
Rabbids
GO HOME
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Rabbids Go Home 1.0 By Burkess

Welcome to Rabbids Go Home. The Rabbids have decided to go to the moon and plan to do this by building a large pile of human stuff, so they can climb up it and reach it.

They will soon begin a crime spree that will take them across many locations, conducting unbelievable heists.

What will your role be in this?

You'll need these.

1000 Home Points.

Locations:

1. Anywhere on Earth.
2. Somewhere else in the galaxy.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Home Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an <u>additive bonus.</u>

Rabbid Species: Free and optional! You're a rabbid now. They have many super human characteristics, a notable feature being that they have enough strength to lift an airplane and stuff it down a toilet, and can survive in space. If you don't want to be a rabbid, you can gain the traits of one without taking on the form.

"Bwaaaah! Attack": Free! This outburst attack intimidates opponents and strips their clothing off. It also has a strong knock back effect and can shatter objects.

Advanced Rabbid: You're more than just a typical Rabbid. You're different. You can choose to be one of the other types of Rabbid out there.

Memories Of Mayhem: Each purchase gives you 10 years worth of memories and experience of having been on previous campaigns with the rabbids, creating chaos across the galaxy.

Career Options: Pick a career. You gain 10 years of experience in it and updating credentials that'll allow you to practice that job in future jumps.

Imagination Mechanics: You have shields known as "ideas." They're represented by light bulbs. An attack that would damage you instead consumes one of your ideas. When your ideas run out, you can be damaged normally. You begin with a maximum of 3 and can obtain more. Lightbulbs will spawn in your environment to allow you to refuel your ideas.

Respawning Mechanic: You can decide to reappear at a checkpoint when falling into pits/off of something or running out of ideas. You can set a checkpoint in any area where there's no enemies nearby. Creating a checkpoint overwrites your previous checkpoint. You can have one checkpoint at a time.

"Super Boost": Grants the ability to drift with anything that's capable of moving. You can initiate a super boost, which accelerates an object you're drifting with. It lets you launch yourself, enhances your attacks, and allows you to smash through obstacles.

Infiltration Expansion: Pipes, vents, and other similar places temporarily enlarge themselves to enable you and those you wish to allow to fit through them.

I've Got A Great Idea: Your ideas quickly gain traction among a group if they seem like a fun time for everyone involved.

Don't Question It: Plans you make will continue out of inertia if nobody has a better idea. People may object, but they'll go along with it if they can't think of something else.

Dog Trainer: You can train animals who quickly can become experts in whatever task you want them to do. Like guard duty, or hunting rabbids.

Highly Specific Answers: You're a technological genius with a focus on highly specific technology. When encountering a problem or opponent, you can create tech that laser targets and handles that one thing. Like creating protection against sonic attacks when facing enemies who use them.

The Rabbids Must Be Stopped: You can mobilize people against a common enemy and encourage them to take a stand when they also feel this foe is a threat that must be stopped. You can communicate precisely why whatever you're talking about is a threat and tailor your message specifically to each person you talk to. This hits on what they find most important and gives you the greatest chances of persuading them to do something about it.

Scary Rabbid: You're scary and intimidating. You can bring terror and fear without any effort. Being around you triggers animal instincts and makes people see you as a high level predator.

Capable Of Anything: People's imaginations go wild when you appear, and they assume the worst case scenarios. They'll ponder all the ways things can go wrong when engaging with you.

Breaking And Entering: You're a certified master at breaking and entering and do it with such skill and finesse that you'd make most other thieves green with envy.

Dress The Part: Anytime you or someone working with/for you dresses in a matching outfit to the task they're attempting, they gain a skill bonus. Dressing up like a construction worker will improve your construction skills, for example.

Robbing Radar: This internal radar tells you the value of anything within a 5-mile radius and homes in on things you'd find interesting. You can set it to search for things within criteria you decide, and it'll narrow down the options and give you visual markers to help find them.

Rabbid Punch: This is a toggle effect that causes any of your and/or your allies' attacks to strip people instead of inflicting damage.

Nearly Pre-Solved Puzzles: Ability to solve puzzles because the solutions to your issues will conveniently be placed in your environment. A puzzle will never be unsolvable, it'll just be a matter of using what's provided to you.

Puzzle Solver: Ability to guess the correct answers to puzzles and problem-solving questions. You also have a knack for puzzles and a perfect memory.

Puzzle Buster: Ability to solve puzzles by breaking them and smashing through. You'll always know which puzzles you can bypass this way, and how to do it.

Big Stacks: Stacking ability that allows you to stick any number of items together and keep them in a pile without anything spilling off.

Cartoon Durability: You can shrug off injuries as long as they weren't caused with malicious intent. Basically, if someone or something wasn't trying to kill you, then you can laugh it off as a joke, and it doesn't hurt.

Katamari Logic: If you can lift or push one object in a stack of them, you can lift or push ALL of them. This would enable you to, for example, carry an enormous pile of gravel because you can lift every individual piece.

Heist Mastermind: You can calculate how long an action will take down to the second and are an expert at planning heists. When explaining what everyone's role is in a plan, people will understand both your words and intentions to lower the chances of anything going wrong.

Just Winging It: You get better at theft the less effort you put into planning and the more effort you put into taking action. Running in and trying to steal something with no plan gives you a giant luck bonus that's just as good as a carefully executed master plan.

We Reached The Moon: Your enemies can inadvertently do things that help you achieve your goal without even knowing. Their actions will be twisted in ways that can help you obtain your objective, if at all possible.

Reclaimed Our Stuff: You'll be given constant opportunities to get back things that have been lost or stolen from you.

Bomb Proof Clothing: Your possessions will be miraculously saved from complete destruction by happenstance and coincidence.

Everyone Stay Calm: Situations won't escalate if nobody gets seriously hurt. People are more willing to take a wait and see approach until something bad happens.

Slapstick Karma: By giving yourself bad luck, you can spread good luck to others. If you've wronged someone, you can give yourself enough misfortune that it'll balance out whatever went wrong for that person and leave them better off than they were before you hurt them.

Speak With Intent: You can communicate via intentions now, and thus can speak with and be spoken to by any being capable of thought.

Rayman's Understudy: You can extend the reach of your fists, creating wide arcs of energy that damage distant enemies. You can also fire energy projectiles. Your last ability is that you have a helicopter like glide and allows you to slowly ascend.

Energizer Rabbid: You keep going and going, as your energy reserves rapidly restore themselves. You function like a constantly plugged in rechargeable battery.

What's Inside That Counts: Allows you to gaze into the true being of your subject and see a representation of their actual self. You can quite literally look past an ugly exterior and see people for whom they really are.

Items:

Shopping Cart: Free! This cart can hold any number of items and drifts like a dream. Things placed inside of it don't fall out, either. Not even if it tips over.

Rabbid Invasion Force: This is a remote. Pressing the button will cause rabbids to populate the galaxy of the setting you're in and launch an invasion onto the planet.

Rabbid Breeding Room: It produces more rabbids. You can turn it off if you don't want a ton of these.

Verminators' Equipment: This is the gear used by the Verminators, people sworn to exterminate the rabbids. It's got a lot of protective equipment that defends against sonic attacks and rabbid tactics. Also comes with dogs.

Costume Collection. These costumes make people more able to act in the role when wearing them. They resize when put on.

Teleporting Tuba: It sucks in and teleports objects to another location you or the person using it has visited before. Also works as a musical instrument.

Level Editor. Enables you to create puzzles and design challenges for people to experience in a safe and risk-free environment. There's a variety of options and things you're able to place in a virtual world. They'll be able to enter and explore the environments you've designed for them to challenge your puzzles.

Customization: Offers a bunch of ways to alter a rabbids appearance. Permanent changes to skin color, eye shape, body proportions and more can be made, along with lots of clothing options. Doesn't have to be used just on rabbids.

Sanibots: These are robots made for sucking up rabbids. They'll auto clean up messes. They have a sophisticated AI that makes them ideal for cleaning floors.

Sewer Access Toilet: This is a special toilet that can expand to flush anything. It always has sewer tunnel access, or creates a sewer if one doesn't exist.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Home tokens, same as you got.

Rabbid Crew: Lets you take any number of rabbids and keep them in the same companion slot, sharing purchases.

Cannonball Rabbid: This rabbid is always waiting for your signal, in which they'll fly out and attack your target in a cannonball maneuver. They return to their home in a wii remote when not needed.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Item Lockout: Your items from outside the jump become inaccessible to you, as they've been added to the rabbids' pile to go to the moon. You can reclaim them after they finish the tower.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions are replaced with rabbid copies who have similar abilities and are dressed in their costumes. You can keep these rabbids if you want.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Home points as you spent. They don't like you and want to defeat you.

More Dogs: Dogs are very common. They're all over the place.

Rabbids Aren't Harmless: This isn't just fun and games. Rabbid mayhem causes real damage and destruction.

Frightened Like Rabbits: People more carefully guard their valuables and will run at the first sign of danger. You'll have to chase these people down if you want to rob them.

Rayman Is Here: Rayman is here, and he wants to stop the rabbids. He believes you're working with the rabbids.

You Are Working with The Rabbids: You must assist the rabbids and not hinder them on their quest. You're free to do what you want once they leave the planet.

Another Invasion: Another invasion force of Rabbids will arrive to try and invade Earth. If the invasion is defeated, the Rabbids already on Earth will just leave with these guys to go home.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?