DEXTER'S LABORATORY

“Enter at your peril, past the bolted doors

where impossible things may happen that the world's never seen before!

In Dexter's Laboratory,

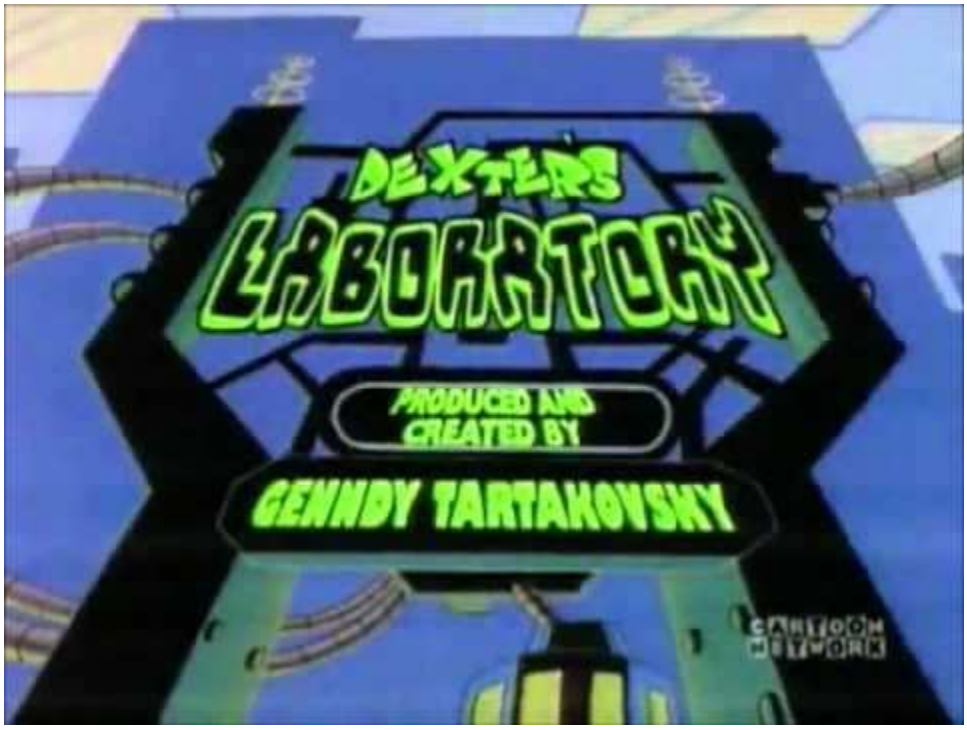
lives the smartest boy you've ever seen!

But Dee Dee blows his experiments

to smithereens!

There is gloom, and doom while things go boom

in Dexter's Lab!”



Welcome to a world of Dexter, A BOY GENIUS! Here, science is everything. But there is more than just inventions and experiments here. There is also arch-rivals, super heroes, giant robots, monsters attacking. And you are going to be spending 10 years here. Here take these and go forth. Computer! Give the jumper their cp.

1000 CP Granted

Thank you Computer.

Locations:

You start in the same neighborhood that Dexter lives in. That's about it you can be in the same house as Dexter's Family if you so wish but there is no location in this setting that would make for an interesting starting point

Backgrounds:



You can be a drop in with any of these Backgrounds

Annoying Sibling: YOU!! WHAT ARE DOING IN THE HERE?! OUT!!!! WHY ARE YOU- *Takes a deep breath* Sorry apparently you are related or similar to Dee Dee. You have natural talent for dancing, not listening, and destroying things.

Boy Genius: Or girl. Science knows no gender after all. Anyways you're either related to Dexter or have an intelligence and sound moral compass that he has. You can choose to be Dexter's twin in this background if you like.

Evil Rival: AHAHA AHAHAHA! AHAHA- You get the idea. You are still a genius but the only exception is that you're an evil genius.

Super Hero: Oh! Well, this one's special. You are a hero like the Justice Friends or Monkey. Yes, there are super heroes in this world.

Perks:



General:

Good Old Sunshine (100): Huh? You would think a series about a boy working in his lab wouldn't have musical numbers but this one does. You know what that mean: Singing perks! You have a good singing voice and can cause a musical number to occur[1].

GENIUS!! (300, Free and Mandatory for Boy Genius and Evil Rival): Well considering this setting, it would be CRIMINAL to not include a perk like this. Have the intelligence to create time machines, sentient robots, and interdimensional portals. So long as you have materials and resources for it you can't invent some impressive machines and devices; even your own mech. Don't let it go to your head though.

Super Powers (400, free and mandatory for Super Hero): You have unusual abilities. With this perk you can purchase perks from the Super Powers section. Also, you gain an additional 600 CP to spend on the Super Powers sections alone.

Ace Pilot (400): X

Annoying Sibling:

Fashionable Unicorn (100, Free for Annoying Sibling): You're a born dancer…. Well dancing in ballet at least. As a result, you are flexible and graceful.

Slim (200, Discount for Annoying Sibling): You are very sneaky, quiet, and generally stealthy to the point you seem to just appear out of the nowhere.

"Sweet" Sibling (400, Discount for Annoying Sibling): You seem to be able to get away with nearly anything as long as you keep an air of innocence and Naïveté.

Bane of Science (600, Discount for Annoying Sibling): Not sure how but you can easily break machinery no matter how hard it can be as long as you are dancing while doing this.



Boy Genius:

Genius accent (100, Free for Boy Genius): You have a tone and distinct tone and accent to your voice that makes sound more intelligent.

Ouch (200, Discount for Boy Genius): The risk of doing experiments is when they backfire. In most cases when an experiment backfire it doesn't cause too much damage to you. However, the type of experiments you are doing might kill a normal person. That's what this perk is for. Anytime one of YOUR experiments backfires it only hurts a little or you can bounce back from it in short amount of time.

A Secret! (400, Discount for Boy Genius): Okay there is a literal lab inside your room that anyone can gain access to without any trouble on there. And yet somehow you are able keep nearly everyone out and the lab a secret (Some have figured it). How? Simple they don't look for it. From now on any lair or property that you want to keep a secret, shall be rendered invisible to others. Ss long as you don't show the area to them it will be that lair, lab or whatever it is shall remain a secret.

Impossible Repair Time (600, Discount for Boy Genius): you know it would normally take months to rebuild a wall made of metal. For your give or take a few hours. Somehow you can repair machines, structures, and devices in an extraordinarily short amount of time. All you need is some tools and materials and you're set.



Evil Rival:

Evil Laugh (100, Free for Evil Rival): What's a villain…. wait you are not really a villain. Meh this still applies so go ahead enjoy your evil laugh!!!!

Just accepted (200, Discount for Evil Rival): Unlike the other origin about being a genius, your parents just accept your evil actions as just a phase. As long as you are younger than other people, they will accept your evil actions and mannerism to be just a phase.

Goodbye Dexter! (400, Discount for Evil Rival): Yikes when you make a point to break someone you don't hold back huh? Somehow you make a compelling argument for someone to give up on their passion by giving logical points, this can also be used to convince them to join you as your loyal assistant. If mandark could convince

Comic Inspiration (600, Discount for Evil Rival): Inspiration can come from the strangest of place huh. One thing is clear for you can get some ideas from simply enjoying your favorite things. By default, if you are reading a comic an idea will suddenly materialize into your head. Later on this can extend to movies, music, video games, books, manga, anime, etc. This sudden inspiration can be used for inventions, fighting tactics, and more. Your rivals will never see it coming!



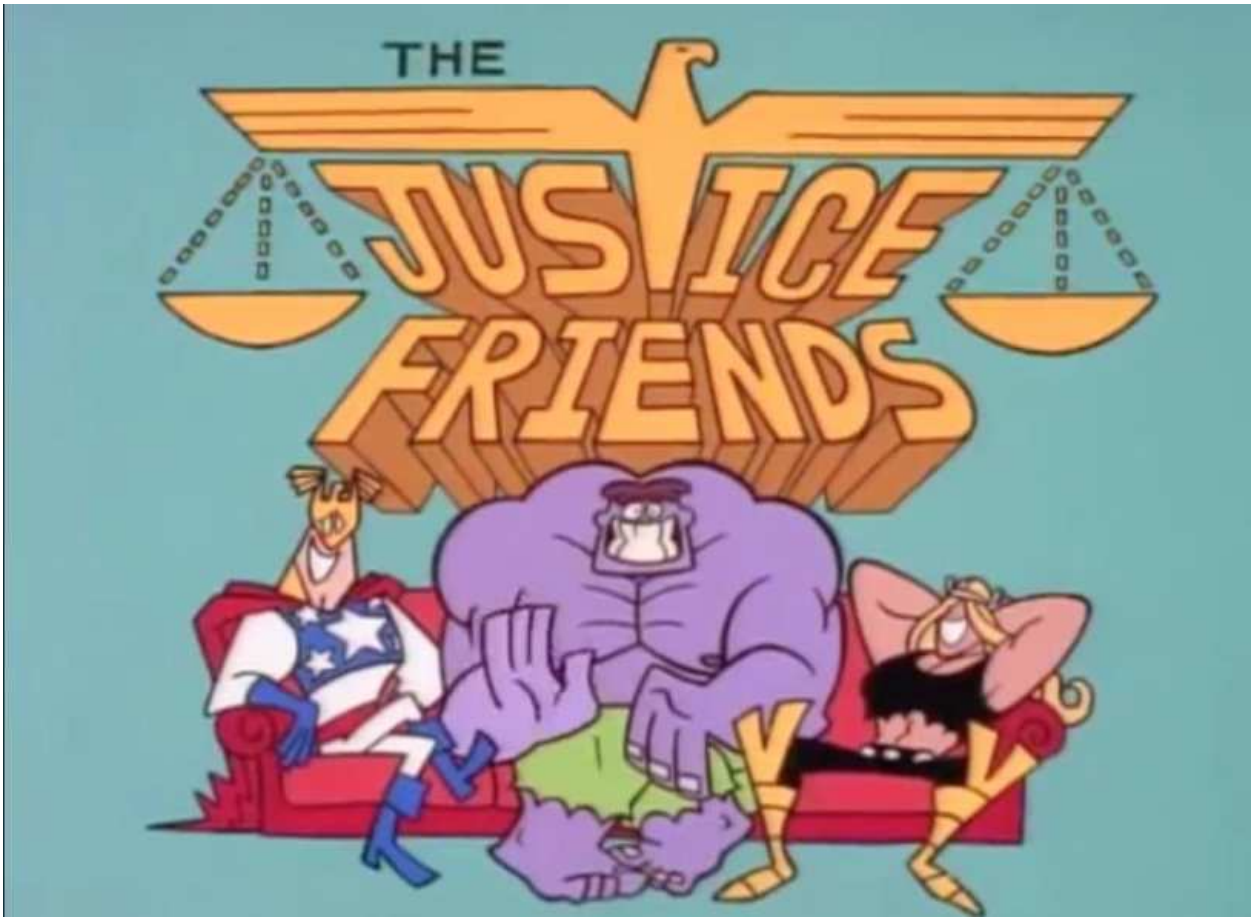
Super Hero:

Heroic Looks (100): In order to be a super hero, one of things you need is the right look. So when you don your super hero persona, you look awe inspiring, brave, and courageous. This can be simple things like amazing hair, good jawline, and in some case cute. Hey you got to be marketable to.

Glorious Mask (200): Whenever someone takes your mask off they find your identity is concealed by another mask. You can turn this on and off at will.

Friend of Justice (400): When fighting the good fight you are never alone. There will always be other heroes who will join in your adventures. You can out to them too but do not confuse this for a companion option. For this team up will temporary and only as back up. The other thing that this perk does is make you more trust worthy.

Infraggable (600): You are as durable as you are strong and you are pretty strong indeed. Or in other words your durability is now linked to you strength. The durable, you get the stronger you become. There are limits though this is physical durability but things like cartoon physics won't apply here.



Super Powers:



Action Jump~♩ (100): Well not really a super power but you are now a master martial artist with a really good beard. Said beard is well…it's a super beard. Just like hanks beard your beard is a mighty and impenetrable defensive force which he can use to deflect various projectiles - bullets, knives, swords, just to name a few.



Rasslor (100): Somehow you have the same skill and experience as Rasslor when it comes to wrestling and putting on a show. But most importantly you voice can now sound like the Macho man himself! RANDY SAVAGE!!! Need a little excitement snap into a- oh wait, this perk does not come with the abilities that Randy has when it comes to Slim Jim so don't ask. (Rest in peace Randy Savage)



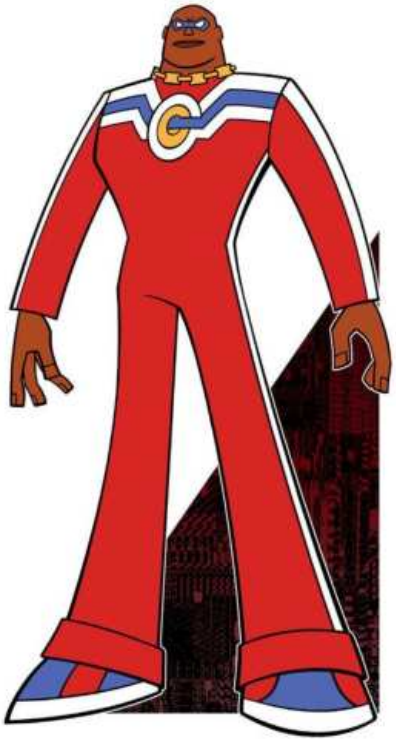
Sam-R-I (200): You are an expert Martial artist. And good with a blade. But this also includes Super Speed and Thunder Manipulation. For Specific go here.



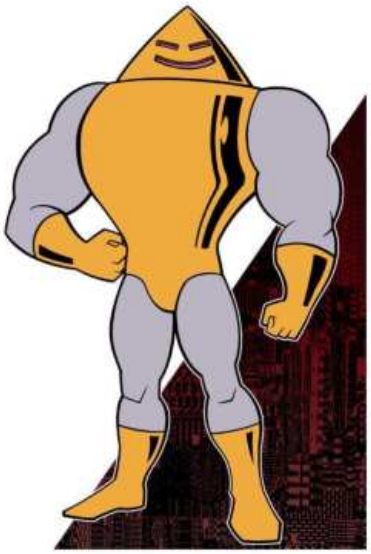
Meow (200): Your powers and abilities mimic that of a tiger. Though you do have a tendency to acting like a domestic cat. You now have Super Speed, Super Senses, Tiger Claws, and a Tiger Roar. For more specifics go here.



Living Large (200): You grow to gargantuan size. With this power comes the ability to manipulate your size meaning you can make yourself grow or shrink at will. Also when you are at your maximum size you will have the might of a giant. For more specifics go here.



Living Bullet (200): You fly, encased in a steel suit and fast. Or rather you can move as fast as a bullet and you can fly fast enough to smash into his enemies and send them flying like a gun to a can. For more specifics go here.



Honolulu Hot foot (300): Surround yourself in fire and use flames in general. From this your powers seem to be flight, fire projection from his body and mouth, and might have magical powers. For more specifics go here. Turn up the heat on evil.

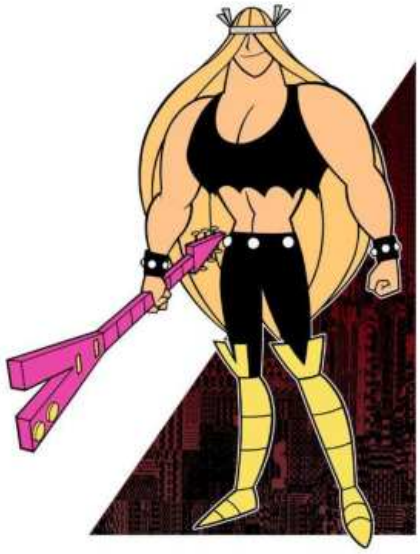


I am America (300): A more Patriotic Superman. This includes the standard flying brick package: Flight, Super Strength, Super Speed, and Super Durability. But you also gain some American themed powers like: a Laser vision that have shining stars on them like the American flag, shoot out stars from your fingers like a gun. But most shocking ones of all is the ability to instantly don Freedom Armor a Bald

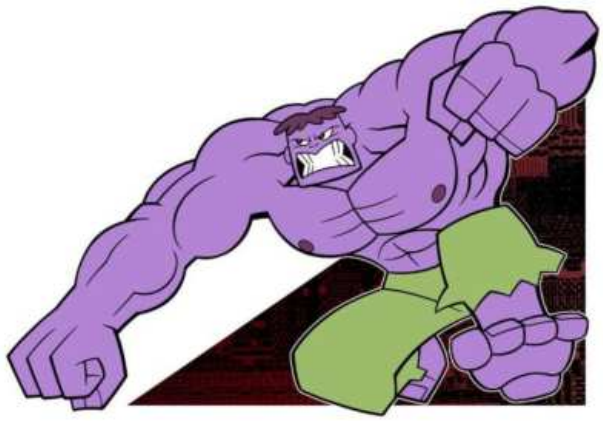
eagle themed armor with powerful claws. And going invisible with a cloaking device. For specifics go here. May you do America proud hero!



Fear the Power of My Axe (300): Lighting God of Rock or a Divine Rocker of Storms; you don't have to be a god if you don't want to. This does include the following: Guitar Playing, Flight, Super Speed, and Lightning Manipulation. For more specifics go here. Make them fear the power of ROCK!



JUMPER SMASH! (300): You are now purple version of the Incredible Hulk. This comes with Super Strength, Super Jump, Laughter Empowerment (as in the more you laugh the stronger you get), Invulnerability, Regeneration. For more specifics go here.



Jumper! This is agent Honeydew help us (300): Seem like Monkey is not the only super hero created by experiments. Now you have the power of Monkey! This includes Super Strength; Telepathy & Telekinesis, Flight, Super Speed, Super Endurance, Energy Field, Sonic Sound Attack, Heat Vision. For the full extent of these powers go here. Now go Agent Honeydew needs help Jumper.



Items:



General

Casual Clothes (Free): Just a normal set of everyday clothing that you can wear

Laboratory (300, Free and Mandatory for Boy Genius and Evil Rival): Well the setting and show is called Dexter's LAB for a reason. With this purchase you have your own Laboratory. It also gives 1000 LP to spend on the Laboratory Customization section.

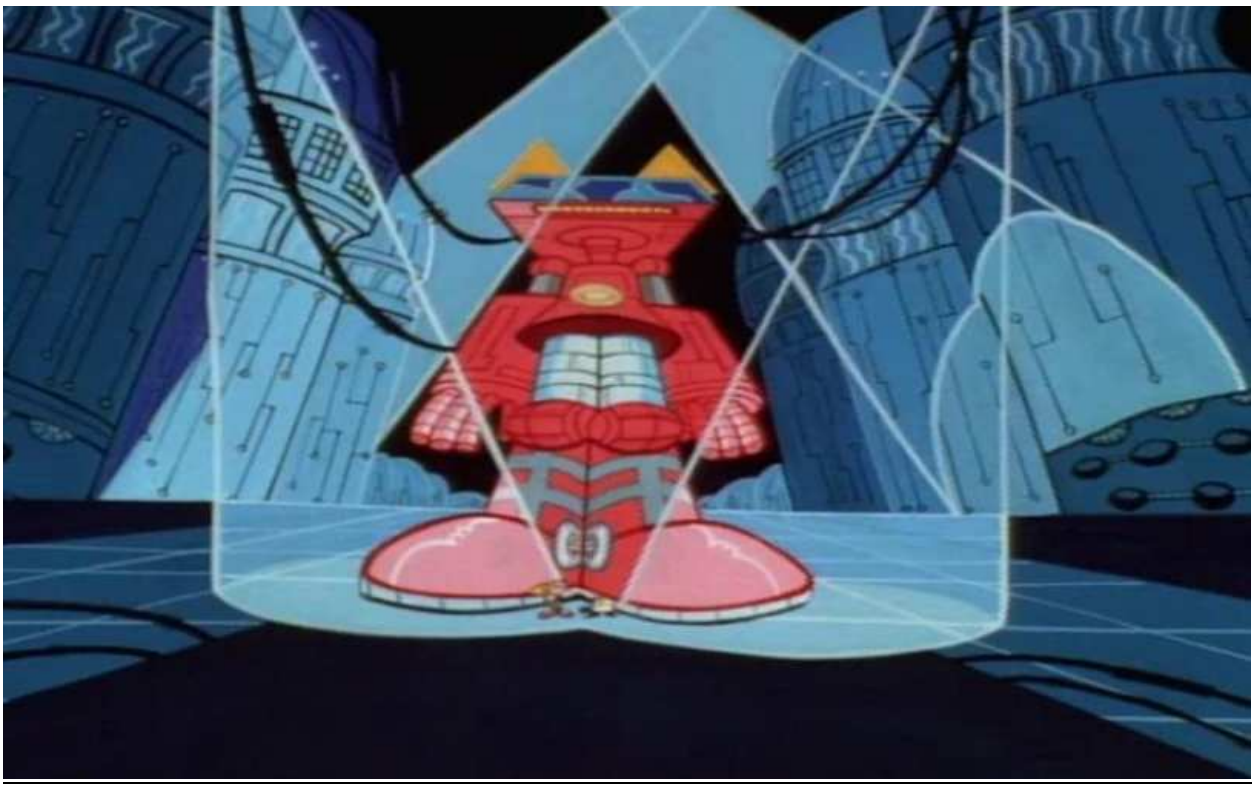
Multi-Formic Megabot (400): A giant robot that is made up of 5 vehicles…So essentially a Mega Zord. Also robot can conjure A pair of swords. For more info go here.

Annoying Sibling

Ballet outfit (100, Free for Annoying Sibling): A tutu, white tights, and dancing shoes

Dolls and Girly Stuff (200, Discount for Annoying Sibling): Dolls, girly posters, girly things, and more. What else could you want.

DeeDee-Bot (600, Discount for Annoying Sibling): A strange robot designed after Dexter's sister DeeDee. Strangely it can dance. Not much is known about it but can be assumed that it can do some of things that the Dexter's robot.

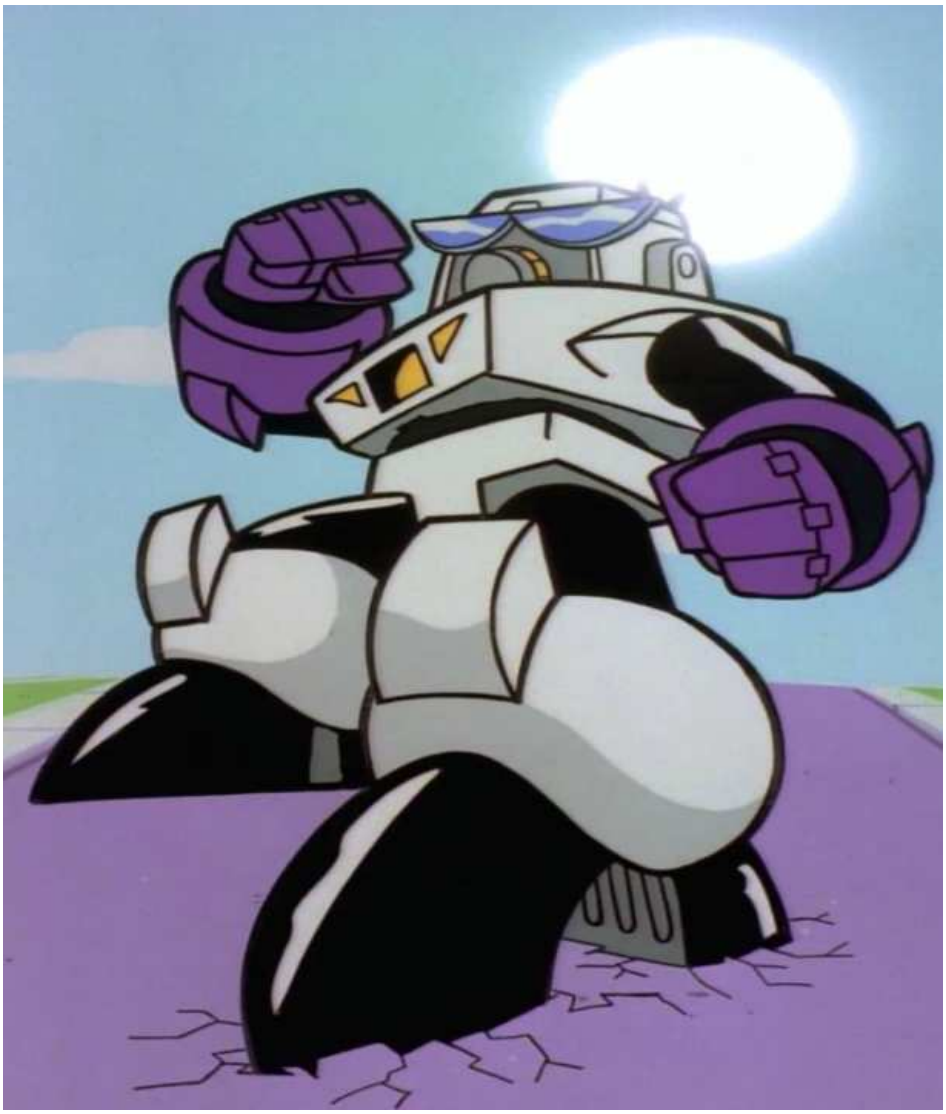


Boy Genius

Lab Coat (100, Free for Boy Genius): An outfit that give you an air of intelligence

Tools and inventions (200, Discount for Boy Genius): Jetpacks, Blowtorches, morpho rays, x-ray glasses, a suit that allows you to conjure up disks that can slice robots, all the high-tech stuff that Geniuses like yourself would be using.

Awesome Mech (600, Discount for Boy Genius): Your very own robot that is model after yourself. Armed with rocket fist and an assortment of weapons.



Evil Rival

Lab Uniform and Evil Costume (100, Free for Evil Rival): An outfit that give you an air of intelligence.

Book of the Dark Arts (200, Discount for Evil Rival): Some sort of book that has information and instructions of how to use the forbidden magic of the unknown.

Vile Mech (600, Discount for Evil Rival): Your very own robot that is model after yourself. Armed with claws and an assortment of weapons

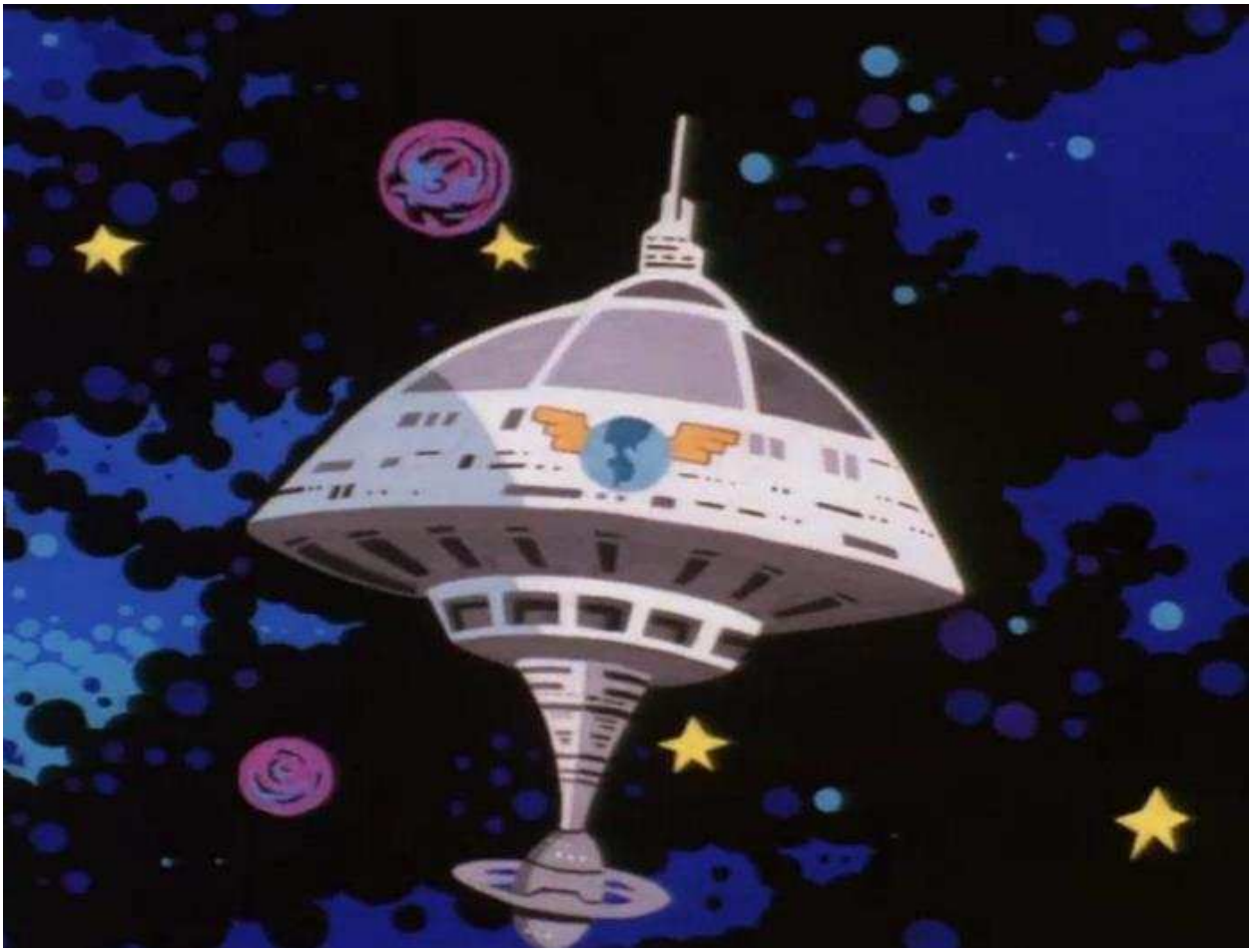


Super Hero

Hero Costume (100 cp, Free for Super Hero): You need something to wear…I mean you need a costume to fit your super hero persona

Hero Gadget and Gear (200 cp, Discount for Super Hero): Utility belts, Power armor, and any other assortment of things that heroes are often seen with. If you have purchase the Super Power "Fear the Power of My Axe" you will be given an electric guitar.

Lair and Apartment (600 cp, Discount for Super Hero): You have a place to recover when you're not on patrol or out fighting crime.



Companions:



Import/Create (-50 CP/-200 CP): You might need some help to survive this place so why not buy some! Spend some of that CP to get some companions to help you. Pay 50 CP to import or create a companion or pay 200 CP to import or create 8 companions. They get a background of their choice and 600 CP to spend on perks, powers and items. You can pay more to give your companions more CP.

Canon (100 CP): You can NEVER have too many friends and chances are you are gonna make some while you're here. So why not use some of your CP to get some of the locals to join you on your journey. However;

Dexter (300): A BOY GENIUS!!! Now Dexter does finds your interdimensional Nature VERY interesting. Also he can gain some really good ideas and create some rather neat inventions while traveling with you so why not?

Drawbacks:



I got things to do! (+0 cp): Instead of staying the entire 10 years duration you can still until season the end of Season 2, the end of Dexter's Ego Trip, the end of Season 3.

It's a Kids Show (+100 cp): X No Swearing, gruesome violence or anything that would be considered PG 13 is out of the question…if some of your powers are blood or sex related, they won't be useful now.

Not as good as it used to be (+100 cp): You will be entering during… Season 3? Sigh. Okay no offence to those who liked Season 3 of Dexter's Lab but it has been agreed to being the weakest of season of the series.

Blind without 'em (+100 cp): Your eyesight is not the best and you need to wear glasses. Without them you cannot see a thing.

Dorkster (+200 cp): You are very social awkward and tend to be the target of teasing. Try not to kill them.

Short (+200 cp): You are vertically challenged. To the point that you need a step stool to get out of bed. Sometime you can barely reach the top of the table. Expect some issues with things being out of reach.

DEEDEE GET OUT OF MY WAREHOUSE (+400 cp): DeeDee somehow has gained access to your warehouse, as a result she'll be walking around with some of items causing havoc.

Target of Bullies: (+400): Apparently some people hate Jumpers…because once every month for an entire there shall be a bully who will torment you

Mandark's Foe (+600 cp): Normally Mandark would only want to make Dexter suffer or his servant. But then he hears about you. A dimensional anomaly. Now he considers you a threat and WILL try to DESTROY you. Be careful he's tricky.

Enemy to Dexter (+600 cp): Similar to Mandark's Foe but its Dexter. Which can be considered to being just as bad so watch yourself.

Most Wanted (+600 cp): Somehow you have been considered a criminal that must be stopped and unfortunately the Justice Friends and monkey seemed to agree. Now you will have these heroes on your back to take you down to jail or put an end to you PERMAMENTLY!

Your own Arch-Rival (+800 cp): Just like how Dexter has Mandark, you have your own Arch-Rival by default he is identifies himself as the Leaper. He will do anything to bring you down or get you to submit. Sometimes he will just straight up try to kill you. In the scenario "Jumper vs the Future" he will be helping Mandark of the future. Be on your guard Jumper.

Cartoon Cartoons Panic (+800 cp): Okay having the entirety of the Cartoon Cartoons being merged into one setting can make fun but also more dangerous because now dexter has to worry about things Mojo Jojo, General Specific, Mandy, and Whatever else that Cartoon Network made during 90s and early 2000s. Primarily going all the way up to Kids Next door at most. So, expect more bad guys and monsters to deal with.

Ending:

Go Home: End the chain and go home.

Say Hello to Jumper's Lab: Stay here

GET OUT OF MY LAB: Move on to the next world

Laboratory Customization:

Needs more Room (Varies): Want more? You can exchange CP for LP with this option.

Aesthetics (100 LP): Give your lab a personal touch to fit your own personality

Impossible gravity and material durability defying structure (200 LP): Now your lab seems to be able to with stand some serious damage. However, any damages that leaves a rather large hole won't make the Lab immediately crumble in on itself, it will simply leave a hole.

Big on the inside (200 LP): You know the strange thing about Dexter's Lab is that it rather large despite it only being located in his room behind a bookcase. Now your lab may look small on the outside but big on the inside…Like the Tardis.

Hologram Projectors (200 LP): A staple for science fiction. These projectors can create holograms of various of things. For what you use them for is up to you. just be clear these are holograms not hard light constructs.

Generators (200 LP): Got to keep that lab going somehow. This Generator has enough power to supply the entire lab enough energy to keep going for a long time. Also, the generator is Eco friendly.

Robot aides (300 LP): These Automatons have been programed to keep the lab running. They help with repairs, do maintenance, etc. These are NOT Companion. The are followers that keep the lab working.

Main Computer AI (300 LP): A helpful AI that's is connected to the entire lab. It tends to react and answer to name of "Computer" It tends to snark sometimes.

Idiot proof security (300-400 LP): If you want to keep your lab a secret, you're gonna need some security measures to prevent some uninvited guest from getting. For 300 LP this will keep the usual riff raff out but people like Dee Dee might be able to get in. For 400 LP it will be able to keep Dee Dee out.

Biology Sector (400 LP): A section of the Lab that is dedicated on the experimentation on living things and test subjects. Such as mice, ducks, monkeys you get the idea. The whole purpose of this area is research on Biological Mutation and changes. Hell, you can even research into gaining super powers

Chemistry Sector (400 LP): Want to create a new metal? Discover a new form of energy? This what you need! A section of the lab that deals with chemicals and the experimentation of energy. Who know what you may create/discover while using this area? Just…try not to blow up the lab.

Aeronautics and Space Tech (500 LP): Everything that has to do with flight and space travel can be found here. Go a head make your own spaceship! SPACESHIPS TO GO THE FINAL FRONTIER!!

Teleportation and Dimensional Portals (500 LP): Welcome jumper to the…wait wrong franchise, let me try again. This will give you access to teleportation technology to help you get around the lab faster. The dimensional portals are NOT to be used to leave a jump just gain access to other weird areas in the setting you're in; that are considered to be dimensions

Time Machine (600 LP): This is exactly what you think it is a Time Machine. With it you can go back and forward in time. Comes with return trip

Notes:

[1]: This is the 3rd jump I have made that has a singing. 4th Jump that has something to do with music. I am sensing pattern with my jump making choices

The Image in the Drawbacks section came from here.