The Bad Guys (2022) Jumpchain

By Ovid



Welcome to Los Angeles California! Where anyone can be anyone! Unless you are one of several sapient predatory animal species, then you are stuck as a Bad Guy. Or at least, that's how most people will see you. A local thief gang called "The Bad Guys" is made up of Mr Wolf, Mr Snake, Mr Shark, Ms Tarantula, and Mr Piranha, and they haven't been caught yet. But the events of the next few days should be interesting as they seek to prove Governor Foxington wrong by stealing the Golden Dolphin award before it can be awarded to noted philanthropist Professor Marmalade. But there's more to people than meets the eye, so things might not go as planned.

But let's focus on you, shall we? Here's **+1000CP** to get you started on your stay here.

First off, pick your **age & gender**. You can pick whatever you wish, and it's free.

Next, pick your **race**. You can be any of the sapient races shown or mentioned in this setting. Pick wisely, as while there are no choices that rely on your race, your quality of life might differ depending on if you are a limbless snake, a fish out of water, a normal human, or a tiny spider. Alternatively, if you already have an animal form somehow, you can use that one instead.

Origins: Your origin is not related to your race pick. Origins are based on an inspiring character. You are not replacing that character, and you effectively are a Drop-In.
-Bad Guys: One of the Bad Guys crew. Each named Bad Guy has their own perk tree, but a shared item discount.

--Big Bad Wolf: The Big Bad Wolf. Villain of all the stories, but inside, he wants a world where he and his friends can be loved.
--Sly Snake: Reptilian and angry. Snake is the oldest of the gang, and the grumpiest, but The Bad Guys are his friends, and he'll fight to protect them.
--Scary Shark: Big, toothy, and the team's master of disguise. He's disgusted by shark stereotypes like being able to smell blood in the water, and has a soft-spot for push-pops.
--Terrifying Tarantula: She's got 8 legs, 2 pedipalps as arms, and a whole lot of attitude. She's the resident tech wizard, and could probably use more female friends.
--Crazy Piranha: Not the brightest bulb in the hardware store, but this little guy is who you want in a fight. Also has surprising depth, and is a heck of a singer.
-Good Professor Guinea Pig: Guinea Pig, philanthropist, and proof that what you see is not just what you get. He's got an odd obsession with the meteorite that hit the city a year ago.
-Tricky Fox: A fox in more ways than one. Rightfully elected to the position of Governor of California, and believes in redemption arcs. Maybe she had one of her own…
-Chief of Police: She's human, and her life's goal is to put Wolf behind bars. Also, she's not the greatest of bosses and is perfectly willing to threaten the job security of her police force if she's also on the chopping block.

Discounts: Perks and items in the matching origin are discounted by 50%, with matching 100CP perks & items being free. Wolf/Snake/Shark/Tarantula/Piranha are grouped as "Bad Guys" for item discounts.

Perks:
-Human Standard (Free for here, 400CP to keep): No matter your race, you don't suffer any downsides while living in a human-focused world. A fish or shark can breathe air, a canine can have chocolate without health issues, and you live out a human lifespan. This perk only removes any life-threatening limitations of your race, and brings it up to human standard. If you want to keep this perk for future settings, pay 400CP. It might seem expensive, but it means a vampire's sun weakness is basically the same as a human getting sunburn. If there are any questions on how this perk works for a race/species, just consider what would happen if the same attack/weakness would be applied to a human.

-Candy Artist (Free): Just like Chief Luggins, you've got a surprising talent for candy-making, particularly for hard candies. Don't expect anything miraculous, but you could turn hard candy into almost-perfect gem quality. It's good enough that your candy gems could pass for the real thing at first glance. However, a side by side comparison will reveal your candy doesn't have the right luster. On the flip side, your candy creations are quite tasty, and even without any practice can rival at least commercial-grade candy.

Big Bad Wolf perks:
--Sleight of hand (100CP): You are good with your hands, and can go through pockets and purses unnoticeably. With a quick distraction, you can remove jewelry from their wearers. Cash, jewelry, even security key cards are all yours for the taking. Just watch out for little old ladies falling down stairs.

--Getaway Driver (200CP): Stealing might pay the bills, but the car chases are what get your blood pumping. You've got talent and skill at high-speed maneuvers, and can keep yourself, your car, and your passengers safe while doing various stunts at any speed. You could even drive down a hillside staircase at full speed and not damage your car or its inhabitants.

--Con Artist (400CP): You are a charming con artist, and are quick on the conversational uptake. You know when you've got an opportunity to convince someone into doing something, and can quickly and clearly remember things they've said to further your position.

Sly Snake perks:
--Safe Cracker (100CP): You've got the skills and knowledge to open safes without equipment or the key. You can even focus on a safe's tumblers and hear them over the events of a car chase and/or the screaming of your friends. You also will know the fastest method to open a safe, whether that's outright stealing the safe before opening it, or finding a thumbprint to open a scanner.

--Stomach Inventory (200CP): When you have no arms, and don't wear pants, where do you keep your stuff if you have no pockets? Looks like your stomach works. While you can eat normally with your actual stomach, you now have the functional equivalent of a second stomach that is primarily for storage purposes. You are now able to store items inside your 2nd stomach without any damage or danger to either yourself or the contents. It also expands as you stick more stuff in there, like having several hundred guinea pigs inside your gut and still being alive and well. Your mouth will be able to expand far enough to swallow the object. As a bonus, you can also easily spit up select items as you wish, and don't take any damage from it.

--No Hands Required (400CP): Anything a human can do with two hands, you can manage to do with one or zero hands and the rest of your body. Play guitar, grab or hold and lift stuff. This also lets you extend parts of your body beyond rational limits, like extending your spine to serve as a rope from a vent 30 feet above the ground.

Scary Shark perks:
-Musical Predator (100CP): You never know when you have to provide a distraction and a drum accompaniment. You have experience and skills with drums or another musical instrument, and can quickly figure out what tune and/or song you need to play to support another musician. You can also instantly adapt to any musical tool and have it be perfectly set up for you.

-Master of Disguise (200CP): You are a master of disguise. You can pull out props for a disguise from nowhere, and even your minimal disguises are convincing as hell. You could be something as crazy as the Mona Lisa and somehow pass as a painting, or be a convincing pregnant woman, or fool someone into thinking their dad is present.

-I Can Improv?!? (400CP): You might be the master of disguise, but you are one convincing ham. When you start acting, you are extremely convincing in your role. Play a woman giving

birth, or a man's proud father. Even better, no one pokes holes in your performance, like asking why a pregnant woman was drinking a cocktail or smells like spilled alcohol, or how a scientist's dad managed to make it into a secure lab, or ask why a shark is wearing a fake nose and mustache.

Terrifying Tarantula perks:
-Light Weight (100CP): You might not be an itsy bitsy spider, but you seem to weight as much as one. Whenever you wish, your effective weight becomes nearly nothing, to the point you can literally be hanging off a waiter's back and they won't notice. Oh, and you also gain the ability to climb and cling to surfaces like a spider too. It'd suck to be blown off a motorcycle or car dashboard mid-chase.

-Learning From Youtube (200CP): It's amazing what you can teach yourself these days. You don't even need a teacher to instruct you personally, and you still learn just as much and as well as if you had a personal tutor in the subject. All you need is some educational materials, whether they are videos on the internet or textbooks or self-help guides. As a bonus, you will also instinctively know what information you are being taught is "wrong", whether because the source material is out of date or misinformed. At least you'll know what areas you need to look further into.

-Net Warrior (400CP): If you've got an interface, you've basically 2 steps from controlling the system. Hack like the best, repurpose tech, even overwrite an armored car's autopilot to send it back where it belongs. This is great in civilian life too, as you can enhance a crappy smartphone photo enough to fool a retinal scanner.

Crazy Piranha perks:
-Knockout farts (100CP): You have the mightiest of super skills. Or at least the smelliest. You can fart on demand. They are visibly green gaseous clouds that may or may not be heavier than air, and can knock people and other breathing organisms unconscious. You have a degree of control over that part, so your friends can avoid being knocked out. They only have to deal with the noxious smell, of which they can quickly learn to recognize. Unfortunately, you have no innate control over how the fart dissipates and/or spreads. Piranha himself seems to use ventilation ducts as a good dispersal method.

-Gotta Go Crazy (200CP): You don't have the same fear responses as other people. You are far more likely to respond to fear with "fight" responses, and as a result you've got some crazy fighting skills. You can also push yourself far further than others would think, including running faster than a speeding armored car despite having legs shorter than said car's tires. Which might not sound like much, but at least you aren't fueled by chili-dogs.

-Toilet Fish Surprise (400CP): You are the master of pipes and other plumbing. If you can fit in a pipe, you can find your way to any other pipe in the same city block, even if there isn't any logical connection between the two points. Hop in a fountain, crawl out a toilet bowl. In order to help assist you in this, you can swim in anything, breathe underwater (or under-liquid,

depending on liquid content), and you stay clean and scentless no matter what you swim in. In other settings, this perk will let you pipe-travel no matter your current size. You can also choose if you remember the pipe-journey or not, especially since some pipes don't see a cleaning at any point after they are installed.

Good Professor Guinea Pig perks:
-Hair of Alignment (100CP): First impressions are everything, and your hair is a perfect example. Your hair has the magical property of changing to a style appropriate to whatever guise you are presenting. Act like a mild-mannered philanthropist, and you are perfectly coiffed and presentable. Indulge in your bad side, and your hair gets let down and loose. As a bonus, your hair is always clean and perfectly styled. And if you have no hair, then your bald head is certainly well-taken care of.

-Perfect Timing (200CP): Your acting and manipulation skills might be great, but without the right timing, they are much less effective. And your sense of timing is perfect. Just like a certain Professor, you know exactly when you need to be polite and thankful, call someone's friends deadweight, hide in a bush and record with your phone, or reveal your diabolical plan and make someone go murderous right before a locked prison transport door opens up. Is that too specific? You know when the best moment to lie, cheat, or tell the truth is, and benefit further from doing so.

-Flower of Goodness (400CP): Marmalade is one twisted rodent. He manages to figure out when and where the Bad Guys will be, gets into disguise, calls Wolf a good boy, Wolf manages to get caught when he should be exiting his heist, then Wolf himself tries to manipulate Marmalade into helping the Bad Guys go good, simply so the Bad Guys could stay bad. All this so that Marmalade can use them as the fall guys in a future robbery. You know exactly what to say to plant an idea in someone's head. Like "a flower of goodness", that seed can take root and blossom as you expect, and have the target be pulled by your strings, even in super-convoluted plots. Make a life-long bad guy consider going against all he knew and becoming good, or have him think he came up with an idea you actually planted there. Just be careful when you do the big reveal, as that seed of goodness you planted might get them to ruin your plans.

Tricky Fox perks:
-Foxy Charisma (100CP): Diane Foxington might be tricky, but she got elected fair and square. Even Tarantula voted for her. You are charismatic, and have a boost to convincing people when you are being sincere. Provoke someone into changing for the better, run a successful election campaign, even somehow convince a lifelong thief into returning all his stolen goods.

-I Am Still the Best (200CP): Governor Foxington was not always a politician, but when the time comes to use her old skills, she proves she's still the best at what she does. Just like her, when you need to use long unused skills, you will realize you aren't rusty at all. Your physical, mental, and other applicable states will not have degraded at all. You could be more agile than a gymnast, and even being deskbound for a year won't cause you to strain a muscle or be stiff when doing your old tricks.

-Ninja Skills (400CP): Okay, forget speaking around the secret. Diane Foxington was originally the Crimson Paw, a master thief who operated by herself. She had a storied career, and even the Bad Guys looked up to her criminal alter-ego. The only reason she stopped is cause she had the Golden Dolphin in her hands, and realized she didn't want to be just a thief anymore. She then chose to run for governor. But calling the Crimson Paw just a thief is a criminal understatement. She has immense agility, combat skill, and infiltrates like a shadow. She can take down a room full of guards unarmed and nonlethally. You now have skills rivaling hers.

Chief of Police perks:
-Human Strength (100CP): Chief Luggins might be made a laughing stock by the Bad Guys, but she's no joke physically. She is strong enough that just by crunching her abs, she can force two speeding cars closer together. She's also nimble enough to balance on a police cruiser when it's tipped onto its 2 right wheels, or jump back into the driver seat from the outside of said moving cruiser. You can now copy all of her physical feats.

-Guilty Vision (200CP): Chief Luggins might be a bit biased against the Bad Guys, but she knows guilty when she sees them. You can now identify targets responsible for a crime even without any proof, and still be correct. However, you do need to be able to see through any disguises first, so don't fall for any false mustaches. In addition, you can also instantly identify stolen goods on sight, even if you were never involved with the corresponding case.

-Drawn Physics (400CP): It's crazy what the police are capable of surviving. During one car chase, two opposing police groups run into each other head on, and not only is there no fire or explosions, but all the police come out of it completely uninjured. You are also able to completely walk off horrible incidents like this, and can choose to spread the effect to other involved persons (which is effective retroactively). Alternatively, you can restore yourself from such harm, like a guinea pig flattened by being run over by an armored car that just reinflates itself.

Items:
Bad Guys items:
-Supply of push-pops (100CP): This is an infinite supply of ice-cream goods that make the eater just feel better. If you give one away, it makes the receiver feel like you just proved you are an even greater friend and inspire them to do acts of goodness. This also comes in candy versions. Fun fact, "Push pop" is technically a trademarked candy, "push-up" is the ice cream version.

-Wolf's Car (200CP): This is the Bad Guy's iconic muscle car. Black, classic, and fits the whole gang. This baby is fully insured, and while it's officially a 4 seat car, it has enough appropriate seatbelts for smaller beings, even if one of the passengers is a tarantula "sitting" on the dashboard. This car can be made into a convertible, and if it's ever destroyed or lost, it will find its way back to you in the next week.

-Loot-filled Lair (400CP): Even criminals need a place to lay their heads. You now possess this beauty of a hidden lair, and it's safe to both live there and store all your loot and/or worldly possessions. It has a hidden accessway from an out-of-the-way entrance, such as a giant storm drain that empties into the LA river culvert. It even has an elevator big enough for a car.

Good Professor Guinea Pig items:
-Lamp (100CP): For whatever reason, this uniquely shaped lamp was commissioned. It's shaped like a heart (some would say butt) shaped asteroid, and turns on and off when you clap. It can stay powered despite not being attached to a power source or even any sort of mounting. The faux-asteroid glows from within, and can be easily painted. In other settings, you can choose to have this look like any other geological formation, including gemstones.

-Mansion (200CP): You've got a giant modern mansion on the coast. All utilities are provided automatically, and it's tax free. It has lots of internal and external space, and internal plants. It has hidden features like a mad science laboratory, and even a pit of grinding, choppy death for all your movie villain executions.

-Butt-Rock (400CP): This space rock looks like a Valentine's Day heart, though some would say it also looks like a butt. However, it's not just a rock. This asteroid has the odd property that, when charged correctly, it emits a city-wide psionic mind control field that can control a race of your choosing. It even handles all the dirty work like distributing different commands to potentially millions of bodies even though you have the controller strapped to your head. You just have to have the general plan ready. In addition, as long as the controlling person is in the psionic field, they don't have to stay near the asteroid.

Tricky Fox items:
-Power suits (100CP): Diane Foxington seems to love her power suits. She even has a party dress that's really a suit with pants, plus an integrated skirt. And they all always look amazing. Just like her, you have a collection of power suits that are perfectly tailored to the wearer, match your complexion and/or the season, and are all completely unrestrictive to your field of motion. There's even one that can quickly convert into a black jumpsuit for disguise purposes.

-Suburban Hideout (200CP): A model home in the suburbs, but has a hidden entrance way to an underground lair, complete with armory, wardrobe, and underground garage that exits from the house's actual garage. The house also comes with a totally normal and non-attention grabbing station wagon.

-Briefcase Motorcycle (400CP): The ultimate in collapsible vehicles, this briefcase turns into a fully functional and fueled motorcycle. It's quick to deploy and pack up, and is also extremely light and easy to move around, both as a motorcycle and a briefcase. If lost or destroyed, the motorcycle returns to you in a week.

Chief of Police items:

-Keyring (100CP): Hagrid can move over, there's a new keeper of the keys. This oversized keyring is magic, and anytime you encounter a locked door, you will have the matching key on your keyring. You just have to figure out which one.

-Army of Police Minions (200CP): You can't be a Chief of Police without a police force to boss around. You now have a police force the rival of any major metropolitan police force, and it has accompanying police vehicles and armaments. Don't worry, no one is going to be asking why you are personally getting involved with a case involving your nemesis(es).

-Golden Dolphin Trophy of Goodness (400CP): This trophy is probably cursed. It's meant to be given out as a yearly award to the "goodest" person in the city. It also is a lure for "bad" people to steal it as a personal achievement. However, any attempts to steal it lead to either failure or a change of heart by the thief. If this trophy is awarded to a person pretending to be good, then they will suffer a critical lapse in judgment at a pivotal moment during their most important heist, like a guinea pig trusting a snake when said snake has already been proven to enjoy eating guinea pigs. On the other hand, a legitimately good person will have blessed luck for the next year, until the next recipient earns it.

Companions:
-Import/create (50CP each, 200CP for 8): If you want to import some existing companions, or make brand new characters from scratch, you can choose this option. Each imported or freshly created character gets 600CP to spend, and can pick any race, gender or age, and origin.

-Canon Characters (Free, but you have to convince them): If there's a person you like that's local to this setting, feel free to try convincing them to join you on your jumpchain. While making the offer, any perks/powers/skills don't affect that person. They have to choose to come along of their own free will. But as long as they agree, then they are confirmed as a Companion, and they don't even have to survive the rest of the jump.

-Kitty (Free): This adorable kitty sure seems to like climbing trees. It's not a sapient cat, like some of the other animals around, but it is cute and adorable. It also has the odd ability to stay perfectly safe up in any tree, despite meowing like it wants to come down.

-Guinea Pig Army (100CP): Why are there so many Guinea Pigs in LA? Why is there a known animal testing lab here too? Who knows, who cares. You now have a large army of small adorable non-sapient animals. They are cute and helpless, and you better figure out how to keep them fed. Maybe mind controlling them can make them a bit more capable? If you aren't using them, you can throw them into stasis in whatever warehouse option you have. Otherwise, the Guinea Pigs count as Followers, and will respawn at the start of each jump.

Drawbacks:

-Early Release For Good Behavior (+0): The events of this move only occur over a few days. From there, the Bad Guys spend a year in prison. That's all. If you want to finish this jump early, after the first year, you can end at any time.

-Character Replacement Toggle (+0): Instead of being a Drop-In equivalent of whatever Origin you pick, you are now replacing the character your Origin is based on. This might put you in a more or less advantageous position, so you don't get points for this. Keep in mind that you run the risk of derailing the plot line, and might forever doom the Bad Guys to being Bad.

-Tail Wagging (+100CP): There is something very odd with the animals here. Do something good, and you start wagging, even if your body doesn't normally have that reflex. Shark and Piranha shake their dorsal fins, Snake or Wolf wag/wiggle their tails, and even Tarantula shakes her abdomen.

-Easily Fooled (+100CP): You fall for the most obvious of disguises. Two tufts of hair makes Wolf look like a non-wolf. A pair of glasses with a nose and mustache make a scientist think his dad is here, and not Shark. And you are just as susceptible as these examples.

-Snake Attack (+100CP): You've got an embarrassing catchphrase you say right before doing bad stuff. Terrifying civilians, eating the animals you are meant to rescue, etc.

-Sugar addiction (+100CP): You've got a problem with sugar. You love it too much. You have your coffee with literally an entire container of sugar, to the point you have a mountain of sugar above the coffee line. You eat ice cream with one gulp. The only reason you don't like cake is because of the negative memories attached. Expect your mood to vary as your blood sugar levels spike and dip, though at least you won't ever develop diabetes.

-Berserk Button (+100CP): You have some sort of racially offensive nickname, and every time someone calls you it, you become some level of violent. Unfortunately, people are far more likely to call you that nickname.

-Item & Perk Restriction (+200CP): By taking this, you agree to not use any out-of-setting perks, powers, or items, and won't rules-lawyer your way out. Any Warehouse or equivalent is still accessible, you just can't take out or use stuff from other jumps while in this one. Welcome to California, the 8th Highest Lawyer to Person ratio state in the United States.

-Terrifying Presence (+200CP): Your very presence is terrifying. Just like the Bad Guys, anytime you show up not in disguise, the average human runs away in fear. It's handy for grabbing a table in a busy diner, but terrible for meeting people. Also probably does horrible things to your social development growing up.

-Nervous gas (+200CP): When you get nervous, you fart. Unfortunately, you also get nervous when you lie, so people who know you decently will know when you are lying. Lastly, your farts

are always noticeable, either because they are noxious, non-silent, or easily visible. As a slight balance, at least you'll never have a "wet" fart.

-Entrapment (+200CP): For some reason, you are constantly the target of various schemes to get you in trouble. For example, by printing provoking statements in the paper and trying to get you to steal a candy ruby. And while you might be able to short-circuit such plots, the planner responsible won't face legal repercussions for trying to entrap you. Seriously though, why did Chief Luggins think the Bad Guys would fall for her making a fake Maraschino Ruby?

-Alien Pig (+300CP): Well, Marmalade isn't just a Guinea Pig now, he's a disguised alien who is using the cute appearance as a way of being underestimated. Expect even odder attacks, like zombie cute creatures and such.

Well, it's been a heck of an adventure. Maybe you were Bad, maybe you were Good, maybe you worked as a regular person for your time here. But no matter if you spent one year or ten, it's time to make your next big decision. Before that, any and all drawbacks are removed.

Stay Here: Did you like your time here and want to permanently stay? If so, your jumpchain ends now, and you get all your accumulated stuff placed in an actual Warehouse.

Go Home: Maybe you miss your actual home, and are done traveling? Then the jumpchain is over, and you can head on home. Take your stuff with you.

Move On: Or maybe you just want to go somewhere new? Or at least not here? Fair enough. Head to your next jump.

Notes:
-How big is the Guinea Pig Army? I don't know, handwave. But it's a lot. Marmalade does a wave tactic attack and makes them into an army capable of smashing Wolf's car. Seriously, it reminded me of Big Hero 6 and the microbots.

-Lawyer joke: my source for California being 8th highest lawyer to person ratio is based on this source. LINK.

-Alien Pig drawback: Look, I drew from the TVtropes page for the literature for this one. I never read it, so don't ask me.

-Push Pop versus Push-Up: The movie seems to treat "push pop" as an ice cream. Except, the actual ice cream brand is called "Push Up", and Push Pop is actually a hard candy. No, I'm not sure why it's mixed up.

-v1.2 was created when I realized there was a short film for the Blu-ray release regarding the Maraschino Ruby. That wasn't in the theater release.

Changelog:
V1.2: added Push Pop note. Added Entrapment drawback. Added Candy Artist free perk.
v1.1: Made Human Standard a pay-to-keep perk. Sorted drawbacks according to point payout. Expanded on Stomach Inventory to still allow you to eat normally. Made it explicit that you are not replacing the character your origin is based on, and then added a Toggle drawback to replace them.
v1.0: Initial release. I did this in 7 hours after seeing the movie, so forgive any mistakes.