Tom and Jerry and the Magic Ring Jumpchain

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+1000cp

Background

Tomcat- a not so common housecat, you are an oddly humanoid cat roughly 3ft tall grey furred by default but that can be changed to your choice

Mouse- an uncommon mouse, you are a small humanoid mouse roughly 2 inches tall with a big round head and ears vaguely resembling Mickey mouse, brown furred by default but that can be changed to your choice

Mage- worker of spells and magic you are a human and a mage standing at typical human height robe and hat are traditional but not necessary

Perks

Cat

Cartoon Durability 100- you now that damage like a cartoon character of the Tom and Jerry series, a blow to the head makes you dizzy and causes a lump to appear and being sliced to pieces causes you to temporarily fall apart, it's all just as painful as normal but not deadly, does not apply to lightning strikes, fire, stabs, or poisons just things that cut or bludgeon

Build a better mousetrap 300- you now have the skills and knowledge to build any mechanical trap or rube Goldberg device for the purpose of trapping or killing an individual

Mouse

Luck of the magic mouse 100- extremely good dumb luck tend to find powerful things left lying around and almost always manage to get something or someone to help you with things you need done

Consequence free 300- just like a certain mouse here your actions have no true consequences you can lie steal and beat the tar out of people and they'll never hold a grudge as long as no lasting damage was done, has some limits if you persist in tormenting someone for multiple days in a row they'll start to dislike you more with each offense

Mage

Stupid cat take that 100- you can now throw lightning from your fingertips, it will always be extremely painful for whatever you hit but it can't kill anything larger than a mouse

Mr magic man 300- now have the ability to make magic items like a flying broomstick or an invisibility cloak or a plate that uses ingredients from your refrigerator to make you a sandwich

Gear

The Magic Ring 300- a simple golden band with a large ruby and a powerful enchantment gives the effect of all 100cp perks from this jump and the additional powers of telekinesis and the power to conjure or transform items up to the size of a large ship the additional powers can be kept permanently if worn for a duration of one day doubled for each foot of height you have over one foot but the 100cp perks are only kept while the ring is worn, the ring cannot be removed for 24 hours after it is put on

Cat

Rune Goldberg 100- now have the supplies for any rube Goldberg type device or mechanical traps you ever need just reach behind your back or otherwise out of sight and you can pull out any parts you need

Plate of Fish 300- a magic plate that can create any kind of mundane fish you wanted in any form raw, sushi, grilled anything except for alive or undead is available for an additional 100cp (undiscounted) it can produce any form of aquatic life from any jump you've been to, frog, whale, Magikarp, Poseidon the sea god all available to eat.

Mouse

Cheese 100- just what any mouse could want, a magic plate that creates cheese on command can be any type of cheese

Portable mousehole 300- you now have a small (handsized regardless of form) black paper circle when thrown at a wall it turns into a door through the wall large enough for you to fit through can use multiple in order to make then work as portals instead of doorways, grab the outside edge when passing through to bring it back with you and remove the door behind you can but multiple times only first is discounted to mouse

Mage

Flying Scooter 100- blue scooter that can fly and refuses to let anyone drive it without your permission

Milk from a cow milked in Calcutta 300- small milk carton that can be used to pour an infinite amount of any liquid needed for any potion

Companions

Import- can import companions for 50cp each or 200cp for 8 companions each gets 400cp to spend

Tom and Jerry 200- you can also of course take the titular cat and mouse with you on your chain, be warned Tom is a moron and Jerry is an asshole

Drawbacks

Extended stay +0- by default you'd only be here for a few days while the events of the movie played out with this you instead stay the full decade of a standard jump

Replacement +0- tomcat or mouse only instead of being a random cat or mouse you can take the place of Tom or Jerry

Slapstick +100- much like Tom you are the butt of realities joke, events conspire to cause typical cartoon slapstick violence to occur around and to you, it will always be painful but never lasts more than a few seconds

Phobia +100- pick cat dog or mouse, whatever you choose you now have a crippling fear of the animal in question and cannot willingly get closer to any of them that you can see or hear can be taken once for each of the three animals

Won't come off +200- you now have the titular magic ring on your finger (or head if you're a mouse) and nothing you do can get it to come off, unlike the events of the movie or the item version you can buy this one gives you no powers but it will draw the ire of Tom's owner the mage, who will throw lightning at you until the ring is removed from your body the lightning is guaranteed to be painful but non-lethal and the mage is for some reason supremely unhelpful about actually getting the ring off you