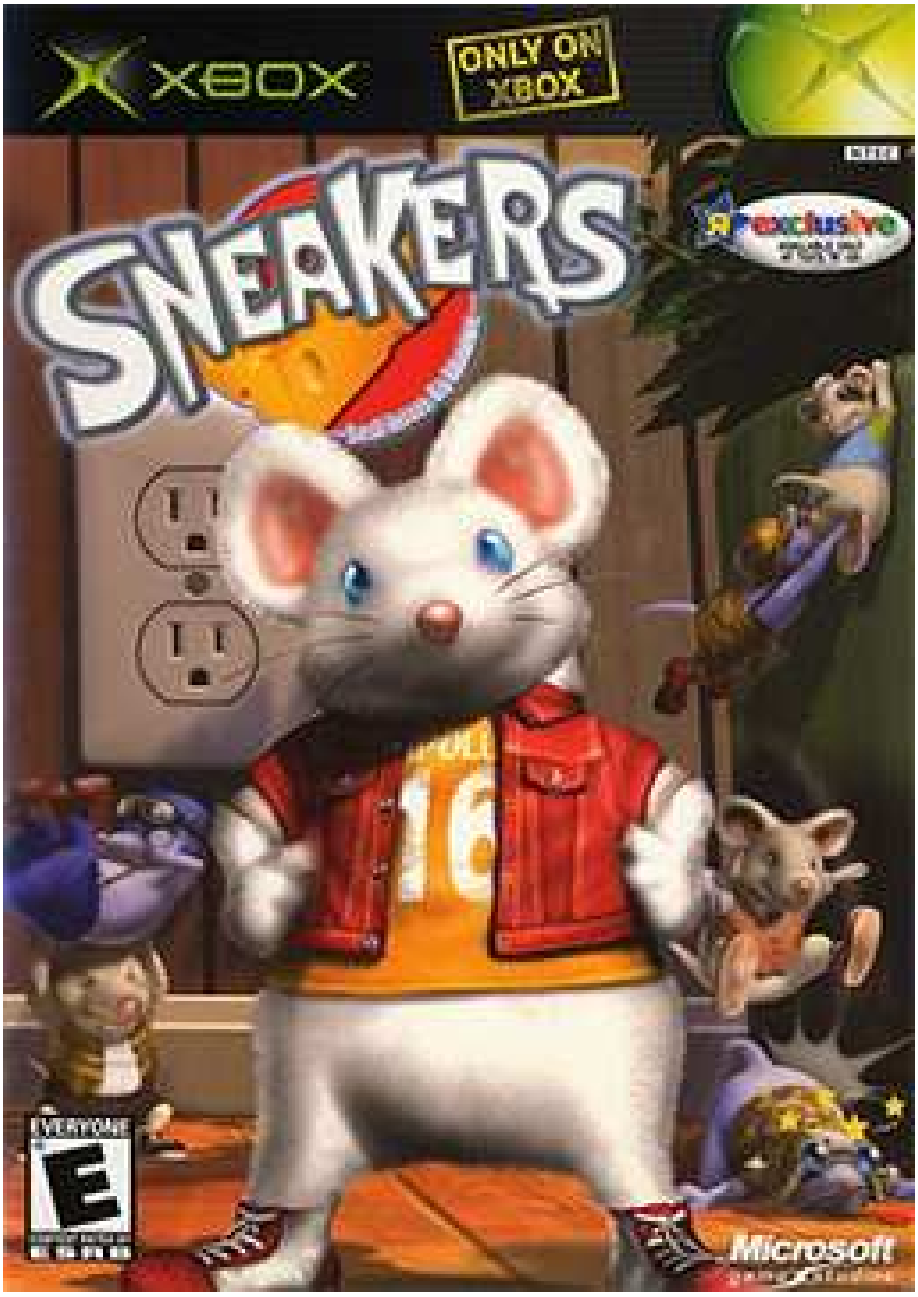


Sneakers Jump

by The_Gamemaniac

Welcome jumper. Today you're going to be showing up on a small island in France on the day of a festival! As part of the celebration, here's my gift to you, ***1000 CP****!*

While today's going to be a big day, don't expect this to be the only adventure that occurs in this world of clothes-wearing mice that talk under the noses of ordinary humans.
As such, you'll be getting your standard 10 years in this world.

Alignment:

Pick one, it'll give you discounts on perks and items. Any may be taken as a drop-in or come with a backstory in the world.

======= House Mouse ==========

You're an ordinary mouse (or other rodent) who lives in a house. Outdoor mice might consider you soft for enjoying this relative safety, ignoring the fact living in a house and thus in close proximity to humans comes with its own dangers.

======= Back Alley Clan ==========

Something Ice always says is that everyone on this island will work for him one day or another. You might not be currently part of the gang, but you have a decent relationship with the gang for one reason or another.

======= Out of Town Army ==========

One of the uniformed rats (or other rodent) from the mainland who are mysteriously all over the island for some reason.

Class:

What sort of person are you? Your choice here will give you discounts on some perks down the line.

Eyes - Perceptive and alert, you are good at finding things.
Muscle - Stalwart and strong, you are the fighter sort.
Mouth - Hungry and charming, you're good humored.
Brains - Intelligent and witty, you're the smart one.
Heart - Suave and good-looking, you're skilled socially.

Age & Gender:

Honestly the second of those is none of my business, you're already getting a whole new little rodent body so it doesn't matter to me which kind you get.

Oh yeah, you're being a small rodent of approximately the same size as mice and rats, that's not negotiable. You don't have to be a mouse or a rat, but it's recommended.

Age meanwhile… It's never clarified if these mice have human lifespans, or how old any character is. Make your own judgment on that and determine your age based on that, I would assume yes and give an age roll of around… *15+1d10*. Feel free to use that as your default if you like.

Location:

Your roll is a 1d6. If you don't like your result, pay 50 CP to start where you like in this little french island town.

1. Any property you have purchased or imported into the town/Free Choice.
2. Apollo's House
3. The Back Alley
4. Central Park
5. Doshi's Cellar
6. The Bridge

General Perks: Discounts are your standard 50%, free is free.

Earworm Music (+100)

Good news! You found the OST perk. Downside; it has no off switch and forcibly disables all of your other OST perks until this jump ends. Upside; It gives you points instead of costing them, so that's good. Downside again; It's incredibly catchy, repetitive, and doesn't take long to loop its rhythms.

Clothed Little Rodent (Free and **Mandatory** Everyone.)

You're an intelligent little anthropomorphic rodent! A mouse, a rat, maybe a hamster, guinea pig or squirrel! You've got sharp teeth for biting through stuff, you're good at running up and down stuff and falling, and your powers from other jumps are scaled to your size. This is an alt-form, but please just play along and stay with it for this jump? You can buy additional rodent alt-forms for 50 CP each.

It's Timed (100)

You have a great sense of time, able to set a mental timer with a higher degree of accuracy than most physical timers. Not a clock exactly, but using a timer to approximate a clock should be trivial. This mental timer can persist through whatever disturbances to your mind might come to you without a loss to accuracy, up to and including unconsciousness. At least in the sense that it still functions, not that you can't drunkenly decide to stop the timer you started before drinking. It can count up, or down, and if counting down can give you a little mental jolt upon hitting 0.

Shrill Voice (200)

You can, at your will, increase the pitch of your voice far more than most people can, without weakening how *loud* you can be. Why is this a benefit beyond the simple benefits to voice acting? Because additionally; the pain you cause to people's ears when trying to intimidate or browbeat them directly improves your capability in such endeavors.

Street Commander (400)

You're good at organizing a series of fighters. You can effectively take in the information of a chaotic street fight you're participating in, know the health of your allies, and give up to 8 orders to different people in that fight on your side effectively simultaneously without issues. Try to use the ally health readout to avoid casualties without being a worrywart.

Alignment Perks:

Sneaky Rat (100, Free Out-of-Town Army)

Prowling around, slinking, scurrying, you are very good at going unseen... so long as people aren't actively looking for you, or a group you're a part of. Useful for infiltrating this island before people catch wind of operations. But once people catch the first thread to start looking, this ability goes away. Then you're going to have to rely on something else to not get you noticed for being a rat in bright colors.

Check It Out (100, Free House Mouse)

An important part of searching somewhere thoroughly is knowing how to scrounge the environment; you have an intuitive knowledge of how you can influence your surroundings for some unclearly useful effect quickly (or how much help you would need); such as how many of your mice friends you'd need to push over a teddy bear in the way or tumble a laundry basket a rat's hiding in, or where that hanging plug goes to do… something useful.

Back Alley Dancin' (100, Free Back Alley Clan)

You expect to make it far in this gang without a sense of rhythm? Not even enough to do the signature song and dance? Well luckily for you, with this you've got an ear for tunes and some feet that do rhythm justice, including coordinating synchronized dance with others. With that synchronization also comes a small boost to cooperating for non-music related activities. Like blocking some squeaky soft house mice from moseyin' wherever they please.

Tenacious Rat (600, Discounted Out-of-Town Army)

It'll take more than that to keep you down! Once per jump, or per 10 years, when you would be killed you are instead thrown clean to somewhere out of the way in the current environment (which in this jump should be read as; the room you are in) and will be assumed dead by your would-be killers at least until they go onwards to the next area (which in this jump should be read as; leaves the building/park/wherever structure you're in upon defeat). You will know when this perk triggers.

Have a Mice Day (600, Discounted House Mouse or Back Alley Clan)

So mice here do generally show what would proportionately be superpowers. And you do normally keep those in your new alt-form after this jump. But this lets you keep them regardless of your current alt-form, not just your rodent form; exceptional ability at climbing (run up a straight vertical wall over 40 times your height without slipping!), jumping (easily leap over 5 times your length from head to toe!), and falling without taking damage (fall from a height over 40 times your height without being bothered by it at all!). In your rodent form, you are exceptional at these, and are able to double those proportionate numbers easily.

Class Perks:

Check!! (200, Discounted **Eyes**)

You are quite good at spying those who are hiding from you. And when you notice such a person when they are trying to hide, or before they notice you, you can easily give them quite a scare. If they can run, they almost surely will try to do so and regroup.

Target Lock (400, Discounted **Eyes**)

With good eyes comes a greater ability to focus when you're narrowing your vision; You can focus your attention on a single target, gaining greater abilities to read them based on how much situational awareness you're giving up. With just basic perceptive abilities you can keep your attention on a single target in a chaotic melee, able to keep track of their position effortlessly even as people get thrown left right and center all around the battlefield.

Brute Strength (200, Discounted **Muscle**)

You are strong. This perk however specifically handles the sort of strength that can't be leveraged very easily into combat however. You can push and lift a great deal more than you should be able to as a tiny little rat, like you have the strength of 3 whole rats! You'll find that in other worlds you have similarly improved strength for lifting and hauling, a strength of at least thrice the layperson in such fields.

Fighting Skills (400, Discounted **Muscle**)

You know your way around a brawl; You have proper skill in the local punch-focused combat style. Noncommittal single swings that don't leave you open much, a wind-up punch that builds up in strength the more you leave yourself open to attack, a basic punch combo, how to block unarmed blows from the front effectively, and the specialty; the spinning combo punch, making use of your tail for three points of contact in a spinning blow that gives you plenty of space in a melee when you're being crowded.

Diffusing Tension (200, Discounted **Mouth**)

You're funny. No ifs ands or buts about it. You're good at getting people to laugh and lightening the mood. Okay maybe there's one butt; You. This perk is far better when you set yourself up as the butt of your jokes. Though less self-depreciating, more pratfalls. On that line, you also get increased durability when you're getting yourself hurt for a joke.

Recovery Meals (400, Discounted **Mouth**)

You can rapidly recover health from consuming foods; The healthier a food is, the more you'll recover, with one exception; Cheese! Cheese will recover all of your health while you're a mouse or a rat, though this will change to an emblematic foodstuff of your species if you're not one in another world, such as carrots for rabbits, bread for waterfowl, crackers for parrots, milk for cats... If you can't think of one, or are a species that doesn't have such a food stereotype, it will instead be your Favorite food that gets the slot of full recovery.

Worldly Knowledge (200, Discounted **Brains**)

You have a great deal of knowledge in one regard or another. Pick a specialty in knowledge within reason, the more specific your specialty, the deeper your breath of knowledge shall be. Knowledge of cheese will certainly have many more details than knowledge of the entire world of mice. You may purchase this multiple times, and purchases after the first are discounted regardless of your class.

I grade that... (400, Discounted **Brains**)

You are an exceptional(ly fast and accurate by your rubrics) judge of things. Even topics you lack particular expertise in, you can effectively give a fairly good grading that, failing the highest rank, details how and what made the person you're judging falls short. Though the grading doesn't 100% have to be plainly correlated to what normal people would believe is optimal for an activity. Such as taking points off of a fight for... not picking up enough of the candy the opponents were dropping that they'd stolen from your festival sweets.

Rose Among Thorns (200, Discounted **Heart**)

You're a lovely sight. How you're lovely is up to you, beautiful, handsome, adorable, but regardless you are quite the sight to see. You are still either a mouse or a rat but you are one of the best looking rodents there is. And you know the thing about good looking people; it's easy to get people to care about you.

The Heart to Continue (400, Discounted **Heart**)

You have resolve. You can push yourself beyond your limits for those you care about. When you have a goal you care about in mind, like saving your loved one who appears to be in danger, you can avoid falling unconscious with a second wind of energy. You can do this up to 5 times before you need such a goal to actually be accomplished to refresh this.

Items:

You may purchase items multiple times and import prior items of a similar nature into these purchases.

Snazzy Outfit (One Free Everyone, 50 for purchasing additional outfits)

A little outfit fitted for you, of your choice of design. Pants or shirt optional, footwear mandatory. If you're an army rat, it can also be one of the uniforms used by Minotaur's Army. After this jump this outfit will resize itself to fit your current alt-form and will have extremely basic modesty elements come into place for humans and the like if you go for the donald duck look as a mouse.

Tail Bell (100)

This bell, when worn, will unconsciously train the wearer in stealth as they move around. The sound of the bell is not unpleasant, yet they will get used to it to the degree that they eventually only ring it on purpose. Despite the name you don't have to wear it on a tail, it's just the most natural place to wear it during this jump.

Jumper's House (100, Discount House Mouse)

You've got a house! Well yes some humans also live there but they're fine with you being a little mouse in shoes scurrying around. In future jumps this manifests as knowing a house with, if appropriate for the jump, a family who is happy to let you stay rent-free regardless of if you're human or inhuman. The house retains renovations you or the family make, but the family is new locals every time.

Festival Feast (200, Discount House Mouse)

You've got a feast fit for at least six people! Or a good meal for a whole platoon if you give them reasonable portions. Plenty of candy, plenty of nuts, greens, cheese... Oh right this is like a good meal for a small human family as well if you're not talking about mouse portions. Hmm. Uh let's say after this jump this respawns once a month if consumed or stolen.

Festival Celebrations (400, Discount House Mouse)

Above is the food fit for a festival. This is the rest of the accouterments; ribbons, balloons, fireworks, confetti, glitter, if it is a non-food part of a celebration, you can probably find it in this chest in an amount for a single-house party. It can thus run dry, but like the meals it refreshes monthly after this jump's completion.

Gang Members (100, Discount Back Alley Clan)

A small group of gang mice loyal to you. About 5 of them. Not very competent at fighting, but good coordination and skill as backup dancers. If you're part of the back-alley clan they can be from that gang, otherwise they're your own gang. Count as followers unless you decide to import them as companions.

Wine Cellar (200, Discount Back Alley Clan)

A musty wine cellar under your ownership. It has a maze-like structure that's easy to get lost in, and is 60 ft underground, with poor lighting. These navigational issues don't impede you nor your followers or companions, meaning you can use this place as a base in relative peace. In future settings if you import it in instead of leaving it as a warehouse attachment, expect it to develop a creepy reputation when publicly known to exist. It also, naturally, is a wine cellar. The barrels kept in it will occasionally just get fermenting grape juice to appear in them when you aren't looking. Free wine, just give it time!

The Back Alley (400, Discount Back Alley Clan)

The titular back alley of the back alley clan. An alley that winds past an open-air market and a cafe. You know this location well and can navigate it effortlessly, even when other mice get lost pretty easily. In future jumps the local people running the businesses and living in the homes bordering the alley will know you well with a starting reputation for keeping troublemakers away, making you something of a local hero.

Smoke Bombs (100, Discount Out-of-Town Army)

A set of 9 smoke bombs that when thrown at the ground, throws up a puff of colored smoke that splits into identically colored stars. When thrown directly at your feet they give you a few seconds of silent invisibility, almost ensuring a clean getaway. Refills used smoke bombs once a week.

Army Division (200, Discount Out-of-Town Army)

A squad of trained army rats that see you as their commanding officer, about 8 of them. Half-decent in a brawl, and competent at scouting, if notably cowardly. They come in a uniform color of your choice, and can be either from Minotaur's army or unaffiliated. Count as followers unless you decide to import them as companions.

The Bridge (400, Discount Out-of-Town Army)

Would you like to buy a bridge? But like actually. If you buy this you will own the bridge between the island of the game and mainland france. In future jumps it will place itself as a similar connection between an island and the mainland, preferably an island that doesn't already have a mainland connection despite proximity, that you regardless legally own. A useful chokepoint. What do you do with a bridge you own anyways? Nap on the roof while watching fireworks I suppose?

Companions:

Import or Create (50)

50 CP each brings a companion into this world with a full class & alignment, and 600 CP to spend on perks and items. They may take drawbacks. You can bulk import your standard 8 companions for 200, and each of them will get the class, alignment, 600 CP and such.

Recruit (50)

Well you can in my opinion recruit anyone who you get to agree to come with you, but by spending 50 CP on this you can get a pre-established good friendship with one mouse or rat of your choice that would take some active antagonism to screw up getting them to agree to traveling with you. There is an exhaustive list of the characters, both named and unnamed, from the source material in the notes.

Drawbacks:

Little Rodent (+50)

Aight, fine, if you really need an incentive I'll lock you to your Clothed Little Rodent alt-form(s) for 50 CP.

Constant mic peaking is definitely a Creative choice (+100)

Everyone’s voices are normally quite high here unless they’re a human, they’re mice and rats after all, but now it causes you physical pain to hear such high voices. Expect to have trouble listening to people.

Little Guy (+200)

Ignore your previous decision regarding your age. You are now a small child. Upside: You're frankly adorable. Downside: You really can't fight, any perks you have for increasing your strength or fighting ability is disabled for the first 5 years of your stay.

Old Man (+200)

Ignore your prior judgment regarding how long mice & such live. Your species (mice, rat, other) now have a lifespan equal to around 10 plus whatever age you start at, meaning by the time your jump is nearing its end you will be old and infirm; during the last 5 years of your stay any perks you have for increasing your durability and health are disabled. If you aren't locked to your rodent alt-forms, this also applies to your other alt-forms, and they will show accelerated aging to match your rodent form.

On Rails (+200)

You cannot freely wander and look around, you can only navigate rooms along particular preset paths based on your goals in that area. You will be able to achieve all of your goals, but you will need to inevitably fight the paths to get a good angle.

Easily Winded (+200)

Seems you have a medical condition, jumper. When your emotions boil over or you exert yourself greatly, you will freeze, foam out the mouth, and collapse for a moment. Best keep yourself calm and steady, jumper, you don't want that occurring in the midst of a fight.

Anxiety Timer (+300)

Why? Okay, when you have a non-combat goal in an area, you will have a timer. It's a reasonable timer for your goal, but if that timer runs out, you will be knocked unconscious for a solid day. The timer pauses if someone fights you, but you can't abuse this by having allies spar with you; if you're trying to abuse it with someone not actually trying to beat your behind or kill you the timer will resume. You'd better make use of your time and be aware of your goals, jumper.

The Final Choice:

Well, 10 years are up so you know the deal. You can;

Stay in this world of mice and adventures.

Go home to your original world.

Continue onwards to the next world.

Notes:
I do genuinely recommend the game, sadly it's not one that is very capable of emulation, is not one consoles have backwards compatibility for, and was a Toys-R-Us exclusive for its english release to my understanding. It's not *good* but it's very $charming$.

An exhaustive list of the canon characters;
Apollo; A leader sort of friend. A bit of a worrywart.
Pete; Simple guy, he likes eating and he likes his buddies.
Brutus; Rowdy mouse. Apollo's second in battle, easily provoked but a warm heart and loyal to his friends.
Watt; A teacher with a clear head; knowledgeable about the world, but not a good fighter
Bonnie; The 'Rose among thorns' in Apollo's friend group. Generally wise and gentle, but fiercely protective of her family.
Tiki; Bonnie's little brother. Wanders a lot, adorable, and Bonnie put a bell on his tail to try and keep track of him better.

Ice; Leader of the back alley gang. Crafty and a solid fighter. Rival to Apollo.
Maybe; A silly somewhat clumsy guy with a lot of loyalty to Ice personally. Not the best fighter but willing to push through pain to help Ice or repay debts.
Hasty; The quiet muscle of the back alley gang. Has a soft spot for one or both of Bonnie & Tiki.
Old Doshi; Old man mouse who lives in a wine cellar. Has known Ice since Ice was a pup.
The Back Alley Clan; The rest of Ice's Gang. Good rhythm and coordination, not the best fighters.

'Scouts'/Mook Rats; The basic soldiers of Minotaur's army. Come in Red, Green, Yellow, and Blue divisions.
Bully Rats; The elite soldiers of Minotaur's army acting as immediate underlings to the generals, or field commanders for the basic troops.
Smog; A general who claims genius but proves himself bumbling.
Scar; The actual brains of the out of town army, doesn't hold back from speaking his mind or talking back.
Strawberry; A shrill and demanding lady who acts as a superior to Smog and Scar from force of personality. And pain to the ears.
Minotaur; A powerful, intimidating rat with low stamina who leads the out-of-town rats. Has great ambition to conquer the world.