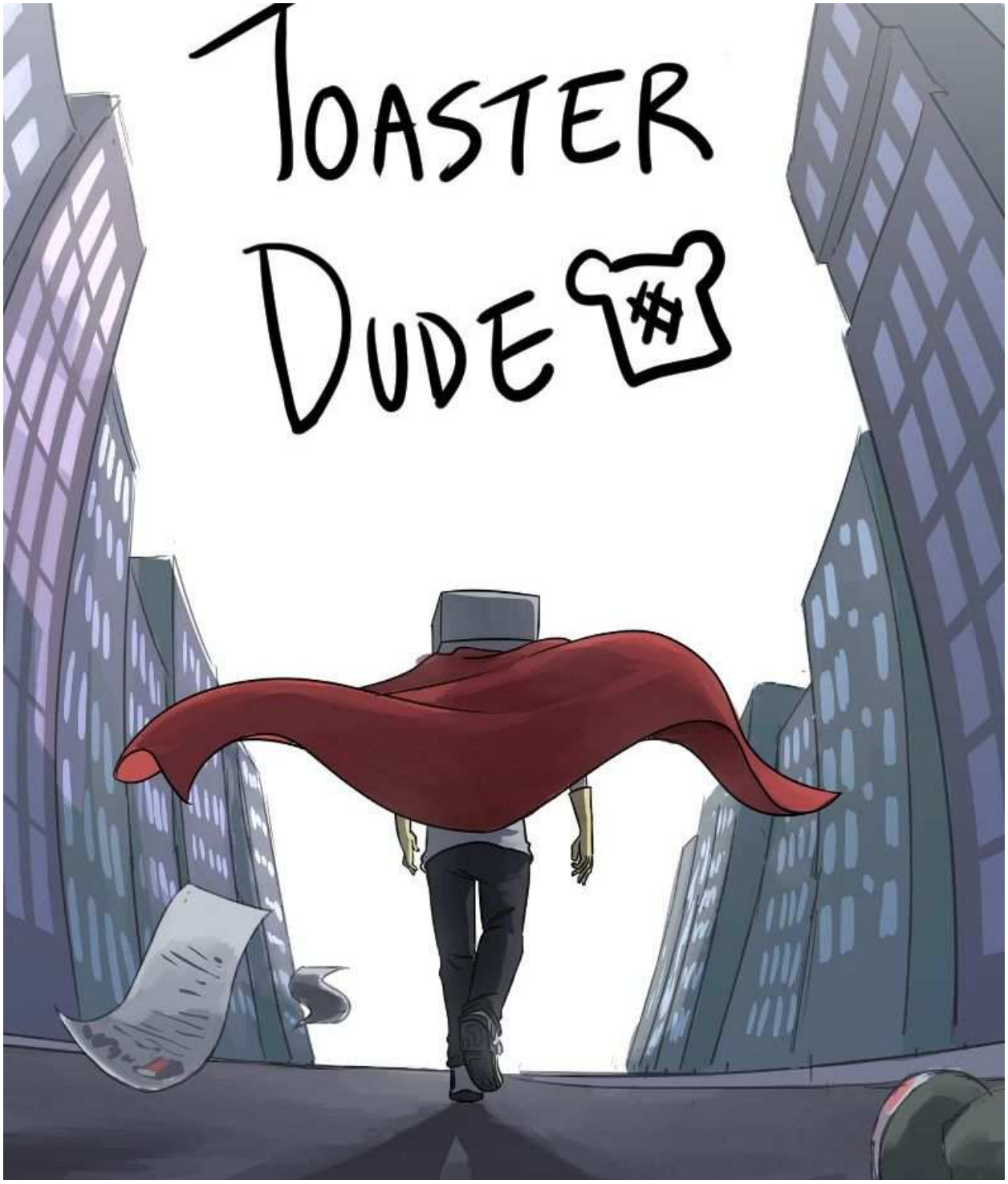
Toaster Dude

By EYouchen



Intro

Welcome to Porledraun -

The city of dreams. Where celebrities are born, geniuses thrive, and the rich make their fortunes.
It's a nice place, honestly. However, recently, a hero has risen to fight evil - toaster dude. He's a guy named dude. He wears a toaster on his head. He's pretty good at being a hero.

Actually, he just wants to follow his dream of owning a toaster.

Alright, as always, here's 1000tp (toast points), courtesy of Jump-chan.

Location

Okay, I won't lie. The whole story happens in the town of Porledraun. It's basically like Earth. So, you'll be starting there. Roll 1d6 to determine your location.

1. **Dude's Apartment, Porledraun** - the home of the hero. Dude and his neighbour Anabelle live here. Soon, their other friend, Jim, will move in. It's run by a guy named Randy who's struggling with debt.
2. **Grocery Store, Porledraun** - Dude's workplace. It's a normal grocery store. Every day, Dude takes home all the expired bread.
3. **"Totally Normal Electronics Warehouse," Porledraun** - A warehouse, with the sign "Totally Normal Electronics Warehouse" draped over paint that reads "Bad Guys, Inc." It's kind of suspicious. I wonder why.

4. **PJ's House, Porledraun** - 221 Garbart Street. It's inhabited by a weeb named PJ and his mom. Be nice to PJ.
5. **City Hall, Porledraun** - The city hall of Porledraun. The mayor is somewhat flamboyant.
6. **Free Choice,** but it has to be in Porledraun.

Get it? You're starting in Porledraun.

Origins

Age and Gender? Sure. Your gender stays the same, and roll 1d8 + 14 for age. (or you could change both for 100p). You can take any origin as a drop-in, or as a person who grew up in Porledraun.

Dude - you're just an average guy, living an average life. That might change soon.

Celebrity - You're a popular singer, who goes around and performs in concerts. You have a moderately large following, and you can expect a few people to recognize you in the streets.

Genius - Well, aren't you smart! You're the one making all the inventions.

Bad Guy - You are a baddie. A villain. You work for bad guys inc, and wear a suit. You've got Dave and Jim as co-workers and a boss with pointy glasses.

Perks

Dude

Aw Man (100tp)

You're one apathetic guy, jumper. No matter what, you'll just keep your cool. You don't necessarily have to be apathetic. The important thing is that this perk lets you stay calm - you're virtually unflappable.

Not the Toaster! (200tp)

You may be unflappable, but you don't like people threatening the things you care for. Whenever you lose something or someone you care about, you become twice as strong. Unless it's your toaster. If you lose your toaster, you become ten times as strong. This boost only lasts until you get what you had back. If you can't get what you lost back, you lose the boost.

Toaster Dude Skills (400tp)

You have all the skills to be Toaster Dude. You're athletic enough, you know how to fight well, and you can throw toast like shuriken extremely accurately. You're a toast ninja. Have fun.



Celebrity

Musical Skills (100tp)

You can play any one instrument of your choosing well, at the level of a rock star, and you have a great singing voice.

Pretty (200tp)

Exactly what it says on the tin. You're pretty. You'll turn heads wherever you go.

"She's Even Cooler Than I Thought!" (400tp)

You're charismatic, and people will look to you as a leader. You have an easier time befriending people and you can make really inspiring speeches.

Genius

Basic Science (100tp)

You've got the basics of science got down pat. You've mastered physics, biology, and chemistry. Good job.

Smart Cookie (200tp)

You're really, really smart now. Your IQ goes up by 30 points, and you're really good at making gadgets now.

Robotics (400tp)

You are an absolute whiz in robotics. You're pretty good at it, but you're not Tony Stark level. You're also really good at finding the right materials and parts to build robots with.

Bad Guy

Mwahahaha (100tp)

You can act hammy and dramatic extremely well. You also have a great evil laugh.

Blackmail (200tp)

You're good at digging up info on people and blackmailing them for it. Pretty self-explanatory. Don't take it too far.

Organizational Skills (400tp)

You have all the skills to run an organization. Your own NGO, an army, maybe even Bad Guys Inc. itself!

Items

A Piece of Toast (free)

A piece of toast. Enjoy.

Toaster Dude Merch (free)

A bunch of merch for Toaster Dude. Action Figures, Masks, keychains, mugs, T-shirts, and posters. The t-shirts have this lame pun on them - "You're Toast." There's even a Funko Pop.

Toaster Dude Webcomic (free)

The webcomic itself. Toaster Dude. Written by Soaporsalad, art by Soaporsalad and Littlebobler.

A Job at the Grocery Store (100tp)

You have a job at the grocery store. It's a low-key job, and you get paid fairly well. You can now easily get a job at the grocery store in any jump that has grocery stores. If you're really good, they'll let you take home all the expired bread.

The Masters (100tp):

You have copies of classic hero stories. At least, what PJ considers them to be. Namely, the whole Marvel Cinematic Universe on DVD, and every episode and volume of My Hero Academia (even Vigilantes and SMASH!) and Bleach. You also have a bunch of posters.

Dude

Infinite Bread (100tp): Exactly what you think it is. Infinite bread. You can make lots of toast with this.

Protective Red Curtain (200tp): A red curtain that can be worn as a cape. It looks pretty snazzy and is bulletproof, fireproof, and can even deflect saws. Or you could use it as a curtain, you bore.

The Toaster (400tp): This is no ordinary toaster, Jumper. This is the best toaster. For starters, it has a hole at the bottom so you can wear it as a helmet, and a pair of eye holes to see through. It has a retractable

cord that can extend for 1000 feet (300m in metric) and supports up to 200 pounds (or 90 kilos, for those of you who like Metric.) The two slots act as portals - one goes to an alternate dimension where time is frozen, allowing you to store bread without it expiring, and when you press the lever, it sends a loaf to a super-hot desert, where it toasts really fast and then appears fully toasted in the other slot.

For 100 extra tp, you can get an upgraded version - it toasts *three loaves of bread* at once. *Much Wow.*

Celebrity

Musical Instruments (100tp):

You get a musical instrument of your choice! Cool!

Star Tickets (200tp):

You get infinite tickets to your concerts. You can give them to anybody, and they will be treated as VIPs.

Nice Car (400tp):

You have a nice car. It'll always be clean, it'll never run out of gas, and it looks cool. And it goes fast. Make sure to buckle your seatbelts, jumpers.

Genius

Fanny Pack (100tp)

A fanny pack. But wait! This isn't just any old fanny pack! This fanny pack has a portal in it - so you can reach your hand into it, and pull stuff out from your warehouse.

Jim's Inventions (200tp - can be purchased multiple times)

You get one of the inventions of Jim Peterson. He's a smart guy. Unfortunately, his inventions go wrong a lot. You can choose from:

- The Hair Dryer - it shoots fire instead of air and needs no plug. It's supposed to be a hair dryer, but it's a flamethrower pistol. Comes in pink.
- Super Sweet Perfume - you'd think it'd be sweet, but it's basically just tear gas. You get an infinite supply.
- Xtra Tough Window Cleaner - it dissolves EVERYTHING. Stone, Metal, Wood, it dissolves them all. If you try to clean windows with this, there won't be any windows when you're done.
- Apple Peeler - it's supposed to be an apple peeler, but any apple it peels explodes spectacularly.

Blender Bot (400tp)

A big, computer-controlled robot. It looks like a blender with a wheel for mobility, and it can blend things and has shatterproof glass. It has four arms - two saws and two claws. It's also got an angry face.


WHRRR

Bad Guy

Uniform (100tp)

A standard bad guy uniform. A suit, dark sunglasses, and a black pompadour wig.

Expressive Paper Bag (200tp)

The evil cousin of the toaster. It's a paper bag with two eye holes. If you wear it on your head, nobody can figure out your identity unless it comes off. Its expression changes with yours.

Bad Guys Inc. (400tp)

Congratulations, you're the new boss of bad guys inc. This is about fifty guys. They all have uniforms and will do bad things for you. Mind you, they're still people, so they won't do anything truly evil. They're based in an abandoned warehouse and have a bunch of white vans.

Companions

Import/Create (50/200tp): You can import your companions for free. If you pay tp, they get 800tp each. You can import one for 50tp, and eight for

200tp. You can also create OC companions to accompany you.

Canon Companions (50tp): Wanna drag somebody along? Sure! You can do that for free! Just make sure you convince them, without charisma, persuasion, mind control, or any of those types of perks. If you pay 50tp, you will be guaranteed to have several favourable meetings and a good first impression with them - you could befriend them quite easily. You still have to convince them, though.

Drawbacks

It's Casual Friday (100tp):

You will always get the day of the week wrong. You might think Tuesday is Friday, or Wednesday is Thursday.

Pigeons (100tp)

Occasionally, a few pigeons will come and peck at inconvenient places or things. They are invincible, but you can scare them off.

Damsel in Distress (100tp)

You get into trouble a lot. Whenever something's threatening the city, you're pretty much guaranteed to get captured. You won't get hurt, but it will be humiliating.

Deformed Face (200tp)

You've had a bad accident, you've got some pretty bad burns on your face, and people are kind of scared of you now. They won't hire you.

Toast Obsession (200tp)

You are obsessed with toast and toasters. If you run out of toast or lose your toaster, you will be depressed until you get some more toast or get your toaster back.

Crappy Agent (200tp)

You have this one, annoying, controlling person in your life. They will bother you for the whole jump. You can't get rid of them.

Awry Inventions (200tp)

Anything you build will go horribly wrong in an often embarrassing way.

Someone Stole My Uniform! (200tp) - Every time you take a bath or shower, somebody will steal your clothes.

Power Loss Drawback (400tp)

The stereotypical drawback where you lose all your out-of-jump powers and access to the warehouse. You still have your skills, though.

Bad Guys Inc is out to get you (400tp)

The villains of the story don't like you and will do their best to hurt you. If you're a bad guy yourself, then

they'll just be really bad coworkers. They'll treat you the same way they treat Jim.

Toaster Jumper (400tp) - Dude isn't doing his work as a hero anymore. You have to pick up the slack - you have to do all the work as a hero that Dude would normally do.

Future -

Go Home

Stay Here

Move On (we all know this here is what you'll pick)

Notes

Changelog:

V.1 - Made the doc

V.1.1 - Grammar Changes, added bad guy origin

Mada Mada Plus Ultra.

Shut up, Edna Mode. Capes for life. Batman's cape can be used to glide around and is bulletproof. In My Hero Academia, Mirio (this point is kinda moot because he doesn't have to worry about the drawbacks of capes because he can turn his cape intangible with his quirk, since his costume is made of his hair and turns intangible with him) wraps Eri up with his cape, and later Deku beats up Overhaul by using Mirio's cape to give Eri a impromptu piggyback ride so she can rewind him. They also make great shock blankets and can be thrown in people's faces. What's not to like?

I will admit that Syndrome's death in the incredibles was pretty nasty, though. So Edna Mode has a point. I just don't like the incredibles. It's not a bad movie. I just don't like it.