Chip 'n Dale's Rescue Rangers

v1.0

by Negative-Tangerine

Welcome to the world of small anthropomorphic animal detectives, inventors, and villains. Are you going to help the heroes, become a villain, or do your own thing?

Have **1000 Choice Points** to help you decide.

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

1. New York City: The city that the Rescue Rangers are based out of.
2. Hawaii: The perfect vacation spot.
3. Paris: The home of **Maltese de Sade**, Fat Cat's evil French identical cousin.
4. Free Pick.

Age and Gender

Ages are 20+1d8 or 30 2d8 and gender is whatever you want it to be.

Origins

Any origin can be a Drop In.

Indie Magnum (100): You're may be a leader with a strong sense of moral standards and a love of leather and whips, or you may be a free-spirited, genial hotshot who is sometimes immature and forgets to think before he acts. Either way you are a ladies man or a man's lady.
Inventor (100): Want to work on a vehicle, or create new tech? Well this sounds like you.
World Traveler (100): You spent your time traveling the world and have gained a wide range of experiences doing so. Whether you stay and help out the Rescue Rangers or continue traveling for the next decade is up to you.
Crime Boss (100): Do you like the finer things in life? Do you consider an honest day's work to be for chumps? Well do I have the Origin for you.

Race

Human (0): You want to be a human? Why would you want to be a human?
Chipmunk (100): You want to be a cool guy, well now you can. (Bushy tail optional for males)
Mouse (100): You love cheese? You want to get close to Gadget? Have fun being a mouse.
Cat (100): How about being large and in charge? Being able to look down on the heroes as you hold them in the paw? Well then being one of the superior feline species is for you.
Other (200): Have another animal you want to be? You can choose anything from a dog to a bat, as long as you can make it fit in the world.

Perks

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

Indie Magnum

Whip Work (100): You are an expert in wielding the whip to the point it seems almost supernatural. Need to grab a beer and open it but don't want to get out of your chair? Then grab that can and launch it towards you, then rip open the tab mid air with the tip of your whip as it sails perfectly into your hand. Also comes with the knowledge of how to hand craft custom whips.

Animal Magnetism (200): You exude an aura that practically draws others to you. This is a mild charisma booster and will make it easier to attract the attention of those of your chosen preference.

Here the Plan (400): You have the annoying ability to formulate and execute the most absurd escape plans. Explode a tank of pudding and ride it safely out of a burning warehouse is as easy as can be for someone like you.

Inventor

Just the Basics (100): You have a basic grounding in a few disciplines including mechanics, electronics, and explosives. Nothing close to formal mastery but you have picked up working knowledge from years of self study, have fun building.

Mastery (200): You gain mastery of one creative or scientific discipline. This far outstrips what you would get with "Just the Basics, where there you might be able to repair a slightly damaged car, here you would have the knowledge and ability needed to completely build and improve a vehicle design from the ground up. **Can be bought more than once for different disciplines.**

This isn't Junk it's a Rocket (400): Where others see a pile of scrap balloons and bottle rockets, you see a rocket blimp waiting to be assembled You have an increased ability to recover, refit, and convert seemingly useless items together into functioning technology. You want to make a gun using nothing more than an old gas cylinder and some copper piping and a thumbtack? Well now you can. This ability also confers the knack of reusing and recovering components and materials from seemingly trashed and overlooked equipment and scrap.

World Traveler

A Bug (100): You have a small non-speaking sapient side-kick. It can be any tiny bug like a fly, ladybug, or a grasshopper. Whatever you want as long as it's around the size of Zippy.

Omnivehicular (200): Thanks to your extensive travels you have a basic ability with controlling vehicles on land, air, and sea. With but a few moments you can familiarize yourself with the operation of any form of vehicle enough to operate it as long as it is physically possible. This may entail stilts and a second navigator to actually see where you're going but you can manage.

Worldwide Connections (400): You are able to find people wherever you go that can help you in your missions. Whether they are someone from your previous travels or a new friend you stumble upon, this perk makes it easier to find those who will help you.

Crime Boss

Intimidate (100): You have the ability to exude an intimidating aura on command. Does not work on those sufficiently more powerful than you if they know you are weaker than them.

Mooks Everywhere (200): No matter where you go you always need disposable mooks to either throw at your enemies or to simply do the drudgery that is beneath you. You have a talent in find the stupid and pathetic to work for you no matter where you go.

Just a Pussy Cat (400): What crime boss? I'm just a harmless pussy cat. Unless you are blatantly obvious about your illegal activities or are caught in the act with no scapegoat it will be harder for others to be convinced of your guilt.

Items

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

Indie Magnum

Leather Jacket and Hawaiian Shirt (100): The shirt and jacket of two brothers are iconic, and now you have your own. The color and style are up to you, whether you wear them seperate or together is also not our problem.

Unlimited Comic and Video Games (200): An unlimited supply of comic books and video games. **These update with jump appropriate collections each jump.**

Treehome (400): You get an awesome multi level pad built right into the centre of a tree, whether the tree is normal sized and you shrink down to enter or the tree is exceptionally old and freakishly massive so a normal human can walk right in is up to you. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and attached to any property you own.**

Inventor

Two Piece Jumpsuit (100): Come in any color you like and are excellent at resisting all stains and dirt.

Small Junk Yard (200): You have a small junk yard the size of a decent suburban backyard you can attach to your properties that keeps a steady fill of basic electrical and mechanical components from cars in various states of disrepair and various damaged home electronics. No longer must you go dumpster diving or go to a distant junkyard of ill-repute to find part for you tinkering. Now you have a small yard of your own that seems to have a contract with whatever city you are staying in to take care of overflow from their own junk yards. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and attached to any property you own.**

Workshop (400): Every inventor needs a workshop and now you do. This multi level workshop is out fitted for all the tinkering you want to do. Nothing magical or futuristic, just a normal tech level found in a 90's electronic workshop and garage. You can upgrade it how you want though. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and attached to any property you own.**

World Traveler

Trench Coat (100): A well used and traveled trench coat. It's been with you through thick and thin, and is now the most comfortable coat imaginable and is full of small and useful pockets inside to smuggle items and cheese wherever you go. As long as it is still a trench coat the color, material, and style are up to you.

Unlimited Cheese (200): You have an unlimited supply of any type of cheese you can summon at will. Have fun pulling an entire wheel of brie out from inside your jacket.

Garage (400): Everyone needs a place to store their rides in jump. Now you have a place to park your rocket beside your convertible. This garage is hidden from sight under your property. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and attached to any property you own.**

Crime Boss

Fancy Suit (100): You gain a classy three piece business suit.

Startup Funds (200): You have $200,000 in an untraceable offshore fund to start your empire. **This renews each jump and roll into any other trusts or funds you have.**

Casino (400): Every good crime lord needs a source of funds and a location to command their forces from, now you have one too. While not initially massively profitable, your casino does give you an excellent location to launder your illegal sources of income and secretly meet with your forces or allies. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and attached to any property you own.**

Companions

Companion Import (50-200): So you want to create your own detective agency or crime family? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion (100): So you want to take any other existing character from this world. Whether you want Fat Cat, Maltese de Sade, Clarice, Foxglove, or Tammy. Well then this option is for you.

Chip n Dale (200): You can recruit both brothers to go on adventures with you.

Monterey and Zipper (200): Monterey is interested in picking up his old traveling ways and would like to come with you on your jumpchain.

Gadget Hackwrench (200): This is why you came to this jump isn't it. Well with this option you can invite her to come with you on you following jumps. I'm sure you can convince this inquisitive inverter to leave her world behind for tech undreamed of in foreign worlds.

Drawbacks

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

Zippy (+100): You are stuck as a small bug unable to do more than buzz and fly around. Hopefully you can find someone who can understand you.

Human Owner (+200): You have a human owner you must please and work around for your adventures. Whether you stay with them is up to you, though it would keep you safe and in decent accommodations.

CATS! WHERE! (+300): You have an intense fear of cats. When you see one you momentarily freeze and have the uncontrollable urge to flee.

Addiction (+400): You have an addiction to one type of food such as cheese that is thematically appropriate to your race, such as chocolate for chipmunks, cheese for mice, and milk for cats. This Addiction will leave you unable to focus and constantly distract you when the item is within range of your sight or smell.

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

Choices

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

Stay: So you enjoy your time as a freelance detective or a crime boss that much huh. Well have fun staying in this world of sapient animals and humans.

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