator who fights to the death, Tech is a mad scientist with the emphasis on mad, and Rev is a fast talking scam artist who was always on the run.

When the Meteor, a fragment of the planet Frelang broken off during the battle between Optimatus and his sister, followed him from his portal as he fled the destruction he had inflicted upon it and impacted the planet, these six individuals gained the same powers as the Loonatics would in another world. Drawing them together and guiding them to join forces, Optimatus now guides and instructs this villainous team as he recovers from the damages. However, it isn't just the

heroes who are affected by this switch…. The villains were as well. Mastermind is a kindhearted genius plagued by guilt over the mechanical accident that gave her her powers, Massive is a gentle giant trying to look out for his neighborhood from the Tune Tyrant's gangs, Pinkster is one of the best investigators and one of the very few honest cops in Acme-tropolis, Black Velvet runs the under-city with Dr. Dare looking after the unfortunate people who have nowhere else to go with the Tune Tyrant's actions up above, Otto the Odd who just wants to see the children of acme-tropolis smile like he never got to and to protect those scorned for their appearances, and more.

Now with you here the Tune Tyrants will detect your arrival and Optimatus will also sense your forming spark. You must defeat and overthrow the Tune Tyrants if you wish to continue your jump and it won't be easy as you will automatically be saddled with the effects of the Loonatic Target for no CP for the duration of the scenario. All isn't lost however as there are those on this world who will want to help! The people of this world are no more content with this than you and perhaps you can recruit from the Tune Tyrant's own enemies to help you fight back. Defeat and overthrow all six and finally defeat Optimatus once and for all and you will be free to continue your chain. If instead you are defeated and captured you will be taken to Optimatus who will drain your forming spark and take your place in the chain.

If you chose the Loonatics companion option then they end up stranded in this world just like you due to a lab accident with Tech. Don't worry, they won't be affected by the Loonatic Target drawback in this case.

Reward

With the Tune Tyrants overthrown and the world saved you are free to spend your remaining time here in this mirror world or travel through a newly opened dimensional rift to the original setting to spend your remaining time in that version. Also you get the cosmic meteor item for free AND as a bonus you get a large chunk of Curium 247 which, in this jump, can permanently remove the powers of those empowered by the cosmic meteor. It will retain this property in future jumps and gain the ability to be attuned to one specific type of power in the future (Ex: The Force in star wars, The Green in DC) and gain the power to strip that away as well, permanently removing their ability to access that power.

Drawbacks

- **Loony [+0]:** Well damn! It looks like Acmetropolis had another name once upon a time… Earth. Anyway you may freely have actions done in past loony tunes jumps (besides those taking place in the future like duck dodgers and the like) to carry over historically here. Did you save the loony tunes in the space jam gauntlet? Well that is recorded in the history books right there. Feel free to claim to be a time traveler or something similar if you want. Incompatible with the 24th and ½ Century Toggle.

- **24th and ½ Century [+0]**: Well well well, it looks like the events of Loonatics is a bit… Earlier. Not that it changes much technologically or event wise. Instead however, Acmetropolis is considered a terraformed branch planet of the protectorate and is seen as fairly neutral territory in terms of the war between the Martians and earth… Perhaps you can change that if you wish… Anyway this toggle allows free crossover with the Duck Dodgers jump. Use both sheets together if this toggle is used. Incompatible with the Loony Toggle.
- **Indecisive Identity [+100 CP]:** What's your name this week? The Jumpinator? Maybe The Jump Master? Whatever it is you cannot decide on what your epithet is and will change it on a regular basis
- **Fashion Victim [+100 CP]:** What is with you and needing to be fashionable? Anyway expect you to need to constantly be on trend and to be more than willing and even eager to pay through the nose for it. It won't make you spend your food money on it (unless you are the sort to do that anyway) but you will certainly spend any free funds on it.
- **Yes I Will! [+100 CP]:** You seem to keep falling for these classic gags and tricks. Nothing harmful but tricks like out of the old looney tunes will always seem to catch you off guard. It won't happen in any dangerous manner but expect it to be embarrassing and annoying.
- **Fast Talking [+200 CP]:** OhdangisthisdrawbackreallythatbadImeanlookathowfastyoucantalknowandseeallthecoolthingsyoucangetfortwohundredCP? Oh… Um, yeah. This drawback makes it so you talk at extreme speeds and your words will tend to blur into each other. Also tends to make you ramble into tangents while talking.

- **Beast Brain [+200 CP]:** You aren't the sharpest tool in the shed are you? With this drawback, your brainpower has dropped to around the brain power of a 6 year old. Maturity dropping to match is optional.
- **Damaged [+300 CP]:** Ooof, did you pick a fight with a blender by any chance? No? Well, your entire body has suffered serious damage and is now missing large chunks. "Luckily" for you, those chunks have been replaced with cheap, finicky cybernetics which keep you alive. These cybernetics require regular maintenance and cause you immense and constant pain.
- **Only Loony Allowed [+300 or +600 CP]:** For 300 bonus CP you are limited to only what you bought on this sheet (and linked sheets if you went with the toggles). For 600 CP you don't even get that! Instead being reduced to only your body mod for this jump.
- **Galactic Oddity [+300 and +100 for every companion you import]:** You seem to have crossed a certain carny midget with a chip on his shoulder. You've had your genetics scrambled and made to dance like a stripper at a gentlemen's club. Your form is now freakish and while appearance perks can help you will always end up as, at best, furry/scaly bait. If you have companions who have been imported or purchased this will automatically affect them as well and any powers you have bought will randomly be swapped between you all.
- **It Struck Twice [+300 or +600]:** At a random point during your jump 1 of your companions or someone you have become close with will suffer an accident turning them evil and granting them powers for this jump if they lack them. For 300 they can be cured given time and hard work researching a cure but for 600 they will be stuck like this for the entire jump.

- **The Danger Treatment [+400 CP]:** Dang, it looks like you are pretty low on the totem pole of things around here. Expect to be dismissed, mistreated, ignored, made fun of, and in general end up as the butt of the joke with zero respect. No matter how much you may (or may not) deserve it you are going to be seen as at best an annoyance and at worst ending up as the buttmonkey of this world.
- **Light Allergy [+400 CP]:** Oh… Oh my, well that is unfortunate. You have suffered a terrible accident rendering everything from your skin to your eyes weak to any form of light. Very low light, enough to very dimly see by won't hurt more than pins and needles but the brighter the light the more it hurts with sunlight being akin to being lit on fire. Pain resistance and immunity perks as well as willpower perks will only help you go so far as the longer you spend in the light the more it hurts. Doesn't do any physical damage though… Just pain.
- **Rawr! [+400 CP]:** It seems you are now incapable of clear speech! Anything you say in ANY language from telepathy to a magical omni language is now limited to intelligible growling and roaring. You can still pantomime things though so feel free to do that.
- **Jumper Unleashed [+600 CP]:** Oh dang, looks like your arrival here had an effect akin to the meteor which gave the Loonatics their powers. Now random people both good and evil are getting versions of your own powers and abilities at random all over the planet… Not even your items are safe from being copied as versions unusable to you are being found after being spat out of dimensional rifts.
- **Loonatic Target [+600 CP]:** Well now, it looks like the Loonatics have not only gotten intel that you are a danger to the entire

planet but are also well “Aware” that anything you say cannot be trusted and to not trust you under any circumstances. To add insult to injury their power will scale up with yours bringing them to new heights of power to face you but cannot scale lower than their established canon power level and with their teamwork they are not a threat to be taken lightly.

- **Choco-Beast [+600 CP]:** You love love **LOVE** chocolate. You cannot resist the stuff, the very mention of it is enough to make you drool and the sight enough to drive you to devour as much as you can. Too bad it doesn't quite agree with you. Any time you eat chocolate or any chocolate product you become a giant mutant monster that is completely uncontrollable and will attempt to devour any organic life and destroy anything non organic. The more chocolate you eat the longer the transformation lasts.
- **Nemesis Mine [+600]:** It seems you have a nemesis. They share your chosen origin in this jump with all the perks and items from that tree as well as their own versions of any powers or items you have from past jumps as well. Their motivations depend on your chosen origins with Drop In’s having their Nemesis be from the future (roughly around the end of the decade you spend here), Villains have an Anti-hero who knows all too well the potential danger you pose, and Heroes have a rival who wants nothing more than to see you crash and burn.
- **The Royal Tweetums [+600]:** Oh… Are you sure you need the points this much? Are you really sure? Well alright. Well you are now in charge of looking after the grand royal heir of planet Blanc, much to the relief of Sylth Vester. Expect this little brat to torment you, torture you, put you in danger, and in general make your life a living hell without ever realizing it and believing that you two are the best of friends. If you, by some miracle, survive

an entire decade of this horrible treatment (Of which includes, but is not limited to, being dropped into hydrochloric acid, being shoved into a super collider, being electrocuted with enough electricity to kill an elephant, being tossed to alien monsters, and being kicked into a black hole) without killing the damn bird or letting them die (both of which result in a chain failure) you get both the future version of this prince and a sincere and honest apology as he has finally realized the horrible torment he put you through.

- **Zadavia Treatment [+600]:** Well damn. It looks like you won't be participating in the jump… Well, not directly anyway. You will now be confined to a weird technicolored cyberspace like prison. You wont need to eat, drink, sleep, or anything while in this space but also you cannot interact with the world save through video screens, projectors, or similar things. Your companions are unaffected and you can still direct them through the screens. If you lack companions then, depending on your origin, you will have to guide the Loonatics if you choose the Loonatic origin, with Zadavia being your boss and you… Being seen more as an AI than anything. If you are a villain then you are a rogue AI and have to keep yourself from being deleted by the scientists who made you. If you are a drop in… Well, feel free to choose either option

Final Choices

So, you made it out the other end of this crazy wild world…. Did you have fun at least? Ah well, either way you now have a final choice to make:

- **That's it, I'm outta here!:** Choose this option to end your Jumpchain and return home with everything you have gained.
- **A Hero's Work is Never done:** Choose this option to end your Jumpchain and remain within this setting.
- **The Adventure has Just Begun:** Choose this option to continue your Jumpchain and move on to the next Jump.

Notes

Special thanks to Gem for helping me fill this out.

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