

v1.0

by Negative-Tangerine

Welcome to a world of Talking dog, and mystery.
Are you going to be a mystery solving teen, maybe you're a talking dog, a superhero, or are you a criminal?
Whatever the case, welcome to the start of the Hanna-Barbera Cinematic Universe.

Scooby Dooby Doo, where are you?
We got some work to do now
Scooby Dooby Doo, where are you?
We need some help from you now
Come on Scooby Doo, I see you
Pretending you got a sliver
But you're not fooling me, 'cause I can see
The way you shake and shiver
You know we got a mystery to solve
So, Scooby Doo, be ready for your act
Don't hold back
And, Scooby Doo, if you come through
You're gonna have yourself a Scooby Snack
That's a fact
Scooby Dooby Doo, here are you
You're ready and you're willing
If we can count on you, Scooby Doo
I know we'll catch that villain

And take **1000 Choice Points** to help you compete.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.
** If you start as in Venice Beach or insert into one of the main Mystery Inc members you can start when Shaggy and Scooby first meet. Otherwise you start after the time skip when the gang meets with Simon Cowell.*

1. Venice Beach: This is the home of Mystery Inc.
2. Bowling Alley: This is where Shaggy and Scooby were attacked by the Rottens.
3. Messick Mountain: The home of the best caveman around, oh and a giant glowing dog skull.
4. Free Pick.

Age and Gender

Your age is your choice and your gender is whatever you were previously. It is 50cp to choose your own gender.

Origin

Any origin can be a Drop In.

Teen	**(0)**	
Talking Dog	**(100)**	*You can be any breed of dog you like.*
Superhero	**(200)**	
Criminal	**(200)**	

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Teen

People Person (100): You have a way with others and can charm strangers with little effort. You exude an air of friendliness.

Inspiring Speech (200): No matter the issues and events pulling a team apart or down, you can make one hell of an inspiring speech to pull things back together.

Genius Intellect (400): You have a genius intellect and can decipher and design complex electronics and robotics.

Crime Solving (600): You have peerless crime solving abilities. You can sniff out clues and trip over evidence.

Talking Dog

Speech (100): No matter your speech impediment or poor skills with a language you can get your point across whether it's with pictures or charades the method is up to you.

Iron Stomach (200): When desired you can suffer no ill-effects from ingesting massive quantities of food or strange substances.

Enhanced Smell and Tracking Skills (400): You can track with using nothing but scent and have the ability to suss out trails even in the dead of winter in a snowstorm.

Doggone Luck (600): No matter what situation you run into and what dangers you are exposed too you always seem to get out without a scrape. **This is a large boost to luck. It also provides that as long as your death is not directly witnessed by the enemy that is trying to kill you, you are guaranteed to somehow survive.**

Superhero

Social Media Skills (100): Unlike Captain Falcon you have amazing social media skills and can easily maintain your online presence, be able to leverage your followers to assist with clues, and will never be tricked by online schemes or scams.

Heroic Entrance (200): Every good hero needs to make a heroic entrance and you have mastered this skill to perfection. You know how to make exactly the impresion you desire when you enter a scene.

Piloting Skills (400): You have the skills to pilot through a tight and stalactite filled cavern at high speeds without issues.

A Hero's Legacy (600): You can train a person in any of your skills as long as they do not require a special biology or any requirements they do not have possess.

Criminal

Dastardly or Muttley Laugh (100): You can at will laugh like Dick Dastardly or Muttly.

Fashionably Evil Facial Hair (200): What is a proper villain without the ability to grow and maintain fashionably evil facial hair. **You can grow in seconds your desired facial hair, it will never need to be maintained and will look like it was freshly waxed, oiled and/or combed at all times.**

Disguises for Days (400): You are a master of disguise and impersonation. You can mimic any voice and gender you want.

Dastardly Deeds and Plans (600): You have the intellect and ability to pull off massive schemes like opening the gate to the underworld just to retrieve your furry partner and make away with armfulls of treasure.

Items

Items may be imported into similar items weapons to weapons, clothes to clothes, etc.
Origins get their 100cp item for free and the rest are discounted to 50%.

Teen

Scooby Team Outfits (100): You gain a copy of Daphne, Velma, Shaggy, and Fred's outfits in male and female.

Unlimited Ascots and Glasses (200): You have an unlimited supply of ascots and glasses in any material, color, and style you desire.

Mystery Van (400): A copy of the iconic Mystery Machine.

Mystery Incorporated (600): You have a popular and well known mystery solving agency with an existing worldwide network of customers for whatever business you desire. **This business with an existing customer base can be imported into any jump.**

Talking Dog

Ever-Full Scooby Snacks (100): A box of Scooby Snacks that will never run empty.

Unlimited Sandwiches (200): You can summon any sandwich you want whenever you want, just reach into a pocket and pull out a comically large concoction of bread, meat, cheese, vegetables, and/or any other ingredient you crave.

Scooby Super Suit (400): You gain a copy of scooby's sprayed on supersuit. Yours is made entirely of nanomachines and can retreat into a collar around your neck. It enhances your strength, can protect from heavy artillery, and negates damage from great falls.

Gate to the Underworld (600): These three giant dog skulls of cerberus when placed down and activated will form an ancient city that contains the gates to your very own tartarus. Can be used as an epic treasure vault. Comes with a giant glowing green cerberus to protect your goods. **This can be either attached directly to your warehouse.**

Superhero

Blue Falcon Merchandise (100): You gain a complete set of Blue Falcon merch as shown on young Shaggy's dresser.

Unlimited Falcon Bombs (200): For when you just need to drop some F-bombs!

Blue Falcon Suit (400): You can design this to fit your own aesthetic if you desire, and can be based on both Blue Falcon and Dee Dee Skyes suits.

Blue Falcon Ship (600): A copy of the Blue Falcon ship.

Criminal

Dastardly Outfit(100): You get a copy of Dastardly's outfit.

Force Blaster (200): This C-Shaped blaster glows red and can throw a grown man across an amusement park and up a ferris wheel.

Unlimited Rotten Robots (400): Unlimited Rotten robots.

Dastardly Airship (600): A copy of Dastardly's arishiip.

Companions

** Canon characters come with their perk lines.*

Companion Import (50-200): Import a single companion into any origin and race for 50cp each or eight for 200cp. They gain 600cp to spend.

Canon Companion (100): So you want to take any single existing character from this world. Well then this option is for you.

Captain Caveman (100): Strong man with a pituitary gland issue.

Dick Dastardly and Muttly (200): Why would you want to take these two?

Falcon Team (300): Dee Dee Skyes, Dynomutt, and the Blue Falcon.

Mystery Incorporated (300): You get to take the entire team.

Drawbacks

Self-Insert (+0): Do you want to be an Ogre? A Princess? A Prince? A Donkey? A Farquaad? Well now you can. Buy their background and you can take the place of one of the main characters.

True Cinematic Universe (+0): As this is stated to be the start of a Hanna-Barbera Cinematic Universe, this drawback allows for all of the even tangentially related properties and media to be part of your jumps universe.

Speech Impediment (+100): You will have an issue speaking clearly and will need to do alot of charades to get you points across.

Scooby (+200): You are Scooby for your entire stay.

Trapped in the Underworld (+300): You are trapped in the underworld till Dastardly opens the gate to retrieve Muttley. You will need to then escape before it is closed again.

Rotten (+400): You are trapped as the vacuum-headed Rotten for the entirety of your stay.

Lockdown (+600): You have no **Out Of Context** items, powers, or warehouse.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time then have fun staying in this world.

Continue: On you go then, take you purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

V1.0 - Jump Doc created