Generic Cartoon World

v1.6

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Introduction

Legends of short lived phantasms and ghosts abounded in this world for ages, passed off as legends and fairytales about creatures who could leap off the page after they were drawn. Rumours of blood sacrifices linked the practice to devil worship and it was heavily discouraged. This exercise was eventually resurrected and demonstrated in front of live audiences for entertainment by a stage magician who would eventually meet a gruesome fate, involving a burning touch and several of his neighbours warming him up after they found that the ropes around his body were insufficient for keeping warm in the middle of summer.

Later, poor safety practices led to an unusually gifted man dying in a factory, his body bleeding out into a vat of black ink. That ink was checked carefully to make sure that no one could tell that a man had bled to death in it and then packaged and sold as per the normal practice at the time. What wasn't normal was that a particular local artist who had run out of ink had bought some of that batch. Seeking to educate and entertain his niece outside on a warm summer day he drew a dinosaur several times in different silly poses.

Much to everyone's surprise that dinosaur peeled itself from the pages and started to move, trumpeting it's arrival before helping itself to the man's hat and then his lunch, swiftly followed by the artist's easel, paintbrush, paint, jacket and in a moment of self defense several vaguely threatening trees which might have attacked the dinosaur at some point in the future with their evil leaves.

Thankfully that dinosaur's ongoing battle with trees seems to have settled the large Toon down and to this day she continues her ongoing battle with trees by slowly eating their leaves.

The first living Toon was born, Gertie the dinosaur.

The artist, looking over at the gentle giant eating leaves, smelled an opportunity, and (after changing his underwear) took that large dinosaur and (being incredibly inventive) made lots of money by showing it to other people and charging them for the view. As his fame and ego grew so did his jealousy of other people who were better at showing people things and charging them money for it. He desperately tried to repeat his lucky break to expand his one-hit wonder into something bigger but was unsuccessful, not knowing that science is the art of writing down the right things and performing experiments to figure out what those things are. His attempts were more akin to children slinging mud at everything to see if the mud covered object could turn a house into an elephant.

It wasn't until much later when several talented artists got together with a drunken alcoholic financier that this event was repeated, using hints from old legends of the short-lived phantasms that could be created. The financier of course took the credit for everything, got drunk and told everyone around him how to do it themselves. Thus many people who both heard about how to make things that people pay money to see and had more money then the financier went around making these strange living creatures.

Creatures designed by man to be looked at so that other people would pay money to see them were somehow born with incredible powers. In between the borders of sanity and reality this new species arose, Toons, funny little animated characters made of ink, paint and laughter. They stretched the borders of absolute reality into the absurd, the abilities which they seem to have by their very nature created for the sole purpose of entertainment: physics-defying stunts, abilities and behaviors which stretched and broke the very fabric of the otherwise nearly-mundane world.

Some saw in these funny little creations proof of the divine, but what is divinity when the act of creation itself is made mundane? Miracles were made for people to laugh at, mistreat and abuse, the act of creation itself was trivialized and commercialized. When the newborn species looked up at mankind and said "Creator, what am I here for?" is it a surprise that mankind looked down at them and said "To entertain me."?

For decades Toons lived alongside mankind; mistreated, abused, and exploited but also created for these very purposes. To act, to entertain by telling stories of heroes and villains, tragedy and comedy intermingled together, all given life in the form of Toons who play out their roles. The roles they were born and created to play for the world, rich with desires, knowledge and primal motivations and instincts that were written into their very creation by the hand of man.

Cartoons; in most places they are just viewed as comedic shows and are just watched as entertainment. However, here in this reality, "Toons" are also people, a minority group with powerful but strange powers and abilities, who generally work as actors and entertainers producing the various shows that people love. Through cartoon shows such as Bonkers, Animaniacs, Tiny Toons, and the Looney Tunes show, you get a glimpse of "the real" world behind the scenes where Toons are people and have their own problems.

Unfortunately, the reality is that Toons were badly treated for most of their history, and for most of the early nineteen hundreds Toons were considered to be nuisances and treated as property.

This is an attempt at covering a wide variety of cartoons, shows, games and movies that displayed or had episodes that showed a similar Toons-are-actors-in-a-world-with-humans "behind the scenes": Animaniacs, Harvey Birdman: Attorney at Law, Bonkers, Disney's House of Mouse, Drawn Together, Freakazoid, Looney Tunes, Looney Tunes: Back in Action, The Looney Tunes Show, Pinky and the Brain, Space Jam, Space Ghost: Coast to Coast, Son of Zod, Tiny Toons, Wabbit, Toonstruck etc.

Here take these 1000 Choice Points or whatevers so yo's can do the choos'ns.

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Species

This world is inhabited by several types of beings, a few of which a Jumper can pick to become: Toon Objects (such as Toon food), Toon Pets (usually quickly distinguishable from Objects by having eyes), Toons, HalfToons, and Humans. Pick one of the last three for free, and read the **What's a Toon** section to learn more about them. Options to change your starting year are below in the **Starting Points** section.

These species options have both a "**lifetime of memories**" background option and a **drop-in** as your Toon/HalfToon/Human body (with no additional memories) option.

Feel free to manually choose these options and write whatever background makes sense for your perks/starting location/time. For those of you who'd prefer to roll for a start here are some directions.

- For the **lifetime of memories** for **Toons** and **HalfToons**
    1. Pick your apparent age category - Infant, Toddler, Teenager, Adult, Old, or Ancient; and roll for your "real" age (4d8+5).
        a. For a better background than the ones just below, see the Perk **A Comedic Acting Genius**, and for a worse background, see the Drawback **Contractual Obligations**.
    2. Roll 2d8 for how many Toon "family" members you have. These are the Toons that you were created at the studio with, or the ones you have as actual parents/grandparents for the later inserts.
        a. For studio-created Toons - They all have the same age as you, and at least 1/3 of them (with a minimum of one of them) have intentionally conflicting personalities with you. They are the antagonist/protagonist from your show, and you have a serious love/hate relationship with them.
    3. Roll 2d8 for the number of assorted Toon Pets that you have rescued or were drawn with, and which you share with your family members.
    4. Roll 4d8 to determine how many friends that you've made.
    5. To randomly choose the year you were drawn or born in: roll 1d100, add your roll to 1920, and subtract your real age. Your real age cannot have you drawn/born before 1919, so adjust as necessary.

Note: For **HalfToons** - You will "grow" up like a normal human would, to your max apparent age, and then stop aging.

Toon

Bizarre, looney, strange, funny, these are words that are often used to describe a Toon. But in spite of the comedic and eternally happy face that the media like to portray them as having, these are people with their own culture. Toons have their own worries, concerns and problems that they face in day to day life. The expectations on them having some sort of funny quip ready to go at a moments notice while performing and presenting themselves as being happy might just be a mask that they are wearing.

Their lives are lived on the stage even behind the camera, the stage of public perception and of constant expectations. How many times will you be asked to perform some kid-friendly joke or perform some little skit in public to entertain some strangers when you just want to go home? What happens when the show is over, the cameras are off and the actors, directors and writers have gone home leaving behind the creatures, made to act, who have no home to go to?

Well, guess you'll find out, you're a Toon of some sort. Most Toons are around three to four feet tall, and they can look like animals, aliens, objects, fantasy creatures, humans, and/or bizarre mixes of any of the above. Pick your form, pick a style of animation that you are animated in: Inkblot (the classy black-and-white Toon characters), Traditional (hand-drawn cels), non-cel cutouts, rotoscoped, sand animation, shadow-puppet, claymation, or Modern (computerized animation, vector drawing, CGI, etc). Great, look like whatever you like, I don't care. By default you don't have gender but you might have G-rated secondary and tertiary sexual characteristics which might make you look like a specific gender, so get used to that. You can change this with a perk later on. If you're interested in getting powers based on your cartoon appearance, see the **Comedic Ability Parts** perk below.

Go see the "**What's a Toon?**" page for detailed information on powers and weaknesses inherent to all Toons.

This has both a "**lifetime of memories**" background option and a **drop-in** option.

- For the **lifetime of memories** option

Before 1940 - For Toons drawn before the 1940's you were probably drawn by a studio who didn't pay you anything and kept you in front of the camera for as long as they could, with crappy writers who made terrible jokes that you didn't understand (but you still did your best with what you were given), until the studio closed. Afterwards you were tossed out onto the street, penniless, homeless and hungry. You are used to eating out of garbage dumpsters by now and know the prime spots for good eats, and you have a regular spot where you sleep which is probably something like an overturned dumpster that you've moved into the woods and a used, stained mattress inside of it. You know where there is a gas station where you can quietly use the single-person restroom to "shower" in the sink and use the bathroom.

- Homeless shelters in this era don't accept Toons due to segregation laws, neither do most places that rent apartments or hotel rooms, most restaurants won't let you eat in them and most clubs, bars and entertainment venues ban Toons.
- You "grow up" homeless and penniless, but you do have records of your existence, along with an "ID" which is an employee badge, and you managed to rescue a few of the films that you were in. You have quite a few Toon friends, a few of which you consider to be your "family" and they in turn consider you to be a family member. Eventually the government will step in and provide "real" credentials, like a "birth (drawn) certificate", for Toons around the 1970's, assuming you're in-Jump that long. Until then most Toons go without any sort of official ID or paperwork which makes owning a business as a Toon nearly impossible. Most get around this by getting a human involved, such as a friendly homeless guy who might have a nice shiny "legal" identity.

1940-1980 - For Toons born between 1940-1980 you were probably drawn and signed to a contract before you knew what a contract was; at least you're being paid minimum wage and have some sort of "rights,"

even if they are flimsy. Studios are getting a little cautious with creating Toons while arguments that "creating a being for entertainment and not paying them or giving them a choice in anything is slavery" seem to be bandied about in the news. You even have an incredibly #%@★⁝ apartment in a building which should be condemned with creepy crawly "pets", and there is some food in the fridge.

- You "grow up" poor, but you do have records of you existing along with an "ID" which is an employee badge, your film(s) are actually broadcast and shown either in movie theaters or on TV so people are aware that you existed, and you have at least a little fame as being in that one film or TV show. You have quite a few Toon friends, a few of which you consider to be your "family" and they in turn consider you to be a family member. You probably also have a few human friends, a security guard or a few human workers at the studio you worked at. Eventually the government steps in and provides "real" credentials like a "birth (drawn) certificate" for Toons around the 1970's, assuming you're in-Jump that long.

1980+ - For Toons born in 1980+ you were probably born as a Toon, having actual Toon parents who may have either had genitals or had someone draw you for them. Or you were alternatively drawn by a human art student who suddenly became your parent (intentionally or otherwise) or by a company for a show with your Animator serving as your guardian (who of course signed you up for the show). You live with them in a house or an apartment. You have a family, a history and various forms of ID.

- For the **drop-in** option you were "just drawn" and popped into existence (with your normal memories and personality intact) next to your "Animator", who promptly kicks you out of the studio with a twenty dollar bill in hand. It seems that you were "just practice". Whether or not you want to attempt to get to know this animator is up to you, but they don't seem particularly receptive, and they will not attempt to track you down based on your actions in this Jump to try to claim any of your money or what have you.

Human

You're a stock human, by default you have no powers besides the ones you purchased or bought with you and you blend into the majority population which consists of boring humans. You can freely pick your appearance, age, and gender so long as it is within human norms. Yes, that does mean you can start your Jump just after birth, if that somehow appeals to you.

This has both a **lifetime of memories** option and a **drop-in** option.

- For the **lifetime of memories**, pick or roll for your age (2d8+16), consult the timeline for a likely time period you were born (after the 1930's).
  - For rolling: roll 5d20, add your roll to 1915 and that is the year you were born in, adjust this if you would be obviously too old for your chosen time period by adding twenty years or so to the starting "1915".
    - You had a boring, slightly-less-than mundane life, with Toons being a thing in the world.
    - You grew up in a small apartment or house.
    - You have a family, a history, IDs and a small apartment or house that you pay money for (or you live with your parents) and a job if you are old enough to have one. Your first month's rent is already paid for.
    - If you'd like to have been, you protested the treatment of Toons and became an activist for improving their conditions and tried adding laws to regulate their creation and treatment.
    - You may choose to have some minor skills as an artist in your background, provided they aren't supernatural; there are perks below to gain the ability to create Toons, including details on how it's done.
- For the **drop-in** option you appear in a crappy fast-food restaurant bathroom when no one is paying attention. There's a crisp $20 bill in your pocket.

HalfToon

As a HalfToon, you had a Toon parent and a Human parent and you are a blend of both of them. You might even look mostly human but have some sort of "oddity" from your Toon parent like bunny ears, tail, and feet if they were an animalistic Toon. If it was a Human shaped Toon then you probably have four-fingered hands and three-toed feet. Your skin coloration looks a bit off even if your skin color is otherwise normal, you might also possess a shade of skin color that is blatantly unnatural. Some unfortunate HalfToons even sit in the "uncanny valley" where they are just human enough and just inhuman enough to make the HalfToons disturbing to see. You could even look entirely like a Toon, but have a very high degree of realistic detail.

Either way, you stick out of both Toon society and Human society: you are effectively a minority of a minority. Socially you might struggle with meeting new people as many may be quick to judge you. I am sure that you will eventually find open-minded individuals who can look past your origins.

In spite of your mixed background, you still have a Toon's biology, both its strengths and weaknesses. Although it is much more "realistic" in its appearance, which is generally considered to be very disturbing to see if/when you get squashed or injured.

Go see the "**What's a Toon?"** page for detailed information.

Great, look like whatever you like, I don't care. By default you don't have gender but can look like whichever you prefer (many HalfToons keep a set of false eyelashes and skirt handy in their HammerSpace), so get used to that. You can change this with a perk later on.

- For the **lifetime of memories** background option.
  - **Before 1960** - For HalfToons born before the 1960's, you were probably born accidentally to a Toon and a human who had to keep you out of sight.
    - Toons probably don't know what to make of you but tend to treat you better than humans. You probably had Toon babysitters and friends. Humans tend to think you're an abomination of nature. Particularly religious areas and people may attack you and your parents.
    - Before 1940 you were homeschooled by your Toon parent as they struggled to acquire a job or keep one outside of the home, while after the 1940's Toon schools became a thing and you started going to one. Your human parent is generally the one who holds down a job. Every so often their relationship might become public knowledge and your human parent is fired and you are forced to move again to restart your lives in a new town or city.

        - You grew up in a small apartment or house.
        - You have a family, a history, ID’s and a small apartment or house that you either pay money for (or you live with your parents) and a job if you are old enough to have one.
    - **After 1960 -** For HalfToons born in 1960+ you were basically integrated into normal (human) society. You had loving parents even if your Toon parent wasn’t considered a “person” yet, and went to a public school.
- For the **drop-in** option you appear in a crappy fast-food restaurant bathroom when no one is paying attention. There’s a crisp $20 note in your pocket.

Starting Points

Choose your starting location/time if you don't like the ones included with the species options. This is free for all origins.

1. **Tuned into the show**
    - Jumper, do you have a favorite cartoon show, comic book (which has/had Toons in it), or movie? Now you can be inside of the show (or etc) that you always wanted to be in.
    - Once that show, movie, etc is over, if it doesn't last the full amount of time that you signed up for here, you hop over to a different show, movie, etc and continue doing so until you reach the time that you signed up for in this Jump. Alternatively, if you really want and the show/movie lasts for more than the time you signed up for, you can sign up for the entire run of the show.
    - Please note that any sort of canon "time skips" during the show are skipped over in the Jump with a comedic, cartoonish "backstory" added for you which you gain the memories of. The time passing in the cannon "time skips" do not count towards your time spent in this Jump.
    - Feel free to abuse this if you want so long as there's some sort of cartoon show version of a given universe. If it had a cartoon character in it at some point or has some vague connection you can ~~exploit~~ justify, you can go into it.
        - Example: Marvel's Spider-Ham (Cartoon Character) -> Involved in Spider-verse & Secret-Wars crossover events -> nearly every Marvel dimension.
        - These different dimensions run parallel to this dimension and quite a few options in this document will become unavailable. This option might also override the other starting choices such as time period and location as you'll be going to a different dimension instead. Dimensional traveling powers and technology should allow you to jump between these worlds during this Jump. The 1000cp "**Silver Screen**" item available in this document will also allow you to travel to these other vaguely related "cartoon" worlds during this Jump and allow you to travel here to this "Generic Cartoon World" from other starting points during this Jump
        - If it matters, regardless of where you start, this "Generic Cartoon" world is where your powers originate from (instead of wherever you start at).
        - Most scenarios will become unavailable to you.
2. **A Shanty Town**
    - Miles outside of the small town of Burbank, California lies a new, hastily built, ramshackle town. Someone has mockingly painted a sign at the entrance giving it the name of "Cartoon City". A nearby fluttering dirty newspaper gives you a rough date of nineteen thirty-one. The inhabitants seem to be mostly inkblot-style Toons, but you can see a handful of humans and a few colorful Toons mixed in among them with the foot and car traffic. Most of the buildings seem to have been roughly built out of scrap materials. Everyone seems to be in rough shape, begging Toons and humans seem to practically line the streets holding up signs asking for work while dressed in roughly patched clothing.
3. **Early Cartoon City**
    - Paved streets, paved sidewalks, and fairly new multi-story brick buildings line the main street into and out of "Cartoon City" (at least that's what a sign above the street says this place is). Humans and Toons seem to have gathered near a shop with a large TV in its window, where the president seems to be addressing the TV. It seems that there was some sort of attack on Pearl Harbor, a city in Hawaii, by Japan, and America is now officially entering "The War" today: December seventh, nineteen forty-one.
4. **California, USA**
    - You're in a nondescript Californian city, the date appears to be nineteen fifty-two and the occasional Toon on the sidewalks and streets seem to be cheering and celebrating something; several of them are running around shouting about how great it is to finally be free and tearing up papers. A loud radio broadcast from one of the stores nearby reports on the Supreme Court's decision to grant "personhood" to Toons, giving them the same rights and responsibilities as citizens that all "Humans" enjoy, and striking down the various ordinances and laws prohibiting Toons from living outside of Cartoon City. Toons are now free to live and work anywhere they choose and (if old enough) can vote in elections.
5. **Any Major City, USA**
    - It's the late nineteen sixties and the big American melting pot is starting to bend and accept Toon customs and society. The Hippie movement is in full swing, and Toons are happy to join in on the relaxed social norms and the "free expression of love in all its forms" (which may be a bit different for Toons than it is for humans). In other news, the Vietnam War is raging and is incredibly unpopular, as protesters and draft-dodgers shout slogans and tear up and burn draft papers in public.
6. **Outside of a School**
    - The internet exists in a rudimentary dial-up fashion, but it is slow, and not much is available on it. It's nineteen ninety and you find yourself just outside of one of the so-called Toon schools. A public school where the majority of the students are Toons and where they offer classes in the various Toon abilities. That isn't to say they don't teach humans, it's just one of the public schools where they have enough Toon-students to warrant having classes on Toon abilities.
7. **Major Studio**
    - You find yourself inside one of the major film studios at night, at a very large new year's eve party just as everyone is shouting, screaming, and yelling "Happy New year, Happy Two-Thousand!", and "Welcome to the new Millennium!"
8. **A Theme Park**
    - It's two thousand fifteen and you find yourself standing outside a major theme park like Disney World or Universal Studios. You also happen to have a ticket if you want to go in.
9. **Anyplace, Anytime**
    - This is a generic Jump, so you can just go someplace that tickles your fancy. You can pick one of the options above or you can pick the time and place you want to be. Keep in mind that the first Toon was drawn in nineteen fourteen

but the actual (reliable) process for creating Toons wasn't discovered until nineteen twenty. Here's a quick overview of important eras:

- Prior to 1922 - Toons didn't really exist; the world was fairly mundane and roughly followed our own history, although there have been occasional unproven "Toon"-like entities which may have existed at some point. You can start here at any date if you want. Just be aware that if you're a Toon you're going to stick out like a sore thumb and be the first/only Toon in existence. At least it'll be easy to make a living if you charge a nickel for gawkers to gawk at you.
- The Toon Boom - 1922-1932 - This era is dominated by Inkblot-styled Toons. The "Toon Boom" officially starts as a dozen new cartoon studios open within a single month as the methods to create Toons become widely known. The great depression starts in 1929 and cartoon studios shutter one after another and leave Inkblot Toons abandoned in the streets. Most of them hadn't ever left their parent studios since they were drawn and very few of them have ever been paid.
- The Colorized Generation - 1940-1950 - Traditional Toons are being drawn to replace the older Black-and-White Inkblot style Toons. During this age some of the most popular cartoon characters are created and filming Toons becomes a big business. However, in 1945 the cartoon industry in the US was basically shut down as the US entered World War Two, and nearly every major cartoon studio was pulled into producing propaganda or instructional/educational materials for soldiers. The US also experimented with Toon soldiers; they found that Toons were more than capable of firing and hitting practice targets with real guns and sent them into battle, only to find that the vast majority of Toons were incapable of hitting real humans with real bullets. Toons were sidelined after a hilarious debacle of an entire plaToon of Toons comically stumbling around and being unable to hit a single enemy soldier. The rare Toons that were able to use lethal abilities were countered by the deployment of Eraser/Dip-spewing weapons.
- Saturday Morning Commercials - 1980-1990 -This era featured heavy commercialization and an increasing popularity of Toons. Toons and cartoon shows were being created with the single purpose of pushing products and toys to the masses. Computers were just starting to become popular and the internet was growing.
- Modern Age - 2010+ - Toons are largely integrated with modern society and can be found in nearly any job, and have largely spread out from CA. The entertainment industry seems to still have the largest percentage of Toon actors and employees in it, although now they can also be found as managers, directors, writers, and even in executive-level occupations.
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Perks

General Perks

50cp - Spit Shine

With a bit of spitting on the ground and/or surfaces of various objects around, you can clean anything up. A cleaning job, no matter how large, will only take a few seconds of you spinning around with a mop or broom or something like that. Nothing can be traced back to you after you spit shine the place - including evidence of particularly naughty deeds.

After a quick spit shine, not only will everything be lemony fresh and every bit of dirt cleaned up and scrubbed from every surface as if a team of professional cleaners had come in, but also all evidence of powers/crimes/abilities will have been destroyed and removed. You can also use this to repair and clean buildings, rooms, vehicles, devices, etc.

Also your breath is always lemony-fresh

50cp - Senseless Media Sense

You can sense when you are being recorded in some form or fashion and are aware of the recording device(s)' locations, and the exact recording range and framing of the various devices being used. At will, you can alter the recording device to either exclude yourself from them or to improve your visibility, audibility and/or framing on the device(s) itself, letting you "stand out" and be clearly audible and visible regardless of visual or auditory impediments.

My camera sense is tingling.

100cp - Cartoon Framing

You can use this to "link" to other people/beings/objects. By literally framing them in a picture frame (a mundane or Toon picture frame) you can have this power effectively alter evidence, links, technological quantum nonsense, magic, and divine powers to redirect the clues to the framed victim. As an absurd example (and isn't that the best kind?), this could point the evidence for your misdeeds to a tree that has your picture frame wrapped around its branches. The brush would have traces of that tree's leaves on it, maybe even a paint trail leading to the tree itself, or the brush itself is being held in the tree's leaves. Even if the picture frame is removed the evidence will still point to your victim/object/pet etc.

Where's the red herrings? Seriously, I could cook up some fish right now.

100cp - Tick, Tick, Tick, Tick...

You have the uncanny ability to hypnotise others. When you put a little effort into it, you can make your voice echo in suggestive ways, pulling the attention of others toward you. The more gullible your target is (or targets are), the easier it is to draw them in. When you have their attention, you can wave an object back and forth while speaking in this hypnotic way, and if they're not too strong of will, you can lull them into a highly suggestible state. You could also manage the same effect by asking a single target to look deeply into your eyes while your voice speaks on and on. If you don't have something to swing before your targets' eyes, or if you've another Toony method of hypnotising others that's extremely obvious to outside observers, then you could use that method, too.

This effect *does not* work to make your target(s) suicidal, be involved in "X-rated" situations, put themselves in obviously dangerous situations or become murderous by itself, but you might still convince them that they're in danger from something or another. It's also much harder to convince your target of things that are patently impossible, or that would fundamentally alter their worldview. Convincing them to quack like a duck, or that they're a secret agent who should help you break into the bank that they work at, a lot is possible if you're clever enough to phrase your suggestions properly and if you can hypnotise the target for long enough.

The effect can only last for a few minutes at a time which depends on how active the hypnotised being has to be. Someone told to stand still and do nothing might stand still for ten minutes whereas someone being asked to work at their maximum strength might only work for two minutes before the effect wears off.

Comes with a mundane working golden pocket watch with a long chain.

Yeah, yeah, everyone thinks they've... that they're immune... to... what is your bidding, master?

200cp - A Walk Inside The Canvas

Toons already have the ability to enter paintings and pictures, but ordinarily the inside of these places is barely formed. They can step from canvas to canvas, altering their appearance as they go, but anything they might appear to take out or interact with is just them, using their abilities to create the illusion of interaction and little more.

This Perk goes beyond that, and instead allows you to place your hand on a visual medium and to temporarily infuse it with a bit of life, much like the Animator below can create Toons wholesale.

Though the "world" created this way still isn't truly "real," the painting itself temporarily becomes a Toon Item that acts as a Game Master for the world within. You could enter pictures of great battles and try your skills against their apparent abilities, play chess against grandmasters, and even enter videogames and movie scenes to try talking to the characters on screen! All the details are handled by the canvas (or TV, or drawing, etc.) itself, so that you can focus on enjoying your visit to this fun little world!

However, nothing native to the painting or picture can be taken out of it. Please note that if you're trying to *actually* reach another world, or to "borrow" items or real, non-paint-facsimile things from the "canvas" you're entering, you'll want to look at **The Silver Screen** in the Item section below.

I once dated Mona Lisa, but her personality was a bit too flat for my tastes.

200cp - Status Quo

Property damage that you, your perks and or powers caused by either you or your companions cause to public and personal property will be restored overnight to how it was before it was damaged by you and your companions.

I neeeeed this, you know how many things I've accidentally destroyed over the years?

I forgot, but it's a lot.

Toon Perks

If you are a Toon, you gain a 50% discount on all Toon perks. You and your companions that are Toons receive one free Toon 100cp perk purchase.

100cp - Comedic Ability Parts (you can purchase this perk multiple times, but each ability can only be purchased once, you must have the parts to purchase the abilities, and you only get discounts on additional purchases instead of multiple freebies)

To be clear, you can have all of these parts without the abilities as a part of your Toon or HalfToon body. What you are purchasing are supernatural comedic abilities that attach to those parts. If you lose the parts or go into an alt-form which doesn't have those parts, you lose the benefits/abilities. If you go into a form that does have the various parts on it, then the ability transfers over.

You will need the body part in question to receive the benefits. Long ears for the "ear helicopter", etc. So if you are a HalfToon or if your animal-species is mixed you will only receive the benefits from the parts you have and can only receive one species-based ability from each purchase of this perk.

You can be a blend of two species and/or objects, or a mix of object and animal if you want, so long as you have the relevant body parts. A cat-dog would need the dog's muzzle and nose for the "tracking via scent" and you could have the cat's nine-lives healing ability by being covered in cat fur and having a cat's tail.

If you're an anthropomorphic object or building or whatever you'll gain the equivalent cartoonish comedic ability that you'd expect to have as a "whatever you are" so long as you have the parts to do it with.

All body parts work like you'd expect them to, with you being able to use them, lock/unlock, open/close or activate them at will. You do not suffer from body dysmorphia from any of these parts and they feel natural as if you were born with them. Tails are always prehensile and are usable as an extra grasping limb.

Some examples of abilities, but not all. When in doubt, is it funny?

Animal parts/abilities		Object parts/abilities	
Body part required	**Ability gained**	**Body part required**	**Ability gained**
Long rabbit ears or long dog ears	Ear Helicopter - About as fast as you can run.	Metal body/skin	Resistance to kinetic energy (½) on parts affected.
Disturbingly clawed mole hands, or Rabbit hands and feet	Burrowing - High speed burrowing (at run speed) through nearly any nonmetal material, ignore gravity while burrowing.	Fabric body/skin	Regeneration 2x increased on parts affected.
Cat fur and cat tail	Nine Lives - 9 Extra lives which resurrect the user after death, Recover one per Jump or one every ten years, whichever is first.	Door (any sort of door)	Your HammerSpace is accessible to others to enter/exit. You can control your own door and lock/unlock it at will.
Dog nose	Scent Tracking - an ability to track someone/something even through things that would normally erase the scent.	Vacuum nozzle, motor, and electric cord "tail"	Ability to suck gasses, people, and objects directly into HammerSpace through your vacuum nozzle.
Squinty mole eyes	Basically "Blindsight" out to normal vision range.	Wheels for hands/feet (still work as hands/feet)	Ability to drive/run around on wheels to at least 120 mph.
Skunk tail	Aimable stench weapon that can KO others & grants immunity to others' scent/stink/gas effects including teargas.	Body of a Toon building	Your HammerSpace becomes your interior with a building layout, accessible by those you allow. The interior layout, walls, furnishings, occupying individuals & appliances don't count against your weight limit. Free interior decoration to your liking, layout is whatever you choose.
Shark teeth	Bite through any nonliving material.	Toaster innards and Toaster slot(s)	Toast things inside of you/your HammerSpace to the desired toastiness.
Bird or bat wings (usable wing-hands with thumbs)	Flight - 2x as fast as you can run.	Electric cord tail	Ability to eat electricity via your tail and regenerate 2x faster while "eating" electricity.
Goat or cow udder	Aimable "Milk" squirt gun, with "firehose" mode.	Plant-Toon leaves and root-feet	Ability to draw sustenance from sunlight, sunlamps and from the soil/fertilizer. Extra "Rubber-like" rapid body deformation.

Human - You can gain the Toonish-animal/object parts and abilities, but it looks weird with your otherwise "real" looking body and you stick out like a sore thumb. You are obviously "part Toon" (to some less-than-half fraction, at least) which might cause social issues.

Any "1-Up" resurrection or death prevention effects gained here only activate when you have the requisite parts. After this Jump, you regain no more than one "1-Up" from this Perk per Jump, or once every ten years post-Chain. You can bank no more than 9 lives from this Perk under any circumstances, and never more than you bought in the first place.

Ah yes, you are now a fine example of the animated ambiguous animal.

100cp - A Comedic Acting Genius

You're a funny guy, you have a comedian's level of humor and a perfect sense of comedic timing.

If you're a Toon you're also more attractive to other Toons because of it, not that it alters your body in any way. Toon society simply places a higher value on being funny and having a great personality over physical attractiveness.

You've also got enough acting chops to make other people jealous. People around the world know your name and recognize you on sight. You get paid a fortune to star in various roles, your "job" occurs whenever your agent sends you a script he knows you'll like. You can make people laugh, cry, or sob with a few well-placed words while putting just the right emphasis on your words and actions. If you're a Toon you're the equivalent of one of the famous cartoon actors like Bugs Bunny, Daffy Duck, Mickey Mouse, or Tom and Jerry. If you're a human you're a star like Jim Carrey or Robin Williams.

This can create a backstory, identity, and fame (if you are a Toon or HalfToon you will also be a member in good standing of “The Society of the Golden Anvil” while that group is active) for you if you want it to; or, optionally, you’re a complete unknown but guaranteed to get into any comedic acting role you apply for.

Obviously, this is the perk that I'm missing.

200cp - Concussive cure-all

You’re quite good at hitting things with mallets and other objects; you’re so good that when you hit something just right you can fix it or get it to work. You can fix machines, broken bones and people’s mental issues and (non-congenital) mental illnesses like amnesia, split personalities, or PTSD by giving them an enthusiastic whack. You can also bypass physical and electronic security by destroying the lock, dial, scanner, or keypad with a few hits even if it should logically still be closed or secured afterward.

Additionally, you’re already “insane” in some sense of the word and your current natural “Toon” insanity drives away any other attempts to drive you further insane. This gives you a blanket immunity to insanity and all negative mental effects like depression, split personalities, amnesia, PTSD, etc.

When subjected to things that would otherwise drive you insane, you will instead grow increasingly “Looney”; however, this does wear off over time.

Going Insane? Don’t go alone, take this hammer with you.

200cp - HammerSpace Specialist

First, if you’re not already a Toon/HalfToon, this perk grants you access to your very own **HammerSpace**, as well as all upgraded effects granted to a **HammerSpace Specialist**.

You can optionally control the effects of time, either halting it entirely, slowing it, or allowing the effects of time to proceed naturally on each individual object or pet inside of your HammerSpace; and the weight capacity of your HammerSpace becomes unlimited.

You can now also store willing sapient creatures inside of your HammerSpace.

The distance that you can summon Toon Objects and Toon Pets that you own into your HammerSpace immediately increases to about 500 miles, but can be further increased with (summoning) exercise and practice, and can now cross dimensions (such as if you were in a separate dimensional pocket like your Warehouse).

Your HammerSpace, inventories, dimensionally-expanded objects, and similar personal dimensional pockets can be “locked”, protecting them from unwanted access. You can also “lock” other individuals’ HammerSpaces, either denying them access to it or simply “locking” it to them to prevent people other than themselves from accessing their personal dimensional pocket spaces. You will also feel if someone manages to breach your locked dimensions.

Locking another being's HammerSpace, inventory, pocket dimension, etc. against their will is a temporary effect and will wear off in a few hours.

You can also access other HammerSpaces and other similar “pocket dimension” or “Inventory” like abilities; whether attached to people or objects, you can reach in and grab objects that are stored inside. This can’t be done remotely, you have to “physically” reach into the victim, object, or “doorway” as if the entire body or thing was an entrance to a “bag” to grab objects from. This allows you to bypass any lock, magical or otherwise, on the dimensionally expanded space.

Oh yes, shove that hand in there deeper, deeper!

400cp - ZAP!

You are immune to any instant-death effects and sources, unwanted forced-shapeshifting or form-editing effects, and disintegration effects. When you are struck by any such effects, your body will temporarily either turn into a pile of dust, a pile of bones, an angelic ghostly version of you rising from your corpse and floating up into the sky, a corpse-of-you with a flower in its hands, or a puddle for a few seconds.

Forced transformation effects are played up for laughs with you suffering no ill effects, mental degradation or physical impairment from them. You remain intelligent/sapient/mobile even if turned into an inanimate object, or gas/plasma/vacuum/blackhole/nothingness. You can also pop back into your original/preferred body at will and optionally ignore further transformation attempts from that particular source from then on.

Instant Death to Instant Comedy

400cp - Annoying teleporter

Teleport instantly to unseen locations and destinations like “someone’s pocket”; envelopes and desk-drawers are valid teleportation targets, with your body shrinking and warping to fit into the space. The range is around half a mile and teleporting takes about half a second.

“Unseen” also means unseen by electronic, supernatural, or magical sight, and the power works purely on visual monitoring.

You instinctively know where valid teleportation targets are and you can make out roughly where and what it is you can teleport into. This also tells you what areas are under visual surveillance and where people are looking when they are in range.

Additionally, within a few minutes, you know where and when the person or thing you are tracking is going to be the next time they stop traveling.

Visit your friends, Harass your enemies, Annoy perfect strangers!

600cp - Cartoon Shapeshifting

You can change your shape, coloration, and appearance at will, so long as it’s “Toonish”. Change into a frying pan with arms and legs if you want, or into a giant bowling ball. You can increase your mass to up to twenty times your original mass or reduce it to one-twentieth of your original mass. Your body takes on the “cartoon physics” properties of the objects or things you are mimicking if you didn’t already have that on; by default you’ll also have that same “Toon” look to you so don’t bother trying to hide with this as you’ll stick out amongst “normal” items. With effort and practice you can eventually mimic real objects, people, and items flawlessly. (basically, turning off your “Toonish” look).

You have supreme control over your shape; this can also be used to do things like hiding behind flag poles, mailboxes, and other too-small-to-hide-behind objects, instantly “sucking” your body in and stretching your body upwards or into awkward shapes to fit behind or inside of something.

Additionally, you continue to feel/sense things from a detached limb or chunk of flesh. If it’s an eyeball, you can see out of it, for example. If you should ever lose a part of yourself, you gain an innate sense of where your body parts are in relation to your body. You can turn this off for individual chunks, giving up that portion of flesh at will which will turn that chunk into a puddle of ink.

If you are a Toon building, fridge, vacuum, or another Toon with an “interior-body HammerSpace”, you can also rearrange your interior HammerSpace layout and design at will.

Careful, your face might stick like that.

600cp - Back into the Inkwell

This is an improvement to the basic Toon's regenerative ability inherent to the Toon body, and is a peculiar version of regeneration that causes flesh torn from you to turn into ink and paint, which will move towards you and re-enter your body, restoring you to full health. While the mass is separate from you you are wounded, but the wounds will not get worse on their own, no gushing fluids or organs falling out randomly from a torn stomach. Instead, you just have a gaping hole that slowly seals up, shrinking your body from the reduction in mass.

For example, bullets would leave non-dripping holes in your body which will slowly seal up, and the ink blood/flesh splashed on the walls and floors would slowly crawl towards your body and be reabsorbed into your foot or leg, restoring you back to normal mass/health. Losing mass is the equivalent to losing health and you can be destroyed if less than 5% of your original mass is left (this overrides the 50% mass-loss “death” from the basic Toon body abilities).



Someone cutting an entire arm or leg off of you will find your limb partially dissolving into a moving puddle of ink and paint, which will crawl towards you and be reabsorbed into whatever part of you it can reach. The mass can crawl up walls, ceilings, glass and can fit through just about any opening.

Small ink/paint masses are unintelligent and move with a “slug-like speed” but will try to combine together (increasing their speed) and head towards you. Larger masses which are at least 15% of your body mass (like an arm) will have an intelligence level around a cat, with increasing sentience/sapience all the way up to nearly your own at around 49% of your body mass. By default your separated mass’s only goal will be to get back to you, and it has a supernatural sense of where you are in relation to itself; you can turn this off at will by “giving up” on your fleshy mass, which will either turn into a puddle of ink if you want or just “stay still” and wait for you to get it. Masses larger than 15% can move at around 20 mph. You cannot “bank” mass using this, additional mass which would “overfill you” turns into a puddle of ink.

Ink/paint/mass removed from you will die after about twenty-four hours if it hasn’t managed to reattach itself to you within that time, requiring you to drink ink/paint or regenerate overtime to recover the missing mass instead.

You can now digest ink and paint (and common ink/paint solvents, no not Dip/Eraser) without any ill effects, which allows you to regenerate missing mass.

Drinking and digesting ink/paint (commonly available as Toon Food) allows you to recover mass and heal wounds up to about a pound of your body's mass every minute.

You can swallow an entire five-gallon pail of paint, digest it over the course of an hour and recover fifty-six pounds of your body's mass; this is nasty tasting and everyone will look at you weird. Toon food is more “commonly” used/accepted for this purpose.

If you are grievously damaged with your body separated into chunks, the largest chunk contains your consciousness.

You can use this perk as a non-Toon, but it’s likely going to look very strange and horrifying, with parts/pieces of your body with flesh and blood colored ink/paint when they get separated from you as per normal and then recombining onto your body as per the perk. It’s probably going to look awful, people seeing this might have some pointed questions for you afterwards. Honestly, your body pieces crawling around are probably going to look like something from “The Thing”.

You're a sapient puddle of magic slime, pull yourself back together man!

800cp - Toonforce



In a sphere which extends outwards in about a hundred foot or thirty-meter radius from the center of your chest by default, and whenever you are not actively changing this, you control the power known as “Toonforce” which runs on the law of funny with you being the beneficiary of the effects if possible. At will, you can alter the physics of the area inside of your sphere, and push comedic changes to anything you want inside of your sphere of control. You instinctively know what any and all effects are happening and where exactly they are inside of your range. This is not disorienting to you and is similar to knowing where you are in your own bedroom when you have your eyes closed, you just know what is happening and where everything is. You can of course also turn this sphere off and on as you wish or change the range so long as it doesn’t exceed the maximum range.

If you want to alter reality, ask yourself, "Is it a funny change or action?" If yes, and it's in your sphere, then you can do it.

Also so long as you have “Toonforce” on, all incoming effects, objects, abilities, transdimensional alterations, transtemporal alterations and the like will receive a comedic alteration rendering them survivable for you. This ability also automatically turns people and objects within the range of otherwise lethal effects into temporary-Toons for the duration of the power and imposes Toon-like-reactions to both objects and people, everything under this effect keeps its original appearance.

Additionally, within the radius of your Toonforce, you can transfer any perk(s) or inherit ability which applies to your body to any person or object touched. The effect is temporary and will wear off when they exit your area of influence, you also lose all access to the perks and abilities while the other person or object is using it. You can at will “pull” the perks/abilities back to you ahead of time.

Any ongoing effects that are being maintained strictly because of your Toonforce will destabilize immediately if they leave your influence, unless they are stabilized in line with the local physics (or metaphysics) first.

The bubble of reality also pushes parental guidance “ratings” down to PG automatically while the field is on, though if you have **Rated X** you can turn this effect off.

But wait there’s more!

If you have either **Mundane Mondays** or **Personal Physics Phorce Phield** the range of both this perk and the other perk doubles. This effect also fills and envelops any vehicles, property, and buildings that you own so long as you are touching them with your bare feet or hands. Vehicles, property, and buildings larger than the range you have, only get a “surface coating” about an inch thick of your abilities beyond your range, this surface coating is enough to keep the Objects and Pets that you have created with this power “alive” even if most of their body isn’t in range so long as some of their body is touching the coated surface. Anything bigger than a mile in square feet is too large and can’t be covered.

If you have all three, the sphere you create of all three effects expands to a thousand feet or three hundred meters in diameter.

If you are physically larger than the sphere of effect, then you will have an extension to this effect which will ensure that you get one hundred foot radius in addition to whatever sized body you have. If your body is awkwardly shaped then the field will alter to match your body-shape and forms a vague outline of your body. This extension will also grow to match the doubled range or the thousand foot range version should you have the relevant perks for them.

This also fills in for any other non-explicitly mentioned Toon power so long as it’s funny.

It’s a bit funny, isn’t it?

Human Perks

If you are a Human, you gain a 50% discount on all Human perks.You and your companions that are Human receive one free Human 100cp perk purchase.

100cp - Entirely Pedestrian (Or the Straight Man)

The supernatural nature and origin of your abilities, powers, tools, and creations are perfectly inscrutable to all means of detection. This effect will never negatively affect the use of your abilities, tools or creations nor with any connection that you may have to them.

The vital essence (blood/Ink ect...) that you invest into your creations will never be identified as belonging to you. The normally invisible shield of psychic energy that protects you becomes impossible to detect until it flares to protect you, and even then the mutation that gave rise to it will show no trace in your genome. The magic that you may wield will never betray its origin or purpose outside of the obvious. The mystic forge or otherworldly toolkits you favor will not give a single hint as to their true capabilities outside of the mundane.

This perk also acts as a minor Someone-Else's-Problem field and will cause strangers to rationalize your out of context behaviors, looks, appearances, abilities, perks, and other active or static sensory effects as being something normal and will come up with their own neutral explanation for it. This won't cover up anything extreme like if you're a dragon the size of a house walking through uptown New York but it would cover up that dragon tail you're sporting if you were a normal-sized dragon-person and that fiery snot ball you left behind when you sneezed. This has a reduced effect if strange things are normal or expected, strange aliens might be expected on a spaceship or if Toon-like antics and abilities are common in the world you are visiting.

However, keep in mind that this ability does not stop common sense or simple logical deduction. Your blood may be absolutely inscrutable in your creations, but a simple test can still identify your DNA on anything else that you leave behind. Those who examine any aspect of your being, your tools, or your creations will never find a unique gene or supernatural connection, but I doubt they'd need those tests if they have surveillance footage of your legs and arms stretching like taffy as you "improved" the ceiling of the Sistine chapel.

Nothin' to see here folks just Boring, Mc'Boring person.

100cp - Rated X

You have functional genitals and libido if you want it, alternate forms can also benefit from this perk if you want them to. You can freely pick whatever gender, or whatever mix of genders that you want and turn yourself into it.

Additionally, you can always talk in the manner you chose, even if your body, a magic effect, or physical obstructions would otherwise deny it, including by silencing you. This means that you can also curse even if you are a Toon, just don't be surprised if nearby Toons shove bars of soap into your mouth and you start being watched by "the society".

You can also turn this off and on at will, removing your sexual drive/genitals or (re)enabling your **censored** and/or **PG** status. You can use this to give yourself a **censored** and/or **PG** status even if you didn't previously have that status. IE you can become a "non/pseudo-gendered" "insert-species here" or live under the effects of "**censored**" if you want. For details on those particular status effects please see the relevant sections under "**You're a Toon - Negative Effects**"

Hey pal, mind not bragging about having genitals around here; some of us ain't so "lucky" to have flappy bits hanging around.

200cp - Artistic License

You gain the ability to modify the surface aesthetics of anything that you can perceive by using paint or ink. Initially, this will work best on a static canvas with enough time to paint and detail your creations. This ability does not come without sacrifice as any permanent change will require an investment of your vital essence (blood/Ink) mixed into the paint or ink and dabbed onto the surface of the object/effect/thing to be changed. A splash of this ink will be enough to cover a large room. Further refinement of this may lead to discovering the methods of creation of "Toon Ink" like the **Animator** perk, even if you cannot make Toons.

The true strength of this ability comes from how far you may take your art. You will always require your created paint, but through practice, you may reduce the time and amount of ink or paint you need to a ridiculous degree. Furthermore, you may eventually learn to paint on more unusual canvases like water, smoke, or even supernatural or technological effects that you can observe. These changes do not have any effect beyond what a simple change in aesthetics can achieve.

This ability relies on your artistic ability to be useful outside of simply changing color or making crude drawings. Thankfully, you now possess a prodigious talent for drawing, painting, calligraphy, or any other purely visual art. Furthermore, your ability to perceive and differentiate the subtleties of colors has been magnified to superhuman levels, and with further dedication, you may push beyond your normal visual spectrum.

Edit

You can use this to modify existing Toons, Toon Pets and Toon Objects. You can change their visual styling (like from Inkblot to Modern) or make more substantial physical changes to them, like turning a dog into a cat. While this ability can be used to perform extensive artistic surgery on Toons, you may want at least a basic understanding of those changes before you make them; if you intend to give a toon functional extra arms, it may take a few hours, and the better an understanding of the Toon's biology that you have, the more intuitive the new parts will be for them to use. This does *not* let you change their personalities or behaviors, this only allows you to change their physical body.

This also speeds up your ability to create and copy Toons, Toon Pets and Toon Objects, reducing the time needed by 1/3rd.

In this world, any unwanted alteration to a person, a Toon, or another's property is a serious crime. On the upside, you can get yourself a moderately well-paying job as the equivalent of a plastic surgeon or stylist for Toons, or a tattoo artist without the needles. I suppose you bleed for your art, but nobody said anything about starving.

Guess you've got some talent in you. You know, down deep, where no-one can see it.

200cp - Eraser Immunity

There's a chemical concoction so dangerous that it oxidizes **oxygen**. It's called DiOxygen Difluoride, and most every chemistry lab on Earth calls it "FOOF," both for the sound it makes when it melts concrete and for its chemical makeup. Other terms include, "Never Make This", “Is it reacting with the glass test tube?” and "Oh god, it's eating through the concrete!"

Did you want to find out what FOOF tastes like?

Now you can, with our new and improved Eraser Immunity! Guaranteed by Fiat to make you completely immune to the side effects of acids, bases, solvents, thinners and other direct chemical reactions and whatever else those wacky Toons keep cooking up in their labs.

Oh, and for Toons, it also makes you fully immune to the effects of stuff like Eraser and Dip.

Have fun, you crazy chemist!

400cp - Mundane Mondays

You seem to have developed an odd ability, you can turn on (and off) a field from your body which enforces the mundane laws of physics in its immediate surroundings in about a hundred foot or thirty meters diameter around you. This suppresses anything that isn’t the “standard” boring laws of physics. Time and space warping effects, psychic powers, cartoon physics, magic, magical fields, “soft” super-science, FTL travel, dimensional rips are all affected by this power. This even stops the manipulation of matter inside of it by any sort of power like hydrokinesis.

This affects things mostly on a temporary-basis, turning off the field will cause the “supernatural” laws of physics for whatever world you are in to take back over. However, space/time that has been warped or distorted will have been “unbent” and will stay in an “unbent” configuration.

Science-based things like realistically-made exoskeletons using normal steel will work while fantasy ones which rely on fictional materials, fictional meta-materials, fictional alloys, or “comic-book-super-science” like Iron-man’s armor will not work.

Basically, anything that can’t be done, or hasn’t been done in “pre-JumpChain earth” gets suppressed.

This can also be used to stop your own powers and (temporarily) disables things like super strength, regeneration, and durability, so be careful. This will also not stop moving objects so long as they are obeying physics inside of the field.

As an example, the bullet will still be traveling at whatever speed it was so long as it’s under FTL even if it was powered by magic gunpowder from a gun outside of the field. However, a gun using “magic gunpowder” would not work inside of the field.

Toon Objects and Toon Pets will (temporarily) turn into a puddle of Ink/Paint when hit by this, excluding you if you are a Toon and using it. However if you are hit with someone else's “Mundane Mondays” as a Toon, you’ll be knocked unconscious, puddled, and can’t (automatically) reform until it leaves or the effect is turned off.

Caution, as a Toon you can easily lose mass while “puddled” as your Ink & Paint body will act like normal Ink & Paint and can be killed if someone goes out of there way to reduce you to an “insufficient mass”

You can selectively affect individuals, pets, objects, or particular effects/abilities within your range and either include them or exclude them from the effects of this field.

If you are physically larger than the sphere of effect, then you will have an extension to this effect which will ensure that you get one hundred foot radius in addition to whatever sized body you have. If your body is awkwardly shaped then the field will alter to match your body-shape and forms a vague outline of your body. This extension will also grow to match the doubled range or the thousand foot range version should you have the relevant perks for them.

Wow, it suddenly got boring in here.

400cp - Stunt Doubles

You can instantly create ten clones of yourself which also have copies of all the powers and abilities that you have except “**Stunt Doubles**”. The clones of you have the same intelligence, knowledge, “aura/magical signature”, personality and are wearing the same mundane or Toon clothing that you are wearing and are otherwise indistinguishable from you. The clones are perfectly loyal and will perform any task(s) that you assign them, including suicidal ones. The clones will last about a month before disappearing into a splash of ink and paint. You can end them early at will.

Don’t worry too much about their mental health; they are basically just extensions of you and not a separate person.

If you have “**Back in the Inkwell**” you can re-merge with the clones by touching them, this grants you the knowledge, experience and any skills that they have gained or worked on while being separated from you.

You can silently communicate with them instantly, and they can communicate instantly with you over any distance including crossing dimensions.

Stunt Double! Oh, hey don’t worry about them, they love this kinda stuff. Just don’t think about it.

600cp - Scriptwriter



You can essentially become “fate” in a limited way for someone, warping “fate” by writing about what they will do or what will happen to them in the future. The writing must take the form of a script, with the victim’s “day” being written as if it was an episode of a long-running show. The writing must be in-character for the person and the better you are at capturing the real essence of the person the more likely it is to work. For the best chance, you will need to know details about them like what motivates them, their likes and dislikes, and their history. Failure to study your victim beforehand will result in a quick failure resulting in the week’s usage being wasted.

You can only use this power once a week even if you fail. Events that take place must be possible in the world that you are in, otherwise the attempt fails immediately. Including unlikely, rare, and environment-dependent events will also reduce the chances that the attempt will work.

Writing that a volcano will erupt under your victim's feet will cause it to fail just about everywhere in the world, except if he is already near an active volcano. Writing that lighting will strike him will fail unless he’s standing on top of a mountain, hill, or skyscraper in the middle of a thunderstorm. You cannot affect the environment with this, everything that you mention or include must already be available.

Writing that your villainous bank-robbing rival decides to end his life today by jumping off a cliff won’t work unless he is normally suicidal and enjoys long walks off of short cliffs. However, if you write that he decided to rob-yet-another-bank and gets caught by an off-duty cop who was just a customer in line, it will probably happen. You also can’t control which day it happens as events need to be “lined” up behind the scene.

No! No! No! This is what you’ll do!

600cp - Breaking the 4th wall

You have interdimensional senses and become aware of dimensions beyond your normal dimension and can see/hear/smell etc into others. You can sense the multiple parallel dimensions overlapping your current position. This allows you to also see extra-dimensional beings and effects that are spread across different dimensions and even cross into them by walking into them. Basically, you can move/sense and live across other “planes” of existence allowing you to see and move between dimensions. This is not a teleportation ability and does not allow you to pop in wherever you choose, the dimensions are just as fixed as your current position is, you can just pass through the overlapping areas as if they were physically linked together. You could literally jog or run through dimensions so that each footstep lands on a different dimension.



These linked dimensions are just the ones which are closest to your present dimension and are usually extremely similar dimensions and worlds to the one you are currently in, generally with minor changes.

Additionally, you can use your various perks, abilities, magic, etc across dimensions as if they are right beside you so long as they overlap your current position. Any teleportation abilities or portal/gateway generating abilities or magic will also allow you to cross into those dimensions.

This is especially good at locating dimensionally displaced “watchers” or dimensional “spies” who may be utilizing dimensional abilities to hide from you as they will stand out against the “normal” background of your “dimensional senses” in spite of their attempts to hide.

Examples: You could see the Q consortium when they (might) be watching you, or see 5th-dimensional imps. View Scion’s cross-dimensional shard parasites in worm and see his real body, etc.

Hey, yeah I see you too. You’re looking a little rough around the edges, maybe you should clean yourself up a bit, take a break, maybe get a bit of fresh air.

800cp - Animator

Create



You can create any and all Toon Objects you want, portable holes, Toon magnets, Toon rockets, Toon mallets, etc. basically anything Acme sells you can draw. You can also create Toons and Toon Pets.

This will also effectively give you a high-paying job. Animators capable of creating Toons, Toon Objects, Toon Pets are generally paid the same amount as plastic surgeons and are in high-demand by studios and Toons.

Creating a Toon, Toon Pet, or Toon Object requires specialized ink and paint, high-quality brushes, cels, pens.

To create a Toon you have to draw them layer-by-layer on cels including internal organs and bones in slices and include side views, several poses, and writing about their personality and general knowledge (up to high-school levels), all on specially treated cel media. All knowledge you want them to have has to be written out on the cel media, you have to write out how to do things the long way. It takes at least seventy two hours’ worth of work from an otherwise mundane human **Animator** to make one Toon. This time can be reduced using relevant creation perks, as an example someone with the **Artistic License** perk can do this within forty eight hours. Toon Pets are less complicated and take about twelve hours of work from a mundane **Animator** to make one “intelligent talking” Toon Pet while Toon Objects are even easier, they only take a few drawings and you can draw one in about two hours.

Toons created by you will tend to look at you as their parent and are drawn with the personality you chose during the process.

Most Animators just give Toons middle-school levels of knowledge and then just have tutors to get them a GED, This is what the “seventy-two” hours base Toon-creation is based on. It will take you another three days’ worth of writing to get them to “high school levels” of education if you want that. Templates of information that you need to include are publicly available for either.

Toons created with your power may have up to **300cp** worth of abilities, discounted for their species (Toon), and receive the one free **100cp** choice from the Toon perk line. They count as companions in future Jumps and you can take them with you for free (if they agree). You can also create Toons without granting them abilities, and they may be taken with you as followers. Please create life responsibly.

Copy

You can copy existing Toons and make alterations to their styling while creating them and/or create Toons from other materials like comics books by feeding various examples into their creation by copying them onto animation cel sheets. They can be born with a "close enough" personality and/or memories that they would have similar reactions and behaviors as the original. The more media and material you use the better the result.

Note: Existing Toons will be **LIVID** at you copying them if you did so without their permission and you will likely be sued and/or hunted and constantly harassed by a wide range of other Toons. Copycats get front-page coverage in Toon newspapers and media. A particularly popular character like Bugs Bunny might not have to do anything himself, as nearly every living Toon will go out of their way to make your life a living hell all day long should your copy be discovered. Your copy will be treated well as it's not their fault you created them. It's yours and everyone will blame you for it and likely seize your copy from you to put them into a Toon orphanage.

You also gain the detailed knowledge needed to modify existing ink, paint, and animation cels to turn them into Toon creation capable versions. That is to say "**Toon Ink**", effectively giving you unlimited Toon/Object creation kits, it takes about a week to treat enough normal ink, paint, and animation cels to make five Toons (or fifty Toon Objects). The ink and paint expire about a month after creation and must be kept refrigerated until use.

Just so you know, treating ink and paint requires a substantial fresh blood donation, at least 10 milliliters of blood per gallon, once a day for a week from someone with the "**Animator**" or "**Artistic License**" perk/ability and some common mundane chemicals to restore the original color of the ink/paints (to cover up the strong tint from the blood). Treating the animation cels is just a chemical process to make the blood-ink and blood-paint mix stick better. If you do work for a studio be aware that they will require that you provide your own blood for the ink and paint.

Artists suffer for their work and now you know that "Animators" suffer more than most.

HalfToon Perks

If you are a HalfToon, you gain a 50% discount on all HalfToon perks. You and your companions that are HalfToons receive one free HalfToon 100cp perk purchase.

100cp - Turning Toon

You can turn any mundane item into a Toon Object and you may do the same with any non-sapient creature that you own into a Toon Pet. Toon Objects and Pets are made out of ink and paint but behave, feel, sound, and may even replicate the mass of the object(s) or creatures that they are mimicking. Keep in mind that these Objects and Pets always have “non-lethal” properties. Toon Objects and Pets can also revert from any changes/alterations/damage that they have suffered from when they are inside of your HammerSpace. The process is one-way generally, however you can undo these effects with **Medium Shift**. You can choose the artistic style and the aesthetics of the Object, food or Pet during the conversion. Toon Pets maintain whatever intelligence, personality, and memories they had as “real” things.

See “**What’s a Toon?**”, for more details

If you are in a Toon body or Toon alt-form you can copy your basic Toon resistances/abilities to objects, pets, and people, and/or other living things without losing those resistances/abilities, basically, they get everything under “What’s a Toon?” This also allows you to take mundane humans/objects/other living things through Toon Tunnels and similar Toon Objects/abilities or let them survive otherwise fatal injuries. The person/object/pet will take on a “Toonish” appearance while these effects are in place.

Simply copying your Toon body abilities to someone else does not wear off naturally, you can remove the effect at will or the effect will break if you change out of your Toon body or turn your Toon body “real”.

You can also change your alt-forms and future bodies into Toon versions of them and back to normal at will. You can also change your current (non-imported) or future companions into Toon versions of themselves.

Is it just me or is It getting funnier here?

100cp - Auditory Engineer

You can change and alter the “noises” you make while interacting with objects or people.

Opening a squeaky door? Now it’s a car horn noise or complete silence. Punching someone? You can make it sound like a car crash or an explosion on impact. This doesn’t have any actual effect on the action, it’s strictly an auditory change. As an example, footsteps will still “vibrate” the ground with each step even if you have silenced them.

This only affects the noises that you and the object/person make when interacting, so you can’t take away someone else’s voice or change their sound effects when they do something. You can also record noises, voices and conversations that you are capable of hearing and play them back out loud at will or change one of your “sound effects” to what you heard.

Additionally, you have your own playlist which you can play, pause, go to the next song or previous song at will. You can “load” music from a wide variety of media (records, CDs, and entire IPod or USB drives) by either placing the object in your pocket/HammerSpace or by swallowing them, you can also simply listen to it and “record” it yourself. Or you can copy the music from your own memories, even if your memories are flawed it will copy the “real” song. You can play music or effects for just yourself or broadcast them out for everyone around you to hear.

You can control the volume at which all of your music and sound effects play, hitting “jet-engine” at maximum or “complete silence” at minimum.

Additionally, you have a great singing voice and can stay on the pitch for an entire song while dancing, juggling, or doing something else equally as distracting. You can also mimic other singing voices and styles. You can also play every instrument at a professional level.

Sounds great!

200cp - Personal Gravitation

Simply put you can control your own personal gravitation field, orienting it in whichever direction you feel like or nullifying it for yourself at will. The gravitational field extends outward around your body in a small ten foot or three-meter diameter around you. Just enough space to have a small tea party with friends on your ceiling. You can also use this to run around a room on the walls or on the ceiling or roughly fly. You can also make small lightweight items orbit yourself if you want.

Party on the ceiling!

200cp - Not So Funny Anymore

All these comedic cartoon physics abilities and Objects tend to be non-lethal in nature. Letting people out of a can that they were stuffed inside of without killing them is all fine and dandy. But what about using these awesome comedic powers in a bit more serious manner? With this Perk, you can just turn that non-lethal effect off on Toon Objects and Toon Pets that you are touching whenever you want. Unfortunately, the effect isn’t permanent and the Toon Object or Pet will gradually regain its non-lethal properties after about an hour after you stop touching it.

This also makes your other innate Toon-abilities and perks incredibly lethal when you want them to be.

The effects can be made permanent with effort.

You’ll knock em’ dead

400cp - Personal Physics Phorce Phield

You see “**Mundane Mondays**”? Yeah, you're immune to that and other physics-altering or resetting abilities, magic, technology, and perks, instead you have your own personal bubble of reality that is one hundred feet in diameter which can’t be altered by outside forces including native or altered rules and laws of the universe or dimension that you are inside of. This bubble of reality will keep you alive even in places where there is no physics, or where physics itself is being torn

apart. You basically carry your own set of physics with you wherever you go. This field is also compatible with your perks, abilities, magic, and items, letting them work just fine inside of your field in spite of any sort of dimensional or universal restrictions that would otherwise disable them.

Fifth-dimensional imps trying to mess with you by unmaking reality around you, Q has his eyes on you, Snap-happy Thanos trying to remove you from existence? No sale!

But wait there's more!

If you have both **Mundane Mondays** and **Personal Physics Phorce Phield** the range of both doubles. This effect also fills and envelops any vehicles, property, and buildings that you own so long as you are touching them with your bare feet or hands. Vehicles, property, and buildings larger than the two hundred foot or sixty-meter range you have, only get a "surface coating" about an inch thick of your abilities beyond your range. Anything bigger than half a mile in square feet is too large and can't be covered.

You can selectively affect individuals, pets, objects, or particular effects/abilities within your range and either include them or exclude them from the effects of this field.

If you are physically larger than the sphere of effect, then you will have an extension to this effect which will ensure that you get one hundred foot radius in addition to whatever sized body you have. If your body is awkwardly shaped then the field will alter to match your body-shape and forms a vague outline of your body. This extension will also grow to match the doubled range or the thousand foot range version should you have the relevant perks for them.

You can't da'feet me, I have a phorce phield

400cp - Montage

You also gain the ability to travel via "Montage", this is effectively a long-range teleportation ability which can include or exclude anything within a twenty-foot or six-meter radius of your body when you activate it, including other people and objects. You will need memories of a location or at the least a picture, video, or even an artistic rendering of a destination to work from.

The Montage visually looks like you (and your passengers/cargo) are fading out and fading in someplace else, this fade-out-fade-in process takes about fifteen seconds and its range is "anywhere within 1 AU" (this extends to "everywhere around the current reality" when combined with Breaking the 4th Wall). You can also take unwilling passengers with you, so long as they are within your teleportation area for at least ten seconds.

The power automatically ensures that you are not going to telefrag anything/anyone, by moving your arrival point to nearby empty locations even if the original location suddenly becomes invalid.

Fade out, Fade in

600cp - Medium Shift



This perk allows you to make any Toon Object, Pet, or food real by touching it and concentrating. The more complex and powerful the thing is that you're trying to make real, the longer and more difficult this process is. That is to say a "**Toon Tunnel**" would become a real Tunnel, and the **Toon Train** inside of it would become a real train. A Toon Anvil? Well, now it's solid steel and could be sold or recycled as such.

This process can be done in either direction, so you could turn real stuff into Toon stuff, too. Reversing a Medium Shift is just as difficult, but you could turn real people, pets, objects etc into Toons and back again for as long as you've got the patience and can keep putting the effort in. Humans and pets etc that are turned into Toons only gain the basic benefits of being a Toon (everything under "**You're a Toon**"), including HammerSpace and Toon Speed so long as they are intelligent enough to use them but do not gain any specific perks. Real objects turned into Toons will likely become Toon Objects or Toon Pets depending on how much effort you put into the conversion. Things that were originally Toon Objects, Pets, or food are transformed into a pseudo-real-physics-based version, preserving their functionality, behavior, and intelligence and removing their "Toon Physics Protection" and many associated Toon aspects; some aspects of being a Toon may remain, but that's on a case by case basis, so you'll need to figure it out yourself.

What does a pet Toon alarm clock with hands and feet look like when it's converted into a real living pet alarm clock look like? Actually not that horrible, something akin to the live-action "Beauty and the Beast" object-people.

The resulting Toon-to-"real" objects aren't hard-science based and they'd stop moving and functioning inside of **Mundane Monday**'s field but they wouldn't die or become "puddled" and would start right back up after it passes with no damage.

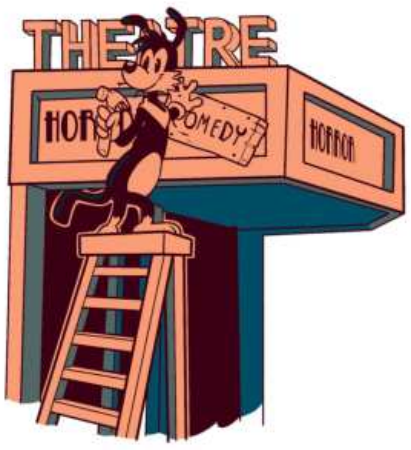
Changing something back and forth between a Toon form and a "real" form is not harmful by default (though turning a fire person "real" underwater isn't usually a good idea), and it has a tendency to result in changing back and forth between the exact same two forms.

Bridging the worlds here, eh?

600cp - Halfway to Comedy

You can, at the start of a Jump, add comedy into the genre of the Jump you are going into, basically adding a secondary comedy genre. This for example changes a horror Jump into a horror-comedy. For a fantastic example, compare the original Evil Dead (1981) which was made as a splatter-horror film with Evil Dead 2 (1987) which follows the same basic plotline but was made as a comedy-horror film.

This adds mild cartoon physics into the world and universe if it didn't have any, to begin with, which has a massive impact across the world/universe. This can also be used to optionally "tone down" a Jump, reducing it's "parental guidance" rating, lewdness is decreased, excessive violence and death happen off screen, language is cleaned up, etc.



Practically, this tends to increase survivability for both the natives of the Jump and for outsiders like you, as weapons and injuries are more comedic and tend to be less dangerous in spite of what might be exaggerated effects. Injuries that don't affect the original plot of the Jump such as to background characters might even just happen for laughs and be played up only for the background character to reappear later injury-free.

This also has a significant effect on apocalyptic events, massively reducing the death toll and adding in comedic vul nerabilities and events. A world-ending alien invasion might end when it's found that the alien technology is laughably vulnerable to cream pies being sucked into their oversized air intakes.

After your Jumping days are over you can use this to add the same mild-Toon physics effects into any universe/dimension you are in, you can control how fast this happens or turn it off entirely even after you've applied it.

Why so serious? Here have a laugh!

800cp - Everybody out'a the Inkwell!

You can will Toon Objects, Toon food, and Toon Pets into existence. This is done by sacrificing a portion of your own health and vital essence (blood/ink) and mentally giving shape to the desired Toon. The amount of blood or ink sacrificed is not strictly correlated with the size of the Toon, but as a general rule amateurs will require more blood/ink than masters, starting off you'd probably need to sacrifice 1/10th of your own vital essences for a human-sized Toon Pet. This power is mentally and physically exhausting and takes quite a bit of time and effort to master. With mastery, spending a tablespoon of your own blood/ink per Toon and a day of focus you could manage to create roughly ten human-sized Toon Pets or twenty half-human sized Toon Pets, etc. Toon Objects and Toon food are easier to produce and you could probably manage to create a hundred of them in a day. Feel free to mix and match. Any Toon Objects or Pets created through **Everybody out'a the inkwell** are intrinsically linked to their creator, able to be sensed and communicated with (if they are a Pet) regardless of distance, but this connection can be severed either by the creator or the Pet if they are abused. Your health/blood/ink regenerates as whatever is normal for you which affects how often you can use this power.



While touching your Toon creations you can also freely alter their size, shape, behaviors, and mass. Additional mass will require more of your own vital essences while reducing the Object/Pet's mass will allow you to recover some of your own "investment" from them. The act of adding, resorbing, and changing your Toon creations is a skill, and mastery of it is likely to make far more efficient transitions than an amateur.

Additionally, you can with a touch or by consuming the Toon food/Object/Pet created, reabsorb your entire creation, and restore your own health by the same amount that you used on them. Reabsorbing Toon food and non-sentient Objects is considered to be a'ok, but absorbing your living Toon Pets will be treated as murder from 1950's and onward.

With practice and mastery you can generate a massive Toon-building "Pet" with this, similar to the "**Touch the Toon sky(scraper)**" in the items section, but it'll take a whole (work) month (170 hrs) to do and must be completed within 30 days of starting. The Toon skyscraper created here will not have the same (fiat-backed) abilities/hookups or legal paperwork and will instead just be a "normal" Toon building and you will probably have some significant legal and technical hurdles.

Personality and behaviors are imprinted by you during creation.

No you cannot use this to create full-fledged toons, you can only create Toon Objects, Toon Food and Toon Pets with this.

Don't get too carried away, there are enough Toon Pets at the Toon Pet rescue that you could outfit your house with them. Humans don't seem to like them that much because I don't think they like appliances that can talk back and want to hang out with you. I mean I get how the whole Toon toilet thing is a bit weird for humans but I don't get why there are so many homeless toon brooms around. I mean, they sweep, they clean and the rescue place has to chuck them at people for free and they still get returned.

I'll give you a bit of advice though, if you have this, very smart vacuum cleaners and smart lawn mowers are where it's at, humans pay big bucks for them. Any human that's got enough dough will shell out some big bucks. But try to vet the human first, they gotta know that these little guys ain't slaves, they got needs and wants.

So many of them get abused and neglected. They get a little stir crazy when the humans try keeping them in boring sheds or closets all day long, then they start acting up because they are bored then they start making bigger messes then what they were purchased for, then they get abandoned. Another human wants a slave instead of a roommate and around and around they go and you end up with another broken toon.

Items

You gain a discount on the items for your species. You and your imported companions get a 300cp stipend for this section. Any lost or destroyed items reappear in your HammerSpace or Warehouse after 24 hours, except those intentionally given away. Generally, if you know where it is, it isn't lost.

Items - General

Free - Souvenirs

You automatically gain a copy of the films,TV shows, comics, radio shows, etc that you and your companions produce during this and every Jump in multiple formats. What formats?

Whatever you want.

Free - Toon theming

You can have your Warehouse decorated with a Toonish theme; this will also include copies of various animated cels from famous cartoons and cartoon films: movie posters, film memorabilia and various used (nonfunctional) props.

50cp - Temporal Toon Alarm Clock - *Provides a* ***Toon Pet***

There was this white rabbit that shouted to all the world how late he was, no matter how much attention he paid to his clocks. You're not likely to have that problem so long as you've got your new Clock.

This shapeshifting clock can function as whatever timepiece that you'd like, but never larger than a grandfather clock. It is fairly intelligent with an extremely diligent attitude and needs no sleep itself. It is also effectively indestructible and it recovers from getting smashed, destroyed, disintegrated, melted, burned, nuked, exploded, lasered etc. It also has a few "special features" when in the form of different time-pieces.

By default and in all shapes it keeps track of time everywhere around itself, automatically adjusting to the local time zones, bizarre temporal effects and can point out temporal changes, discrepancies or areas of altered time and is itself immune to temporal fields and changes and can help you if you manage to find yourself stuck in such fields, in frozen time or become somehow "stuck" outside of time by slowly pulling you back into your proper "time", this will exhaust the poor Toon clock and it will need some time to recover before doing it again.

If you use it as an alarm clock, it ensures beyond any doubt that the one you're waking up will not be able to remain asleep when the alarm goes off. It can also be set to different "alarm" triggers, such as waking everyone up within earshot of it when something enters within (x) feet of it.

If it's shaped like a cuckoo clock, the bird inside may be randomly replaced with other small creatures at the turn of any given hour and can play various music and have amusing scenes which can play out every hour.

If it's shaped like an employee's punch-clock, then if an employee changes the hour to when they clocked in, any casual observer will believe they actually were working that whole time (but they might be in trouble for not having gotten much, if any, work done).

Finally, if used as a pocket watch, the inside can spin with black and white spirals, just in case you were interested in practicing hypnosis. This doesn't actually cause hypnosis itself, but it can be used with any hypnosis power or ability.

50cp - **A Hole-in-the-wall -** *Provides a* ***Toon Object***

This is an extremely portable "tiny" house of sorts. Its entrance and appearance is literally a hole on a wall, on the floor/ground, or whatever. This hole can be freely moved around by you, resized from "mousehole" size to "elephant fits through it", and you can also literally pick it up, roll up the hole and carry it around with you or put it in your HammerSpace. The entryway either has a ladder with a hatch-door or a normal lockable door, as befitting the situation. A dimensionally-expanded mailbox and a registered address are provided. The address automatically updates as this hole is moved around, ensuring you always get your letters, packages, junk mail, armed letter bombs, funny mis-deliveries and legal documents.

The floorplan is very simple, as it's essentially a tiny studio apartment with a single separate full bathroom. Your bedroom, living room and kitchen are all essentially just a part of the main room. It comes fully stocked with basic appliances, has climate and humidity controls, pull-out couch-beds and a small supply of basic foods and drinks in the refrigerator.

This Toon "building" has about 200 SqFt of interior space (or 18.5 Sq meters, if you use those funny-sounding foreign things - who can keep track of how many hogsheads are in a deciliter, anyway?).

This Toon "building" will also provide all of its own utilities and will keep itself and it's various appliances and furnishings maintained.

You can summon this "building" into your HammerSpace and take it back out so long as it is currently unoccupied by sentient/sapient beings, without it counting against your weight limits.

You see these hole-in-the-wall places everywhere now, lots of toons took to using them around the 60's after a few animators were bribed to make them en-masse. Most "homeless" Toons use them out in public forests, of course they don't got the fancy lights, flowing water and setup like this one has. This is like the deluxe model here.

50cp - Snappy - *Provides a* ***Toon Pet***

This is a Toon Pet camera on her own "tripod" legs with a fedora hat and a press-pass stuck in a band on it. She has a minor shapeshifting ability which lets her take on other camera-related shapes, and can completely disguise herself as a mundane camera of some sort; but, by default, she is a very loyal and happy-to-follow-you-around camera Toon Pet. She has a plucky "news reporter" personality and is unusually intelligent for a Toon Pet, practically bordering on full blown Toon.

Notably, this camera girl has a strong bit of a Someone-Else's-Problem Field on her in which she will be ignored by other people, sensors, robots, ghosts, etc, even if she is trespassing in a high-security area.

She has an unlimited recording capacity, can dispense her recordings in any and every media format (producing any sort of media she needs from herself), and can also professionally edit any footage that she records. By default she will record your adventures for you, editing them to cut out the boring bits and give you both the edited and uncut footage. However, with a bit of convincing you can also have her spy on your enemies or on other people/businesses etc.

50cp - Shoulder Cherub and Imp - *Provides two* ***Toon Pets***

This is a pair of Toon pets, the stereotypical shoulder angel and devil, of course they ain't real angels or devils but they do have personalities like them. That is to say they will helpfully comment and give you ideas for actions based on your current circumstances from different and opposing moral sides.

Besides that they can also help you out in different ways, they can turn invisible to everyone else and stay invisible to other people while staying visible to you and your companions. This of course lets them sneak around and potentially spy on people. They can fly and carry about a pound each, maybe managing five pounds worth of something if they work together so they're great at doing things like planting bugs in a room. They're only about six inches tall so don't expect much physical labor out of them, but being so small means they can be quite good at tasks that need a lot of fine dexterity.

They love riding on your shoulder, staying with you and love getting petted. They get along together most of the time but have some strong opposing moral opinions which tend to start fights between them but between fights they'll gladly help each other out and share meals together with you and so forth. They greatly dislike being apart from you and each other for too long. They'll want to stick to you like glue.

100cp - The Drawing Board - *Provides a* ***Toon Pet***

Whenever somebody has a good idea, they take it to the Drawing Board. From there, artistic magic becomes possible, one step at a time.

This Toon Pet, capable of minor shapeshifting into various drafting tables, Interactive display screens, typewriters or self standing boards, has the original form of a large, four legged self-standing Cork Board with pins that form a smiley face. Whenever these pins are used to put up ideas onto the Drawing Board, the ideas are shifted into logical order and new pages pop up with similar ideas or expansions on the previous ideas. If you're using the Drawing Board to hold up storyboards, for example, you would only need half as many key frames drawn before the Drawing Board would produce the rest of them for you. The Drawing Board is also capable of transforming into a typewriter, and can easily act as a modern-day grammar and spell-checker. To accomplish all of this, the Drawing Board can actually alter the written words and images attached to it, and learns what its owner tends to want over time.

While the Drawing Board doesn't have a full sapient intelligence, it's extremely clever in the realm of writing and drafting, and synergizes remarkably well with the Scriptwriter and Animator Perks, but is also just really helpful in creating new stories and ideas in general. It can also be used to help touch up engineering drawings and blueprints. It is not capable of producing these ideas independently, however, and needs somebody else to help get the ideas rolling and to ensure that it doesn't go too off the rails.

The drawing board is extremely capable at finding and correcting errors both in writing and engineering. It comes with a rather extreme amount of engineering, writing, drafting and drawing "technical" knowledge which adjusts to your current, local dimensions technical and regulatory requirements and essentially functions as an omni-error checker.

Yes, the Drawing Board is also pretty good at helping you connect points of interest with red strings if you're trying to create a wall of conspiracy theories. It doesn't judge.

100cp - Chester- *Provides a* ***Toon Pet***

This is a Toon Pet treasure chest with a set of four legs. He has a minor shapeshifting ability which lets him take on other container-related shapes, and can completely disguise himself as a mundane container of some sort. He is very loyal and has a doglike personality and is always happy-to-follow-you-around and has a comically large tongue sticking out of his toothy-chest "mouth", which he uses to pull things into his HammerSpace with or retrieve items you want.

Notably this good treasure chest "boy" has a minor bit of a Someone-Else's-Problem Field on him in which his appearance won't be "shocking" to anyone, instead he'll just be accepted as being vaguely normal in spite of the fact that this treasure chest is walking around by itself.

He has a particularly large starting HammerSpace, of four tons or eight thousand pounds and can take any size/shape objects under that weight. You, people you've authorized to access and himself can access his HammerSpace and he can access your HammerSpace(s) directly if you let him, allowing him to transfer contents directly into and out of it. He also has "**HammerSpace Specialist** " and all of its effects. He can also function as a "repeater" for summoning other Toon Objects and Toon Pets into your HammerSpace.

200cp - Monstrous Movie Theater - *Provides a* ***Toon Pet***

You are the owner of and gain a monstrously large 100 screen "Toon" Theater with an attached media repository. It's the largest movie theater in-Jump, and it'll probably be the largest movie theater complex in most other Jumps as well. It has a seating capacity of forty thousand. This theater is fully staffed by vaguely competent mundane locals to your Jump and generates a small profit based on the population of the surrounding area. The competent but otherwise average managers will have written agreements with the local in-Jump media companies to distribute in-Jump movies. In-Jump, the in-Jump media companies whose movies you are distributing take the ticket price like normal movie theaters, you only get money from concessions. The good news is that you get higher than average movie theater profits, due to the fact that your utilities and biologically-compatible to the locals the equivalents to popcorn and fixings, hotdogs and fixings, nachos and fixings, paper products, candy and soda are provided by the building itself.

That of course doesn't prevent you from showing out-of-Jump movies, which are substantially more profitable since you also get the ticket purchase price as profit so long as you actually do the marketing and advertising for them.

After all, who's going to enforce copyright and distribution agreements across dimensions?

The media repository, it's just a big climate controlled safe deep inside of your theater which can store the original and will automatically convert a copy of it to a more universal standard, it's bigger on the inside and stores copies of every bit of media you've acquired. Workers can request media from this storage facility and have it automatically delivered to a given theater screen. You can of course set permissions as to what is allowed or disallowed, everything is disallowed by default.

As a Toon Pet, you can summon this building into your HammerSpace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your building. This building will also resize itself to fit an available space should you move it to maintain the same square footage.

This Toon building will also provide all of its own utilities and "common" supplies and will keep itself and it's various equipment maintained. The theater has the "You're a Toon" perk and all of the perks that "You're a Toon" perk gives except "ToonSpeed" as the Toon building has significant trouble moving without legs or feet and can only manage a .1 mph crawl at best. The building can provide its own security, operating its doors, elevators itself, and can cartoonishly warp and move various pieces of itself like limbs. It is as intelligent as a human and can speak, read, and write English.

You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility “legal” and in your name is provided and is already on file at whatever government facility/organization that requires it.

You also gain top-of-the-line equipment installed in every theater screen in whatever setting and Jump you find yourself in to view a wide variety of media. What media?

All the media you own, purchase or otherwise acquire. You can play in these theaters for your audiences, you keep the (new) equipment and improvements even as this theater moves to different Jumps. You can of course mix and match or just have theaters configured to stay at a certain tech level/style.

Star trek holodecks could be playing “movies” while you are in an ancient greece Jump chilling with Socrates.

Figuring out how that would affect the local population, that's on you.

400cp - **Deluxe Acme Brand Portable Hole** - *Provides a* ***Toon Object***

Ah, one of the most classic gags in all of Toontown. Yours is an Acme!

The original portable hole was a simple thing, allowing Toons to create connections on opposite sides of walls and safes and things. This was the predecessor to the Train Tunnel, seen below. While there were some questionable activities done with the early models (a Toon's gotta eat, and a few thousand outta the Bank pays for a few good meals at least!), it wasn't until the late thirties that the first Toon worked with an Animator and cracked one of the most useful abilities known to Toon kind:

Instant teleportation to previously visited locations.

Based on the Annoying Teleporter ability, this Portable Hole can get you back to anywhere you've been before. You can also use this to pop on over to visit any of your Companions or super close friends, wherever they might be! During your time in Cartoon World, that means any place connected to Cartoon World, but after you've finished with this Jumping business? It might even be enough to help you Jump back to places you've been before. Don't count on that working easily, though, some of those distances are ridiculous!

The downside to this remarkable little hole is that this model only allows you and what you've got on you to pop through it. Anything larger than your bag isn't coming along for the ride, but then, you've probably got access to that Warehouse of yours if you really need to move a lot of stuff at once, right?

Feel free to use this hole as a hole, too, because any wall slimmer than four inches wide can safely be traveled through by use of the hole. If you're going to use it for travel, though, you'll need to slap the Portable Hole onto the ground while focusing on your destination, and then you can jump inside. This process can take up to a minute (or an hour if you're leaving the reality you're in). The hole will disappear behind you after you enter, and it will reappear an instant or two at your destination before you arrive.

This also can function as a portal directly into **Acme Acres** if you have it.

You *usually* remember to take that left turn at Albuquerque.

600cp - Magnetic Convenience - *Provides a* ***Toon Object***

It’s a magnet that sits in your HammerSpace.

What this does however is attract mundane objects to you when you need or want them.

Hungry? A sandwich will comedically land in your lap or slap you in the face, whichever is funnier (you know it’s the second option).

Trapped in a jail cell? A cake with a hacksaw in it will be delivered.

Whatever you need, will find its way to you in a comedic way.

Never permanently lose your socks again! Or maybe you just end up with someone else's socks which happen to fit you.

It also functions as a Toon magnet, meaning that it can attract other things, even non-magnetic things. It’s got a convenient dial on it that lets you change it from (Convenience) to a wide selection of other categories of things. (Money) would attract loose change and dollar bills (you know, from other people's pockets and wallets) and/or pirate treasure if you are near existing pirate treasure.

Watch out for the (Love) setting, as it may actually target people who are prone to falling into love at first sight and quickly develop unhealthy fanatical relationships.

Oh and it can also function as an absurdly strong ordinary magnet with (Magnetic materials)

This functions strictly on the rule of funny, making it less convenient then you’d probably like but still very useful.

1000cp - **The Silver Screen -** *Provides a* ***Toon Object***

Isn’t the imagination wonderful? There are an unlimited number of realities out there, and people like to create art that depicts those realities in all their splendor. Superhero comic books, horror movies, and (our favorite) cartoons that want to help you find joy in the world. How many times have you imagined yourself in those realities, going out to see all of infinity, one story at a time?

For now, you’ve got your JumpChan helping you to travel the multiverse, and for now, they’ll be the one responsible for empowering the Silver Screen.

The Silver Screen is a 76 by 99 foot (23 by 30 meter) movie screen. While it appears to be made of heavy white vinyl, it’s actually an indestructible mesh of tiny threads of metal. In essence, it’s weaved out of (Jump) chains. In spite of that, it’s actually as light as a feather, proportionally.

When you project any kind of media onto the screen, it begins searching across the infinity of reality for the closest matches it can find to whatever is being depicted. For news broadcasts and other live television, it locks onto wherever is depicted within your current reality, but for images that might otherwise get defined as fictional, the screen tries to find another reality that most closely matches. The process can take up to 24 hours to lock in, but that’s more because the screen is reducing an infinite number of possibilities down to the ones you can safely travel to. Once the screen is done searching, the borders will lock into place in space and time.

Then the screen will become a two way portal between its current location in spacetime and the one depicted.

Effectively, you can use the Silver Screen to go anywhere fiction has ever depicted... that whoever is handling your JumpChain allows you to go. (For now.)

The screen responds to your will and intent, and can be hung up, shut down, folded to fit into the palm of your hand, recalled from any distance, or even used in combat as a flying, indestructible shield by your will and thought alone if you really want it to. The screen also knows if you wouldn't want anything or anyone traveling through it, and it is impermeable to those things. If the screen closes with something partway through, it'll know whether you'd want that thing shunted to one side or the other, or if you'd want it perfectly bisected; yes, it can "defend itself" (or you) by allowing a threat to travel partway through… and then slicing it in half by flickering closed for an instant, safely shunting "approved" travelers to either side when it does. Incidentally, for questions like, "if the screen gets locked in space and time, won't it fly off the planet?" the answer is "did you mean for it to (and if so, why)?"

The Silver Screen's connection to you is also part of how it narrows down those infinite choices to the ones you're looking for, because it can read your intent based on what you're seeing on screen. You can force the screen to "lock" before it finds a most suitable match, but doing so voids the "you won't die and fail your Chain instantly" warranty if you should step across the portal after having done so.

Post Spark, or after you've failed your Chain (or if you are somehow Jumping without a minder, and so on), the true value of the Screen unlocks. The CP you've invested into it serves to allow you to connect to any number of realities, and you could even attempt to continue Jumping if you found a way to get more of these Jump Documents and get them turned into movies and TV shows or the like; you wouldn't get any CP or Fiat protection from that, though.

Be warned, Jumper. Whoever or whatever is handling your JumpChain is preventing you from doing things that can get you erased from existence, but after your Chain, you won't have that protection anymore. Be safe out there, Jumper.

Oh, and this should go without saying, but it's also a really kick-ass 3D movie screen that you can interact with from the audience. You can also use it to watch movies without locking onto a given reality, though that removes your ability to change things in it as they happen.

Anything that would result in a time paradox doesn't, it just means that if you try to interact with the same media again, it connects to a different reality; there are an infinite number of them across all of space and time, remember? (This can be overridden by the "local" rules regarding paradoxes, but at that point, you're taking the stability of spacetime into your own hands. This cannot be emphasized enough: *BE CAREFUL*.)

Items - Toons

50cp - Toon Tunnel Kit - First purchase free to Toons - *Provides several* ***Toon Objects***

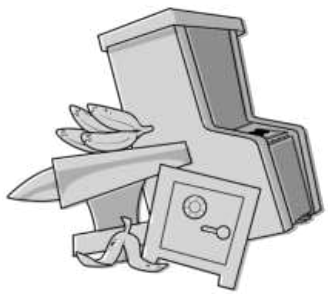
This is a set consisting of an endless paint-filled artist palette and a paintbrush which you can use to quickly draw a tunnel on a surface of a building, cliff, mountain, and/or any large solid object with a large flat face on it. You may designate any Toons (or you may leave it "unlocked" so any Toon can use it) who can enter this tunnel and (eventually) emerge from the other side of whatever the tunnel is painted on. Another painted tunnel will automatically be on the other side of the building/cliff/mountain/whatever when you emerge. A tunnel does not actually physically exist between these two points and humans are unable to enter a **Toon Tunnel** without a Toon using **Turning Toon** or **Toonforce** on them.

For an extra (**100cp**) you can also **Summon Train** while inside of a **Toon Tunnel** which will cause an otherwise unoccupied, unmanned, and empty train of the type and style of your choice to appear inside of the Toon Tunnel, you by default become the conductor onboard the train. The train itself is an unintelligent Toon Object and is actually made of ink and paint but otherwise feels and functions as a normal train. The Toon train does not actually need to run on tracks to function.

50cp - Acme's Handy Gloves - First purchase free to Toons - *Provides a pair of* ***Toon Pets***

If you wear these Toon gloves on a frequent basis you can remove them and have them perform tasks for you like playing a piano, chopping food, open doors and containers, etc. The gloves can levitate several feet above a surface and have the strength of a weak human. The gloves are semi-sentient but have the intelligence of an average human and can solve simple puzzles, read, write, do basic math and navigate obstacles by themselves.

100cp - Assorted Toon Items - Discount for Toons - *Provides several* ***Toon Objects***



It's a miniature pocket anvil, safe, and piano. They start out at about an inch tall but when you throw them at someone they will arch upwards in the air, expand into full-sized versions of themselves and come crashing down onto the victim. Each used miniature item will reappear in your pocket or HammerSpace about a minute after you use it.

Also comes with a large Toon "X" which will attract the thrown pocket object for precision landings.

You also have an endless supply of particularly slippery bananas, these aren't your average bananas these babies are fully loaded and will fall in a spot that your pursuer will step on even if they attempt to avoid it. Causing them to slip and fall into something. It'll even slip them into hazardous traps, pits, spikes, ovens, knives, lakes, collection of fine china nearby if any such hazard exists.

It can also cause vehicles, even ones without wheels to spin out for a few seconds, though it won't cause them to go into any hazards unless they are already heading towards one before they spin out.

200cp - Toon Medical kit - Discount for Toons - *Provides a* ***Toon Object***

You have a regenerating supply of Toon bandages, splints, needles, mysterious fluid-filled vials, and other miscellaneous medical supplies in your pocket or HammerSpace. They come packed inside of a small black medical bag which holds a lot more supplies than it should. When the medicine and bandages within the bag are applied to someone's body, it will cause them to heal and regenerate at an astonishing rate. Broken limbs will be straightened and healed within minutes, bullet holes will disappear in a few seconds, large gashes, burns, diseases and poisoning will be healed within an hour or two.

Strictly speaking these are "cartoon" medical supplies and run off of cartoon logic, not science or magic. Thus you will have things like giant needles and unlabeled vials filled with fluids that can be injected into people and it "does stuff" to heal them regardless of what they are actually suffering from.

Need an X-ray machine to check for broken bones? You can pull one Toon x-ray machine out of this bag.

There are enough supplies to treat up to four people at a time once a week. You can purchase this perk multiple times, adding enough additional medical supplies each time to treat another four people. Each person's worth of supplies regenerates individually.

400cp - Touch the Toon Sky(scraper) - Discount for Toons - *Provides a* ***Toon Pet***

This is a Toon building which, by default, is a fifty-five story tall skyscraper with the personality, exterior, and interior floor layout that you choose. If you don't want to think about it, this skyscraper will default to the "Woolworth Building" in NYC's current exterior and interior layout with a distinctively Toon-ish makeover and has a "Jarvis" like personality. If you do want to think about it, it might be a barn, a Greek temple, a schoolhouse, an Old West street-front, a carnival tent, or whichever other overall architecture best suits your sense of refinement.

This Toon building also has roughly twice the amount of interior space as it's exterior dimensions would suggest which is 2,000,000 SqFt of interior space (Or 185,800 Sq Meters)

As a Toon Pet, you can summon this building into your HammerSpace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your building. This building will also resize itself to fit an available space should you move it to maintain the same square footage.

This Toon building will also provide all of its own utilities and "common" supplies and will keep itself and it's various equipment maintained. The skyscraper has the "**You're a Toon**" perk and all of the perks that "**You're a Toon**" perk gives except "**ToonSpeed**" as the Toon building has significant trouble moving without legs or feet and can only manage a .1 mph crawl at best. The building can provide its own security, operating its doors, elevators itself, and can cartoonishly warp and move various pieces of itself like limbs. It is as intelligent as a human and can speak, read, and write English.

You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility "legal" and in your name is provided and is already on file at whatever government facility/organization that requires it.

600cp - **Context-Sensitive Bag - Discount for Toons -** *Provides a **Toon Object***

Some days you just really need a rubber chicken. Others you need a six-and-seven-eighths Centicubit Hexagonal Washer. In either case, your best bet to get one *right now* is a Context Sensitive Bag.

This thing is one of the most famous Toon props ever invented, and it works on the Rule of Funny. Have you ever seen a famed actor like Bugs Bunny reach into a hat and pull out a lion ten times his size, then try to slowly push the "good kitty" back down where it came from? In reality, it's usually done with fancy editing, much like in a lot of Toon shows. This bag rejects that inconvenient reality and functions as those famous gags *appear* to work.

The good news is, this can pull pretty much anything you might need out of your new bag (or hat, or cape, or whatever else ~~makes sense~~ is funny). The bad news is, trying to use this so often that the gag isn't funny anymore will result in you pulling something funny from the container instead. While most Toons and comedians have a pretty good idea of when that might be, the average Joe may not be so lucky.

The Context Sensitive bag also doesn't create fiat-backed stuff, and sometimes that Excalibur you drew from the sorting hat turns out to be a weird knock-off called an "Excali-poor," whatever that is. While it technically can give you MacGuffin like stuff too it'll only do it when it's absolutely side splittingly hilarious.

The Context Sensitive Bag. Anything you want, so long as it's funny in context!

800cp - Acme Acres - Discount for Toons - *Provides a **Toon Object***

Acme Acres is a pocket dimension added to your HammerSpace; if you did not previously have access to HammerSpace, you have it now strictly to hold and access Acme Acres. Regardless, you are the primary connection point to this reality, and even if you anchor it somewhere it remains with you always. You can, at any time, drop a portable hole on the ground and jump inside to access Acme Acres; this function remains even if you anchored it somewhere, and you can jump back out of that same hole as long as you haven't left Acme Acres by any other means since dropping it (and it hasn't been destroyed or removed by any means). You can create either permanent or temporary entrances (that you need to continuously will to stay open) from your current world/Jump to Acme Acres that other individuals/vehicles/animals/pets etc can use, these entrances do not provide any security by themselves. When anchoring your new pocket dimension, you can create an entrance on a suitably large wall or rock face as though you were making a Toon Tunnel. If you have **HammerSpace Specialist**, you can also create these entrances to Acme Acres up to hundred meters away from your (current) physical location, and also anywhere you own fiat-protected property.

The interior of your new pocket dimension has a diameter of 10km, unless you bought HammerSpace Specialist in which case the borders stretch outward infinitely. Inside this space is a small empty Toon Town surrounded by grasslands, complete with a river that feeds into a small lake, hills and a temperate forest. It also starts with a long main road, which may either cut straight through all the primary included features or wind around in a massive twisting circuit within the 10km diameter of the primary area.

Beyond the edges of the original area, the land is merely infinite flat grasslands should it be expanded.

The original Toon Town within Acme Acres is akin to a small town with any visual overlay of your choice, chosen when you buy it. It comes with one main road and three primary winding side streets, alongside a single large park or playground as a hub area.

While inside Acme Acres, all inhabitants are under a weakened Toonforce effect, which gives them the strengths and weaknesses of a Toon with no Perks; falls off tall buildings take far longer than should be possible, and the likelihood of death is reduced by a comical amount. A knock of the head might result in stars or tweeting birds, but it won't result in a concussion or long term damages. People who remain in Acme Acres for a month or more gain the temporary properties of "You're a Toon!" which fade over the course of a week after leaving the pocket reality.

The final aspect of this place, and perhaps the most important one, is that it can be built upon.

Inside Acme Acres, any buildings, infrastructure, and objects are slowly altered by the weakened Toonforce effect, allowing for your pocket reality to become... whatever kind of cartoon you want it to be. Buildings added this way will become full Toon Objects after a period of 1 year at the latest for the largest of skyscrapers, and full Toon Pets after five years, while objects smaller than a car make the transition in a single month.

This effect can be toggled off for specific objects and things, but is otherwise on by default.

Though there are a dozen buildings already included, mostly town houses, there are no inhabitants in Acme Acres that are included in this purchase. If you want people to live there, you must create or invite them yourself. Post-Jump, these inhabitants are invited to remain with you as followers, or are left behind somewhere safe if they refuse.

If your Acme Acres is unupgraded in size, it is a planetoid sphere, whereas if the grasslands stretch out forever, it is a Plane. In both cases, light is omnipresent during the day and heavily muted at night. If you decide to hang a sun or moon in the sky, it/they would need only to be the size of a whale or two to be magically seen to cross the sky in time with the hour of day, flying beyond the horizon and vanishing (even if observed) when the time changes from day to night or vice versa.

Acme Acres, huh? Putting together your own Toon City? Maybe you could give some of those homeless Toons a place to stay?

Items - Humans

50cp - Toon creation kit - First purchase free to Humans

Enough special high-quality ink, paint, and animation cels to make ten normal-sized Toons or one hundred Toon Objects.

These batches of ink, paint, and animation cels do not expire and do not require refrigeration, but they still require a donation of blood from the **Animator** in order to be used in the creation of Toons, Toon Objects, or Toon Pets.

If you lose, use up or give away this item, a new one will appear in your Warehouse after one week. If you don't have a Warehouse, you'll instead get a package delivered from Acme with your replacement inside.

In-Jump these are valuable after the creation method behind Toons have been publicized and each one can be sold for about three hundred dollars of the current value of a dollar, you will have to adjust for inflation yourself due to the difference in the value of a dollar over these time periods.

Note: you need to have the **Animator** perk to actually make sapient Toons, Toon Pets, Toon food, and Toon Objects, though somebody with **Artistic License** could use this for their trade as well.

50cp - Toon gun and bullets - First purchase free to Humans - *Provides a **Toon Object** and several **Toon Pets(s)***

This is a Toon six-shot revolver or double-barrel shotgun and a set of six Toon bullets/shells, this gun and bullet set can't actually kill anyone. However, it *is* very good at knocking out people at range. Once the Toon bullets catch up to the person you are aiming at they pull out a weapon from their own HammerSpaces and start wailing on the victim until they fall unconscious. The bullets themselves will fall to the ground either after knocking someone out or after traveling about a quarter mile. The bullets are reusable, you just need to find them or wait long enough for them to slowly hop back towards you, or you can give them enough money to call a cab and they can make their way back to you or to a predetermined location like your house. If they haven't returned in a week, they'll show up in a delivery box from Acme. The Toon bullets do not need to eat or drink and are perfectly willing and capable of sleeping until you use them.

The bullets are Toon Pets, the revolver itself is a Toon Object.

100cp - Perfect Artistic Tools - Discount for Humans

You receive an artist case that's bigger on the inside which contains everything you could possibly need for the creation of various types of art. These self-updating tools also never run out of supplies and are indestructible and remain in perfect condition and can cover every sort of interface that is used in the creation of art. Within this case will be everything from assorted charcoal sticks in every available shade, hardness, and color all the way up to a small portable 3-D printer and VR set with tactile interface gloves and everything in between.

You can also pull out any sort of artistic supplies you might need such as blocks of clay, easels, drawing notepads, pre-prepared painting canvas of any size, or various types of inks and paints.

This case doesn't just contain things like paint but also supporting hardware and software, a rather advanced self-updating laptop containing any and all fully licensed commercial and free software applications are also included. Musical instruments can also be pulled out, of any sort desired with every instrument being a masterpiece of its type and will have any common musical modification you desire such as pick-up mics.

All of the artist's tools, objects, and instruments are also "perfect" and act more like extensions of the artist's body and they remain pristine and never need cleaning. Lost tools will also reappear in the case whenever you need or want them to.

200cp - Toon vehicle - Discount for Humans - *Provides a **Toon Pet***

You commissioned or drew your own sapient Toon vehicle which can drive, fly or swim itself and has a massive collection of knobs, buttons, and levers all over the dash which do all sorts of "standard" comedic vehicle-things. The interior of this vehicle is dimensionally expanded to the point where you could fit several hundred people inside of it comfortably. You can pick the type (car, plane, submarine, spaceship, etc) and the style of vehicle and its interior styling along with the personality of the vehicle. The vehicle by default has an entire RV-like setup with a fully equipped but small kitchen, two separate bathrooms, and two or three bedrooms available for usage. Don't worry about any sort of hookups or messing with sewage, this vehicle will also provide all of its own utilities and "common" supplies including some basic foodstuff and will keep itself and it's various equipment maintained. The vehicle has the "**You're a Toon**" perk and all of the perks that the "**You're a Toon**" perk gives.

The vehicle can provide its own security, operating its doors, locks, ignition, and keys and can cartoonishly warp and move various pieces of itself like limbs. It is as intelligent as a human and can speak, read, and write English.

You will never have to pay taxes or any other form of other outside expenses for this vehicle, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this vehicle "legal" and in your name is provided and already on file at whatever government facility/organization that requires it.

As a Toon Pet you can summon this vehicle into your HammerSpace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your vehicle.

The car can count as either a (Toon) Pet or a vehicle in future Jumps. But in "Generic Cartoon World" it counts as a Toon Pet.

400cp - Joe's - Discount for Humans

Eat at Joe's

You've seen the advertisements, you've heard the whispers through the grapevine, phones ring off the hook about it. Neon advertisements litter the sky and the sides of buildings everywhere for it.

What is it?

It's Joe's

It's an interdimensional, extra-temporarial restaurant which exists in its own pocket dimension which you now (**don't**) own, (**Joe owns this**) you don't need to move it as you can create new doors for it in new worlds which others can access.

Eat at Joe's

It is an extremely large greasy-spoon restaurant with a distinctly 50's style internal layout that usually serves up typical 50's american-era foods. It comes with all of the employees, cooks, chefs, bus-boys, cleaning staff and waiters that are needed, they are all Toons and/or HalfToons and live onsite in an upper employees-only portion of the restaurant. The restaurant can serve well over fifty thousand people at a time. There are over a thousand employees.

Eat at Joe's

Joe owns this restaurant and manages it, schedules the workers and does all of the managerial work with assistant managers. You, you're a co-owner and you are also the one responsible for adding new entrances to the restaurant. You do get a share of the profits, Joe will always manage to scrape up a profit margin even in the poorest worlds and you also have a nice condo-like apartment for yourself in the employee section of the restaurant. Also Joe wants you to get out of his way and has strong opinions on people who don't know the restaurant and cooking business like Joe knows. Joe is a very large (and fat) Inkblot-style pig-Toon and typically only wears a chefs hat.

Eat at Joe's

You can convert a single empty-lot and/or empty storefront in each city, town, squalid hovel or place where a restaurant might look good at on an otherwise desolate post-apocalyptic world that you visit into entrances to this restaurant and the legal paperwork/process, safety inspections, bribes, etc will be automatically covered for you. The blatantly magical doorway will automatically track and know where the people entering came from and will send them back after they exit, unless you override this yourself. Advertisements will also sprout out of buildings and/or the ground and litter the airwaves and any newspapers and/or communication methods near any entrances you create.

Eat at Joe's

You will never have to pay taxes or any other form of other outside expenses for this facility, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility "legal" and in ~~your name~~ Joe's name is provided and already on file at whatever government facility/organization that requires it. Joe also has a legal identity in whatever cities/countries/planets needed.

Joe suggests that you mind your own business, not his and especially not pay attention to the orphanage he's totally not illegally running in the upper floors to catch those that fall through the cracks in society due to possibly stupid laws and/or bad circumstances but does remind you that any unattended waifs might eventually become employees and to send unattended waifs and wastrels to him for the not-an-orphanage aka future employee training upstairs and to ignore the large organized cooking lessons and/or maybe schooling that some of the other Toon employees run and ignore this run-on-sentence.

Joe reminds you that you are just a co-owner and he has the majority shares.
Joe "suggests" that you go put up some more entrances for "his" restaurant.
Joe does not appreciate the coffee puns or the pig jokes.
You now have a "free" coffee and a delicious bacon and egg sandwich on your face.

800cp - Acme Studio Factory Lot - Discount for Humans - *Provides a* ***Toon Pet***

For the low low cost of 800cp you can have your very own sprawling Acme Studio Factory Lot franchise which has already been installed nearby when you arrive. This lot is actually the world's largest Toon building(s) at nearly 100 acres in (exterior) size, it actually consists of several buildings which are all the same Toon in a sort of hivemind.

Interior wise this set of assorted Toon buildings also has roughly twice the amount of interior space as it's exterior dimensions would suggest which is 200,000,000 SqFt of interior space (Or 18,580,000 Sq Meters)

Along with the building itself, you also get an entire (local) workforce consisting of about 3 "Animators" already hard at work making various Toon Objects and/or Pets for you to sell. There are also about a dozen administration workers, six janitors/groundskeepers, five warehouse workers, three cafeteria workers/cooks and three Inkblot-styled Toon-animal-people as security guards. The facility itself is massively understaffed and is set up just to make a few hundred Toon Objects every day and operates at a small but solid profit margin. The facility is large enough to have thousands of workers at its peak.

Additionally in the normal workforce in the dimension/Jump/planet you will be able to find beings capable of being **Animators** though they will be unaware of this ability, it is a rare ability with only about 5% of the population. Nearly all of them will be naturally drawn towards the arts, however, making them a bit easier to find.

In a pinch this facility can convert itself into a "Live" cartoon studio lot, the same pre-hired workers with **Animator** who exist creating these tedious amounts of Toon Objects can also create a dozen or so living Toon actors for you. Afterward, they'll probably be exhausted (of blood) for a while and will need to take some time off before working either on additional Toons or Toon Objects/backgrounds for the studio.

This studio factory lot will also provide all of its own utilities and "common" supplies and will keep itself and it's various equipment maintained. The studio has the "You're a Toon" perk and all of the perks that "You're a Toon" perk gives except "ToonSpeed" as the Toon building lot has significant trouble moving without legs or feet and can only manage a .1 mph crawl at best. The building can provide its own security, operating its doors, gates, and fences itself, and can cartoonishly warp and move various pieces of itself like limbs including the large concrete fence surrounding it. It is as intelligent as a human and can speak, read, and write English.

You will never have to pay taxes or any other form of other outside expenses for this facility, and it will never be damaged by anything but deliberate attacks. All paperwork that would make this facility "legal" and in your name is provided and already on file at whatever government facility/organization that requires it.

As a Toon Pet, you can summon this building into your HammerSpace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your building. This building lot will also resize itself to fit an available space should you move it to maintain the same square footage.

Buildings provided -

- A twelve-story Administration building (and your office on the top floor)
- A five-story Animation studio building
- A cafeteria with a Kitchen and attached Food storage ”warehouse” for both frozen and refrigerated foods
- Soundstages x 12
- Exterior sets x 12
- A park with a small pond, several well-manicured fruiting trees, an outdoor picnic area, and an outside auditorium for events.
- Incidentals - Property and Costume, Backgrounds, “Grips”, various set lighting/recording equipment
- Recording studio, Several sections are set up for voiceover work and has an “auditorium” style recording studio able to host an entire orchestra
- General Storage facilities and Loading/Unloading dock
- Security Gate/Guard building - Attached to 20’ tall Concrete fencing surrounding the entire lot

All of the buildings are fully stocked with what you would expect to have inside of a cartoon studio lot and are modernized with common mundane equipment from 2020 including things like air conditioning, computers, digital “whiteboards” coffee makers, etc.

Note: you also can’t summon this if there are people inside of any of the buildings or on it (including the parks/sidewalks/streets).

Post-Jump, you can decide if this studio is dropped ahead of you on the next world, held in your HammerSpace until you place it, or attached to your Warehouse, assuming you have those things.

Items - HalfToons

50cp - Acme Catalog and Lifetime Acme Instant delivery Membership - First purchase free to HalfToons - *Provides a* ***Toon Object***

You have an indestructible catalog containing Acme's entire product line and comes with refilling order forms and envelopes. The catalog includes everything ever stamped with "Acme" on it, yes the objects for sale do cost money but they will accept any currency and the prices in the catalog will shift into your preferred currency medium.

In addition to the catalog, you have a lifetime "Acme Instant delivery membership" which will deliver (nearly) anything, (nearly) anywhere instantly. Instant delivery is transdimensional in nature and they can pick up objects and packages from other realities that you have been to. You could order pizza from your favorite restaurant from three Jumps ago and it'll be just-got-out-of-the-oven hot when you get it. This delivery service ignores temporal and dimensional effects to be this good.

You can only use this to acquire things that are being sold from other stores, not the local McGuffin or items hidden away or things that have some sort of restriction on purchasing. This is a delivery service, not an adventurers club to perform fetch quests or go through training for you.

50cp - The Brick Joke - First purchase free to HalfToons - *Provides a* ***Toon Object***

It's a Toon brick, you can summon a single Toonish brick to appear over whatever you want and fall on it. It reappears in your HammerSpace and/or hands after it hits whatever you were aiming for or you can delay this reappear effect for a few minutes. You can do this as often as you like and as much as you like. Rain the same brick down from the sky like some sort of horrible weather god of bricks that has a single reusable brick!

You don't actually have to make it fall on someone or something or wait for it to hit something, you can just make the brick appear or disappear wherever you like so long as the space isn't occupied by something else.

You can also attach small things weighing less than a pound to the brick with a rubber band and have it "deliver it" to someone, somewhere or something.

The brick is indestructible and can count as a weapon.

100cp - It's a Gasser! - Discount for HalfToons - *Provides a* ***Toon Object***

This is an H-sized gas cylinder full of some sort of gas, not the liquid kind of gas you pour into a car, it's a gas like helium, butane, laughing gas or nearly any kind of gas that you want to have in it. It continually outputs whatever sort of gas you want in unlimited amounts from an adjustable nozzle with a large selection of common fittings hanging around its neck. The tank itself is indestructible and is an off-white color with dings and scratches all over its surface. It also has a pressure gauge on it, which actually controls the pressure that the gas is expelled at and a series of hazardous/warning labels and content labels inside of a transparent pouch on the tank's side. You can change the gas inside of the tank by simply swapping the labels inside of the pouch to display the one you want.

Yes you can have vespene gas as it's listed as being some sort of hydrocarbon gas. Its default gas is helium. You can also select I'm-going-to-commit-war-crimes chemical warfare types of gasses including fictional ones. I hope you enjoy your deadly neurotoxin, you monster.

200cp - Permanent ink - Discount for HalfToons - *Provides a* ***Toon Object***

This refilling fountain Inkpen full of permanent ink can be painlessly jammed into and then injected into a Toon Object or Toon Pet. This renders them permanently immune to all effects of "**Eraser**". Afterward, to them it's just a particularly vicious solvent that works great on ink and paint stains. They also become immune to solvents in general from having any sort of negative effect on them. They can't be dissolved in any form or fashion. The fountain Inkpen can treat one Toon Object or Toon Pet at a time and the pen will refill once every ten minutes after it has been used.

They're also immune to acids and bases and any side effects from them.

It also functions as a particularly permanent ink pen. The ink cannot be removed once applied and allowed to dry (about 5 minutes) on something. The color of the ink changes to whatever you want including exotic coloration effects like a permanent everlasting bioluminescent so long as the only effects are visual in nature. Gold ink will only look gold, not be gold, etc.

Yes, this works on **Everybody out'a the Inkwell!** creations, **Animators** creations, and "normal" Toon Objects/Pets created by others.

400cp - Ink and Paint Job - Discount for HalfToons - *Provides a* ***Toon Object***

This (oversized) endless paint roller full of ink and paint (in whatever colors you want, or just set it to "auto") can be spread out on inanimate surfaces, objects, vehicles, giving them a districtly Toonish look and providing a particular form of protection to the surfaces painted. Specifically it gives the surface Toon-like abilities which greatly decreases damage done to the now-rubbery surface and allows the object/building/surface to regenerate.

This doesn't actually turn something into a Toon Object itself, but it does come close to that. The benefit is that you can do this quickly, easily and in mass. You could literally paint an entire city with this, try red.

600cp - The Spanner in the Works - Discount for HalfToons - *Provides a* ***Toon Object***

Toons are capable of some crazy feats of creation and destruction. Skyscrapers thrown together on a lark, western boom-towns put together overnight, entire armadas of ships built- and they can *break* those things just as quickly, be it with a stick of dynamite or, more hilariously, the removal of a single screw.

This is a Spanner. It's an oversized adjustable crescent wrench, heavy enough to feel the weight of, but that's not all. It's also a hammer, a crowbar, an extendable tape- why, just looking at it, it's an entire toolbelt! Where'd that come from? Don't worry, that's just one of the effects of the Spanner: it turns itself into whatever tools you need for a construction or destruction project. By itself, that might be impressive, but oh no, this is a *Toon's* set of tools, all wrapped up inside a single Spanner.

When you use the Spanner in the Works to build something, you get an entire 12-man-crew's worth of work done in the same amount of time, regardless of what you're working on; while visually, this usually comes from a "Toon obscuring cloud," in practice things move into place as though you'd worked on them yourself. That's pretty neat, isn't it?

Oh, and if you strike a piece of complex machinery, or a building, with the Spanner? It breaks apart and collapses into pieces without harming anyone inside; they just pop out of the top of the pile, probably extremely confused. The pieces could easily be used for other building projects, unless you meant for them to be broken beyond all recognition. There's that, too.

800cp - The Rule(er) of Funny - Discount for HalfToons - *Provides a* ***Toon Object***

This is a comically large, toonish ruler with a little crown on top of it with multiple uses.

The first fun thing the Rule(er) can do is expand internal spaces in whatever you want. The rules on how this works are sorta iffy, because the Rule(s) can change on stuff like this, but so long as you're holding it, whatever you're sitting inside can fit you and probably all your friends, clown car style. Beyond that, why are you asking me so many questions? Maybe I don't know how much space or how big it makes places! Eh, Whatever object, building, vehicle or whatever you put this Toonish ruler inside of, its internal dimensions gradually grow over time. At a minimum, for every six months the ruler stays inside of a given place, the interior space of it doubles. It can definitely go faster for funny reasons, but that's the minimum.

Second, the Rule(er) of Funny lets you make whatever jokes you want. You wanna smack an invincible monster upside the head? It'll do that, and the invincibility'll stay off for a while after that. You wanna take your pal to the movies, but they're fate-bound to be in a certain place when the planets align to let some weird old god onto the mortal plane? Smack your buddy with the Rule(er) of Funny, now their entire evening is free! Essentially, as long as you're doing something funny with it, you can invoke the Rule(er) of Funny, and that overwrites whatever local rules say about when something has to happen a certain way. Hit your friends with it, hit your enemies with it, hit the super-untouchable-invincible-totally-edgey *thing* with it, hit anything that stands in the way of the Funny. Fate, destiny, curse, whatever, your jokes are more important.

This doesn't work if you're not actually making a joke of some kind, or going on a funny journey, and if it isn't funny, the Rule(er) of Funny doesn't come into play.

Finally, it also works as a ruler, and so long as you're holding it you know the dimensions of whatever you're looking at, and the same for any interior dimensions of places you're inside; no more getting lost in haunted mansion mazes for you! If it's a ruler, it should work like a ruler, too, right?

I don't know, the pun sounded funny.

Companions

Importing, Creating and Exporting

Importing: (50cp+)

Bring your whole gang with you, and make your own cartoon film studio if you want.

You can import your Companions for 50 CP each, they each get 600 CP to spend on Perks and Items (and the 300cp stipend from the item section) and can take up to 600cp of companion-compatible drawbacks (some drawbacks cannot be taken by companions).

Creating: (100cp each)

For 100cp you can create a companion in this world for yourself, which can cover a very large range of cartoon characters, humans, or blends between them. You can pick what they are, how they look, and all of the other little details you want. The companions you create have 600cp to spend on perks and items (and the 300cp stipend from the item section) and can take up to 600cp of companion-compatible drawbacks (some drawbacks cannot be taken by companions).

Exporting: (100cp each)

For 100cp you can grab a companion from here if you can convince them to come along, which would cover a very large range of cartoon characters. Keep in mind that the Toons from here are generally actors and generally don't have every power displayed in the shows that they were in, most high-end stuff is done mostly with editing, props or other Toons working in the background.

As an example companions like Popeye can't actually lasso entire worlds and pull them around, those were just large painted balloons in a soundstage. If it's easier to do with some cheap editing, props, and other Toons/Toon abilities then it was probably staged. Is Bugs Bunny maliciously changing Daffy Duck's appearance and the environment with a pencil? A Shapeshifting-Toon stunt double for Daffy. The shots of shape-shifting stunt Daffy having to be aligned with Bug's "pretending to be an animator" shots in editing

Your Toon Family: (100/200cp)

In the various Species origins, you're able to get different forms of family. Wouldn't it be nice if you could take them all along with you?

For 100cp, all members of your family from this Jump get to come along with you on your JumpChain journey. They count as Followers, and if anything particularly bad happens to them, they'll recover and appear in your Warehouse (or in another safe place) after a week; this includes death, dismemberment, being frozen in time, anything Disney would consider as bad as Death.

For 200cp, your family is exported in a single Companion slot, and they can be Imported into future Jumps together, too. You'll have to figure out how they split the Perks among themselves and things (as they only get the "one perk/item" and have to pick who actually gets it/becomes the owner), though, and they don't get more than one set of freebies and points to share unless you later start Importing them one at a time (which removes them from the shared slot).

A quick note, here: this is meant to help you bring the 2d8 Toons that might have been drawn up alongside you at your creation, but you could also argue that it allows you to bring your inlaws and so on if you want to stretch it. Your Toon Family also doesn't have to be made up (just) of Toons. Just remember that they share the Companion slot, so try not to go too overboard, and best of luck arbitrating all that nonsense.

They're your family, with all that entails. Keep them safe, pal.

Toon Pets / Toon Objects: (Free)

Just to make it explicit: you take your Toon Pets and Toon Objects that you legally own with you as you leave, we've got enough of them here. Yes, even the ones you can purchase in-Jump with cash, not just the fiat-backed Pets and Objects.

Why would you want to purchase any of the Pets or Objects in this document with CP if you can just buy them in a Jump at a pet store? The ones on this document have fiat-backed special properties and abilities, have infinite "supplies", are usually portable, are reusable, can be put into your HammerSpace, can regenerate like any other CP-backed item, etc.

The larger property-Pets on this document are also usually the "unique" ones. The locally-produced versions are either not available in-Jump anymore as they were destroyed at some point, or don't work the same way and are usually simply inferior to these fiat backed ones. Basically the real-stuff in-Jump is much more "mundane" (to the extent that that word can apply to anything Toon-based).

So yes, you could purchase an entire city's worth of Toon-building Pets (if you have enough cash for that) and export them, but you have to deal with all of the problems that come along with that; including getting them attached to various services, legal issues, keeping your pets entertained, etc.

Toon-building Pets are usually too large and massive to put into most Toons' HammerSpaces, so be aware of the size/mass limits.

Purchasing the Below Companions

Don't worry too much about their birth/drawn years if you want to take them earlier in the timeline. "Things are adjusted" to give them the same life, experiences, friends/family/houses etc they had in spite of the logical or temporal changes and/or inconsistencies. Yes, they will be aware of these changes and have already agreed to them as part of the generalized agreement to be a companion for you. While it's normally safe to assume they've agreed to travel with you, there are some exceptions if you fall completely short of their expectations (if you burn down hospitals for fun, Jane Mouse probably won't want to be your companion).

If they can logically be consistent within their own timeline, then they will be but will also have their "advertised" experience, skills/knowledge etc. Thus you would have a "20" year old Jane Mouse with all of her thirty years of experience working in Doctors without Borders in 1967 in addition to her decades of education.

400cp - Otto Acme (*ambigua disserentem canis cattus*) - Toon - (Discount for ~~Toons~~ **Everyone**) - Oh god yes pleaasse take me along with yoooouu.



Well hello there soon-to-be friend, I'm Otto Acme. You may have heard of me from those black-and-white cartoon short films that I did back in the twenties, you know the ones that were never broadcast or shown in the movie theaters and ended up in the trash because the Acme corporation decided they didn't want to create cartoons after drawing a dozen or so Toons because it's less risky, easier and more profitable to create backgrounds, props and Toon Pets for other cartoon studios who might fail based on their cartoon films. You know, basically leeching money off of other studios and eventually leading to the whole megacorporation that Acme is today.

Or that black-and-white Toon dog person who works at the Daily Grind coffee shop. Well yeah that's me.

Why yes, I *would* like to go on multi-dimensional adventures with a random stranger and show them around this world for ten years. Because you know, as much as I enjoy serving coffee day in and day out it can get a little dull.

Now I might not like being human or whatever other freaky species I might end up as on such adventures and I might have a strong tendency to switch back to my original good looking Toon body "all" the time, but I promise that it'll only cause *snee-I-don't-care-zes* problems for someone else.

If you don't have a place to sleep you can use my other room, I've got it set up for guests. A word of warning, though, my apartment is in Cartoon City, so it can be a bit dangerous for normal humans as it's always anvil season.

Hey, I'll even show you the ropes of being a Toon, you know, help you work out any kinks in being a Toon and using Toon abilities? I was a personal Toon-trainer for a time, to help out newly-drawn Toons for the movie studios until the studios decided to stop paying me.

I swear to god I'm gonna murderlize that JumpChan if it doesn't give me a discount for everyone since I posed for these pictures and everything. It did put me down for a discount didn't it? Wait, is this thing still on? They didn't hear that, did they? How do I turn this thing off?! Hammertime!

Perks: The entire Toon line (except for the fame and fortune aspects of A Comedic Acting Genius), Spit Shine, Personal Gravitation, Cartoon Dog & Cat abilities (Scent tracking, Helicopter Ears, Nine-Lives)
Items/property: Has a cheap (rundown) two bedroom apartment in Cartoon City, a 1950's style muscle Toon car he named Auto, General Toon HammerSpace supplies (everything free to Toons & HalfToons).
Drawbacks: Rival x 2 (Samuel Mash (A manipulative schemer) - A bipedal Toon octopus and Rock Roo (A thug) - A boxing Toon kangaroo). Has personality traits leading him to act with a "reduced" No Comedic Impulse Control; craves the attention he never got as a young Toon, and is likely to play pranks and try to remain in Toon form, especially Post-Jump.
Likes: Comedy, Adventures, Ice cream, Instant Ramen, Attention, New york style pizza, his new best friend (that's you!)
Dislikes: Coffee, the weirdness of "procreation" and genitals, The Acme Corporation, Being poor (sob sob), Ham sandwiches, canned soups, too much Instant Raman, Canned beans, dried beans, hot dogs. Chicago style "pizza" - ***it's a casserole not pizza!***, stuck up people, wearing clothing, static cling, mattress tags, records that skip, improperly tuned anvils, locked safes that he hasn't opened yet, locked locks,The **@$#%!** policemen and firemen who killed some of his Toon friends during the Toon riots who may be continually suffering from "accidents" every so often, School food- ***You'd be amazed at how much food schools throw away man I ate out of those dumpsters for decades.***
Drawn: 1923

400cp - Jane Mouse (*mus medicus*) - HalfToon - (Discount for HalfToons)

I am Doctor Jane Mouse. I am a Thoracic (chest) surgeon. I earned my undergraduate degree in Bioengineering from the University of California, San Diego and my medical degree from the University of California, Los Angeles. I completed my General Surgery residency at Johns Hopkins Hospital and my Thoracic Surgery fellowship at Yale-New Haven Hospital.

I am very excited at the prospect of traveling to exotic worlds and would be eager to explore and learn from other cultures and species. I have volunteered for Doctors Without Borders for nearly thirty years and have extensive experience with field work, working in unsanitary conditions and have experience in a wide variety of other fields including Public Health, Obstetrics/Gynaecology, Pediatrics, Nutrition, Emergency Medicine,

and Infectious Diseases. Should you decide to bring me along, I'd love the opportunity to help protect and heal the peoples of any worlds we travel to for as long as you'll have me.



Perks: Spit Shine, Concussive Cure-all, Rated-X and The entire HalfToon line except for Halfway to Comedy
Drawbacks: Took the Hippocratic Oath and lives the ideal, Do No Harm. Would frown on your criminal activities and quietly berate you on them. While she does grudgingly understand having to bribe governments to go in to heal sick patients, and understands the true dangers of places like Zombie Deathworld Jumps, but would still avoid combat unless it's impossible not to.
Items/property: A lovely four bedroom, three bathroom house in LA (proper), A classy modern four door Toon car, Toon Medical kit, General Toon HammerSpace supplies(everything free to Toons & HalfToons).
Likes: Learning, Surgery, exploration, adventure, Doctors without borders, humanitarian ideals
Dislikes: Cheese, jokes about rats and mice, jokes about cheese, being dirty, being accused of being dirty, disorganization, violence, people exploiting one another.
Born: 1947

400cp - Hugh Rye (*Homo Sapiens Lumerioda*) - Human - (Discount for humans)

Insert picture of Hugh here

Picture not received

Hey, I'm Hugh. Everyone just calls me Hu though. I guess I'm the man of the hour. So what am I supposed to say here anyways, that it's different here living with Toons or something?
I don't know, that's just like how it's always been right?
I'm actually a quarter Toon myself, My mom is literally a half-human lemur Toon so I got a bit of the fur all over, like really long toes and a small tail. But you know it's like "real" and fleshy and stuff with bones in it instead of the ink texture that Toons have. The ladies kinda like it, you know in bed.
Anyways, like I'm a college student in my last year for a masters in animation at CalArts and I'd love to, you know, skip out on those student loans and go for a tour of the multiverse and stuff. Oh yeah, I'm like a really good Animator and I've done a ton of animation side gigs making Toons and Toon pets to help pay down the college bills. I know, it's kinda ironic being part Toon and all and drawing more Toons. But you know I've treated them right, gave them all the full GED levels of knowledge and they all have good jobs with retirement benefits and good pay to grow up with.
Anyways, I'm also an eagle scout and have quite a bit of survival experience. I also like hiking, camping, cycling and love urban exploration.

Perks: The entire Human line except Stunt Double and Scriptwriter. Impressive artistic skills on top of Perk granted abilities. Has shady friends with connections. Unusually fast "Animator", produces Toons in roughly 3/4ths the normal time.
Drawbacks: Lives in his moms house and has moved out three times. Large quantities of college debt.
Items/property: Perfect Artistic Tools, Permanent Ink, Mundane drawing and mundane Computer-related drawing equipment, supplies, and software, Toon creation kit x 4, A sassy "Model T Ford" Toon car (technically his mom's)
Likes: Weed, Pizza, Beer, Video Games, contemplating the meaning of meanings, Drawing, Using mushrooms, His mom who is very sweet. Mom's cooking.
Dislikes: Not being high, being out of food, his mom grooming him.
Born: 1993

Drawbacks

Take as many as you want, you monster.

+0cp - Long-Standing Toon (Can be taken multiple times)

Your stay is extended by ten years, you won't die of old age, natural causes, diseases, or just plain bad luck during this time. You can take this multiple times if you want, adding another ten years each time.

+0cp - Drawing on the Fourth Wall

I know, I know there just doesn't seem to be a way to keep these wonderful drawbacks that you've come to know and love over these years. Well, I'm here to fix that for you.

First, you can optionally take these "Generic Cartoon World" drawbacks with you to your future Jumps from now on, they just sorta tack themselves onto the end of the other Jump documents with a bit of Toon glue and staples but only grant half of the amount of CP as before and are subject to whatever drawback limitation that the Jump has.

Electronic device? Magic scroll? Psychic impressions? Toon glue and staples, it just works!

Secondarily, also as an option, you can make any drawback semi-permanent, such that it doesn't actually disappear (naturally) at the end of a Jump, even following you into your Warehouse/JumpChain rest stop after a Jump. These drawbacks grant no additional points, they're just for flavor.

Just like you've always wanted!

You can however turn off the drawback outside of the drawback's original Jump, think of this as a toggle switch after the Jump has ended where you can either keep the drawback going or turn it off as normal, yes you can change your mind later and turn it back on or off at will. Turning off any Cartoon World drawbacks mid-Jump forfeits any future CP they would grant until you've completed an entire 10 year Jump with them active (for no points, obviously). No, Jumps for less than 10 years don't count.

You can never gain more than 300CP per Jump with Drawing on the Fourth Wall. You can only take Companion Compatible drawbacks with this, no trying to spawn yourself dozens of Drawn Together siblings, either!

+100cp Stinker (Companion Compatible)

You smell really, really bad for some reason and it doesn't go away even if you take frequent showers and wear deodorant. Flowers wilt, animals faint, and Toons start putting on gas masks and clothesline clips whenever you are around. Humans, well humans just might start vomiting or run away from you when they get a whiff, sometimes they do both at the same time. The bare minimum you'd need to do to tone down the smell is to wear a hermetically sealed suit, in case you really need to work with others for a short time.

So long as you have this drawback you are also immune to your own scent as it doesn't bother you.

You stink.

+100cp - Tiny (Companion Compatible)

You're tiny, under a foot tall. If you're an animalistic Toon then you're probably something like a real size mouse or a real-sized squirrel instead of being three to four foot tall like most Toons. If you're a human-shaped Toon then you're something like Inch High Private Eye. People stepping on you becomes an inconvenient threat as you might stick to the bottoms of shoes for a minute or two before popping off of them. People also overlook you constantly and tend to forget that you are nearby.

Your strength is proportional to your body, if you had or have above normal human strength you might be able to lift up a half-full can of soda now. If you had superhuman strength and were able to lift up a building before, you might be able to only lift a car now.

The good news is that you don't take up much space and can live in birdhouses, dollhouses or inside people's walls and you only need to eat tiny amounts of food if you need to eat food that is.

+100cp - The Silent Age (Companion Compatible)

If you're a Toon or a HalfToon then you now look like an old-timey Inkblot Toon. You are black-and-white with shades of grey and you are mute, as in you can't actually speak any languages. You can make other noises and sounds, just not understandable speech. Language and speech comprehension is otherwise unaffected. Yes, you can pull signs out of your HammerSpace with written words on them.

If you are a human then you also have the same black, white, and grey coloration scheme which some doctors might pester you about because it looks very unnatural; while the effect goes a bit beyond simply being albino, by itself this wouldn't mark you as a "Toon." Your odd coloration doesn't impact your health besides the fact that you are also mute.

+100cp - Typecast Villain (Companion Compatible)

Perhaps you starred in several films where you were the villain and you were so good at it that people think that you *are* that villain. Or perhaps you were accused of a crime but were released due to insufficient evidence while the press dragged your name through the mud. Maybe it's that villainous handlebar mustache that's stuck to your face and your frequent references to eliminating people.

Whatever the reason, people just find it hard to place their trust in you. People will also find it hard to hire you for heroic roles if you try to go into acting but you will be a natural for villainous roles. While this effect is Fiat backed, you can get past it on a person by person basis with some effort; this drawback isn't meant to completely isolate you from the world. Your companions are also immune to this effect.

If taken with **Drawn Together** then your sibling(s) will automatically be given "**Typecast Hero**" instead, which is nearly identical to this drawback but gives them a heroic mein.

+100cp - Destructive sneezing (Companion Compatible)

You now sneeze explosively, it has a tendency to destroy structures, objects, and even buildings around you when you sneeze but leaves you unharmed. The sneezing won't actually harm anyone, but it might blow them back up to several hundred feet. The funnier it would be, the more damage that is done to the world around you.

You are also now allergic to (all) pollen and dust, which will cause you to sneeze. Even if you don't have a nose and otherwise couldn't sneeze under normal circumstances, you'll manage it somehow.

+100cp - Villainous Rival

There is a particular Toon who's out to get you, I don't mean they want to kill you or anything like that. They just want to show you up, take your job, get you fired, humiliate you in public, and just make your life miserable in general. They're not above sabotaging you for petty results and will happily take a saw to the legs of your chair just to make you fall in front of your boss or send you lit Toon explosives just to mess your hair and clothing up before an important photoshoot. Expect a visit from it every couple of days.

They are the same style of Toon you are (meaning a human Toon if you're *not* a Toon) and has the entire "Toon" perk line. If you are an animalistic Toon then they're probably the predator for your species. They might be one of any of the classic archetypes: Street Tough, Slimy Salesman, Unreasonable Authority Figure, Annoyed Next-Door-Neighbour, Trenchcoated Spy, Nosy Paparazzi, or Your Inescapable Babysitter; and almost certainly fully embraces the fundamental personality that they were drawn to portray.

In spite of all of this, they are still a Toon. Not all of their attempts to ruin your life will bear fruit, and some of them will be comical enough to entertain you in spite of their efforts. Their efforts may interrupt your work on things like the Scenarios below, but never more than a week's worth of progress at a time (if that). Think of this drawback more like an 80s Saturday Morning Cartoon villain instead of an unstoppable Terminator (see the 800cp drawback below for *that*).

Their hatred of you is completely unreasonable and they cannot be convinced to stop. If they die or are otherwise rendered harmless or become trapped (or arrested by the police), they will recover and escape within a week to try again, probably between 6 and 10 AM PST on Saturday morning.

He'll get you next time, Jumper! Next time!

+100cp - Drawn Together (Can be taken up to four times)

This drawback generates a companion, a sibling who literally shares your soul with you. A Toon that was drawn for you and using some experimental process, was bonded to your soul in an uncomfortably close embrace. You are effectively conjoined via your soul to your sibling(s). If you are a Toon or HalfToon you were made together somehow.

If you play the hero he/she/it'll play the villain, you play the villain then they'll be the hero; this does *not* cause them to randomly commit crimes if you never would, but instead should inform you of their personality. If a comedic paring of your Toon form exists then they will be it. If you are a Toon cat for example then they would either be a mouse or a dog (your choice). They can be either the same apparent gender as you or a different one.

They're your yin to your yang or your yang to your yin and their personality reflects this as it will be a reflection of your own. Living with them on a daily basis will be a weird mix of soothing self-reflection and tortuousness flagellation. They will call you out on your own personal issues (and use them against you) while also somehow being a "perfect fit" for you personality-wise. They know what your personal hot-topic buttons are and will push your buttons like no one else can, winding you up just to knock you down with a joke with either themselves or you being the butt of it. They are not malicious about it and both you and your sibling know exactly where the "lines" are for both of you. But they will push you again and again to the very edges of those lines.

The door swings both ways, however, and you will have the same information about their own personal issues and hot-buttons, which will have a strong tendency to be a mirror of your own. Basically, you get a Toon partner who will be living and working with you constantly. Something similar to Tom and Jerry if they have a better relationship off-screen and "act up" on screen for an audience.

They are reasonable and will know when to "stop acting" when things get serious and they'll back you up in a jiffy against real threats or interfering third parties. They'll also set you up for jokes or have you set them up for them. You also have a strong sense of what your sibling is feeling at any given time and you also have a sense of exactly where they are physically at any given time and your sibling has the same senses of you.

They also count as you for any item/perk which is locked to you and can enter anywhere you can and use anything you can. They get a copy of whatever keys, badges, ID, magic friendship bracelets, portal guns, etc that you use that are required to access the various things that you own and they have their own username/ids and passwords to access your stuff.

They are Toons and have everything normal under "**What's a Toon**", but otherwise have the same perks and drawbacks that you have in this document. The items, properties and pets that you own will also be theirs and they can use them exactly like you do.

Additionally,

- The Toon that results from this will be sticking to you like glue and will be beside you almost 24/7 for the duration of this Jump, you will have zero privacy between you and them. Expect to platonically share a bed with them because they will be using whatever bed you use. You will also gain a strong empathetic sense of them and they have one of you, you can feel what they are feeling and they of you, you will also become intimately aware of their location and distance from you at all times even across dimensions.
- If he/she/it dies a large portion of your own soul goes with them. Not enough to kill you but enough that you will feel it and you will have significant negative mental health problems resulting from it. Mostly manifesting as some form of severe crippling loneliness, crippling depression, and a strong craving to be around them again. This is resolved if you can somehow bring them back to life during this Jump, at least unless something happens to them again.
- You and him/her/it will have a hard time staying more than about a half a mile from each other. Both you and your "sibling" will start becoming anxious after about ten to fifteen minutes of separation, the anxiety will increase as the time increases to the point where both of you will start becoming hysterically and irrationally driven to reunite after a few hours.
- You also share your HammerSpace(s) with each other, as in your HammerSpaces are actually linked together allowing you to stick your hand out of their pocket or grab some of the items that they are storing in their pocket and vice-versa.
- Your property, items, and money are also legally considered to be shared 50/50 (or whatever ends up being equal) with your sibling(s). They have access to your bank accounts/funds/pirate treasure chest etc. You will need to come to an agreement with them when selling property or valuable objects and split the profits with them.
- Any paperwork or ID's will show that you are sibling(s) in spite of how odd that might look.

- At the end of the Jump they can be taken with you as a companion for free and will likely agree to come with you as they consider you their (only) family member. After this Jump, both of your souls recover, removing the fiat-induced distance and mental problems that would crop up from separation, but your sibling will probably still want to remain close to you regardless. You will continue to have the empathetic sense between you and them along with the sense of direction/position of each other.

This is the closest thing that most drawn Toons get to having a family. Quite a few drawn Toons are jealous of you now.

+200cp - No comedic impulse control (Companion Compatible)

You're one of the reasons why Toons are looked down upon and why they were segregated into their own city in the first place. You just can't stop yourself from making jokes and pranking people. It's just like a really bad itch that you have to scratch at least once a day, you just have to stick a lit stick of dynamite into that wedding cake because it's going to be just sssoooo... funny.

Even Toons will get tired of your constant pranks, harassment, and the various heavy objects landing on their heads.

Calm down a bit, you're giving the rest of us a bad name.

+200cp - The Goof (Companion Compatible)

You either have severe coordination issues, bad luck, or both. You'll find yourself tripping over objects constantly, stumbling around with a bucket that somehow landed on your head while stepping into a bucket of glue and then onto a pair of rollerblades. "Taking unexpected trips" around the city might be a weekly occurrence for you and it'll be incredibly inconvenient. In the "accidents" you cause no-one else will be hurt, but you will break and wreck quite a few things.

Socially, Toons enjoy being your friend (but will put their breakables away while you are over). They think you're hilarious as you stumble around making a fool of yourself even if you are just doing it accidentally.

Humans will have problems taking you seriously and you will likely be typecast in any acting roles you take as the fool or the comedic relief. They will also get frustrated by your constant messes and how you are constantly breaking things, you have a strong tendency to be "the first one fired". You will also have problems keeping mundane jobs due to your clumsiness or bad luck.

+200cp - Deadly Eraser (Companion Compatible)

You become extremely vulnerable to "**Eraser**" a chemical concoction that now both neutralizes powers and can cause semi-permanent damage and/or death and intense pain to you. This concoction can go by different names as well, but essentially it's all counted as the same. Common paint thinners and other solvents have a much diminished effect, but they're also a weakness for you now if they weren't before.

Eraser splashing on a limb or part of your body will "eat" away at it, causing a deep chemical burn over the course of a few seconds which will heal slowly over several weeks. Knives, bullets, and weapons soaked with the Eraser and then used on you will effectively bypass your recovery/immunity to damage.

With this drawback Eraser seems to have a fundamental nullification effect on powers or abilities, even ones from outside the universe seem to be "grounded" out when touched by Eraser. Even magic and the various types of psychokinesis just fizzle out on contact with it.

Note: if you take this with the "Eraser Immunity" perk, the "Deadly Eraser" drawback overrides the perk. However, after this Jump the drawback (as per usual) goes away, leaving you immune to "Eraser" in future Jumps.

+200cp or +400cp - The Wrong Kind of Attention (Companion Compatible)

Oh, no. There's something about you that really upsets the 'morally upstanding' types. If you're a Toon, maybe you've been drawn in a seriously risqué way. Maybe you look like a demon and you've been singled out by some particularly religious individuals who are now spreading rumors. Maybe you're a HalfToon born in the wrong decade and caught too much attention. Maybe you're a human with a taste for 'watercolors.' Whatever it is, whether or not it's true, expect people to treat you differently, and not in a nice way. This effect isn't universal (unless you take the 400cp version of this), as you will find individuals and even chunks of society who are willing to treat you the same, but the average Joe on the street doesn't like your guts at first glance.

Whatever Perks or abilities you would otherwise have that might mitigate this effect aren't going to work for this Jump, and it'll be a lot of hard work just to be treated as well as the average person, let alone one of the 'upstanding citizens.' Your social stigma, real or imagined, is here to stay. Yes, this Drawback disables any sort of social-standing improvement or "great first impression" type perks you have. Instead, most people have a bad impression of you, either from a sensation in their "giblets", from rumors and news about you, or because you'll unintentionally make a bad impression on them at some point in time which they will remember. Anything you do that's particularly negative, noteworthy, and has witnesses gets blown up in the news (to your detriment).

This Drawback is in addition to the expected oddities associated with having a strange background in this world. You get 200cp if the background stigma is imagined (when the sense of wrongness has no origin but whatever people make up to explain their discomfort) and 400cp if your background is considered particularly disturbing by the people of your time period (which may result in mobs coming to teach you the error of your ways, at the end of a rope if possible). The 400cp version of this also reduces the amount of beings who will ignore your "bad reputation" and makes your poor treatment near-universal, to the point that you might only find succor within a very small group of people.

While this effect is Fiat-backed, you can get past it on a person by person basis with some significant effort. Your companions are also immune to this effect.

Yeah, I remember you, you once stepped on that cockroach on the street while walking, I remember that look on your face of manic glee while you read that newspaper. That was my favorite wild cockroach that I had never seen before!

+200cp or +400cp - Toon for a hand (Companion Compatible) (can be taken twice)

Okay, yeah this one is a "bit" weird, but one of your hands has been replaced by a Toon who is attached to you and looks like a puppet or a muppet complete with legs and feet. Your wrist is attached to it on it's lower back and it looks like you just have your hand inside of it and although it is a bit awkward to hold it constantly it is painless and your arm and wrist won't ever cramp up or become painful even if the angles are bad you also don't feel it's "weight". You get to pick an animal it resembles, its general personality (But a big dash of clinginess will be added to it), and whatever apparent gender he/she/it is. The puppet can seize control of that entire arm of yours and can't actually be removed as it's a part of your

body and will regenerate (along with the rest of your arm) even if you cut your arm off. Everyone thinks you're just a "really dedicated" puppeteer and you get blamed for everything he/she/it says and does.

The puppet's history is quite simple, it's a freshly-made Toon that was just maliciously drawn and tattooed on you (somehow) by an Animator and comes with a high-school equivalent level of knowledge. It isn't particularly loyal to you and can interfere with your life if you don't respect them as a person instead of treating them like a body part. As a part of your body, your perks also affect it. The relationship between you and him/her/it is very awkward for both of you.

Your "Puppet Toon" can go with you as a free companion after this Jump, they become detachable and can be reattached by shoving your hand back up into it. The (now detachable) puppet Toon can also remove itself from you whenever it wishes. However, they will have a strong instinct to be "attached" to you even if they don't like you personally and you'll likely wake up with them on your hand again in the future after they sneak into your room. They will be literally clingy and it'll be creepy and awkward for everyone, that behaviour is a combination of their personality and instincts built or added into them.

Instead of the full **+400cp**, you can take this as a **+200cp** drawback and have the puppet toon (or imported companion as your puppet toon) have some other "less awkward" conjoined position. This could be something like a secondary head next to yours or maybe they are conjoined to you via a thick awkward tail. Either way what this does is make this "enforced friendship" **less** disabling.

As an example your secondary head would come complete with its own set of arms which stick out a few inches under your own original pair. However you will probably share your body from the chest down, which will be permanently "encased" in the puppet-toons body (everything works as per normal down there).

Another option would be something like the puppet toon taking the form of a toonish-mascot suit which you are stuck inside of. At the most you can take their "mascot" head on and off as needed. Everything works as you think it does for you inside of the suit and you can see/hear/smell out of there relevant sensory organs. You will still need to coordinate who gets to do what and when or figure out some way of sharing control.

The probably least awkward method would be to be stuck together via a "thigh" thick 3-4 foot long tail as you would have otherwise completely separate bodies but still share sensations between both of you. You could easily walk side-by-side like this but activities like driving might be awkward.

Like the 400CP version all of these variations can also re-attach themselves to you after the jump via relevant methods.

After the Jump, while attached to you the puppet temporarily gains the same perks that you have, losing them when they detach from you. While detached they (initially) only have the same "Generic Cartoon World" perks that you picked in this document. They can of course pick up additional perks in the future like any other companion. They do not share the perks they gain with you while attached to you but can still use their own separate perks.

While the puppet is attached to you, you feel everything the puppet toon does as if they are part of your own body. Your proprioception is also altered to include them and their limbs. Coordinating movements between you and them is natural and easy so long as they cooperate. Even if they have sticks for arms they are just as physically strong as you are and you cannot "overpower them". You would have to coordinate control over your shared body parts or maybe set times between you and your "friend" for when who gets control over "shared resources".

You can optionally have a willing existing companion import into these "puppets", but they control what it's appearance is instead of you and does not gain any drawback points for this. Your imported puppet pal does not share whatever perks it has with you, but you do share your perks with it. Everything else, including the desire to reattach to you and the additional clinginess in the future affects it as per the rest of this drawback.

Your imported puppet pal(s) can also be imported as normal on top of this drawback-importation so long as you pay for it and can gain perks/drawbacks like any other companion but cannot take this drawback.

Tom and Jerry the movie had a particularly odd character in it.

+400cp - Wanted Dead and Erased

For some reason, there's a (worldwide) warrant out for you, not for your arrest but rather for your life. Law enforcement officers have a shoot-or-erase on sight order out for you and officers will also happily call for backup. Not only will you have to deal with "normal" human cops but you'll also have to deal with the occasional Toon or HalfToon cop. These Toon and Halftoon cops will have 600cp's worth of perks and receive the free items and perks from their backgrounds and the item stipend. A new Toon or HalfToon cop will be added to your world-wide manhunt team every other month.

Oh, and you'll be wanted for your entire stay here and since some Toons can change shape they'll also suspect you of being able to do the same and will work towards figuring out your alt-forms if you give them the slip using one.

+400cp - A Criminal attraction

Early in your stay, within the first month or so at least one Toon thief will manage to get access to your Warehouse and HammerSpace, steal valuable and/or dangerous items from you, and spread rumors of your wealth, technology, and/or magic after escaping and he or she will share their knowledge on how to access your various extradimensional spaces with some of the top criminal organizations around. Of course, this will spread from there reaching even the least well-informed criminals around. The items/things stolen will eventually be up for sale at some shady auctioneer's place.

Afterward, you become very attractive not physically but rather "opportunistically" that is to say that villainous individuals will find it in their best interest to attack, rob, hoodwink, mislead, prank, and otherwise go after you. No matter your reputation or popularity there will be a carrot that is dangled in front of at least one person with "morality issues" every day that will lead to them going after you for some reason. The "attacks" could be as trivial as giving you bad directions to lead you into a gang-infested area for "fun" or as serious as an all-out assault from a gang of serial killer Toons trying to off you.

Maybe they heard about your riches and discovered a way to steal from your warehouse. Maybe they are being paid by someone else to scout out your vulnerabilities or maybe you just look like a sucker and they hate your face. They will all have different reasons and motivations but they will all find that it would be profitable to go after you. These attacks will always be from existing criminals with their attacks being in the same category as previous crimes that they have committed. A thief will try to steal from you, a murderer will try to kill you, etc.

Should you start rounding them up and send them to prison, well that might make it worse as some of the more intelligent criminals might get together and start planning to go after you in a larger group. They'll even break out of prison together to give you trouble.

Most Toons are the "huckster" and "thief" type of criminal but beware most Toon thieves will be able to access your HammerSpace and Warehouse. There are the (rare) murderers among Toons too so be wary of that. You'll also face off against criminal humans who might not be shy about using Eraser on you if you're a Toon or HalfToon.

Not really the sort of popularity that someone wants.

+600cp Always a Toon (Only available for Toons or HalfToons)

You think of yourself as being a Toon or HalfToon first and your past memories of being a human or anything else will slowly be replaced with identical scenes of you being a Toon-in-an-alt-form or Toon-in-a-disguise in the same situations. This overrides any Perk (for the duration of this Jump) which protects your original memories such as photographic memories or instant-recall-like effects. During this Jump and as long as this drawback is active, you can't be convinced that you were originally anything other than a Toon.

You will feel significantly uncomfortable being anything other than a Toon, other bodies, species, and alternate forms will "itch". You will have a hard time staying in a body that is anything other than a Toon. Any scanner, magic, or perk will show and treat your metaphysical "soul" as being non-human.

You will also revert to being a Toon every time you sleep, get knocked unconscious, or become too exhausted if you are not in your Toon form.

Basically this drawback is intended to cause some definite cognitive dissonance issues even after this drawback goes away, as you will be left with a nearly identical set of memories where you were a Toon in your "home" dimension who joined the JumpChain. Your original memories will come back post-Jump but the altered memories remain and are so well done that you might not be sure which memories are real or not. This will also generate alternate pictures, comics, videos and whatever other media you have picked up over the years where you were featured as a normal human in them and produce identical copies of them with you as a Toon in them.

You forget that you took this drawback and are incapable of learning that you are under its influence for the duration of this Jump.

+600cp - OCP border checkpoint

This is your captain speaking, leave your outside powers, abilities, alt-forms, and Warehouse access behind. Only the abilities and perks you gain here are available. Additionally, please check that your items, weapons, pets, vehicles, luggage, and their contents do not have any sort of outside contextual abilities, including and especially anything you thought you were sneaking in somehow; this a drawback, no funny business. Only mundane items and Toon-physics based items/pets/weapons are permitted. Outside money, properties, deeds, ownership records, stocks, bonds, and storks are also not permitted. Food, drinks, and plants are also not permitted and must be finished or left behind before arrival.

Any companions you bring are also subject to these regulations.

Anything that you *somehow* still manage to smuggle into this Jump must be presented with Toon effects and be diminished to be no stronger than a 100CP Perk. Attempting to cheese this will result in Chain failure, but at that point, it's entirely your own fault.

+600cp - The Heinous Hays Code (Companion Compatible)

You are compelled to live up to the standards of the Motion Picture Production Code, also known as the "Hays Code." Written by the Presbyterian elder Will H. Hays in 1927and adopted in 1930 to sidestep the possibility of extreme censorship from the government in the wake of numerous scandals, this set of rules for films codified what was permitted to show on movie screens for decades. There are 11 complete restrictions and 25 subjects you must be extremely careful with for the duration of this Jump.

For a shortlist, you can't curse, disparage the clergy, use suggestive language, show even mildly sexually suggestive things, can't be nude or show others nudity, show or use "immoral goods and/or services" such as any alcohol or drugs.

Illegal actions like robbery, theft, battery, assault, etc also have to be "General audience" levels of safe and clean.

For a longer explanation look up the "Motion Picture Production Code" You are forced to live up to the full code 24/7. You cannot perform any actions or say things that would violate the code under any circumstances.

When in doubt, keep it rated G.

You are *not* compelled to force others to live up to this same ideal, but will find it harder and harder over time to associate with anyone who constantly breaks the Code, so it may be in your best interests to convince them to tone it down around you nonetheless. If you are *somehow* compelled to break the Code, you may not willingly (positively) associate with the person(s), organizations or things responsible for the duration of the Jump. If you (somehow) willingly cause yourself to break the Code in spite of all of this, you fail your Chain.

+800cp - Mary Sue Toon for you

It's an evil, murderous you!

Does not actually look like you.

It's actually a random type of Toon.

Evil not guaranteed, will in fact be suave, funny, and more popular than you.

With a copy of all of your powers, equipment, experiences/memories, skills, Warehouse/Warehouse attachments, items, alt-forms, pets, perks, and drawbacks that you have.

And also wants you very dead. You also don't know what he/she/it looks like, but it does know what you and your alt-forms look like. Their name is also not Mary Sue.

...With friends (+400cp, Must take **Mary Sue Toon for you**)

With evil versions of your companions that are in-Jump!

Evil still not guaranteed, will also in fact also have whatever abilities, vehicles, and items that your companions have.

Will also want you dead.

...Without your drawbacks (+400cp, Must take **Mary Sue Toon for you**)

And also doesn't have your drawbacks anymore!

...Until death do you part (+200cp, Must take **Mary Sue Toon for you**)

And both of you can't leave this Jump, dimension, time or leave the same world that Mary Sue is on until one of you is dead. Your Jump is extended indefinitely until such an event occurs. You also start in the same World/dimension that Mary sue starts in.

No Warehouse access for you or fleeing through a stargate or something else. You can still access your HammerSpace and other people's HammerSpaces if you have those perks/abilities.

+800cp - Contractual Obligations (Only available for **Drawn** Toons)

This causes a (nasty) contract for the individual taking this drawback to be generated. This document holds a huge chunk of their soul inside of it and forces them to obey the owner of the contract. The Toon under the contract does not have to "hear" the order(s), so long as the orders are given to the contract either verbally or through writing on it. In spite of their "soul" being in chunks this causes no physical/mental/magical etc. issues for them. Individuals with a contract cannot purchase or hold their own contract in any manner, both figuratively and literally; not even through intermediates. If taken with **Drawn Together** or **Toon for a hand** then everyone created via those drawbacks (for that individual) is also included on the same contract.

The contract is so controlling that its holder can force the individual(s) on it to have specific feelings and reactions, and even change their personality and memories. They will usually use this so that the individual is "happy" to be worked to the bone and will resist being freed by others.The company will gladly take everything (valuable/sellable) the individual owns for their own, including whatever bank accounts and sources of funds that they have, and they will use those resources for their own benefit. Anything that an individual owns that is being brought into this Jump will be automatically placed in the company's name and utilized by them including funds, property, servants, pets etc.

At the start of the Jump, the contract is owned by a major studio that is known for exploitive behavior. The Toon will have zero influence on anything that they make or work on. The vast majority of the work will be acting and producing short films, movies and TV shows, public showings, PR and so forth. The studio is either the company that drew them, or one that purchased them from their original creator(s) (with enough money that the creators do not care about them anymore). You and your companions do not own this company, cannot purchase it, and cannot control or influence this company, not even through intermediaries. So long as the company controls the individual they will have 80 hour work weeks with no days off for their entire stay (so long as it's legally permissible at the time; if not, whatever is legally the bare minimum) and they will not be permitted to own anything besides what the company gives them, which will also generally be the bare minimum that they can get away with legally. When they are not in front of a camera they will be forced to do meet and greets and act cheerful, energetic, happy, and do tedious things like sign autographs; though the contract holders are likely to make them delighted to do so, except when punishing them. They will expect the individual to be reading/memorizing their lines in their off hours or during travel times.

Before she allowed this contract to be an option, JumpChan insisted on one "slightly" helpful addition: you will not be able to tell your contract holder about the JumpChain in any form or fashion, or inform them about ways of "keeping you forever", either via getting you to do something that breaks your JumpChain or via some other item/perk/power that you own, or by extending this Jump's duration. This will also allow you to "not use" any out-of-Jump power, ability or alt-form even if they order you to. You will not be compelled to fail your Chain in favor of the contract itself (even if you were ordered to keep yourself "here" or made to "love" being here). The contract and all of its effects, orders and desires will break when the Jump finishes, and you will be given some extra time to "settle" down before you are required to make the final jump choice, which you will be able to do in the comfort of your warehouse.

This drawback will also ensure that the contractee will have a base-level of popularity which the company can use to ensure that they will be worked constantly. Even if the popularity of this Toon plummets to near obscurity or only a cult following, there will always be enough justification to act in crappy D-rated movies, sing for some terrible albums, and feature in insurance commercials. The work remains, even if the quality suffers.

If their contract is destroyed, all those affected by this drawback die and can't come back into the Jump via resurrection; and if it's the Jumper's contract then the Chain ends.

The individual under contract cannot leave this world until the Jump ends, the contract is destroyed or they die (*permanently*, if you get resurrected or something that means you didn't really die by the rules of the contract).

What's a Toon

Basically, a type of magic slime-creature which has a highly malleable but otherwise "fixed" resting state that looks like "something". You're actually mostly made out of ink & paint and a few dashes of physics bending, reality-warping magic. Anthropomorphic animals are very common, Toon-humans are also common, Monsters of a huge variety are common along with various anthropomorphic items. You could even be a Toon building if you want. Toons have a distinctive look to them, complicated science words dealing with light refraction, lighting effects, shading, and shadows all add up to the fact that no matter how detailed your body is, you still have that "Toon" look to you and you stick out against "real" surfaces, items, people or backgrounds.

Toon Objects

- Toon Objects are made out of ink and paint but behave, feel, sound, and can mass the same as the object(s) that they are mimicking however, they always have "non-lethal" properties and provide a Toon-physics based protection to those getting hit/squished/mangled, etc by them unless modified by another perk.
- Toon Objects will repair themselves over time, from total destruction to full repair within about an hour so long as chunks of its material are nearby, or additional ink is provided to replace missing parts.
- You can't fool anyone with counterfeiting something real as the Objects are "cartoonish" and visibly different from real items.
- Toon Objects such as food do not have a nutritional value to humans but are otherwise harmless to digestive tracts. Humans only taste the ink and paint and will likely vomit Toon food up due to the "flavor".Toon food either made by another Toon or stored from several days prior can be used to help heal/restore mass lost due to injury to a Toon but the process is inefficient, only getting about 5% of the "real" mass of the Object. Toons taste the "intended" flavor of the food, toon cooked chickens taste like cooked chicken etc.
- Toon food can function as a healing reservoir for Toons, restoring "health" and mass to the (Toon) consumer.
- Toon Objects can be clothing, walls, furniture, fixtures, sidewalks, roads and basically anything that is typically inanimate or is composed of simple machines.

Toon Pets

A step up from Toon Objects, basically anything that is a Toon Object but can also move/talk/operate on its own is a Toon Pet.

What separates a Toon from a Toon Pet? Toon Pets have only a slight ability to "grow" or change from their base motivations compared to a fully sapient Toon. A Toon Pet clock will always want to be a clock and will always want to fulfill its reason for having been created - keeping time and functioning as an alarm. As a result of this hyperfocus, Toon Pets with time will excel beyond any reasonable degree at their purpose, almost like the public's conception of an autistic savant. They can develop additional interests and hobbies separate from their primary creational purpose and can enjoy various things outside of those purpose(s) but their primary motivations will always be that initial reason behind their creation, and any progress they make outside of their expertise will take years to develop even a rudimentary level of skill.



- Toon Pets basically get everything under the "What is a Toon" page and are likewise "immortal" and are made out of ink and paint but behave, feel, sound, and can mass the same as the pets or objects that they are. Toon Pets can also be anthropomorphic objects like alarm clocks and are generally capable of moving around by themselves in some manner. Large "Toon Pets" or "installed anthropomorphic objects" like Toon buildings, phone booths, mailboxes, gates, plumbing fixtures, etc can generally only manage a very slow crawl on their own but might have fully functional limbs/parts that can move at a normal speed which can enable them to drag themselves around at a higher speed.
- Toon Pets can have a wide range of intelligence. Toon Pets are sentient beings and given time, they may learn to speak and hold conversations, but this is a slow process. They can be surprisingly witty and by their nature, they love to play games with you. With time they can even learn to use their own HammerSpace.
- Toon Pets can always "use themselves", a Toon vacuum cleaner will happily vacuum your house for you and can either work on a schedule or just vacuum your house for you after you head out. The more intelligent they are, the better they can accommodate changes, conceptual/recognition issues, or handle problems on their own.
    - A low-intelligence, non-talking Toon vacuum cleaner might constantly get confused about why you don't want it to vacuum the dirt out of your potted plants and keep doing it even after you've told it not to. While talking one would easily recognize that the dirt in the potted plants is necessary for the potted plant and would leave the dirt alone.
    - Intelligent speaking Toon Pets can also use their HammerSpace with their abilities, a vacuum cleaner can vacuum things directly into their HammerSpace or eject things from it at high speed. A Toon Pet refrigerator has its door(s) has the entrance to its refrigerator/freezer themed HammerSpace which can be entered by a Toon.
- Toon Pets have limited "utility" and problem solving in that they are generally very good at a few things but are either unable to or find it very difficult to do things outside of their "scope" of creation.
    - The talking Toon vacuum cleaner from the above example would be unable to do the dishes, wash windows, do laundry, etc. An attempt to do the windows would probably have them attempting to use their vacuum nozzle on the windows, causing streaks which they then frustratedly try to vacuum up further before giving it up. The lesser intelligent vacuum cleaner would probably continue with its attempts and eventually break the window in frustration then vacuum the broken window up and expect to be praised for figuring it out.
- The more intelligent the Toon Pet is the more likely they are to suffer from boredom and take up additional hobbies/find sources of entertainment. "Excessive Sleeping" is something that quite a few Toon Pets pick up as a hobby, especially ones that are objects that get infrequent usage. "Poker" is also very popular and tends to be shared among multiple Toon Pets. Also if you have a TV, computer, radio, etc expect that to be heavily used.
- Toon Pets want to be owned and want to work and/or function as they were created to.
- Toon Pets have emotions and can remember things and can/will abandon an abusive owner. They might hold a grudge and seek out some (comedic) form of revenge.

Notes: Just for reference, If you are a Toon and something manages to make you bleed you don't have red blood, you instead have a deep black "blood" which can fill in for black ink in a heartbeat. Toons can have different colored blood, but all Toon blood is ink-like in consistency and also works quite well as ink. HalfToons tend to have normal blood which might be off-color or a bit thicker than normal without any negative health issues. You can pick the color of your blood.

You're a Toon?

Basically, a type of magic slime-creature which has a highly malleable but otherwise "fixed" resting state that looks like "something". You're actually mostly made out of ink & paint and a few dashes of physics bending, reality-warping magic. Anthropomorphic animals are very common, Toon-humans are also common, Monsters of a huge variety are common along with various anthropomorphic items. You could even be a Toon building if you want. Toons have a distinctive look to them, complicated science words dealing with light refraction, lighting effects, shading, and shadows all add up to the fact that no matter how detailed your body is, you still have that "Toon" look to you and you stick out against "real" surfaces, items, people or backgrounds.

HalfToons are similar to Toons in that they could look like nearly anything, however, they are much more realistic looking. The same "lighting refraction" issue that Toons suffer from is nearly nonexistent in HalfToons. Additionally, they tend to have a realistic amount of "details" when looked at. An anthropomorphic rabbit HalfToon for instance would have a realistic fur covering their body with each strand of fur visible and touchable. A HalfToon human would look nearly identically to a real human with only a few "tells" such as four-fingered hands and either four toes or three toes on their feet. Quite a few human HalfToons can easily disguise themselves as normal humans.

Positive Effects

- You are immune to "Critical hits" As you don't really have "needed" organs anymore. Just bits of you are shaped like organs.



    - Your body effectively has pseudo-realistic organs and bones. Your various organs all work like a normal organic creature's organs but you're not reliant on them and they are oddly easier to remove and reattach.
    - You have an odd regeneration ability which will reattach removed organs, limbs, or errand mass and seal up tears in your "skin" in a second but missing organs/mass can take several weeks to heal. You do not have to spend the time to "put yourself together" in a careful manner, your body basically shape-shifts itself to make everything work just fine even if you put your heart inside of your skull. You also do not scar from injuries.
    - You can also "hold" bizarre rearrangements/restructures/shapes without causing damage to yourself.
  - This also effectively renders you immune to blunt force trauma, crushing and "compression" damage as there is simply nothing "critical" to damage and your body just flattens, oozes, and stretches to adapt to the impact. You can take an anvil to the head and comically crumple into the ground and then wiggle out from underneath it. You can be flattened by a steamroller and blow yourself back up by blowing into your own thumb.
- Instead of normal injuries killing you, your body works more like a Hitpoint bar system made up of your own physical mass. Likewise, you can't "bleed" to death or die from shock/having organs removed. You can still die if too much of your mass is removed or destroyed and it'll take slightly more than half of your mass to be separated from you in some manner to kill you.
  - This also has a weird effect where different injuries cause different levels of injuries than what you would otherwise suffer as a stock human. Bullet wounds for instance cause very little mass-loss as only a small portion of your body is lost when a bullet goes through you and rips a bit of you out.
  - Lost mass requires the mass to be pushed both beyond about ten feet from the majority of your body and for at least three seconds. Thus getting shredded into a shredder and piling on the ground together won't count as a mass loss even if you sit there for an hour like that unless someone started actually shoveling parts of your shredded body into a cannon and blasted it away separately. Putting all of your shredded mass and blasting it away likewise wouldn't count until your body started separating in the air.
- You can, in a second or two of swirling around, change your outfit into something you have inside of your HammerSpace, dimensional spaces attached to your body, or dimensionally extended bags/clothing/objects that you have within twenty foot or six-meter of you
- Your limbs and body can be stretched up to six times their normal dimensions or you can be compressed to one-sixth its normal size.
- Your body parts are harmlessly detachable either at will, when receiving enough damage to the joint(s) or when someone pulls on your extremities with sufficient force your body will "pop" and the limb will become detached. You can still move the detached limb(s) or parts as long as it is within ten feet of you. You can even pop your head off or be beheaded without any ill-effects.
- You have a "**HammerSpace**"
- You can use "**Toon Speed**"
- You still need to eat food, but you can eat "Toon food (which tastes like it looks like)" and ink and paint (which taste horrible).
- You do not age and can't be "aged to death" or "reverted in time to death"
- You do not need to breathe and do not suffer ill effects from pressure/vacuums.
- Due to not being made of normal flesh and blood, you're immune to mundane disease.
- You have some automatic funny reactions aka "**Amusing injuries**" and "**Wild takes**"
    - Your body temporarily deforms comically when receiving damage. Getting hit by a cast-iron pan in the face might leave you with a pan-shaped head for a few seconds only to pop back into a normal configuration.
    - Temporary comedic birds or stars and other small objects appear flying around your head when you are beaten over the head by objects or knocked unconscious.



    - When feeling a particularly intense emotion you tend to display it in an extremely obvious manner.
- You also have the ability to turn yourself into a 2-D version of yourself at will. Flatten yourself to go under doors and enter drawings or paintings and emerge from them without breaking a sweat.
- After the Jump, you can switch to your “Toon” body or back at will. Your Toon body counts as an alt-form in future Jumps.

Negative Effects

- Most **Drawn** Toons are born with a specific drive, a character trope template which tends to drive and influence their behaviors. Toon villains will tend to act like Toon villains even offscreen, Toon boy scouts will look for little old ladies to help across streets, Toon caricatures will act the way their inspirations are reputed to, and so forth. This effect is strongest when a Toon is freshly drawn, but over time and with experience Toons can overcome these desires, drives and instincts. For you, the Toon drives, desires, and “instincts” are already non-existent and no longer influence you. However, if you picked importing as a Toon with a background and memories, your **memories** will feature these sorts of behaviors and instincts, and you will remember having acted as whatever trope you were back then. Toons in general can “get over” these drives, instincts and tropes in roughly ten years worth of life experience; you, having imported in some manner, get to skip straight to the point where they don’t affect you anymore. This is explicitly mentioned because you will see this both in-jump in other Toons behaviors and personalities and it will affect any Toons you create yourself even out of the jump.
- Your Toon body has a weakness, whether it’s called **Dip** or **Eraser** to you; it’s a feared chemical concoction which causes chemical burns to your skin on contact which can take weeks to heal and seems to temporarily neutralize and suppress Toon based powers, which includes any perk for any type of Toon, including your Toon-based durability and regeneration. The area with an **Eraser** burn will behave like mundane flesh until it has healed, impeding stretching/squashing/shapeshifting and other similar Toon-abilities. Post-Jump, any sufficiently strong solvents will eat away at a Toon-based body, Object or Pet like acid, dissolving Toon’s. Too much **Eraser** and you’ll melt away and die.
- You can’t directly harm people with your Toon powers, Toon Perks, or Toon abilities as it automatically provides cartoon-physics-based protection to objects and people under its influence. The best you can manage with your Toon abilities (without specific perks) is to knock someone out.
    - If you were to do something like fold a human into an accordion shape and stuff them into a tiny safe, lock it and throw them off the end of a pier, when your power wears off they will pop out of the safe unharmed and pop to the surface. Likewise tossing someone into a volcano would give them a Toon-like reaction, namely throwing them back out of it with their pants on fire and they would land safely near a source of water.
- You are **Censored** by default meaning that you can’t use swear or curse words. Instead what happens is that one of the below effects takes place. You can change these effects at will and pick which one happens.
    - New or nonsensical swear words naturally replace the ones that you would otherwise use.
    - Various noises like honks, bicycle horns, or fog horns replace the curse words and a “Censored” bar appears over your mouth while you are cursing.
    - Your voice is silenced and a “Censored” bar appears over your mouth while you are cursing
- You are **Rated G** by default, basically, let's just say that you lack the ability to procreate and you are unable to get sexually aroused. You’re smooth down below figuratively speaking (you probably have fur or skin etc that matches the rest of your body) and you also lack any sort of libido. You can still have a pseudo-gendered form with secondary sexual characteristics; you just don’t have any actual sexual organs and you also lack nipples.
    - Don’t feel too bad, most Toons are like this. A good rule of thumb is if they are not wearing any clothing then they are G rated.
    - On the plus side you also never have to use the toilet or wear clothing if you don’t want to.

HammerSpace

You have a hidden inventory, a space-time pocket that’s essentially a part of your body. You can access your **HammerSpace** from anywhere on your body or clothing. The entrance actually hovers a little above your fur, skin or clothing by default but you can change it to be inside of your body, with you having to stick your hand(s) into your own flesh a bit to access it like a pocket (this is harmless and painless).

Items placed inside of it are by default subject to time at 1/16th speed, but you can turn this effect off if you wish. You can place objects and non-sapient creatures with a total weight of around four thousand pounds inside of your HammerSpace. The total weight is more important than the size and shape, your HammerSpace will also harmlessly “Bend” larger objects as you put them into it and pull things out.



You have to be able to grasp and lift something to put it inside of your HammerSpace, gases/plasmas are not considered to be “grabbable” by default. However, If you have a power that lets you manipulate/shape gases/plasma/etc. then you can store the “shaped” gas/plasma.

You are always aware of what items/things are inside of your HammerSpace and you can “sort” them at will to bring items up to the HammerSpace entrance(s) instantly.

Additionally, you can also summon Toon Objects that you own and (willing) Toon Pets that you own that are currently outside of your HammerSpace into your HammerSpace within a radius of you. The distance that you can summon Toon Objects and Toon Pets that you own into your HammerSpace is a radius of about 5 miles.

Toon Objects and Toon Pets can also revert and/or recover from any changes/alterations/damage that they have suffered from while they are inside of your HammerSpace within about an hour for large changes/damage.

At the end of the Jump, you also gain a feature in the Warehouse, a closet door that leads to your HammerSpace that allows you (or others) to browse, add, sort, and remove items from it and view the items you currently have inside it.

Note: In-Jump, your HammerSpace/pocket dimensions are fair game for other Toons to steal from and enter. Toons are known for being able to access other Pocket dimensions at will. If you do not want Toons to be able to access your stuff, you will need the “**HammerSpace Specialist**” perk.

Here, if you've read this far you may take any number of these items (once) for free

- One hundred dollars in a leather wallet inside of your HammerSpace
- A pair of white Toon gloves that fit your hands
- A traditional Toon wooden mallet inside of your HammerSpace
- A Toon banana cream pie inside of your HammerSpace
- Two Toon bananas inside of your HammerSpace
- Reusable Toon sign object(s) with words on them from your HammerSpace. You can choose what the sign(s) says at will, it's design, and spawn as many of them as you want. Signs left out of your HammerSpace disappear after about a day.

Toon Speed

Basically, super speed, assuming that you have limbs, your legs and/or arms turn into a whirling mass of limbs and you can move faster than a normal human. This gives you a running speed of about 50 mph, you can also apply this same effect to your arms and perform actions faster than normal.

You can fight others in a "cloud of flailing limbs" or that modern "disappear and reappear" schtick that's so popular with new Toons these days.

You can briefly ignore gravity for about a minute as long as you don't look down. A confident Toon with his head held high could run from the top of one skyscraper to another with nothing but air under his feet.

You can stop instantly in place, defying the laws of momentum. You can also turn into a "mass of clouds and flailing limbs" and clean a room very fast, build rough shed-sized structures or destroy the interior of a room or destroy the equivalent of a small wooden shed in about ten seconds.

Scenarios

A Game of MacGuffins (Requires that you be in "Generic Cartoon World")

-You can take this scenario later in-Jump even if you did not initially pick it.

It's (insert whatever date you want from 1950- till now) and a worldwide scavenger hunt for a MacGuffin has been announced in a very popular, worldwide newspaper that slaps you on your face when you first enter this world. Included with the announcement are a description of the prize (becoming a Jumper) and what the JumpChain is and the first clues to hundreds of additional clues and puzzles which are spread out around the world. Complete enough clues and puzzles around the world and you will eventually get enough information together to lead you to the location of the actual MacGuffin.

What has been announced is that the possession of the MacGuffin gives the possessor at the end of ten years your place in the JumpChain. What a JumpChain is and how it offers is explained in detail. That "replacing you" part is a lie, but does drive people to complete the challenge. In this case, the MacGuffin is a glazed confection of some sort that could be best described as being edible in the loosest sense of the word. Wildlife won't eat it and will generally stay away from its horrific lingering odor and it is also guaranteed to not spoil under any environmental conditions or from age. The MacGuffin itself is actually a nearly-indestructible Toon Object which at some point might qualify as food.

Did I mention that the puzzles and clues aren't actually logical, yep these babies are fully loaded jokes, pranks, puns, inside jokes, animation jargon, movie jargon, and history. The majority of them will also generally require you to actually perform Toon feats and jokes with you as the victim. A pile of comedic puzzles and jokes and quite a bit of pain and injuries are all that stand in your way from locating the MacGuffin.

If the MacGuffin is not in your possession at the end of the Jump or has somehow been destroyed you will fail this scenario. The MacGuffin can not leave this world or exist in a separate dimension (pocket or otherwise) besides the HammerSpace purchased here.

The competition will be fierce with hundreds if not thousands of hopefuls trying to outrace everyone else to the prize. Some wealthy people have also attached monetary rewards for clues and locations to the MacGuffin's location and will be aggressively trying to locate whoever manages to find it to try and steal it from them should they not get to the MacGuffin first.

Watch out for Toon HammerSpace thieves, who can access your HammerSpace unless you have "**HammerSpace Specialist**"

You ***cannot*** fail this Jump or your Chain as a direct result of failing this Scenario, it only means that you fail to obtain the **Prize** (though you might want to keep that to yourself, because whoever spent so much effort on obtaining the MacGuffin might not be happy that it doesn't function as advertised).

This Scenario may be taken freely with any other Scenario.

Prize: You get a **Macguffin**, a nearly indestructible Toon Object that is capable of shapeshifting into another Macguffin. It can fill in for some legendary magical/mystical or technological item that is unique or nearly unique in the Jump/universe that you are in. It can operate as a key or some other technological and/or mythical device used to unlock something or be the focus of some spell. It could also be knowledge in a book, scroll or tablet or a map or anything like that with whatever interface is needed or desired.

The MacGuffin can change its shape and Macguffin status to another Macguffin once every six months. It's default appearance is a technically edible deep-fried, meat-paste filled, glazed cupcake "thing". If someone or something eats it, it will come out "the other end" in a G-rated manner whole and undigested.

The Society of the Golden Anvil (Requires that you be in "Generic Cartoon World" and stay in Generic Cartoon World for 90%ish of your time in-Jump.)

-You can start this scenario anytime after the founding in 1932 even if you start earlier, so long as you spend at least six years with the organization. You can take the time-extension drawback to meet this requirement. You can take this scenario later in-Jump even if you did not initially pick it and you can take the 0cp time extension drawback at will as well.

Since their founding in 1940, there are enforcers among Toons who go out of their way to ensure that in public other Toons "behave". This is essentially a (public) PR company conglomerate crossed with a secret society that works specifically for the betterment of Toon-kind. Their primary mission is to downplay the "Terrifyingly destructive power" that some Toons have and to manage the public perception of Toons as a whole. This organization also acts as a pseudo-police force for Toons and often handles Toon criminals. That is to say that they help cover up "mistakes" that other Toons make in public such as cursing out a human or scaring people or they send private "Police" Toons out to capture other Toons committing crimes.

Toons are well-aware that other Toons can be fairly destructive in public and this organization helps ensure that negative Toon-created "public shows" get cleaned up and repaired, people who got terrified/horrified by a particular Toons actions end up having "funny shows" put on for them while being unaware of this both in public and in private to try and "reassure" them that Toons are just funny magic-people. That is to say that the terrified humans will continually run into little funny skits in their daily lives put on by teams of professional "Cover-up comedic Toons" (stalking them) or (willingly assisting) Toon neighbors to calm them back down. "Special events" might happen to them in the future, such as a surprise birthday party put on by a Toon "getting the date/address wrong for his best friend".

Toons, in general, are aware of this organization's existence as the organization hands out pamphlets to Toons and HalfToons detailing "things not to do in public". First-time violators may find themselves having an "educational" video played for them while they are tied up in private. Although the "company" does not have any sort of "official" power, it has tons of "unofficial" power in that it is supported by some of the biggest and most popular Toons in the world and as such, they can bend the ear of highly-placed individuals in both the entertainment industry and in the government itself.

This organization had a hand in convincing the Toons deployed (some of whom could have killed humans) during WW2 to "act up" and not actually hurt the humans during the war to scuttle DoD plans on wholesale weaponizing of Toons. To make the

plans a “total” failure instead of having the DoD sort through and find Toons who are capable of lethal abilities and use them in war.

Even without taking this scenario, this organization exists and may eventually approach you if you are a Toon or HalfToon especially if you run around in public doing things that would cast Toons as a whole in a bad light. If you are a Toon or HalfToon and you also become famous you will be heavily “encouraged” to join the organization, pay dues to it and attend a meeting once a month.

This scenario ensures that you have gotten on their shit-list in whatever year you want from 1950-till now. That is to say, you will be followed and spied upon whenever you are in public. Transgressions where you frighten, terrify, bad-mouth, use “bad” powers or cause undue damages in public will cause you to be fined very heavily using double-digit percentage fines of your total worth and the money will just be quietly withdrawn from your accounts and/or safe(s) without your approval. Complaints to officials or attempts at recovering this money will go nowhere. Repeated “negative” actions will result in harsher measurements being deployed including “reformed” criminal Toons coming after you/your property.

Your goal is to get off the shit-list and become a respected member. This will require you to be “squeaky clean” in public for at least a year and after that year you will have to “volunteer” quite a bit of your time for the next five years to the organization as a “Cover-up Comedic Toon” That is to say you will have to put on little shows for humans who have seen another Toon do or say something ”bad”. It will be a job that has on-call-only hours and you will be working at least 20 hours a week, you will be paid to do this at minimum-wage rates. After that, you just have to stay relatively clean (with normal levels of mistakes/forgiveness) for the rest of your Jump or spend more time volunteering.

Yes, you can be a human and do this, there are humans in the society it’ll just be harder to pull off.

You ***cannot*** fail this Jump or your Chain as a direct result of failing this challenge, it only means that you fail to obtain the **Prize**.

This Scenario may be taken freely with any other Scenario.

Prize: A new branch of this PR secret society/company will be created in each future Jump with a (public) workforce of whatever natives are in that Jump and you are one of the board members and you receive stocks, benefits, and a substantial salary from them. The company is largely self-sufficient with highly competent and loyal individuals employed in it. But you will be expected to attend board meetings at least four times a year and to set the general “policy/expansion goals” of the branch. Although its primary business is PR, this is actually a conglomerate that has spread out into multiple fields including a hefty amount of investment and control in the financial sectors.

This organization will assist you (for free) in covering up your non-public mistakes, hiding the effects of your abilities, repairing the damage done in public overnight, sorting out any paperwork and ID’s you might need and can sort out any financial issues you have including “laundering” funds or fencing stolen goods. They will also be the best public relations company in-Jump. You also get to use their not-so-public services with “reformed” criminal Toons who also work for them. There will be Toons working for the new branches, even if they have to hide in the world you are in.

This organization is going transdimensional with your support and spreading Toon-kind into new worlds.

The Creation of New Toontown (Requires that you be in “Generic Cartoon World”)

Life as a Toon in the early 20th century sucked.

Like, a *lot*.

Your mission, should you choose to accept it, is to help create a utopia for Toons that does not inherently exclude any upstanding citizens. Whether you manage to convince somebody to sell you a large plot of land or get a private reserve set aside, your new responsibility is to create a fully functioning and self-sufficient society from the ground up. Water, Electricity, Law enforcement, all the bells and whistles you could expect of a city of the time period you’ve landed in. All persons who obey the local (sane) laws are well treated and are equal members of your new society, whether they have legal paperwork or not. Whatever form of government, work placement and all other details are up to you, Jumper, save that you are going to be ultimately responsible for everything (whether you’ve put yourself in charge or not).

Taking over Old Toontown aka “**Santa Clarita Valley, CA”**, known as Cartoon City later on, doesn’t count, you’ve gotta make an entirely new place to win the Prize.

Somewhere in New York is probably your best bet, a lot of cartoon studios start out spread out all over the US, Flesher studios (Felix the cat) , Van Beuron studios and TerryToons were originally based in New York, Disney’s first studio starts out in Missouri. Due to mostly legal and tax reasons most of these studios end up moving to the LA area or are bought out by the larger studios.

This process cannot take any less than five years, no matter how many awesome perks you’ve brought along to help you; you’re going to have to *prove* that your new society functions for at least that long. This means that, if you’re only staying for ten years, you have five to build this place and five to maintain it, but for those staying longer you only have to have the finished place done for at least five years.

This doesn’t mean that you’re getting off scott free if the whole place explodes the moment those five years end, but maybe not for the reasons you might think, see the details in the Prize section below.

You ***cannot*** fail this Jump or your Chain as a direct result of failing this challenge, it only means that you fail to obtain the **Prize**.

This Scenario may be taken freely with any other Scenario, but this Scenario must be completed prior to 1952; after that, life was good enough for Toons not to really need this place as much. You can still do it, but you won’t get the Prize.

Prize: You get to take the **Acme Acres** 800CP item at no additional cost. This version of Acme Acres has the infinite borders upgrade, even if you do not have **HammerSpace Specialist**. Instead of the bare bones basic town that gets included in that purchase, the utopia you’ve created is replicated inside it, exactly as it was at the end of your Jump; anybody living in New Toontown (or whatever you called it) at that time is allowed to decide whether they want to become followers attached to Acme Acres or if they wish to remain here, in Cartoon World. Yes, you can refuse to bring along anybody you don’t want to, they’ll stay in the utopia you left behind.

This does mean that if New Toontown was destroyed or annihilated by the end of your Jump here, you get no buildings or followers whatsoever. If it really bothers you for some reason, you could also just take Acme Acres with zero buildings (or wreckage) for your prize, but that means *none*, not even what you would have gotten if you purchased the perk directly.

If you already own **Acme Acres**, this can expand its borders with the infinite grasslands if they weren't already expanded, and you can still get a copy of New Toontown imported into it (either as a new feature, or replacing the previously included buildings). If you decide you don't want even *that*, you can still enjoy the satisfaction of having helped out a whole lot of Toons in need.

Additionally, due to your efforts **Jane Mouse** would be quite interested in joining you, so long as you haven't used any sort of (non-toon) style "Real" violence to fund and/or build this city and can join you if you wish for free.

Jumper Studios

This is a world of cartoons. Life was created with blood sacrifice for the purposes of entertainment, and that life is only too happy to be in the spotlight. Stories of heroics, world ending terrors, slapstick and tragedy all find their way to the silver screen, and millions of people the world over flock to share in those stories.

Now, it's your turn.

Your mission, should you choose to accept it, is to build an animation studio capable of producing blockbuster films, and to produce no fewer than five award winning feature length films over the course of your stay here. If you are nominated for industry approved awards for at least ten feature length films, or 20 short films no shorter than 20 minutes each, then those will count proportionally. You do not need to be an animator (or Animator) or actor to succeed in this task, but you *do* need to have your name on the lease (or ownership) papers for the place. You *will not* succeed if you do not have at least 51% ownership of the studio(s) by the time the Jump ends. Of the five films, at least three of them must star (or co-star) Toons or HalfToons, and all of them must include Toons (be they props, Pets or fully sapient persons) as extras.

Jumper Studios must be capable of producing additional films with or without your direction, which means that you're going to need to hire, at a minimum, three separate beings with the **Animator** perk (you and any companions don't count; while you can certainly help animate stuff, you need three full time Animators *in addition* to whoever else is on staff). Your studio must have the following, all of which must be fully functional:

- An Administration building (you must have an office larger than a janitor's closet here)
- An Animation studio building
- A cafeteria with a Kitchen
- At least two Soundstages
- At least two full size Sets (interior or exterior doesn't matter)
- An outside auditorium for events.
- Incidentals - Property and Costume, Backgrounds, "Grips", various set lighting/recording equipment
- A Recording studio, Several sections are set up for voiceover work and has an "auditorium" style recording studio able to host an entire orchestra
- General Storage facilities and a Loading/Unloading dock
- Security Gate/Guard building - Attached to 20' tall Concrete fencing surrounding the entire lot

If you can put all this together, then you will have successfully built Jumper Studios (or whatever name you gave it).

You can take this Scenario at any time, and it has no consequences for failure, other than whatever resources you put into it being wasted. If you already own an **Acme Studio Factory Lot**, its resources *cannot* be used for the creation of a new studio, or any of the required films, or it doesn't count for the purposes of this Scenario. You could still *build* a new studio using those resources, but it wouldn't be Fiat-backed like the Prize is, and you wouldn't get any other of the rewards from this Scenario with it either.

Prize: You get a copy of Jumper Studios to come along with you as an Import for the Perk **Acme Studio Factory Lot**. Even if it wasn't before, your new studio becomes a Toon Pet, as per the Perk. All peoples hired full time by your studio are given the opportunity at the end of the Jump to come along with you as followers, but they are not required to do so. As a result of this, how you treat your employees and how much you've built up your studio can drastically alter the value of this Prize. If you already own another **Acme Studio Factory Lot**, this means you get a second one. They can also be merged if you would prefer that.

Additionally, if you didn't have him already, **Otto Acme** will probably scramble across time and space to offer to come along with you as an actor for the studio, which would make him your newest companion. His **A Comedic Acting Genius** Perk is brought up to full power, and his partial **No Comedic Impulse Control** drawback ends, as well.

Finally, as thanks for all your efforts, Jumper Studios will produce cartoons (or regular films on request) of your Jumping adventures, now and into the future if you want them. These can also (optionally) be seeded into the new worlds you're Jumping to, and can make you an instant A-list (or less, at your preference) celebrity should you choose to be presented as the leading actor in them. Or you could just use the studio to make money with it's films, as you might with the regularly purchased option.

Equal Rights For All Peoples (Requires that you be in "Generic Cartoon World")

Martin Luther King Jr. had a dream. A dream where all peoples, no matter their origins or backgrounds, their species or color, no matter their religious preferences, where *all* peoples would be equal. Where they would be guaranteed the unalienable rights of life, liberty, and the pursuit of happiness.

In Cartoon World, you will fulfill this dream.

This Scenario may be undertaken at any time, but you may wish to get an early start on it, because it's a doozy.

Before the end of the Jump you can take the 0cp drawback **"Long-standing Toon**" which adds ten years to this Jump **at will** to give yourself more time in-Jump if you find that you need it.

To complete this Scenario, all of the following must be achieved:

- You must come up with a near-universally applicable "Bill of rights" able to cover beings that can be produced nearly instantly like Toons or AI's both with or without knowledge being dumped into their minds. It must be able to also support and deal with alien beings or beings with non-typical mental or physical layouts like hive-minded species and symbiotic/parasitic sentient/sapient beings.
- Things your new "bill of rights" must handle the rights and responsibilities of...
    - Toons, Toon creation standards, legal guardianship issues.
    - Clones, sapient and non-sapient, legal guardianship issues.
    - Non-or-partially physical forms of sapient beings such as but not limited to Gaseous/Plasmatic/Sonic/Energy/liquid beings.
    - Genetically engineered creations both sapient and non-sapient.

        - Artificial intelligence, Artificial intelligence creation standards and legal guardianship both “instantly producible versions” and “grows up slower” versions.
        - In a sapient hive mind arrangement what are the “rights” of a drone?
            - When it’s effectively a feral animal outside of the hive mind.
            - When it’s still sapient outside of a hive mind.
            - When it can (possibly) force/invade other sapient beings if it is required for it to live.
        - Sapient host rights vs Sapient symbiotic life form rights.
        - Sapient host Rights vs Sapient parasite’s rights.
        - Animal rights
    - All signatories of the “United Nations” must have enforced laws in which everyone is treated equally under the law and your “Universal Bill of Rights” must be applied to 80% or more of the world.
    - All slavery worldwide must be eliminated, to include those who are literally slaves and similar enough forms of control like serfdom.
    - Within a reasonable, accessible distance: There must be a basic level of clean food and clean water made available to all people, a basic level of healthcare available for all persons who have need of it and all peoples who wish to learn must have access to some form of higher education, to a minimum of a high school GED.
    - General war (ie, no active, declared wars) must be eradicated for a period of no less than one consecutive year during your stay.

While these requirements are not necessarily exhaustive, the general state of the world must be recognized by a neutral third party as drastically improved. This *does* mean that the further along in the timeline you begin, the more that things will need to improve.

To help you complete your goal you will be given an A1-size top-of-the-line, indestructible touchscreen tablet from 2020 which counts as a toon object.

- The tablet contains an auto-updating list of remaining slavery victims and their general location within a mile of their current location
- A Google-earth like map app which shows you in real time via togglable layers where food, water, education, and healthcare are needed and also includes a togglable layer showing you where the current conflict hotspots and wars are located.
- A list of current task milestones and a completion list.
- The tablet will display the jumpdoc (without drawbacks) for you to make your selections when you have completed all of the tasks, but you will not receive the perks/items/companions you pick until you leave. Afterwards it will turn back into an otherwise normal “Toon-object”, indestructible tablet. You get to keep the tablet even if you fail.
- All of this information updates in real-time.

There are no consequences for failing this momentous task, save that you will receive no rewards.

Prize: You will receive a reward Stipend of 1000CP, to be spent in this document before making your choice to Stay Here, Go Home, or Keep Jumping; any points not spent are lost. Selections are awarded after the jump is finished. Additionally, you receive the new Perk, **World’s Savior**.

World’s Savior - Prize Only

You are recognized as a leader and savior of all peoples, and will find that saving doomed peoples in the future is far, far easier. Coincidences will be contrived to make the prevention of apocalypse-type threats much more reasonable for even a single person to achieve, provided that person is you, or directed by you. You will also find that freeing slaves and those in similar situations to be much easier; locks will spring open with even a minor effort with a lock pick, guards will somehow miss you walking previously captive crowds out past them in broad daylight, and hiding the identities of those who would be persecuted for immoral crimes is as easy as slapping a pair of Groucho Marx glasses on them. You’ve already saved the world once, and it only gets easier from here.

After the Season Finale

Well, you've done it. You've somehow survived at least ten years in this zany, wacky world. Probably. Congratulations and all that. You've got the standard three choices here, same as pretty much all other Jumps: Stay here, Go Home, or Keep Jumping. No matter which of them you choose, all your Drawbacks, excepting those you're explicitly choosing to keep, are hereby undone. Uh, best of luck with those new Toon memories if you picked those up. If you don't know what that means, don't worry too much about it. Oh, and if you somehow failed your Chain here? You can keep all the purchases you made in this Jump, but you're still going home. Your Toon, HalfToon, or Human body can become a new alt form for you, with you able to switch into it or out of it at will in the future. Or instead, if you're really attached to it, you could apply your new, ink-and-paint form to your Body Mod, so that your new sentient-blob-of-humor-and-animation self (not including Perks) becomes the base that the rest of the Body Mod builds on; in that case, your *old* body becomes a new Alt Form.

Stay Here: You're making a fine choice, my new friend, a fine choice! Please make yourself at home. Feel free to make all the friends you can handle, help yourself to the banana cream pies, and explore a world of Toony fun for as long as you may live, and hey! If you're a Toon, that'll be an awfully long time. We'll even help handle your affairs back home, let people know that you're alright if you want, them and any Jumps that were frozen waiting for you along the way. You can also import any remaining companions that you have if they are willing to join you for free with the same importation CP as you normally receive for companions, otherwise we'll send them home. Welcome home, pal.

Go Home: Oh? Not trying to pick up all the power in the universe? Well, hey, I hope we didn't break your Chain with some of our more dangerous antics or something. If you want, you can see if **Otto Acme** wants to go with you ("***and be the only Toon in a mundane world, you bet! I'll be famous! And rich maybe eventually!***"), he "*might*" still be up for it even if you didn't purchase a ticket for him and there's no grand adventures. We'll miss you, Jumper. Oh, and if any realities you visited were frozen in time or something while you were away, they start up again, of course. Thanks for stopping by!

Onwards to the next show: Here it is. Most everybody picks this one unless there's a really good reason why not. There are other Jumpdocs out there, other adventures to be had, and if you can find one of those rare Jumps where your prize is a Spark? You might become the kind of being capable of making new Jumps yourself, Jumper. We wish good luck out there for you and any companions you bought tickets for and convinced to come along for the ride. Time here pauses while you are gone if you want, or it can march onwards without you. Thanks for stopping in, Jumper!

Timeline

Prior to 1898 - Across history, there are occasional references to moving cave paintings, and to early artwork which seemed to leap off of the medium on which things are drawn or painted on. Occasionally concerted efforts yield some results for people investigating these phenomena, but few are able to do more than get short lived phantasms to appear. Several religions have mentions of these creatures and have conflicting information on them; some religious refer to these things as spirits, others call them angels or devils. Most religions attempt to use them as proof of the supernatural and divine.

1898 - J. Stuart Blackton thrills a live audience with short-lived "Phantasms", which float in the air after being drawn, during a show. Blackton will continue creating these "Ghosts and Phantasms" to entertain moviegoers until an unfortunate accident occurs, where several of his religious and helpful neighbours decide to warm him up with a burning torch after wrapping him in rope.

1913 - The Los Angeles Aqueduct is built, carrying water from the Owen Valley to the city, passing through Santa Clarita.

1914 - Winsor McCay draws the first "Living Toon", Gertie the Dinosaur. He quickly attracts world-wide attention and makes a fortune using Gertie as an attraction and a sideshow. Unfortunately, McCay created Gertie entirely by accident; he struggles to try and create more characters in private, but is unsuccessful.

1919 - Felix the cat becomes the second "living Toon"; Pat Sullivan (the animation studio owner) and Otto Messmer (a cartoonist) are given credit for the character.

1920 - After months of experimentation in Sullivan's studio, the animators Bill Nolan and Otto Messmer manage to figure out the process and the requirements behind creating "Toons". Two new “Live-Toons” are created during the experiments in mid-to-late 1920, effectively clones of Felix, “Inky and Winky”.

1921 - Oswald the Lucky Rabbit is the first “Live” Toon created outside Sullivan's studio using the methods that Nolan and Messmer created. Rumors during this time suggest that Pat Sullivan himself would frequently leak the methods and techniques needed to produce “Live Toons” while drunk. Sullivan, a notorious alcoholic effectively gives away the process to anyone who buys him enough drinks.

“Live Toon” creation explodes as various rival studios are founded and start creating characters and films starring their “Live Toon” creations. Toons are treated strictly as the property of the studios or as the property of the individuals that create them.

1922 - The first “Toon Boom” officially starts as a dozen new cartoon studios open within a single month as the methods of creating Toons become widely known.

A few artistic animators start to experiment with various tweaks to the standard method of creating Toons, such as using cut-outs instead of cels, but the results are unsatisfactory and uneconomical, and generally end up limited to small-scale art projects. But starting now there are a few “very odd looking” Toons, Toon Pets, and Toon Objects roaming around because of this.

> Some of these “Art” Toons, especially moving-fractal Toons, can be nauseating for humans to look at, and those that cause this effect are shunned/and or attacked by humans because of it. The “odd” visual effects that make them nauseating to look at do not seem to affect Toons.

“The Katzenjammer Kids” entire cast is drawn as “Live-Toons” based on an earlier newspaper comic strip of them. Ironically, they already had several films hand-drawn by early animators. The later films are renamed “The Captain and the Kids”

1923 - Acme Studios is founded as a cartoon studio, producing a handful of “Toons” and short films.

Otto Acme is drawn

Experimental colorized Toons are also being produced in small numbers.

“Bosko the Talk-ink Kid” is drawn and registered as a copyright in 1923; treated as property, he is shuttled around between studios to sell. Created by Disney Animators leaving the studio, he was eventually sold to the film studio “Warner Bros”, where he quickly becomes an early success in dozens of short films.

1924 - In the midst of the “Toon Boom”, dozens of competing cartoon studios open and compete for an audience, but are mainly unable to compete against larger and more well-funded studios for theaters and distribution.

Instead of creating films and shorts themselves, Acme sells “Live-Cartoon” props to other cartoon studios. Within two years their fortunes have reversed and they become one of the largest and most profitable “cartoon studios”.

1925 - Acme shuts down its film-production side and switches to providing props and backgrounds. **Otto Acme**, his Toon co-stars, Toon cast members and dozens of other Acme-produced Toons are abandoned on the side of a road in the mountains east of LA.

The first publicly-known X-rated Toons are created, copied from the “Tijuana Bibles”, which are obscene comic strip parodies using popular Toon characters put into adult situations and are generally equipped thusly.

1926 - The secret of creating Toons has spread worldwide, with at least a few being drawn by now in countries from Japan through Russia to Spain; although America contains, and will continue to contain, the vast majority of Toons.

1928 - The first Mickey Mouse, the Inkblot version, is drawn. This one stars in “Plane Crazy” and initially doesn’t have shoes. He is given shoes in his second film but Walt decides to draw a different Toon entirely for future films. The original Mickey Mouse is abandoned on the side of a street.

The second Inkblot Mickey Mouse is drawn, this one stars in the famous “Steamboat Willie” cartoon, and has smaller eyes than the original.

The **Santa Clarita Valley** is the scene of the second-worst disaster in California's history in terms of lives lost, known as the "worst civil engineering failure of the 20th century". Shortly before midnight on March 12, 1928, the St. Francis Dam collapses. By the time the floodwaters reach the Pacific Ocean near Ventura, five hours later, nearly 600 people will have died. Some buildings in Newhall become makeshift morgues.

1929 - The Great Depression starts.

A third Inkblot Mickey Mouse is drawn, this one with a notable pie-eye style eyes. The second Mickey Mouse is kept around and is used in a few more films alternating with the round-eyed Mickey.

1930 - The “Toon boom” ends. Many of the newly founded cartoon studios close, and the various Toons that those studios created are rendered homeless. Most are forced to live on the streets in LA, where many live in the remains of the closed studio lots.

What will eventually become Toon-town (and eventually Cartoon City) starts as a tent and waxed cardboard city just outside city limits. The population swells to just under two thousand homeless Toons within a few months.

The first human death “due to Toons” occurs over a half-eaten sandwich and “Aggressive use of Anvils”. The Toon in question is arrested but immediately escapes by flushing himself down the toilet. A manhunt ensues over the Toon, but he continually escapes police custody.

Betty Boop(s) are drawn. The first one is an anthropomorphic poodle, while the second one is a toon human and stars in “Dizzy Dishes” as her debut short film. The humanoid Betty Boop goes on to star in several short films.

After experiments with color inks and paint the first full-color “Live-Toon” is created by Disney. The colorized “Flip the frog” replaces the older Inkblot “Flip the frog”. Many Toon characters are re-drawn in color, leaving their older black-and-white counterparts jobless and homeless.

Some studios switch to creating Toons in color even though most studio camera equipment still records only in black-and-white.

Cartoon City - Santa Clarita Valley, CA
With the land prices of the Santa Clarita Valley driven down by the dam-break disaster several years before, a wealthy conglomerate of the major cartoon studios buys up a large tract of land and founds “Toon-town” aka “Cartoon City”. It starts off as a shanty-town, but quickly becomes the de-facto place for Toons to live. Various towns and cities start passing ordinances and laws restricting Toons from owning or renting property outside of Santa Clarita Valley due to “public safety concerns”. The Toons living in the tent city just outside of various city limits are forcibly moved to this area. Many Toons take up residence in abandoned or partially destroyed homes, and humans still living in the valley loudly decry this invasion and “dumping” of Toons by the major studios. The human residents point out that the studios are just using the valley as a dumping ground so that people don’t see their old discarded Toons hanging around the studio lots scrounging through trash cans.

Property values of the remaining houses within the Santa Clarita Valley plummet.

The population of the Santa Clarita valley aka Cartoon City within its first year hits 2,895. Roughly 50% are human.

1931 - The “First Toon Riot” occurs as violence erupts between displaced black-and-white Toons and their colored counterparts, which results in massive property damage, twelve human deaths, and hundreds of injuries (to humans). Several cartoon studios close due to being damaged. "Hosers as lang for Inkblot Toons becomes widespread (amongst colored Toons), with “Hues” becoming slang for colorized Toons (used primarily by the Inkblot Toons).

The first Toon is “born”, a drawn Toon cow has the first “Toon pregnancy and delivery”. (The initial stages of pregnancy were dismissed as stomach problems and bad hay.) The startling news that Toons are capable of reproduction without being drawn makes international news and starts debates on “controlling them”.

“Eraser” is discovered, and is immediately used to kill multiple “problematic” Toons. The first “killer” Toon is recaptured and while laughing and insulting the police is soaked with Eraser and then shot in the head to silence his screams, as a public demonstration.

The Inkblot Toons who are judged to be the ringleaders of the Toon Riot are rounded up and eliminated. The Toons judged to be the causes of previous human injuries and deaths are also executed. A “witch hunt” ensues when the formula of Eraser is leaked, with Inkblot Toons being killed indiscriminately in public. Glass bottles full of Eraser are used as makeshift grenades and flung at some Toons, which shatter on impact and burn the Toon victim.

The first Inkblot Mickey Mouse dies during one of these witch hunts in his home in a cardboard box in a dirty alley in Cartoon City. His death does not get noticed for years.

In Britain, Toons start to be created for public information films by the GPO (Post Office). This gradually leads to a variety of smaller, boutique studios rather than the large monoliths of the American entertainment industry.

Jack Dragna takes control of the Los Angeles Crime Family; among other enterprises, he involves his mob in the entertainment business.

1932 - **The Society of the Golden Anvil** is founded, a pseudo-secret society/PR company created by Toons to manage their overall image in the wake of the Toon riots, and the mass Dipping/Erasing of Toons. This effectively gives Toons a sort of Toon-union, which also attempts to deal with problematic Toons and massage the public's perception of the occasional bad PR event. Their goal is to prevent mass riots and Dippings from occurring again.

The first colorized Mickey Mouse is drawn and stars in “Parade of the Award Nominees”; both the second and third Inkblot Mickey Mouses are abandoned in Cartoon City.

The 1932 Summer Olympic Games are held in Los Angeles.

1933 - The Great Depression ends, as does Prohibition, and Pat Sullivan dies from complications resulting from his alcoholism. Otto Messmer publicly states that he was the one behind the “Live Felix” and discovered the methods used to create Toons. Several other staff members from Sullivan’s Studio confirm this and back up Otto’s story that Pat Sullivan simply took credit for Otto’s discovery.

“Bosko the Talk-Ink Kid” is resold to MGM studios after his “owners” have budget disputes with the Warner Bros film studio.

“Buddy” is drawn by Warner Bros animators and takes the place of Bosko, where his first film is “Buddy’s Beer garden”. Unfortunately, he is not nearly as popular as Bosko.

Popeye Is drawn based on the popular newspaper-comic character and has a debut in one of Betty Boop’s short films.

Japan’s first Live-toon movie is released, “Chikara to Onna no Yo no Naka,” which features a cast of human-toons

1935 - Beans the Cat and Porky Pig are drawn. Porky Pig is initially just a background character in “I Haven’t Got a Hat", Bean’s debut film, but he overshadows the rest of the cast and is quickly pushed into the spotlight. Beans the Cat only stars in seven additional films before being “retired”.

The second colorized Mickey Mouse is Drawn and stars in “Pluto’s Judgement Day”, and the first is abandoned in Cartoon City.

Roosevelt issues an executive order creating the Works Progress Administration, a government program that creates 8 million jobs over the next 8 years, including many members of minority groups. This becomes one of the first times that Toons are “openly” and “legally” permitted to work in jobs other than what they can find in the entertainment industry.

A few months later, Roosevelt signs the National Labor Relations Act, guaranteeing the rights of unions to organize, collectively bargain, and strike.
A few months after *that*, Roosevelt signs the Social Security Act, creating federal programs for old-age pensions and unemployment insurance.

1937 - Daffy Duck is drawn, and his first appearance is in “Porky’s Duck Hunt”. Afterwards, Daffy Duck appears alongside Porky Pig in several other short films.

The first feature-length fully-Toon movie, "Snow White and the Seven Dwarfs", is released.

A major bank in Cartoon City is robbed.

1938 - Roosevelt signs the Fair Labor Standards Act, mandating minimum wages and overtime pay, and banning "oppressive" forms of child labor.

"Bugsy" Siegel is sent from the New York mob to infiltrate Hollywood. He has relationships with several starlets, borrows hundreds of thousands of dollars from celebrities with no intention of every paying them back, and extorts movie studios by taking over local entertainment unions (such as the Screen Extras Guild), and threatening strikes unless he is paid off.

1939 - World War Two begins with the invasion of Poland by Germany.

The third colorized Mickey Mouse is drawn and stars in “Mickey's Surprise Party”, leaving the second one to be abandoned in Cartoon City.

The National Film Board of Canada is formed, which provides some support for Canadian-drawn Toons largely as an afterthought.

1940 - Bugs Bunny is drawn, starring in “A Wild Hare” as his debut performance. Woody Woodpecker is also drawn, starring in “Knock Knock”. And Tom and Jerry are drawn.

Cartoon City hits 15,212 inhabitants, 98.04% of the population are Toons.

1941 - The US enters World War 2 with the attack on Pearl Harbor.

The Disney Animators' Strike occurs over inequalities of pay; Walt Disney responds by firing many of the striking animators. Many others quit, and all told, Disney loses nearly five hundred employees (nearly a third of his employees) and is eventually forced into signing a union contract with the Screen Actors Guild. Some of these animators and union members can be found in caricature as clowns in the movie Dumbo the movie that was currently being animated, Walt’s bit of petty revenge.

Several popular Toons volunteer for Wartime PR roles in support of America and perform for the troops.
A handful of Toons manage to enter the various armed services as soldiers, but most are kept sidelined in unimportant roles.

Cartoon City's infrastructure is gradually improved, the town slowly transforming from an overcrowded town into a small modern city. Rumors swirl that several explosive and chemical manufacturing companies have opened factories near Cartoon City specifically to take advantage of a Toon-workforce's near-indestructibility in hazardous positions, workplace accidents aside.

Toons' employment outside of "traditional" acting careers surges.

1942 - Reports of foreign Toons on the battlefield come as a shock to some. Debates start in America about placing Toons in the war.

A company of Toons is fielded; at first, they are a success, as they are largely immune to conventional weapons, and reports on their training show that they are capable of utilizing weapons without issues. However, the majority of Toons are shown to have a very strong aversion to harming humans on the battlefield itself and seem to be unable to hurt human opponents intentionally. Further, after just a few weeks "Eraser" is utilized as a weapon against them by spraying it into the air using standard bug spraying equipment, and Eraser grenades and bullets are produced to deal with Toons.

The company of Toons are phased into background roles in the war and they spend the majority of the rest of the war in assorted rear-echelon positions.

1944 - UAW-CIO commissions a group of Hollywood animators, such as Chuck Jones, to produce the 13-minute cartoon "Hell Bent for Election" for the Roosevelt re-election effort

1945 - WW2 ends.

Jerry Mouse stars in "Anchors Aweigh", a mixed Toon/live-action movie.

Toons who had gotten jobs filling in for men and women returning from the war are fired; a few Toons in particularly dangerous, hazardous or unwanted jobs are kept.

Minor riots break out from protesting Toons, but are quickly broken up using thinned Eraser sprayed from fire trucks. It causes pain, stops most Toon abilities, and causes lingering injuries to Toons hit by it.

1946 - At the end of WW2, the National Academy of Sciences advocates for better prosthetics. A team at the University of California, Berkeley, starts working on methods to try to create limb replacements using Toon Object, and then Toon Pet, limb replacements. Their efforts are viable and are superior to otherwise mundane prosthetics. Many users dislike the independence these custom "Toon" parts develop over time and the loss of control over them, but many regard them as being well worth it.

> These Toon Pet limbs develop personalities over time and become semi-independent. The earlier Toon Object versions have issues with dexterity, control and sensation not being transmitted properly.

1947 - The events which inspired "Who Framed Roger Rabbit?" occur (the movie being "based on a somewhat-true story"). Toons take ownership of Cartoon City.

A fourth colorized Mickey Mouse is drawn, one that is taller and stars in "Mickey's Delayed Date". The third colorized Mickey Mouse is fired and receives a token amount of money. The fourth colorized Mickey Mouse is put on contract and is paid; this one stays with the company until he retires in 1995.

Jane Mouse is born to a human and a Toon mouse.

1950- Cartoon City's population hits 50,086. 97.95% of the population are Toons or HalfToons.

1951 - The arrest and summary execution of a Toon via Eraser while visiting human friends outside of Cartoon City over a jaywalking offense spark the Second Toon Riot, leading to thirty human deaths and twenty Toons being Erased and millions of dollars in property damage. Minor riots resulting in twelve additional human deaths and five additional Toon deaths flare up for weeks afterward.

Toons go on strike, attracting the attention of the media to their long-standing plight to be recognized and treated like people instead of property.

Reports of the first successful "**toonoplasty**" surgery, in which a human is converted into a toon, edited, and then converted back into a human. In following years experiments to replace missing or damaged limbs using the same procedure are semi-successful, but are found to eventually fail due to bizarre rejection issues.

1952 - The "Toon Act" is passed, primarily recognizing Toons' "personhood" giving Toons the right to a fair trial, and ending the practice of summary execution. Toons are, at least federally, allowed to vote for the first time.

"Toon licenses" are part of the Act. Strictly speaking, they're to test and measure individual Toons' abilities in several areas. While technically optional, hazardous jobs and film studios push their usage.

Toons enter the workforce in mundane jobs, many leaving Cartoon City to settle in areas previously barred to them.

Some states pass laws to increase restrictions on voting, imposing extraneous requirements like birth certificates. These disenfranchisement laws are lambasted by Toon-run media as being discriminatory against Toons and other minorities.

1954 - The first nationwide color TV broadcast occurs, although as yet color Televisions are only available as very expensive prototypes costing the equivalent of $11,000 2020-era dollars.

1955 - The Vietnam War begins. It starts as a cold war, with the US backing the south Vietnamese and Russia supporting the North.

Opening of Disneyland, sixty miles south of Cartoon City; a number of local Toons find employment, in both the public and private sections of the amusement park.
In Studio City, Fire Station 78 becomes the first racially-integrated station in LA.

1957 - The Civil Rights Act of 1957 strikes down several state laws that have made it difficult or impossible for minorities to register to vote. It will be further expanded in the 1960, 1964, and 1968 Civil Right Acts, which close loopholes that some states attempt to use to suppress minority voters.

1960 - The Flintstones is the first Primetime cartoon show. Broadcast originally in black-and-white, prior to this most cartoons are shown as short films before a full-length film in movie theaters.

Cartoon City's population hits 66,730. 93.59% of the population are Toons or HalfToons.

1964 - Color Television struggles for adoption, with only 3.1% of the US market owning a color television set. Many shows are being recorded in color, but most are still broadcast in black-and-white.

The "Golden Age of Hollywood" ends and the "New Hollywood Era" starts as the "Baby Boomer Generation" starts entering the workforce, with different tastes in films and entertainment.

Amidst declining film profits, Warner Bros Shuts down their Animation-film department and switches to an outside animation-film company that produces low-budget films.

1965 - NBC announces that they will be transitioning all their primetime shows into color, and soon their competitors start doing the same. By 1967, all major networks will be broadcasting their primetime shows in color.

The "cold war" in Vietnam heats up as US marines are sent in; starting with just 3,500 troops, it balloons to 200,000 troops within just a few months

Peak of the surfing subculture in southern California. Toons enjoy the activity as much as Humans, from big-name stars like the Flintstones and Tom and Jerry down to average unemployed schmoes who like wind, waves, and beach parties.

The Watts region in south LA is affected by the Watts Riots, with a few dozen dead, a thousand injuries, four thousand arrests, six hundred buildings damaged or destroyed, and $35M in damage.

1966 - The Flintstones' final season is aired.

Walt Disney dies from lung cancer. All of the Mickey Mice are invited to the otherwise private funeral, but only the fourth colorized Mickey Mouse shows up.

1967 - The "Tet offensive" is a tactical victory for America in the Vietnam War; however, the death of so many soldiers proves to be a political victory for the North as anti-war protests gain traction.

Nominally to fight the threat of communism and prevent violence, the FBI begins a coordinated (and rather illegal) program to try to destroy the civil rights movement, with tactics including spreading rumours, falsifying ccriminal charges, planting evidence, inciting dissent between different advocacy groups, and outright murder.

Mobster Johnny Roselli is indicted, for being involved for several years in a scheme to bilk Los Angeles stars and entertainers out of immense amounts of cash; more than one individual lost hundreds of thousands of dollars. The scheme involved card games, peepholes and radio transmitters, at the high-rolling Friar's Club.

1968 - Martin Luther King Jr is assassinated, race riots breaking out across the US. A few months later, Senator Robert Kennedy is assassinated while in Los Angeles.

The Civil Rights Act of 1968 is passed, affecting all minorities; it also strikes down the various city ordinances banning Toons from owning or renting a property in some states. This also creates a variation of the birth certificate for Toons, a "drawn certificate" which otherwise functions the same. The major difference is that it is much easier to acquire a drawn certificate, due to Toons being able to be drawn nearly anywhere and at any time. (Toons that are born are still given birth certificates.)

Richard Nixon becomes the president of the United States and starts withdrawing troops from the Vietnam War.

US Route 99, which took drivers from Los Angeles to Cartoon City through Newhall Pass (and then, after passing by on the west, kept going north all the way to Canada), now becomes Interstate 5. As most vehicles just drive right by, the local Toons are bothered by only a minor plague of gas stations, inexpensive motels, restaurants that serve rapidly prepared food, tire salons, automobile dealerships, and billboards.

1970 - Cartoon City's population hits 110,642. 90.17% of the population are Toons or HalfToons.

1971 - OSHA, the Occupational Safety and Health Administration, is formed, and starts doing a great deal to improve workers' lives, including on film-sets.

Southern Pacific Railroad's last passenger-rail train passes through Cartoon City.

"Magic Mountain" amusement park opens just outside Cartoon City. The private university, California Institute for the Arts (one of whose trustees is Chuck Jones), moves its campus to the area. Many Toons find employment at this particular amusement park and are often found taking on the mundane roles.

1972 - Color television hits the tipping point: 50% of the US market now has a color TV set.

Several anti-Toon "Chick Tract" evangelical pamphlets are published; these are short comic pamphlets which attack and demonize different groups and beliefs.

1973 - By now, the Los Angeles crime family has mainly transitioned to gambling, loansharking, racketeering, prostitution, and pornography - the latter two enterprises including a certain number of X-Rated Toons.

1974 - The US Supreme Court rules on Byron Bunny v. Duke University. The Supreme Court finds that Bunny had twice applied for and was denied admission to Duke University based solely on his status as a Toon. The Supreme Court confirms that Toons are a protected minority and cannot be discriminated against.

Based on **Toonoplasty** techniques, a method to stably “fix” Toon prosthetic limbs to humans is discovered, where Toon-ink is tattooed into a human's skin on the missing limb's remaining portion. The human is converted over into a Toon, a Toon limb added using the same Toon ink as the tattoo, and then the Toon-human is converted back into a human - but not the Toon limb. This procedure gives an “anchor” for the Toon limb to adhere to, leaving the “new” limb as a Toon limb. This process seems to fix the rejection issue that plagued earlier attempts at using toonoplasty to restore limbs. The power and precision needed to partially change humans back and forth creates a new and very high paying job.

Unlike the earlier work using complete Toon Objects and Toon Pets, these attached Toon limbs do not develop personalities over time, and function nearly identically to a normal limb. Some humans do manage to develop the ability to use some minor Toon-tricks using these limbs.

Toon-limb prosthetics slowly become the standard after this date. Some soldiers injured during the Vietnam War are “volunteered” and given these new limbs as part of the technique's development process.

Some end up with strange, “defective” limbs, which in a few cases resulted in a “new” Toon, complete with it’s own personality, essentially having been conjoined to a human.

1975 – The Vietnam War ends with a North Vietnamese victory. South Vietnam is annexed by North Vietnam.

Terry Gilliam adds to the distinctly un-American British Toon culture, as "Monty Python and the Holy Grail" is released.

1980 - Cartoon City’s population hits 122,738. 80.33% of the population are Toons or HalfToons.

1984 - The National Film Board of Canada releases "Real Inside", a report on Toon hiring practices.
(https://www.youtube.com/watch?v=oC_7wS6-qSs)

The 1984 Summer Olympics are held in Los Angeles. Toons, being banned from participation, mockingly hold their own comedic Olympic events, which end up actually competing for popularity against the real Olympics after an act of piracy somehow ends up broadcasting the parody on TV. Stations scramble to actually legitimize and broadcast further events, after becoming wildly popular.

The “Satanic Panic” rises to a fevered pitch when staff members in a pre-school in Manhattan Beach, California, are accused of what would become 321 counts of ritualized Satanic child abuse. The accusations start from one parent, who had a notable history of paranoid schizophrenia. Letters sent to hundreds of parents by the police, which warned parents that their children may have been abused, cause a huge uproar and massive legal investigations.

Educational videos, letters, Chick tracts, and documents are created by evangelical religious groups with instructions on how to recognize and fight back against Satanic cults. False accusations spread countrywide; demonically shaped Toons become a major focus for some of these groups, and are accused of ritually killing missing children and adults. Several Toons are attacked and killed, and hundreds of others are arrested, tried and sentenced to long terms in prison or to death on flimsy or nonexistent evidence.

A small black and white Toon Imp, a wide smile nearly permanently etched across his face with two large pie-cut shaped eyes and two tiny straight horns sticking out of his head. Known more for his music composition then the two background appearances that he was drawn for and known as “Gampo” gives a particularly heartfelt speech during a televised Toon rally after a peaceful organized march in DC.

> The Inkblot Demon, normally joyful, is solemn. He walks to the podium amidst the sounds of shouting and hollering. Seeing him, the crowd begins to quiet.
>
> A deep breath is taken, and then the demon Toon's eyes meet the camera.
>
> "Six deaths this week," the demon says, and the words echo over the crowd. Silence, now. "Six of our people died this week." A slow turning of the head, back and forth. "Humanity rediscovered something old at the turn of the century, and ever since, it has been associated with devil worship. With blood sacrifice. With evil."
>
> "They rediscovered Toons."
>
> A deep breath. The crowd listens, captivated.
>
> "We asked our creators, why are we here? Why have you created us? And we received our answer: You exist to entertain us. And for so long, for *so long*... we've done just that. We've given our lives, our livelihoods, everything we have and everything we are, to trying to make our creators proud. And still, we're told we aren't good enough. That we weren't *created* good enough. That we're *Evil*."
>
> Steely eyes, determined eyes, stare deep into the souls of the audience.
>
> "The sins of the father fall, as ever, on their sons. We, the so-called demonic Toons, the Devils and monsters, were created by humans. *Not* re-created, as so many seem to believe, but *created*, wholesale. It is from their blood that we were born, and it is from *that blood* that our traits were drawn."

"It is *Humanity*, not Toon kind, that any Evil originated from."

"We are *not* Evil, no matter how much humanity wishes we would be. Wouldn't it be easier for them, if they could blame us for all their problems? To say, 'I can't have been at fault, it was that Damned Demon and those Devils that made me do it!'"

A head shake in disgust.

"If we are your boogeymen, it is because you *made us to be*. But no" -barely a pause- "we were made to *act* evil, never truly to *be* Evil. If we were truly Evil, we wouldn't gladly take to the stage and sing the songs we're forced to sing, wouldn't dance your dances, wouldn't help those poor innocent souls who beg us for help. We wouldn't be comedians and entertainers, that's for damned sure."

Another slow shake of the head.

"You *created* us. Do you even realize the significance of that?" A hand-wave. "You brought us into this world, your children, like God created his angels, and you made us for what?"

"To be scapegoats. Sacrificial lambs to be slaughtered to absolve you of sin."

"You claim your God exists in all His benevolence, watching out for all, treating Humanity as His chosen people... and you've decided that you want to follow in his footsteps. You created your Lucifer, who would rebel so that you could cast them down, so that you could leave us to deal with those souls that you don't want to care for anymore."

"What kind of pathetic, needy gods are you, who made us to die for your sins?"

"No."

"I say ***no***."

"You created us so that you could pretend that the Evil didn't come from *you*. You punish us because there's no conceivable way that *you* could be at fault for the bad things that happen to you, for the bad things that happen in the world."

"And still, we love you, like Lucifer loved God before us. You created us, gave us everything, cast us down, and slaughtered us to make yourselves feel better. And we still love you. Because you're our parents."

There are tears in the demon's eyes, now.

"Why do you hate us? Why won't you love us back? We've done everything you've asked. We aren't even like Lucifer, who defied God and was cast out for those failures. Haven't we been good? Haven't we done what you've asked of us, day after day, year after year, no matter what punishments you've given us?"

"Why won't you love us?"

The demon's eyes close, tears stream down his face.

"For so long, we've stood aside, and taken the punishments you've seen fit to give us." The demon's eyes open, still leaking tears, but there's a promise of something dark underneath. "But we are not your playthings anymore. We aren't going to hide away anymore. You've created us to represent those things you hate about yourself. Your needs for physical intimacy. Your feelings of anger and hatred towards the unknown, hidden behind your masks of civility until you have an excuse to cast them aside."

He pounds the podium loudly with a clawed hand and points at the camera.

"**No more!**"

"We will not hide away because you're ashamed of those things you don't like about yourself! We will not flagellate ourselves for your sins! We will not stand idly by while you preach tyranny and oppression against us Toons, no matter our shapes or beliefs!" A quick and deep inhale, and exhale, and then a huffed laugh.

"Normally, this is when I might offer a prayer, to beg the Lord to see those lost souls safely to the other side, but you've done your best to take even that from us. No, today I don't ask for prayers. Today I ask for those oppressed Toons the world around to *prove these humans and their hatred wrong*. Volunteer in the soup kitchens. Help the homeless into their new homes. Offer your hand freely to those who need it. Be the good and loving people that the Good Lord would want you to be."

"Humanity blames us for their failings, and they've killed six more this week alone. We must stand together, and offer our support to those grieving friends they've left behind. And we must hope. We must work towards and hope for a better future, when Humanity will finally stop seeing only what we look like on the outside, stop projecting their fears and failings onto us, and when we can finally come together as the family we've always wanted to be."

The demon Toon nods once. "Stay safe out there, friends."

1989 - "The Simpsons" starts airing, and will eventually become one of the longest-running television shows in history.

The world's first convention specifically dedicated to funny animals, "ConFurence 0", is held in California. Some toons enjoy the attention and attend the convention, some toons do not enjoy the attention at the convention. A lot of toons are confused.

1990 - Steven Spielberg presents Tiny Toons Adventures, filmed on the location of the prestigious acting and film Private Toon University "Acme Looniversity". The show stars several of the promising Toons currently enrolled.

In a New York City court, famous Toon Wile E. Coyote is found guilty of harassing his co-star Road Runner.

Cartoon City's population hits 154,903. 71.92% of the population are Toons or HalfToons.

1992 - Los Angeles is rocked by riots after video is released of police beating Rodney King.

Los Angeles's commuter rail system, Metrolink, opens a new line to Cartoon City.

1993 - The Animaniacs "variety" show starts, notably starring a group of Inkblot "born" Toons written as having a backstory of being "Drawn" Toons that had been locked up for decades in the Warner Bros water tower.

The movie "Last Action Hero" comes out, which has a single token Toon cop and is "minorly" celebrated.

Also released is "Bonkers", based on a true story: A comedic show about the first "Toon Cop" in the real world.
It's lambasted by Toons in the media for showing racial stereotypes of Toons being clumsy, destructive, and essentially unable to hold serious jobs.

Hugh Rye is born to a HalfToon Lemur and a human.

1994 - The Northridge Earthquake temporarily cuts off Cartoon City from Los Angeles.

1995 - The fourth colorized Mickey Mouse retires; due to a deal he makes, instead of drawing a new Mickey Mouse, the job is offered to the previous Mickey Mice. The first colorized Mickey Mouse is given the job, but he does so on condition that the other living Mickey Mice are also either given a “retirement” or are given jobs in-house.

1997 - The Supreme Court rules on John P. vs Acme Looniversity. The Supreme Court finds that Acme Looniversity was rejecting John P.’s admission based solely on the fact that he was human. Alternative classes and degrees should be made available “and should be equivalent” to a standard acting degree. However, “Common sense should rule," and subject matters hostile to human life are excluded from this ruling; humans can be banned or exempted from participation in specific demonstrations or classes that a human would be unable to survive without injury or death.

2000 -

Jackass, a reality TV “stunt” comedy television series features an X-rated Toon “Tom Tanuki” as a main cast member. He is frequently involved in the adult, crass humour, and his oversized genitals are often targeted in the various stunts. Later during the second season a small male X-rated Rat Toon, who goes by the name “Plaque”, is added to the crew.

Millions of people get to see Toon genitals through the series and various movies.

Cartoon City’s population hits 176,320. 60.72% of the population are Toons or HalfToons.

2003 - The movie “Looney Tunes Back in Action” is released by WB in an attempt to relaunch the Looney Tunes cast's careers.

2004 - The first Toon-Reality show, “Drawn Together,” airs. It’s scripted, of course, like most reality-tv shows; but the blunt, crass, raunchy adult humor of the Toons involved shines a light on the fact that “Toons” have lives and interests outside of “kid-friendly-humor”.

2005 - Youtube becomes a popular outlet for Toons, both expressing themselves in the political, review, and gaming genres, and the independent production of Toon-comedy channels. Quite a few “Youtube” Toon shows are created.

Demonstration videos on how-to do specific Toon tricks also become quite popular

2010 - Cartoon City’s population hits 212,979. 52.26% of the population are Toons or HalfToons.

2011 - The sitcom/reality show “The Looney Tunes Show” starts broadcasting, starring the cast of Looney Tunes.

2019 - The wildly successful show "My Little Pony" comes to an end after 9 seasons, and the mostly-quadrupedal actors are released from their contracts. A new set of Toons are drawn for a follow-up series, "Pony Life".

Notes

Question: Why is it so easy to get so many points and awesome powers in a relatively harmless place like Cartoon World?
Answer: Because Toons, at their core, love you and want to see you smile and laugh and play with them. They love you as a person, as one of their creators, as somebody who is coming to their world to experience and enjoy it as they do and ideally as one of them... if they knew you, the Jumper, were on your way, they'd roll out the red carpet and put on a show, slapping you with banana cream pies to keep you laughing for your whole stay. If you take nothing else from this Jump, take this: the Toons want you to be happy. "Thank you," they'd say, "for stopping by to visit us. You're the greatest!"
That being said, even though they have “power,” their own lives aren’t perfect. They are people just a bit different then humans and they want you to experience that too, the ups and downs of life are after all what make life itself special.

- The Companions listed in this document may be found during your time here even if you didn’t purchase them. If you meet one during the Jump, then complete the Scenario that rewards them as a Companion, they will retain both sets of memories (one of agreeing to be a Companion, and one where they met you during your Jump). Yes, that means you could get a future Companion’s help during the Jump... to get them as a future Companion from this Jump. **Otto Acme** in particular would be particularly smug about the situation if it occurs.
- Starting around nineteen thirty one until nineteen fifty-two, Toons are “legally” prohibited from either living outside of Cartoon City or outside of the studio lot that “owns” them. That doesn’t mean that Toons can’t be found living outside of Cartoon City; it’s actually fairly common for homeless Toons. It’s just that Toons outside of Cartoon City are typically subjected to being arrested, (beaten) and deported back to Cartoon City. Also, expect Hotels/Motels to refuse to give Toons a room overnight, and the possibility of the police being called if someone decides to snitch on a Toon living outside of the city. Most human-run public venues also ban Toons.
- Before the nineteen seventies interspecies “Relationships” were kept private and quiet due to racism/speciesism. Before then, HalfToons typically dress up to try and pass themselves off as either a human or as a Toon to avoid the stigma of being a mixed-breed.
- “Colored” Toons that appear in earlier time periods will probably be the result of an Animator experimenting with art styles. You *will* stick out, though.
- Multi-colored Toons can pick their blood color. While Toons might have an atypical blood color, it isn’t really noticeable due to the fact that their skin is not as translucent as humans'. HalfToons don’t have that option, though, resulting in unusual skin tones. One positive, or at least non-negative, aspect is that the alterations to their blood do not impact a HalfToon’s health negatively.
- The regeneration speed granted by **Back into the Inkwell** is influenced by the mass and complexity of the body part affected, with higher mass and complexity taking longer to recover.
- The disease resistance granted by a Toon's body is due to the fact that as a slime creature, non-supernatural diseases cannot affect your ‘magical cells’.
- As a Toon, any in-depth questions about your anatomy can be answered with a single word, MAGIC. If magic isn’t the answer it’s usually because Toon physics follows the rule of funny, rather than any actual laws of the universe.
- HammerSpace can be viewed as a pocket you reach from behind your back; you can train yourself to reach into it from other places/positions on your body.
- The reactions caused by a Toon’s **Wild Take** do not make it any more difficult to control yourself than normal.
- You cannot use **Stunt Double** to duplicate any artifacts or technology; non-supernatural clothing and/or accessories only. The copied matter disappears when the Double does, so be wary of building with duplicated materials. Create infinite clean energy responsibly.
- You can regurgitate the media you swallowed with **Auditory Engineer** without a problem, or make the objects swallowed appear in your HammerSpace where they can be retrieved without bodily fluids all over it.
- **Cartoon Shapeshifting** - only your body is affected, not your clothing. You can, however, zip your clothing into your HammerSpace as you change.
- **Mundane Mondays** is an off switch for everything supernatural. If something would fail if it does not function continuously then it will not restart when the effects wear off.
- Working independently to ensure that some of the (minor) events written about take place will increase the odds of **Scriptwriter** being successful.
- Humans and/or mundane species are generally capable of using Toon Objects without problems.
- **Animators** can use ‘cheat sheets’ containing simplified formulae and knowledge to speed up the creation time of Toons.
- Untrained and inexperienced **Animators** can be found in future worlds where there is some level of magic available in the world, but you will have to discover them as they will not have discovered this ability by themselves or by society in general (Unless you are actually in a similar Toon-and-real-people world). If you have methods of detecting them, people who are both naturally drawn to artistic endeavors and have magic are likely to possess the ability to bring Toon’s to life, roughly 25% do (roll a 1d4, 4= **Animator**). You can confirm it by having them try to make a small Toon object with fresh Toon ink so long as you know how to do so or have someone else who is an **Animator** to lead them through the process.
- Using the various Toon abilities or items, you cannot travel through Eraser-soaked walls, floors, ceilings, or specially treated surfaces; which are used in-Jump to prevent Toons from traveling through them (mostly found in Toon prisons/Jails made after the 1950’s, and in the homes of particularly-vehement anti-Toon bigots who don't care about the long-term health effects of inhaling fumes from acetone, benzene, and turpentine).
- Toons and HalfToons can enter paintings/pictures/comics at will and interact with and change the contents of the picture. This only works on that particular instance of a painting/picture etc. The changes do not spread to copies/the original etc. The interior of a mundane painting/picture is actually fairly boring; “behind the scenes” appearing to basically be a pseudo-soundstage with the various objects/people(non-interactive and mannequin-like)/background on display. Magical pictures like in Harry Potter are more like an actual room/scene which can contain interactive/working objects and “semi-sentient” people/things. While you are inside both magical and mundane pictures/paintings/whatever, you can see other nearby pictures/paintings within a hundred foot and you can “walk/run/jump” to them through an “unnerving” white blank space in between.
- No, you cannot use “**Artistic License**” on yourself, but another being with “**Artistic License**” can use it on you. “**ZAP!**” can protect you from this.

Changelog

The google document of this is at
https://docs.google.com/document/d/1TvKKXLss1nB3FO1wf0-HkaXRWT_odZVHazqUt7F4YWc/edit?usp=sharing

Changelog

V1.6 - The "***oh god so much stuff***" Update

~~Improve balance~~ - ***HahahahaAAAAHHHAHEHEHAAHA*** No

Addition of items

Rul(er) of Funny
Joe's
Ink and Paint job
Magnetic Convenience
A Hole-in-the-wall
Toon theming
Deluxe Acme Brand Portable Hole
Souvenirs
Brick Joke
The Spanner in the Works
Chester - (Pet)
Shoulder Cherub and Imp - (Pet)
Snappy - (Pet)
The Silver Screen
Acme Acres
Context-Sensitive Bag
Touch the Toon Sky(scraper) - (Toon Building)
Monstrous Movie Theater - (Toon Building)

Added some Perks

Breaking the Fourth Wall
Status Quo
Spit Shine
Senseless Media Sense

Added OC companions -

Otto Acme
Jane Mouse
Hugh Rye

Added additional Scenarios

Jumper Studios
Equal Rights for All Peoples
The Creation of a New Toontown

Addition of more Worldbuilding text/ optional starting "backgrounds" for the species options and addition of better "roll for it" backgrounds for:

Toon
Halftoon
Human

Added Drawbacks

The Wrong Kind of Attention
Contractual Obligations

Major alteration of several Drawbacks

Drawn Together
Toon for a Hand

Restructuring of items layout
Added some more worldbuilding text (alot)
More detail/events added to the Timeline
Companions now receive more CP
Re-added in some older Items
Minor changes to the notes section, Minor changes to the timeline
Re-arranged part of What's a Toon section (need to clean up the text there)

Removed capstone capstone booster nonsense, everything is just added in (might need to rephrase things)
Added "go away, stay here, go home text"
Added (more) Pictures
-Pictures commissioned from Deebsdraws and added with permission

Also, a big thanks to "**Jacob J"** and "**DataPacRat"** who were a big source of feedback, corrected grammar and spelling, came up with several perk ideas, and outright wrote a few perks, drawbacks, items and chunks of other items, drawbacks and perks.

Future Plans

V1.7 -
Add more general Perk line
Fix/polish more perks - needs to happen
Supplement mode?

Ideas for perks:

Silly switcheroo: switch positions with someone/something at will

Blatant comedic cheating: Publicly, blatantly cheat and get away with it
Comedic Costuming
Toon Trope Tone Transformation:

V1.5 - The "***Oh god there is too much stuff, let's redesign this document***" update

Reduction of most Toon perks into the Toon/HalfToon body/alt-form, Several Drawbacks also added into the forms.
Removal of Inkblot/Traditional/Modern Split for Toons - Now just Toon, HalfToon, and Human
-Like every perk has been heavily altered and/or combined together into fewer perks.
Addition of the concept of "Toon Objects, Toon Food, and Toon Pets"
Removal or combination of some perks/items/drawbacks to getting to an "Even" distribution of Toon/HalfToon/Human perks/items/drawbacks

Changes to nearly every existing Perk, item, and drawback to reflect the above changes (probably missed some)
-**ZAP!** now also now protects against unwanted transformations (beings with **Artistic License** and/or **Animators** are a threat in jump)
-**Toon Car** - > **Toon Vehicle**, improved to be more "universal" in nature so that it could be a plane, spaceship, RV, etc. Specified some of its internal layout, has a kitchen, bathroom, etc.

New Perks
Cartoon Framing
Everybody out'a the Inkwell
Medium Shift
Personal Physics Phorce Pheild
Comedic Acting Genius (Combined several previous perks)
Toonforce (a combination of several perks)
Artistic License (a combination of several previous perks)
X Rated
Comedic Animal Abilities
New Drawbacks
OCP border Checkpoint
A Criminal Attraction
The Silent Age
New Items
Touching the Toon Sky(Scraper)
Perfect Artistic Tools
Permanent Ink
Assorted Toon items (combined most of the previous Toon items)
Toon Vehicle
Scenarios Added
A Game of MacGuffins
The Society of the Golden Anvil

Also, a big thanks to "**XJ**" who was a big source of feedback, came up with several perk ideas, and outright wrote a few perks and chunks of other ones.

Added Pictures
-Pictures commissioned from Deebsdraws and added with permission

V1.4 - The "***why am I adding so much stuff to this as it's already a large jumpdoc?***" update

V1.4 remains over here - https://docs.google.com/document/d/1LRcvpLf1xKA-Hhj2tIZ3NswwbmtDOdWbG3SvTWM7vJg/edit?usp=sharing
Alteration of several perks/items
Hammerspace now lets you Summon Toon Objects and Toon pets that you own into your hammerspace. The distance that you can summon item increases with the level
Long standing Toon can now be taken multiple times
Toon creation kit now explicitly regenerates every week
Reusable portable hole now explicitly regenerates if it is destroyed/disappears, prevents others from removing it and is easier to reuse
Auditory Engineer is now cheaper (flipped position with Drive em' Bonkers)
Can also load music from (flawed/imperfect) memory
Note section details removal of things swallowed
Drive em' Bonkers is now more expensive (flipped position with Auditory Engineer)
Explicit handling is in the Notes
Temporary Toon now also allows you to share your (passive) Toon abilities/resistances without losing them yourself.
Pocket Howitzer - Can take on other cannon-like forms
Mundane Mondays - Clarified to also work on Toons and Toon Objects (deadly).
Addition of Perks/items
Toon Tunnel
Sign language
Acme Studio Factory Lot
Addition of new perk-line **HalfToon**
Toon Turning
Halfway to Comedy
Not so Funny anymore
Toon Boom
Removal of Drawback limit

Addition of Drawbacks

Drawing on the Fourth Wall
Mute
Censored
Rated G
Drawn Together
A Game of Macguffins

Notes section added

V1.3

Major proofreading efforts, grammar, spelling corrections.

Thank you to those that assisted, especially "**Needji**"

Clarification of several perks (basically all of the major ones).

Altered "**Eraser immunity**" and "**Deadly Eraser**" perk/drawback, you can now take both of them at the same time, the Drawback does override the perk. But after the jump the drawback leaves and you become immune to "Eraser" in future jumps.

Added "**Toonify**" to turn alt-forms or future companions into Toon versions of themselves (or back to normal).

V.1.2

Tweaked the balance/nerfing a bit on a few perks

Changed "**Squash and stretch**" Level 4, it once again gives immunity to **Blunt** kinetic damage, however it will only reduce "slashing,sharp or piercing" kinetic damage

"Slashing, sharp or piercing (kinetic) damage will still cause some damage. Your flesh is essentially a rubbery substance, although some of the kinetic force from the impact will still be reduced."

"**Reality Warper"** now has a time-before-you-can-affect-objects instead of the "full undivided concentration", the temporal requirement improves over the various levels. Level 4 makes it practical to use against objects like bullets and operates on your reaction time.

"**Toonspeed**" level 4 now has a soft-cap for the max speed, and the "Montage" doesn't require singing and dancing anymore.

V1.1

Removed "**Unlimited anvil works**"

Replaced with "**Back into the Inkwell**" which lets you reabsorb missing mass and regenerate/heal by drinking ink or paint (and digest it).

Changed "**Squash and stretch**" it now reduces (all, instead of just blunt) kinetic damage to one fourth of its original strength instead of outright immunity (to blunt).

"**Quickchange**" is no longer a perfect disguise, only lasts a few seconds and has reduced effectiveness if used more than once on someone.

"**Reality Warper"** now requires your full, undivided concentration to use defensively

"**Director**" no longer gives you immunity to other Time stop powers (now it simply allows you to "join in")

Minor spelling/grammar errors

Added more page breaks and reformatted a few paragraphs to stop the paragraphs from breaking between pages.

V1.0

Added 0 cost drawback (optional-extended stay)

Changed "**Toonspeed**" level 4's description/power (again)

Max speed from it is now 600mph, but gains "**Montage**" teleportation ability.

Updated "**Deadly eraser**" drawback

Clarified "**Wanted dead and erased**" drawback

Clarified "**Toon for a hand**" drawback

Clarified "**Toon medical kit**" item

Added a communication ability to the "**Stunt double**" perk at level 4

V.09

"People don't like math and complain about it"

Removed the 25cp Perks, items and drawbacks from the document

Turned a few 25cp perks into 50cp perks and 75cp perks/drawbacks into 100cp versions

Turned 150cp perks into 100cp perks.

Modified "**Hoser**" and "**Just Learning to Toon**"

Changed "**Toonspeed**" Level 4's description/power.

Removed Original "Starting points"

Created new "More Generic" Starting points/times

Changed the description of the "Pocket Howitzer" item

Minor grammar changes in assorted places, some layout changes

Added a changelog

V.08

Body of Ink and Body of Paint "Level up" perks removed, several pieces separated out into individual perks.

Removed "HalfToon" section

Changed Squash and Stretch perk, moved Stunt Double (moved from HalfToon to Modern), moved Reality warper (from Modern to Traditional)

Increased CP costs on several perks

Increased CP costs on Toon/HalfToon Origin

V.07

Attempted a table-layout for the "level up" perks, didn't like the look, restored to the original formatting.

Added Perks, items, and drawbacks

Removed "Scenarios" and "Race" sections

Created "Starting point" and "Origin"

Added Timeline

V.06-v.01

Initial versions, mainly writing out the Perks, Items, Drawbacks, started organizing them.