

Toy Story

v1.1

by Negative-Tangerine

Welcome to a world of living toys. Are you a child, an adult, or a toy?

Take **1000 Choice Points** to help you survive.

Starting Time

You start the day before Andy receives his Buzz Lightyear toy.

Starting Location

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

Drop-Ins have their own possible starting locations listed with the origins that be used.

- 1. Andy's Home:** Andy's home, hopefully you have a good explanation for why you broke into a strangers home, unless you have perks to make yourself family.
- 2. Toy Store:** Where else would you go to start your epic collection of every Barbie ever. Have fun convincing them to stop playing dead, then Barbie Wars with fully animate soldiers.
- 3. Collectors House:** Hopefully you can sneak out without being found, I doubt the owner will appreciate you breaking in to steal his toys. Though maybe you can get a Cowgirl Jesse doll while you're here, I hear they're hard to find.
- 4. Free Pick:** Choose where you start.

Age and Gender

Ages are 5 + 1d12 for children and 20 + 1d12 for adults, with your gender being whatever you were previously.

It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Toy: You are a toy living in a world of giants, you can choose any style or branding of toy you want to be. Want to be a Tonka Truck go ahead, though you might find your stay here limiting and a bit boring if you can't improve yourself in some way, or maybe you want to be a stuffed octopus with vibrating tentacle if so you were probably designed by an interesting person and not as a mass-marketed toy for kids. As a toy you do not have any biological needs or wants and you are immune to pain, although being torn apart is uncomfortable if you are a toy that has not been designed for that. **As a Drop-In you can choose to find yourself awakening in a toy store still in your packaging waiting to be bought. Whether you awaken at night in a closed store or during the day is up to you.**

Human Child: Children love to play with toys and hopefully you do as well, you wouldn't want to neglect your toy and give them existential crisis would you? **As a Drop-In you can choose to find yourself being dropped off with a new foster family with a few possessions including your favorite and oldest toy.**

Human Adult: You want to be an adult? Ok weirdo, but you may get some odd looks for collecting or playing with toys. **As a Drop-In you can choose to find yourself awakening on a park bench near Andy house during the middle of the day as a child runs past paying with their favorite toy.**

Perks

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

General

The Wonder of Toys (100): You never lose the wonder and joy that comes with playing with your toys as a child and can always take a moment to play and relax no matter how stressed or otherwise affected you may be. **This will have the effect of helping you recover your mental clarity and emotional stability.**

Plastic Patience (100): Whether playing with toys for hours, admiring your collection, or working a day job, you have the ability to do the same thing day in and day out without getting bored and to simply wait patiently when needed.

To infinity and Beyond (200): This perk will let you push yourself beyond any inbuilt limitations on your physical form or powers, but doing this too often will require that you rest and recharge for a while afterwards, whether this is sitting down and recovering your energy while giving your body a break or not using your telekinesis for a while as your migraine subsides depends on what you are pushing an how far. **This perk allows you to briefly go beyond your normal limitations at the cost of a small cool down or recovery from the exertion, the more you do something the easier it will be and the faster you will recover.**

It's Alive (400): You have the ability to imbue life and sapience into normally inanimate objects through your force of will alone in this and future worlds. By transferring your own energy into the object you will awaken that object to life with its personality being formed from its prior existence, function, and actual use. This act will weaken you physically for a while but will not have a long lasting effect on you, recovery can be sped up by playing with or simply using and interacting with your newly awakened being. Anything you bring to life will start out with a favorable view of you and instinctively know that you are the reason for their existence.

This is a Capstone Booster.

Toy

Quick-change Costumes (100): You can change between your clothes in an instant to accommodate any activity or play you are involved in. This is especially good for those toys with a large wardrobe of clothes and accessories.

Creative Intimidation (200): The more unassuming and innocent you look and the less your target is expecting it, the more intimidating and frightening you come off as. **This provides a large boost in charisma and your ability to project an aura of fear against your enemies.**

Acting (400): Due to your nature as a toy to be played with you have innate acting skill on par with the best thespians and movie actors. This comes with the ability to play dead, also known as don't let the humans know we're alive.

Theme and Gimmick (600): You have a theme and gimmick that your toy form is based around, maybe you shoot projectiles, have wings, or are themed after a cowboy. You gain skills that fall in line with your theme. If you're a cowboy you have accuracy in roping a target and shooting, maybe you're a creature that can swap facial parts allowing you to swap looks and act well enough to fool others, or maybe you come with an insane amount of costumes like action man or Barbie and are granted a wide but shallow pool of basic skill. You only get up to three perks for each form, from minor skills to low level powers that make sense for that form to possess based on your theme and gimmick. **This carries over to each future jump based on what your origin and racial identity is. You can define up to. This is meant to be a low-level customization perk to help further define and customize each of your identities and as such should at least tangentially fit within the setting.**

Capstone Boosted: You can now grant one large customization to your chosen origins to distinguish it from the rest of your type.

Human Child

Imagination (100): You are a constant wellspring of imagination and ideas. You find no problems in imagining scenarios or creating new ways to entertain yourself. This works especially well when paired with physical props.

Innocence (200): As a child you are exceptionally good at pretending that you were not responsible for that accident over there or that you weren't just playing with your toys when you should have been cleaning your room. **This makes you exceptionally good at bluffing your way out of situations.** *Like coming up with explanations for how you playing Spaceman and Amazons with your Flash Gordon action figure and your sister's twelve Barbie's was helping you do your math homework.*

Nothing is Ever Truly Lost (400): No longer do you need to worry about those you care about or things you hold dear being lost to you. Anything you hold dear or have claim over will eventually find their way back to you no matter how lost they may get, it might just take a bit longer. **People and items you are connected to or hold ownership over can never truly be lost and within a week at most will find their way back to you if desired or required in the unlikeliest ways possible.**

Kitbashing (600): You have skills in combining various parts of toys, technology, or anything that you can pull apart and reassemble into a greater and new whole. This includes repairing things with parts of others.

Capstone Boosted: You can now apply this to non-physical things like martial arts styles, magic methodologies and spells, or your own perks. For non-physical things the original is not lost as they are simply being broken down conceptually to create the new thing as opposed to physical items being destroyed for part or repaired with others.

Anything CP backed provides that CP backing to the new creation so if you break down a CP backed weapon to create something new that backing is transferred to the new item, for non-physical things like magic or martial arts that CP backed concept gets integrated into the new creation upon development.

Human Adult

Mundane Skill (100): You're an adult right? Then you must have a skill that you market and support your habit with right? What is it, are you good at poker, skilled at programming, can spin on a pole like nobody's business? Whatever your skill is there will be someone willing to pay you a living wage to utilize it, it can be anything that a mundane person could learn but will be guaranteed to help you support yourself. **Pick one mundane skill to support yourself with and earn a living from.**

Deal Hunter (200): You are gifted in haggling, finding deals, and making bargains that are in some way in your favor. This is a combination of a charisma perk when making deals and a luck booster in finding rare and valuable items or needed objects in the oddest of locations and situations. *Why is there a mint condition original Action Man and the Lament Configuration sitting in this random flea market?*

Anatomically Correct (400): You have the strange ability to imbue energy into your toys to upgrade them with new additions and turn anything into a more adult version. Maybe your Barbie and Ken are no longer flat plastic, maybe your favorite teddy bear now has a favorite new silicone addition. Whatever the case, toys you interact with are no longer for kids, this power can be guided to provide specific effects or allowed to run wild and random in the changes it affects a toy with.

Mint Condition (600): Anything you possess does not degrade, wear down, or suffer from the ravages of time or usage. Your possessions must be deliberately damaged with intent to do harm for them to be in anything but perfect condition.

Capstone Boost: This now provides a form of regeneration to anything you can claim to own that will slowly reverse damage from anything that was not completely destroyed as there must be something to regenerate from.

Items

Items may be imported into similar items - weapons to weapons, clothes to clothes, etc.

All properties will be attached to your warehouse unless imported into a setting.

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

General

Complete Series (100): You now own the complete Toy Story series and shorts. This includes a complete run of the Buzz Lightyear of Star Command show with Pilot Episode.

Merchandise (200): You have a complete collection of the Toy Story toys, wonder what you can do with these.

Toy

Kung-fu Grip and Live Fire (100): You have an array of melee and ranged weapons that actually work with your new form, how they are utilized when you're a bright yellow backhoe is up to you, maybe you're an alien space backhoe that space laser blaster mounted on you. **These weapons actually work and are not fake.**

It comes in pink (200): You have a vehicle of some sort that is themed to your new form whether a spaceship that actually flies, or a convertible that runs at highway speeds, this vehicle has unlimited fuel and is nearly indestructible. **In future jumps this is either sized up to fit any and all of your forms, or will shrink your form down to enter it at its normal size, which it is up to you.**

Dreamhouse Castle (400): You now have a house of some sort that is themed to your new form, whether this is an ominous skull draped castle, a sixteen room mansion with Jacuzzi and four car garage, or maybe it's a mix of both and you enjoy lounging in the Jacuzzi moat that surrounds your skull topped mansion. **In future jumps this is either sized up to fit any and all of your forms, or will shrink your form down to enter it at its normal size, which it is up to you.**

Human Child

Themed Outfit (100): You have a favorite outfit that is based on your favorite toy, this will always fit any form you take, and will self repair and self clean itself within moments of getting damaged or dirty. So have fun playing in as muddy an environment you wish.

Magic Toolkit (200): This toolkit is functionally unlimited as it will form any tool to be pulled out as required for any project you are working on. Can be summoned and dismissed as needed, and always has a supply of small and generic toy parts and components for kitbashing.

Fully Furnished Treehouse (400): You have either a treehouse or other type of hidden childlike getaway that you can go to to play and relax out of sight of the adults. This location is larger on the inside than it would seem from without and comes fully furnished with a table couch, and television set with media player. This location keeps all upgrades done to it and the media player and TV will accept any and all forms of media and data. No one will enter to bother you as long as you are in here.

Human Adult

Day Job (100): You have a day job that will pay for your food and bills but not much else, you will have a small positive cash flow that you can funnel into any hobbies you may have. **This will be available in every jump going forward.**

Modest House (200): You have a three room one and a half bath house that is fully paid for and completely off the grid power-wise and completely self-sufficient, plenty of room to store your collection and live comfortably.

Collection Room (400): This room will always have room for more items to be displayed on shelves or in glass cases. There is an amazingly lighted and perfectly climate controlled environment for anything stored here, anything that is stored here will stay in perfect condition for eternity as long as they are not removed from the room.

Companions

Custom Toy (Free for Human Child Origin): You gain one original toy companion of your choice who gets 800 CP to spend on perks and items. If you choose to have a Buzz Lightyear as your toy, you will gain another one and not the canon movie buzz with this option.

Custom Child (Free for Toy Origin): You gain one human child companion of your choice who gets 800 CP to spend on perks and items.

The Toy Chest (100cp): You gain five new Toy companions of your choice and design who each get 400 CP to spend on perks and items. You can purchase this multiple times.

Companion Import (50-200): You can import any existing companion into the same origin as yourself for 50CP for one of 200 CP for a full set of eight. They gain 600 CP to spend on items or powers.

Canon Toy Companion (100): Choose any canon toy from the show to take as a companion. Do you want Jessie the original cowgirl, Woody the gunless sheriff, or Buzz Lightyear the grounded spaceman.

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.

Damaged (+100): Whether you are a toy of a human you have some part missing. Whether this is an eye that has long ago been lost, or a missing a leg and forced to hobble around, it will be something that inconveniences you for your entire time here.

Distrusted (+200): Toys do not trust you. If you're a toy then you are ostracized by other toys, if you are a child you are known by toys for damaging those you play with, and if you're an adult you are viewed with suspicion by the toys for collecting so many.

It's just a Toy (+300): Regardless of what perks you have or what perks you buy, for the duration of this jump all of your items and clothes are simple plastic and cloth toy versions that do not fire, cut, drive, or fly.

Trash (+400): You are a shitty toy made from pipe cleaners and a spork, you will be plagued with the desire to suicide by trashcan from the start of your jump as you believe that is your proper place. With work you can overcome this but you will still be a trashy spork.

You are just a Toy (+600): You have none of your perks, powers, items, or warehouse for the duration of your time here.

Choices

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

Stay: What you enjoyed your time as a toy being played with or a human playing with them. Well have fun staying in this world of sapient toys.

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

Update Notes

v1.0 - Jump Doc created

v1.1 - Grammar and spelling corrections, moved **Quick-Change Costume** to 100 CP and moved **Patience** perk to General perks, added **Creative Intimidation** as a 200 CP Toy origin perk. Modified Toy origins capstone perk.