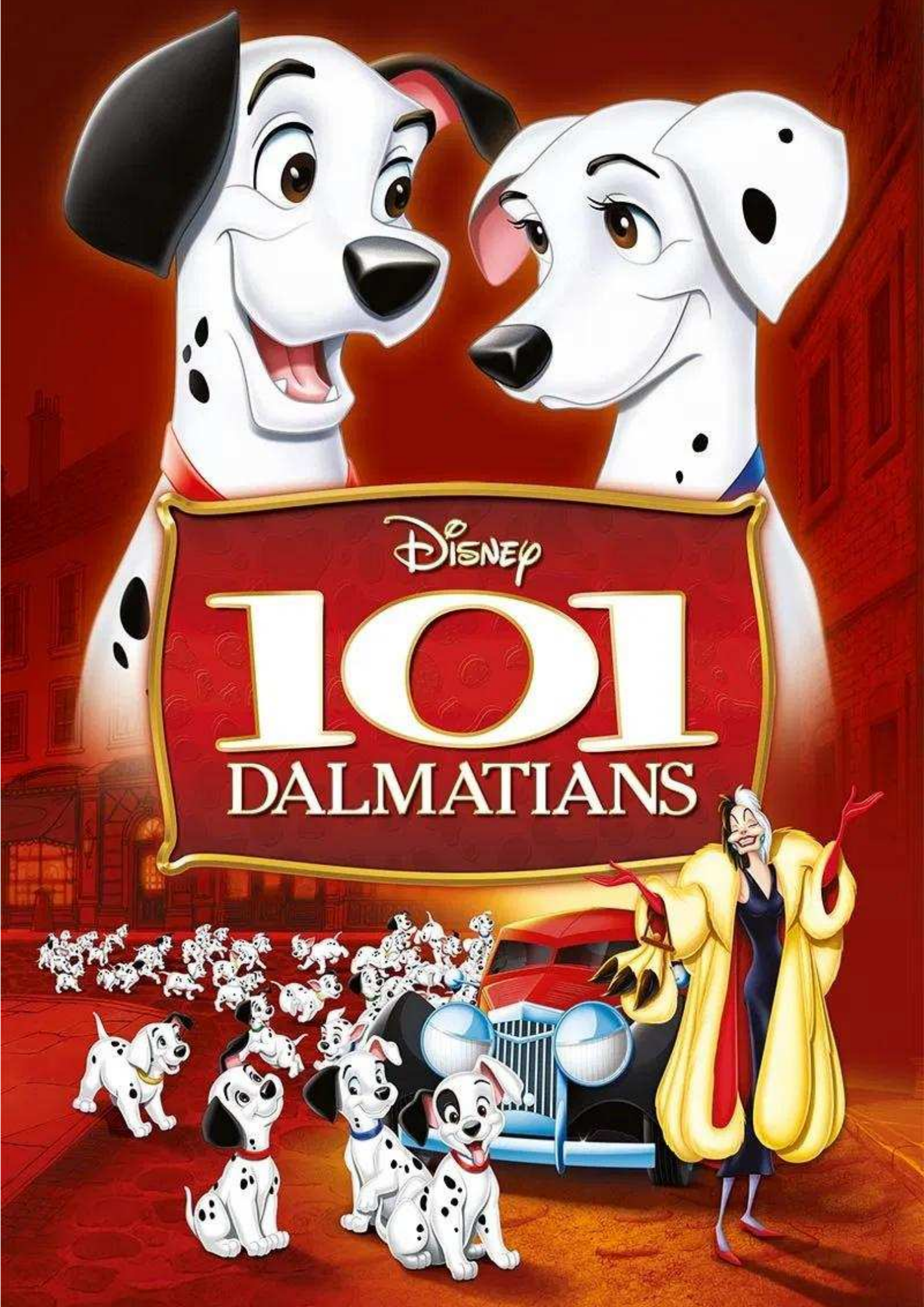

Disney
101
DALMATIANS

One Hundred and One Dalmatians

1961 Film

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

London, 1958. Pongo the dalmatian tires of the bachelor life, and so seeks to find a mate for his pet (owner), Roger. Sure enough, Roger meets and marries a woman named Anita, with Pongo marrying her dalmatian, Perdita.

But there is more to this tale. Cruella De Vil, a fur-obsessed wealthy heiress, wishes to get her hands on the puppies of these dalmatians, as part of her plan to make herself a dalmatian skin coat.

Will you help her? Stop her? Or, do you have some other plan for your time here?

You arrive in this world the morning of the day that Roger will meet Anita. You will be staying here for the next year.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Species-

Choose one of the following options. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will.

[Free] Human

An ordinary human. You probably have a fair idea what this is.

[Free] Dog

You are a breed of dog that could be found in 1958 London, such as Labrador, Great Dane, Terrier, Bloodhound, Afghan Hound, or of course, Dalmatian.

In the case of the latter, you might have to worry about a certain heiress attempting to harvest your coat.

[Free] Cow

You are a cow, often kept on farms due to their milk production.

You are required to be female in order to take this species, but as a special consideration you may freely change to female without paying the 50cp charge.

[Free] Horse

Like the Captain, you are a horse. Although you lack the dexterity of humans, you can run fast, and possess a powerful kick.

[Free/+100cp] Tabby Cat

Choosing this species may give you an additional 100cp to spend, as explained below.

Like Sergeant Tibbs, you are a tabby cat. Though small, you are impressively agile.

If you'd like to gain an additional 100cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

[Free/+100cp] Goose

Choosing this species may give you an additional 100cp to spend, as explained below.

Like Lucy, you are a goose. While you can fly, you lack many of the advantages of humans, as well as other species on offer here.

If you'd like to gain an additional 100cp, you can choose to remove your ability to alt-form switch or blend, or employ any shape changing powers on yourself for the duration of the jump.

-Background-

You must choose one of three Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Animal

Exclusive to Non-Humans.

You aren't human, but that doesn't mean you don't have a role to play. In fact, animals could very well be said to be the protagonists of this tale.

Good Human

Exclusive to Humans.

You're a human, and one of the nice ones. You probably have some intention of keeping an animal such as a dog as a pet. Though, perhaps they see *you* as the pet?

Bad Human

Exclusive to Humans.

You're a villain, through and through. The kind of person who has no qualms killing some puppies in pursuit of your own selfish goals.

-Location-

You may freely choose to begin at any of the following locations.

London

The capital city of England. Roger, Anita, Pongo, and Perdita all live here.

Suffolk

Here one can find Hell Hall, also known as the old De Vil place. When Pongo and Perdita's puppies are dognapped, they will be taken here.

Dinsford

On their way back to London, the Dalmatians will pass through this village. They will attempt to pass themselves off as labradors in order to sneak by Cruella De Vil.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Animal Perks

[Free & Exclusive to Animals] Animal Language

The animals of this world are able to converse amongst each other, just as humans do. This perk represents that ability.

From now on, you will be able to understand what animals are trying to say, and converse with them. While this does carry forward into other world, in worlds where animals aren't nearly as intelligent as they are here, you'll probably find the quality of these conversations to be much lower.

[100cp, Free for Animals] ***One, two, three, four…***

You have a knack for making quick and accurate headcounts, as well as keeping numbers in the front of your mind.

A talent like this will be a godsend if you plan on raising many puppies, or simply trying to rescue them.

[200cp, Discounted for Animals] ***After all, dogs were having puppies long before our time.***

Childbirth can be a scary and sometimes dangerous time. This perk will help to ease that worry for you.

From now on you (or your partner if they are the one giving birth) can be assured that no unfortunate health complications arise during childbirth, and all children are born healthy and safely. Additionally, you or your partner tend to be more fertile than usual. This depends on your species; for example, where a dalmatian typically has litters in the range of six to nine, you or your partner could be expected to have litters around fifteen. This aspect can be toggled on and off as you like, should you not wish to overwhelm yourself or your partner.

[200cp, Discounted for Animals] Spotted Hyena

A human is more than a match for a dalmatian, especially when they are wielding a weapon. This perk will help even the odds.

During combat, you are able to stay light on your feet, and have an easier time manoeuvring around larger opponents. Additionally, you remain alert to your environment in such situations, and can better identify opportunities to take advantage of it – pulling the rug out from under your opponents, so to speak.

[400cp, Discounted for Animals] Ol' Rascal

Your pet human really does deserve an attractive mate, doesn't he? Fortunately, you have what it takes to nudge things in the right direction.

You are now a surprisingly effective matchmaker. You find it easy to arrange scenarios where your target pair can meet each other in favourable terms. Your presence seems to smooth over little hiccups as well; what might be serious faux pas or mistakes might become hilarious bonding moments.

But this perk isn't just to help others. You see, establishing relationships between others seems to line things up for you, allowing you to meet and bond with a potential partner who is connected to one of the parties you have set up. For example, if you are a dalmatian who set up your pet human with another dalmatian owning human, you'll find it much easier to set yourself up with that dalmatian. The specifics of who this targets, and the nature in which it does, depend heavily on the situation. This perk will not create a suitable partner out of the blue; it can only work with what is already there.

[400cp, Discounted for Animals] Devoted Parent

A task like raising 99 puppies should be borderline impossible, but somehow you are able to take such things in stride.

You are an excellent parent, with a keen intuition on how to interact with your children to raise them in healthy, desirable ways, knowing when to be soft and kind and when to be strict. More importantly, you are able to parent many, many children at once. Time seems to bend in order to ensure that you can give the appropriate amount of attention to each of your children, and you are able to keep each of them distinct in your mind, finding it easy to recall their individual quirks and interests.

This applies just as much to children you have genuinely adopted as it does to children you are the biological parent of. Just because those puppies aren't part of the first fifteen doesn't mean they don't matter, after all!

[600cp, Discounted for Animals] Twilight Bark

The Twilight Bark is essentially an animal gossip chain that operates throughout London and the surrounding countryside. Within a few hours, Pongo was able to spread word of the kidnapping of his puppies all the way to Suffolk, and have news of their presence there returned to him.

During this jump, this perk will ensure you are able to make use of the Twilight Bark. By barking (or making similar noises) in various ways, you are able to communicate in a manner not unlike Morse code, which will then quickly spread through the chain. So long as you haven't given the animals of London a specific reason to refuse, you'll be able to ask the Twilight Bark to attempt to gain just about any kind of information you would like, and they will do their best to provide it to you.

Post-jump, this perk ensures the existence of similar animal information chains in the local area, in any setting where that is remotely possible. In settings where animals lack the kind of intelligence present here, the chain will nonetheless somehow possess it in order to spread news and collect

information for you, even though this intelligence would not exist in any individual animal you happen upon.

Humans that purchase this perk also receive the benefits of the Animal Language perk for free, which is otherwise unavailable to them.

Good Human Perks

[100cp, Free for Good Humans] ***Well, she's still number one suspect in my book!***

You are a pretty good judge of character, and pick up on suspicious behaviour quicker than most.

Unfortunately, this perk doesn't generate evidence, so even if you think someone is up to no good, you'll still have to prove it if you want the authorities to take action.

[100cp, Free for Good Humans] ***She's very lovely too.***

You're quite good looking, aren't you? If a dog is trying to find a mate for their "pet" human, you'll be a prime candidate – assuming of course that you are human as well.

On purchase, choose whether this perk grants a great enhancement of feminine beauty, allowing you to match Anita in terms of looks, or whether it grants a similar enhancement of masculine handsomeness.

[200cp, Discounted for Good Humans] ***Melody first, my dear. And then, the lyrics, hmm?***

You are proficient in the use of various musical instruments, including pianos, trumpets, and trombones.

Beyond this, you are an excellent songwriter, able to craft catchy melodies and quickly tailor appropriate lyrics to them. Maybe you could make a career out of this?

[200cp, Discounted for Good Humans] ***You know, at times she seems almost canine.***

You are a talented cook, and an expert housekeeper. You're also quite good at taking care of common pets, such as dogs and cats.

With such skill, anyone would be lucky to have you as a nanny.

[400cp, Discounted for Good Humans] ***We still have fifteen!***

Be it human or dog, childbirth is a risky endeavour, presenting danger to both parent and child.

Fortunately, when it comes to such matters, your mere presence acts like a good luck charm, minimising the risk of unfortunate complications. Should a stillbirth still happen, if you rub the deceased child before too much time has passed, you can even miraculously revive the child, allowing them to grow up healthy. How Lucky!

[400cp, Discounted for Good Humans] Your First Big Hit

Cruella, that devil woman. What is she good for? Well, perhaps just like Roger, you'll find that she is good for making a buck off.

Thanks to this perk, artistic works you create, such as songs, are more likely to be successful. This effect is greatest when the work in question insults and mocks someone else. You may well make a fortune off the back of this.

Fortunately, you'll also find that such works you make that insult or defame others will never land you in any kind of legal trouble, though you can still upset the sensibilities of your audience if you happen to go too far.

[600cp, Discounted for Good Humans] Christmas Miracle

Kidnapping, whether it be a child or pet, is a horrible situation to be put through. Often there is little the common person can do, other than wait around and hope for the best.

Thanks to this perk, you are resistant to despair, able to hold yourself together for the weeks and months you may have to wait without knowing what has transpired. But holding out hope is not just for your own sake; doing so now provides a bit of good fortune to those that have been taken from you, subtly but noticeably lining up events to maximise the chances they can make it home to you.

This latter effect becomes strongest around Christmas (and in other worlds, similar holiday seasons). What better gift than to have your loved ones safe and home for Christmas, after all?

Bad Human Perks

[100cp, Free for Bad Humans] ***If she doesn't scare you, no evil thing will***

You have a frightening presence, which makes it easier for you to frighten or intimidate others. Moreover, when enraged your countenance borders on outright demonic, enhancing the effect even further.

You can toggle either aspect of this perk on and off as you like.

[100cp, Free for Bad Humans] Style Icon

Fur is fashion, and like all fashion it can… well fall *out* of fashion.

But not for you. Somehow, regardless of time, place, or culture, fur coats look good on you. Even in cultures where wearing such a thing would normally be morally objectionable, so long as a person does not have a connection to the animal(s) you are wearing, they will not be outraged by you wearing it.

[200cp, Discounted for Bad Humans] ***Crazy woman driver!***

Those puppies have made their way onto a van, which is driving away. What do you do? Drive after it, of course!

You are a surprisingly competent driver, able to drive effectively even in poor terrain like snow. You are also effective at running others off the road – provided another vehicle doesn't take you out first!

[200cp, Discounted for Bad Humans] Common Crook

You're a no-good scoundrel. But what good is a no-good scoundrel without an opportunity to get up to no good?

As a result of this perk, you are more alert to opportunities to burgle and thieve. Additionally, when someone would want to hire you to perform some kind of underhanded or illegal activity, and you would be inclined to take that job, they'll find it easier to get in contact with you, and will often think of you before they would others capable of the task.

[400cp, Discounted for Bad Humans] Scotland Who?

For some reason or another, police investigations (and similar actions) into you are particularly lax and ill-thought out. Are you the primary suspect of a dognapping? The police might bring you in for some questioning, but they probably won't actively tail you. Do you own a large but abandoned manor? Well, it's abandoned so you probably aren't doing much with it, right?

Of course, this won't matter much if you are out slamming your vehicle in other vehicles, or loudly blabbing about your crimes, so keep that in mind.

[400cp, Discounted for Bad Humans] Slap on the Wrist

Despite her actions, Cruella ultimately received minimal punishment; merely a probation, a restraining order, and being banned from certain clothing stores.

Like her, you will receive far lesser punishments from legal systems than others would. You can expect not to receive jail time even when found guilty for some of the most heinous crimes.

Note that this strictly applies to legal punishments; this perk does not do anything to counteract the public's attitude towards you after committing crimes, including taking the law into their own hands if they would typically be inclined to do so.

[600cp, Discounted for Bad Humans] Car-Crashing Out

The villains of this world manage to walk away from a serious amount of damage. Thanks to this perk, you'll be able to do the same.

From now on, you are ridiculously durable, such that you could shrug off even a massive car wreck with perhaps a bruised ego but no actual harm. However, this protection applies only to certain forms of harm: accidental (not deliberately dealt to you) or slapstick (either dealt with comedic

intent, or dealt in such a way that would typically be perceived to be comedic). Were someone to mean to take you out by ramming their vehicle into yours, this perk won't be any help to you.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Discounts do not stack.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[50cp] Films and Series

A copy of One Hundred and One Dalmatians (1961), 101 Dalmatians II: Patch's London Adventure, 101 Dalmatians: The Series, and 101 Dalmatian Street, on your preferred form of physical media. These dog-centric tales are yours to watch whenever you like.

Should any be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Merchandise

A lot of One Hundred and One Dalmatians related merchandise has been released by Disney over the years. Now, you have acquired a large chunk of it for yourself.

Nothing in this collection is too useful, as it is primarily made up of various One Hundred and One Dalmatians branded collectibles and odds and ends. A big Dalmatians fan may enjoy such a collection.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Tobacco Pipe

A smoking pipe, as well as an endless supply of tobacco, which you can retrieve from seemingly nowhere whenever you need it.

Should the pipe be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Cigarettes

An endless supply of cigarettes. You'll be able to retrieve one from seemingly nowhere whenever you need it. Optionally, these cigarettes can produce a sickly green smoke that is unpleasant to those around you.

Also included is a cigarette holder. Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Television Set

A fairly typical television for the time.

What's special about yours is that at all-hours you can find episodes of Thunderbolt's adventures and What's My Crime? running on dedicated channels (even though those channels might not exist beyond your television). In the case of the former, Dogs, even intelligent ones, find it to be highly engaging content, and you could keep large groups of them placated by leaving the television on this channel.

Should your television be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Fur Coat

A wonderful fur coat. It may be a duplicate of Cruella's coat, a coat made from dalmatians, or any other kind of fur coat remotely plausible for the time and place.

Your coat is self-cleaning and self-repairing, ensuring you can wear it as often as you like. After all, is there a woman in all this wretched world who doesn't live for furs?

Should your coat be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Kanine Krunchies

You have an endless supply of dog food, as you might find in 1958 London. Why, you could care for more than a hundred dogs with this!

Also included is an endless supply of Kanine Krunchies, a brand of dog biscuit found in this world. Any dog is sure to love these treats.

Both of these come in their own container, which refills itself automatically. While kept inside the containers, the food and treats will be kept fresh. Should either container be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] 99 Puppies

How adorable! You've picked up 99 puppies of any breed of dog appropriate to this time and place, defaulting to dalmatians.

These dogs are loyal to you, and make excellent pets. Should something unfortunate happen to one of them, they will be back the next day, good as new. Yes, even if you choose to kill and skin them to make coats, you monster.

[400cp] Small Home

You are now the owner of this small house.

This comfy, well-furnished, home is more than sufficient to house a married couple and a pair of dogs, though you'll probably want to look elsewhere if you wish to care for 101 dogs.

The major selling point is the location. It is placed in a prime location in London, close to a park. In future worlds, you may choose for it to be attached to your Warehouse, or to be placed out in the world – while the specific location varies by setting, it will be positioned in an equally advantageous location where possible.

Should the house be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[400cp] Cruel Car

This long, imposing roadster is all yours! It is similar to the car driven by Cruella De Vil, and may even be the exact same model if you like. The colour of the car is also up to you.

The car never seems to run out of fuel, and general upkeep is not necessary, allowing you to drive it around just about anywhere. It handles impressively well, even out in the snow.

Should it be lost or destroyed, a replacement will appear in a location controlled by you after 24 hours.

[600cp] Jumper Hall

An abandoned old manor, largely fallen into disrepair. The building retains upgrades, but while you are free to attempt to restore it to its former glory, doing so will be a Herculean task.

For some reason, even when law enforcement knows the property is tied to you, unless you are actively living there, they won't make serious efforts to investigate when they are investigating you, unless specifically directed to with serious cause. This makes it an ideal place to conduct criminal activities, like murdering puppies to make coats.

Speaking of animals, they are not influenced by this item, and may choose to investigate if they would ordinarily wish to do so. It may well fall to them to stop your heinous acts.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the manor be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Dalmatian Plantation

This is a large farmstead, located out in the idyllic countryside. . All bills associated with the property will automatically be taken care of, with no effort on your part. It will retain any upgrades it has been given.

The property features a large country home, and a barn that comes with a four dairy cows. Should anything unfortunate happen to them, they will reappear the next day, good as new. All in all, this is a wonderful place for a young couple to grow old, surrounded by many animals and pets.

In future worlds, you may choose for it to be attached to your Warehouse, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like.

Should the property be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

-Companions-

[50cp per.] Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Create

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in One Hundred and One Dalmatians (including 101 Dalmatians II: Patch's London Adventure, 101 Dalmatians: The Series, or 101 Dalmatian Street if you are using the appropriate toggle) along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a ‘slot’, so you can ask around and find another character to journey with if you would like.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Using this toggle, you can import the events of any settings that have a demonstrated shared continuity with One Hundred and One Dalmatians, that you have previously visited. Inconsistencies between these settings may be smoothed out in a manner of your preference, but attempts to use this toggle to interact with prior versions of either yourself or companions will fail.

[0cp] Extended Stay

Taking this toggle will allow you to extend your stay in this world anywhere up to a total of ten years. Before taking it, it might be a good idea to be sure you can actually live that long.

[0cp] Direct to Jumpchain

Cannot be taken with Alternate Animations.

Using this toggle, you can determine whether 101 Dalmatians II: Patch's London Adventure is a natural part of this world's timeline, smoothing out any inconsistencies between them in a manner of your preference. These events occur about a year after the events of the original film.

[0cp] Alternate Animations

Cannot be taken with Direct to Jumpchain.

Disney has produced various interpretations of One Hundred and One Dalmatians over the years. Using this toggle, you can choose to visit either 101 Dalmatians: The Series (which takes place in America instead of England), or 101 Dalmatian Street (which takes place in a more contemporary London), instead of the setting of the original animated film.

[+100cp] Square-Eyed

You find it incredibly easy to be distracted by the content playing on televisions.

If you aren't careful, this can flare up even when you are in serious danger.

[+100cp] Smoking Habit

You have developed an unfortunate smoking habit, Jumper. Naturally, such a thing is quite unhealthy for you.

Overcoming this addiction is possible, but perks you possess that would assist in such an endeavour fail to do so.

[+100cp] ***I warned you about thinkin'.***

Allies and superiors fail to take you seriously, typically dismissing your ideas and suggestions out of hand, even when they would ultimately be correct.

This never works out in a way that is positive for you; you'll still be assigned the same tasks even when your superiors consider you stupid or incompetent.

[+200cp] ***I'm hungry, mother.***

For the duration of the jump, you get hungry much faster than normal, and will require two to three times the food you would usually require.

Perks that would reduce your appetite or dietary needs fail to do this during the jump. Likewise, you will lose access to items that provide replenishing or endless supplies of food until the jump comes to an end.

[+200cp] Just 14.

Sometime during your stay, you or someone close to you will be forced to experience a stillbirth. It will affect you greatly.

You will lose any memory of taking this drawback until the end of the jump, so you have no way to prepare for this either. Are you sure you are up for this?

[+200cp] Minion Mistakes

Planning on delegating your work? You might want to rethink that.

During your stay, those you employ or otherwise assign work to always end up being incompetent, lazy, or both. Even those who are highly competent seem to be stuck holding the idiot ball while they are working for you. Maybe you ought to get your own hands dirty?

Attempts to exploit this drawback to reduce the performance of your opponents will invariably fail.

[+300cp] ***Dogs ain't that smart.***

Animals in this setting may be much more intelligent than one would expect, but you sure aren't.

For the duration of the jump, your intelligence is reduced to that of an average dog from an entirely mundane world. You will be unable to increase it by any means until the jump is over.

[+300cp] ***I live for furs. I worship furs!***

You are obsessed with acquiring and wearing fur coats.

You might be thinking that this isn't too serious a problem. Well, you'd be wrong; this obsession is not for just any fur coats. No, you will fixate in coats that do not yet exist, and if not stopped will take

horrible and illegal actions to make them. For example, you might randomly decide you need a dalmatian fur coat, and will buy up or steal dalmatian puppies to murder.

Unfortunately, these fixations cannot be overcome by any means, and should you achieve one of these goals, you will quickly become bored with it and wish to wear a new kind of coat. I hope you can live with yourself after what you get up to here.

[+300cp] 101 Dalmatians, 0 Powers

This is an animated Disney setting, and while some might call it magical, they certainly don't mean it in a literal sense. So, you don't really need those flashy powers and magical abilities you are taking from world to world right?

If you agree, you can take this drawback. For the duration of the jump, you and your companions will lose access to all out of jump perks and powers, outside of your Body Mod.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Jumper's London Adventure: You choose to remain in this world. Your chain ends here.

Jumper's Jumpchain Adventure: You choose to continue your chain. Proceed to the next jump.

The End: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

So, what exactly happens here, anyway?

Note: this synopsis only covers One Hundred and One Dalmatians (1961) in its entirety, but indicates where 101 Dalmatians II: Patch's London Adventure fits in.

Pongo is a Dalmatian that lives with Roger (his owner, but Pongo considers him a pet). Finding bachelor life boring, Pongo resolves to find a mate for Roger. He spots a female Dalmatian (Perdita), and her owner (Anita), and manipulates Roger into coming into contact with her. Pongo's plans pay off as both pairs fall in love, and marry.

Six months later, Perdita is carrying puppies. Anita's old school friend Cruella De Vil, who is obsessed with fur coats, wants to buy the puppies, though Roger and the Dalmatians have a very poor opinion of her. The night that Perdita gives birth to 15 puppies (one appears to be stillborn, but Roger manages to revive it), Cruella arrives to buy them, but Roger refuses to sell, and she leaves, furious.

Cruella hires two thieves, Jasper and Horace, to dognap the puppies. When Roger and Anita go for a walk, the pair force their way into the house and take them. Though Roger suspects Cruella, Scotland Yard investigate her and turn up nothing, and the humans are unable to do anything more.

Pongo and Perdita make use of the "Twilight Bark", nominally a gossip chain in which animals (mostly dogs) quickly spread information through the city and surrounding countryside, in order to ask for help locating their puppies. The message reaches Suffolk, where it is heard by the Captain (a horse), Sergeant Tibbs (a tabby cat), and the Colonel (another dog). Sergeant Tibbs has recently heard puppy noises from Hell Hall (the old De Vil place), which was supposedly abandoned. Along with the Colonel, he investigates Hell Hall, finding that Jasper and Horace are dog sitting a total of 99 Dalmatian puppies – 15 are the stolen ones, while the others were bought up from pet stores.

The word of the puppies is sent back to Pongo and Perdita, who hurry to Suffolk. Meanwhile, Cruella arrives at Hell Hall; she insists that the puppies be killed and skinned tonight to be made into a coat, leaving Horace and Jasper to do the task. Tibbs attempts to rescue the puppies, but along with them is eventually cornered. Fortunately, Pongo and Perdita arrive in time to take out Horace and Jasper and escape with the puppies and Tibbs.

They regroup at the barn, and Pongo and Perdita agree to adopt the other puppies. They begin making their way back to London, assisted by other animals along the way – including a dog and some cows who provide them shelter and cow's milk. The Dalmatians arrive in Dinsford, where they are helped by a black Labrador, who has identified a van set to travel back to London. Despite their efforts to cover their tracks, Cruella, Horace, and Jasper have tracked them to Dinsford.

The Dalmatians disguise themselves as Labradors by covering themselves with soot, and start boarding the van. The plan is initially successful, but Cruella catches on when ice and snow wash off some of the soot. Cruella pursues the van in her car, attempting to run it off the road, but Jasper and Horace crash into her by mistake with their car, destroying their vehicles and allowing the Dalmatians to escape.

The Dalmatians return to London for Christmas. Roger and Anita are thrilled to have them back, agreeing to adopt all of the puppies, and intending to buy a place in the country that is suitable to raise so many pets.

[Should you include it via the toggle, 101 Dalmatians II: Patch's London Adventure occurs about a year after the events of One Hundred and One Dalmatians.]

-Changelog-

0.1
Created the jump.

1.0
(i) Minor formatting fixes.