

Generic Cartoon World

Introduction

Cartoons, in most places they are just viewed as comedic shows and are just watched as entertainment. However, here in this reality “Toons” are people, a minority group with strange powers 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 Toon’s were badly treated for most of their history and for most of the early nineteen hundreds Toons were considered to be nuisances or treated as property to be locked away in their own segregated area.

(This is an attempt at covering a wide-variety of cartoons, shows 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.

Sections available

Origin

Companions

Starting Points

Perks

Items

Drawbacks

Timeline - history of this world and some of the major events inside of it

Changelog and Additional info

Start with: **1000cp**

Origin

Drop In (free):

No pesky memories of someone else's life clogging up your noggin and you pop in as whatever your form currently is.

Roll 1d8+18 and keep your current gender or pay 50cp to choose both.

Toon: (300cp)

Well, congratulations, you're a Toon of some sort, most Toons are around three to four foot tall and can look like animals, aliens, objects, fantasy creatures, humans and/or bizarre mixes of any of the above.

You also have a traditional cartoon mallet stuffed inside of your hammerspace. A pair of cartoon gloves on your hands and some optional generic toon-clothing which fits your body if you want it.

Unless you pick a perk that gives you a different background you were “just drawn” and pop into existence 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”.

Pick a style of toon:

Inkblot- Black, white and grey all over, these were the first “toons” drawn and tended to be “extra stretchy”, more than half of them lacked things like “joints”. Later on they were insultingly called “two-tones” and were slowly shoved into their own slum-like section of Cartoon City. You can get a touch-up job later and add color to your body, but expect some of your Inkblot toon friends or neighbors to look down on you for getting “colorized”.

Traditional- Fully colorized toons, these were the typical cartoons which were common for decades. Insultingly called “Hues” by Inkblot Toons as they lost their acting jobs to the Toons which replaced them.

Modern- This should cover Anime, CGI and “Flash” Toons - Not very different from Traditional Toons, these just have a slightly different style to them and were drawn/created later in the timeline.

You start with the “**You’re a Toon**” perk

HalfToon (600cp)

HalfToon, well basically you’re either a child of two toons, which has a chance of resulting in a half-mortal Toon or 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 have four-fingered hands and three-toed feet.

You could also look wholly toon-like, indistinguishable from any “drawn” toon with just as much variance in looks. But the “primary” reason you are considered to be a HalfToon is that you are half mortal.

Pick a style of Toon: Inkblot, Traditional or Modern.

Your Toon parent is also that type (if you have one), and you count as that type of Toon for Perks and Drawbacks.

Due to being half-mortal you also count as a “**Drop in**” for Perks and Drawbacks.

Roll 1d8+18 for your age and keep your current gender or pay 50cp to choose both.

You start with the “**You’re a Toon**” perk

You must take the “**Born a Toon**” Drawback for no cp.

Companion

Importing: (50-300cp)

You can import one of your Companions for 50 CP, or eight for 300 CP, giving them a free Origin choice and 300 CP to spend on Perks and Items.

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 “Actors” and don’t have the “high-end” powers displayed in the cartoons, which are done with editing and props.

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. Bugs Bunny maliciously changing Daffy Duck’s appearance and 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.

Starting Points

Roll 1d8 or pay 50cp to choose

Note: Until nineteen fifty two, Toons are 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 just that Toons outside are typically subjected to being arrested 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.

Before the nineteen seventies interspecies “Relationships” are 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.

1- A Shanty Town

Miles outside of the small town of Burbank, California lies a new, hastily built, ramshackle town which someone has mockingly painted a sign at the entrance giving it a 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.

2- Early Cartoon City

Paved streets, paved sidewalks and fairly new multistory brick buildings line the main street into and out of “Cartoon City” or 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, 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.

3- 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 can vote in elections.

4- Any Major City, USA

It’s the late nineteen sixties and the big American melting pot of society 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.

5- Outside of a school

The internet exists in a rudimentary dialup 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.

6- Major Studio

You find yourself inside of 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!, Welcome to the new Millennium!"

7- Theme Park

It's two thousand and 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.

8 - Free choice or Anyplace, Anytime

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 process for creating Toons wasn't discovered until nineteen twenty.

Perks

Note: for both Perks and Drawbacks, if a discount is given to “Toons” then it applies to all Toon styles (Inkblot, Traditional and Modern). If the discount specifies a style like “Traditional Toons” then the discount only applies to that style of Toon..

Toons:

You’re a Toon (Free but only available for Toons):

You have the body of a Toon, it’s not exactly a flesh-and-blood body, you’re actually mostly made out of ink and paint.

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.

Your Toon body has a weakness, **Eraser** to you is a feared chemical 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 with discounts for any style 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 and other similar Toon-abilities.

Just for reference, If you are an inkblot 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. Traditional Toons and modern Toons can have different colored blood, but all toon blood is ink-like. Halftoons tend to have normal blood which might be off color or a bit thicker than normal. You can pick the color of your blood if you are a traditional or modern toon.

All Toons start out with these basic perks, things that all Toon’s have innately.

Toon Resilience

Quick change

Hammerspace: Level 1

Toonspeed: Level 1

Ageless (except those that take/have the “**Born a Toon**” drawback)

In future worlds while you are in your Toon body or a Toon alt-form you are a sapient type of “slime creature” if magical, technological effects, sensors and weapons are used on you.

Quick change (50cp, Free for Toons)

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 expanded bags/clothing/objects that you have within twenty foot of you.

You can change into disguises and people will believe that you are what you are dressed up as even if the costume doesn’t really make much sense or look good. However, it’ll only work for a few seconds unless you have some other perk which make disguises more effective (which will increase the time that victims are fooled). Using disguises with this perk gives decreasing effectiveness when used on someone repeatedly. You can also instantly apply makeup and have access to minor shapeshifting abilities to make small alterations to your body to cross-dress and/or give you a vague resemblance to someone else.

Toonify (50cp, Free for Toons)

You can change your alt-forms and future bodies into Toon versions of them and back to normal at will. For an additional 100cp (no discount) you can also change your current (non-imported) or future companions into Toon versions of themselves and they gain the “**You’re a Toon**” perk and its attached perks.

Toon Resilience (100cp, Free for Toons)

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 as reliant on them as a purely organic being is and they are oddly easier to remove and reattach. You have a very slow regeneration ability which will reattach removed organs and seal up tears in your “skin” in a few minutes or regenerate organs and missing body part parts within several weeks. As an example, if your heart or brain were removed from your body, you would fall into a coma until it’s either shoved back in or after new organ(s) reform.

You can still die if too much of you is removed or destroyed, it’ll take slightly more than half of your mass to be separated from you in some manner to kill you.

Breaks in your (pseudo)bones will automatically reset themselves and heal within a week or two.

Due to not being made of normal flesh you’re immune to mundane disease as long as you are in a Toon body or Toon alt-form.

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 with more “realistic” injuries.

Also, you can cause temporary comedic birds or stars and other small objects to appear flying around your head when you are beaten over the head by objects.

Ageless: (100cp, Free for Toons, can’t be taken if you have the “**Born a Toon**” drawback)

You will never grow old physically. You also can’t be “turned to dust” via time-shenanigans or “reverted into the womb/out of existence.” Physical scars from injuries will fade away over time.

If you happen to be in a toon body or toon alt-form this perk also lets you “pick” how old you look once a year, the effect is purely cosmetic and does not “stick” or alter how you look in different alt-forms or other bodies.

Breathless (100cp, Discount for Toons)

You don’t need to breath and don’t suffer from any negative effects from pressure (like being on the bottom of the sea or in a vacuum) and for some strange reason you can talk just fine and without any distortion while underwater or in space in spite of the lack of air.

Just learning to Toon - (100cp, Discount for Toons)

You get free perks! That's right, you get other perks with this perk.

Specifically you get:

Wild Take, It's a Laugh, Cartoon Animal Ability (just one purchase), **Acme's handy gloves** and **Sing!**

For free!,

That's right you get **300cp** worth of perks with this.

Except one, tiny little problem.

Namely this perk also has a drawback and it's a big one, you don't actually know how to use the above perks and they are also significantly weaker to start with. Additionally, using them (without a teacher and/or practice) might cause them to backfire in hilarious (but harmless) ways. You actually need to practice and train for several years to use the perks at full strength.

Yes, that's right you have to go to a Toon school to learn how to use these perks in-jump.

In addition any levels that you have of **"Toonspeed, Stunt double, Reality Warper and Hammerspace"** suffers from the same degradation.

Sorry, but having a perfect memory would only help you with the proper techniques and forms removing the need for a teacher if you read the books on the subjects this stuff needs to be exercised to reach their normal full strength.

As an example, for **"Hammerspace"** you would have to practice and concentrate putting a small marble into your hammerspace which fills it up completely. You can then stretch your marble-sized hammerspace out with larger, heavier objects over time up to the full-size/weight of the level you picked. As this effect isn't a muscle, you don't lose any progress you make if you stop or take a break from training.

Note: this doesn't stop you from doing anything normally/manually or with other perks you might have. So if you have superhero-levels of speed you might not need or care about **"Toonspeed"**. Likewise you can still change your clothing one-sleeve-at-a-time instead of using **"Quick change"**

Any perks you haven't mastered at the end of this jump will work as normal and at full strength in the next jump.

Ink and Paint Innards (200cp, Discount for Toons, Requires **"Toon Resilience"**)

This is basically an improved version of **"Toon Resilience"**

You don't really have things like bones or organs anymore. Well, you still do but they're more like ink and paint bits of you shaped like organs. Your bones are comedically shaped like vague representatives of what they should be and aren't even attached to each other when seen on an X-ray.

You will no longer fall unconscious when "critical" organs are removed from your body or when damaged.

As a Toon, your memories and personality are no longer tied to your physical brain. You could pull out your brain and play basketball with it with no negative effects or hand someone your beating heart. You are also basically immune to "critical hits" since you don't actually need your heart that someone decided to shove a sword through. Likewise your spinal cord doesn't actually transmit information between the parts of your body anymore.

Pull yourself together (200cp, Discount for Toons, Requires “**Ink and Paint Innards**”)

Your body doesn't treat slashing and piercing damage normally anymore. it just turns being cut in half or sliced into pieces as an inconvenience instead of a fatal injury. You can be chopped up into julienne style fries and pop back into your normal form in a few seconds. Piercing damage includes bullets and you can fill in for a sprinkler system for a few seconds if you drink some water after being pierced by something.

It still damages you, but it's just more of reduction of your overall health instead.

ZAP! (200cp, Discount for Toons, Requires “**Ink and Paint Innards**”)

You are immune to any instant-death abilities, magic and disintegration effects. Your body will temporarily turn into a pile of dust, a pile of bones, an angelic ghostly version of you rises from your corpse and floats up into the sky, a corpse-of-you with a flower in it's hands or a puddle for a few seconds when you are struck by any such effects.

Hammerspace 1 or +1 level to Hammerspace: (100cp for each level increase, you need the lower levels before you can purchase the higher level versions. Discount to Toons)

Level 1:

You have a hidden inventory, a space-time pocket that's essentially a part of your body. The **Hammerspace** entrance is a fixed location like a back pocket or a side pocket. You can pick which one it is when you first pick this perk but you can't change the initial entrance. However, you can add additional entrances with training and practice to the same space with **Level 2** or above of this perk. The entrance actually hovers a little above your fur, skin or clothing. Everything you put inside of it experiences time at 1/4th speed. With one hour of time passing for every four hours “outside” uncovered freshly cooked meals stay hot for hours. You can place objects and small non-sentient creatures with a total weight of around four hundred pounds inside of it. The total weight is more important than the size and shape, you're **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 “grabable” by default. However, If you have a power that lets you manipulate/shape gases/plasma/etc. then you can store the “shaped” gas/plasma.

A traditional cartoon wooden mallet, a banana cream pie, and two bananas are included inside your hammerspace for the first level.

At the end of the jump you also gain a feature in the warehouse, a closet door which leads to your Hammerspace this allows you 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 Lock**” perk. If you wish to invade other Toon's hammerspaces yourself, “**Hammerspace Thief**” is there for you.

Level 2:

In addition to the previous levels abilities:

The passing time inside of the **Hammerspace** is further reduced, everything inside of the space experiences time at 1/16th the speed and your weight-capacity grows to around four thousand pounds.

Most toons reach behind their backs to access the **Hammerspace**, it's how Toons are initially taught to use it. With a bit of additional practice and effort you will now be able to access your **Hammerspace** from anywhere on your body or clothing.

Level 3:

In addition to the previous levels abilities:

The passing time is further reduced to 1/64th the speed and the weight capacity grows to roughly forty thousand pounds.

With practice and effort you can learn how to expel items from your **Hammerspace** with a thought.

Level 4: (100cp total cost for this level, no discount)

In addition to the previous levels abilities:

The passing time inside of your **Hammerspace** completely halts, weight capacity increases with usage and you can now store willing sapient creatures inside of your **Hammerspace**.

Toonspeed 1 or +1 level Toonspeed: (100cp for each level increase, you need the lower levels before you can purchase the higher level versions. Discount to Toons)

Level 1:

Basically super speed, your legs and/or arms turn into a whirling mass of limbs and you can move faster than a normal human. **Toonspeed Level 1** gives you a running speed of about 30 mph, you can also apply this same effect to your arms and perform actions faster than normal.

Additionally you can ignore the effects of gravity for about five seconds, as long as you don't look down.

You can fight other Toons in a "cloud of flailing limbs".

Level 2:

In addition to the previous levels abilities:

You can hit a top speed of 75 mph and can make your legs or arms look like a mass of clouds as you run.

Additionally, 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.

Level 3:

In addition to the previous levels abilities:

You can hit 125 mph and 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 structures or destroy a room/structure.

Level 4: (100cp total cost for this level, no discount)

In addition to the previous levels abilities:

You can hit 600 mph and stop instantly in place or instantly accelerate from a complete stop to that speed. You can also train yourself to go faster over time, however progress will be slow.

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 ten foot radius of your body when you activate it including other people and objects. 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 in the current solar system".

Inkblot:

Squash and Stretch 1 or +1 level Squash and Stretch: (200cp each level increase, you need the lower levels before you can purchase the higher level versions. Discount to Inkblot Toons)

Level 1:

Your limbs and body can be stretched up to three times their normal dimensions without causing damage. Conversely, your body can be compressed to one third of its normal size. Resisting someone from pulling your limbs is based purely on strength.

You can also shrink or grow at will to the same limits. Growing does not change your weight/mass, you simply inflate with the surrounding air. Shrinking simply causes your excess mass to be pushed into your own hammerspace.

Level 2:

In addition to the previous levels abilities:

Your limbs and body can be stretched up to six times their normal dimensions or be compressed to one sixth its normal size. Growing/shrinking limits change to match.

Your body parts are now harmlessly detachable, 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 no matter the distance between it and you. You can even pop your head off or be beheaded without any ill-effects.

You can reattach your limbs and body parts by simply pressing them or having someone else press them against your body. When your limb is pulled by someone else against your will the limb will stretch up to the maximum length, further force may then cause the limb to detach.

Your body parts can be reattached in the wrong position(s), you can either pop them off and reattach them or spin around into a cloud and have them reset themselves into the proper positions. Your limbs can stay detached for one week before they start to die.

The **Back into the Inkwell** perk will enable you to turn your limbs into semi-sapient limb-shaped creature(s) that will autonomously seek your main body out to reattach itself to you. This level of perk also extends the time that masses of ink/limbs/organs can stay detached from you to one week.

Level 3:

In addition to the previous levels abilities:

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. You gain an innate sense of where your body-parts are in relation to your body if you should ever lose a part of yourself.

Your limbs and body can be stretched up to ten times their normal dimensions or be compressed to one tenth its normal size. Growing/shrinking limits change to match.

Level 4: (200cp total cost for this level, no discount)

In addition to the previous levels abilities:

Your body is now effectively immune to blunt kinetic damage and it comically deforms when receiving relevant damage. Getting hit by a cast-iron pan in the face might leave you temporarily with a pan-shaped head and it hurts about as much as a stubbed toe while causing no lasting damage or harm to you.

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.

Slashing, sharp or piercing kinetic damage will still cause some damage. Your flesh is essentially a rubbery substance, although most of the kinetic force from the impact will still be reduced.

You can also cause your body parts or body to levitate and fly in air at whatever your run-speed or toon-speed is.

With “**Back to the Inkwell**” your body parts, limbs or masses of ink/flesh can now levitate and fly independently as well. Your limbs/masses can stay detached from you for a full month before they start to die.

Hoser - (50cp, free for Inkblot Toons)

Your body and limbs are extra flexible and your dexterity is increased, you don't have an elbow or knees or really anything like bones or joints and your body acts more like a puddle of ink shaped into a vaguely toon-like shape. Handcuffs won't really work on you since there isn't anything “solid” under your skin to prevent the cuff from just sliding off.

Since you lack “real” bones you can't actually break any.

Combined with “**Stretch and Squash**” Level 1 or above. This can also be used to do things like hide behind flag poles, mailboxes and other too-small-to-hide-behind objects, “Sucking” your body in and stretching your body upwards or into awkward shapes to fit behind or inside of something.

Hammerspace Lock - (100cp, Discount for Inkblot Toons)

Your hammerspace, inventories, dimensionally expanded-objects and similar personal dimensional pockets can be “locked” and are protected from unwanted access. You can also “lock” other individual's hammerspaces, either denying them access to it or simply “locking” it to prevent people other than themselves from accessing their personal dimensional pocket spaces.

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

Already Looney (100cp, Discount for Inkblot Toons)

Technically 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 or differently” insane. This gives you a blanket immunity to insanity and all negative mental effects like depression, split personalities, amnesia, PTSD, etc.

However, when subjected to things that attempt to drive you insane you will instead grow increasingly “Looney”, this however, does wear off over time.

Hammerspace Thief - (200cp, Discount for Inkblot toons)

Somehow, you have learned how to access other Toon's hammerspaces and other similar "pocket dimension" or "Inventory" like abilities either 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.

Unless you stick in your entire head into them you can't actually see what you are grabbing.

If you also have **Squash and Stretch** level three or above you can completely enter someone else's "inventory/hammerspace/pocket dimension" without any ill effects and without being subjected to any temporal "freezing" or temporal slowing and can exit at will from anywhere on the victim's body/object.

Annoying teleporter (400cp, Discount for Inkblot Toons)

Teleport instantly to unseen locations, if you also have **Squash and Stretch level 2** or above then destinations like "Someone's pocket", envelopes and desk-drawers become valid teleportation targets with your body shrinking to fit into the space to the **Squash and Stretch** limits. 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. It also tells you what areas are under visual surveillance and where people are looking when they are in range.

Back into the Inkwell: (600cp, Discount for Inkblot Toons)

This functions essentially as an improved version of “**Pull yourself together**”

You gain all of the “**Pull yourself together**” perks features/functions.

This peculiar version of regeneration causes flesh torn from you to turn into ink and paint, which will move towards you and reenter your body, to restore 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 will 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 25% of your original mass is left. This overrides the 51% “death” from Toon resilience (allowing you to take even more damage).

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 crawls towards you and is 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 its speed) and head towards you, larger masses which are roughly 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. 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. Masses larger than 15% can move at around 20 mph.

You can also now regenerate missing mass by drinking ink and paint

You can now digest Ink and Paint (and common ink/paint solvents) without any ill effects.

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 to recover the missing mass instead.

Drinking and digesting ink/paint allows you to recover mass and heal wounds up to about a pound of your bodies mass every minute.

You can swallow an entire 5 gallon pail of paint, digest it over the course of an hour and recover 56 pounds of your bodies mass.

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

This perk only works while you are in a Toon-body or in a Toon alt form. It relies on the fundamental nature of a Toon body.

Traditional:

Reality Warper 1 or +1 level Reality Warper: (200cp each level increase, you need the lower levels before you can purchase the higher level versions. Discount to Traditional Toons)

Level 1:

In a sphere which extends outwards in about two-and-a-half foot radius (a five foot diameter) from the center of your chest you can force toon-like physics upon objects and people inside of it. This effectively turns people and objects into temporary-toons for the duration of the power and imposes toon-like-reactions to both objects and people.

You can also temporarily create cartoon objects inside of your sphere at will, the objects will last just as long as any other changes you make.

You can't fool anyone with counterfeiting as the objects you create are "cartoonish" and visibly different from the real items.

The bubble of reality also tends to push parental guidance "ratings" down to PG automatically.

Unfortunately, the power does have some limits.

First, you can't directly harm people with your power as it automatically provides cartoon-physics-based protection to objects and people under its influence.
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.

Second, the changes although stable "inside" of your influence are only temporary outside of it. The changes and objects that you make will only last about a minute outside of your "sphere of reality".

Third, this power takes time to affect objects or people inside of your sphere of influence, it'll take about thirty seconds before you can alter the object or person that has entered your "bubble".
If you have just "turned on" the power then you will have to wait the thirty seconds before you can affect the objects/people inside of the "fresh" bubble.

And finally, it has to be funny. If the outcome couldn't be considered "funny" then nothing happens.

No, you can't lasso a world with this power while hopped up on spinach which was done in a sound stage with cartoon-planet models.

Level 2:

The size of your "bubble" doubles to ten feet in diameter, the length of time that changes last outside of it changes to two and a half minutes and the time it takes to affect things that have entered your sphere is reduced to fifteen seconds.
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.
2-D objects brought out of the paintings remain 2-D, however 3-D objects can be stored by a toon (only if you also have **Squash and Stretch** level three or above) inside of a 2-D painting. 3-D objects will regain their normal physics/structure when removed from the 2-D surface.

Level 3:

The size of your “bubble” grows to twenty five feet in diameter, the length of time that changes last outside of it changes to five minutes and the time it takes to effect things that have entered your sphere is reduced to five seconds.

You can now also create instant tunnels in or on surfaces by painting on them. Creatures, sentient and otherwise without this ability will simply run into the wall or surface. However you can lead creatures or Toons through them by holding their hand. You cannot travel through Eraser-soaked walls or walls specially treated to prevent toons from traveling through them.

Comes with a free “instant-painting kit” which never runs out of ink, paint or fresh brushes in your hammerspace or pocket.

Law enforcement will be leery of you if they discover or hear that you have this ability. Toons can easily escape prison/rob banks with this power. Expect to be placed in “specially treated” prison cells and handcuffs to deal with you if you are arrested at any point.

Level 4: (200cp total cost for this level, no discount)

The size of the bubble of reality that you control grows to a hundred foot diameter, the time that your changes last grows to thirty minutes and the time it takes to affect things that have entered your sphere is reduced to whatever your various reaction speeds are.

As an example, an average, mundane human’s visual reaction speed is a 25th of a second, 17th of a second for auditory reactions and a 15th of a second for a touch reaction.

You can now effectively use this power defensively on incoming affects or objects. Objects like bullets or cannonballs, low-speed explosions and the like entering your sphere of influence will change over into a cartoon-physics ruled version before it can hit you.

The cartoon-physics objects/effects can’t do lethal damage.

The faster an object is the less likely it is to be “tooned” before it hits you. Extremely fast effects like lightspeed lasers or high-end railguns will probably hit you normally before you can change them into cartoon physics ruled versions unless you have a light-speed reaction time.

Wild Take (50cp, free for Traditional Toons)

You naturally react to startling or exciting things with bizarre exaggerated effects like your eyes growing to hundreds of times normal size and bulging out of your head or your tongue growing and extending out of your mouth. You can of course control yourself and stop these reactions from occurring if you so choose.

You also gain a minor shapeshifting ability and you are able to shift your face and body to look vaguely like someone or something else for a few minutes.

This stacks with **Quick Change** giving you both a stronger, more detailed and longer lasting ability, with both of them you can look identical to someone else for about five minutes. This only covers the physical appearance of someone and does not extend to fingerprints or any other detailed identification method.

Cartoon Animal ability: (100cp, Discount for Traditional Toons, first purchase only)

If you are an animalistic toon, you gain a stereotypical ability from your species. Rabbits get a burrowing ability and a thirty-second limited “ear-helicopter” flight ability, dogs get an enhanced sense of smell and an ability to track someone/something even through things that would normally erase the scent, ducks can comfortably float on-top of water and fly, skunks get a powerful stench-weapon that can knock out others, the various types of rodents can chew through nearly anything instantly. Moles can burrow through the ground and can see in absolute darkness, birds can fly and cats can land on their feet and gain nine lives. That is to say that cats can instantly recover from nine nearly-fatal injuries, popping back up to “full health”.

No, it won't save you from actual death if the blow/injury would normally have killed you. However if an injury would have left you on the edge of death, having at the very least the proverbial one-hitpoint then you can trade in one of your lives for an instant full-heal. These do not regenerate and once used are gone forever.

You will need the body part in question to receive the benefits. Long rabbit ears for the “ear helicopter”, dog muzzle and nose for the dog's benefits, cat fur and tail for the cat's, skunk tail for the skunks, 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 species if you want, so long as you have the relevant body-parts. A dog-cat 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. But you would need two purchases, one for each ability.

You can purchase this perk twice.

Concussive cure-all (100cp, Discount for Traditional Toons)

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, PTSD by giving them an enthusiastic whack. You can also bypass physical and electronic security by destroying the lock, dial, scanner or the keypad with a few hits.

Why hack-it when you can whack-it?

Fast talk (200cp, Discount for Traditional Toons)

You can, if only for few seconds convince someone to stop doing what they were doing and do something you want them to do, including near-suicidal actions like holding a lit stick of dynamite. That's an extreme example and you'd get more time before they realize they've been hoodwinked by convincing them to do something less hazardous, like guard a door.

Precognitive Tracking (400cp, Discount for Traditional Toons)

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 before they arrive. You could arrive before them and lay in wait if you can move faster than whatever you are tracking. Basically, you will know when and where they will be stopping in the future.

Director (600cp, Discount for Traditional Toons)

You can, twice a day, stop objects and people in time around you within several hundred feet, by yelling “Cut” or “Lunch” objects will suddenly cease to move, people and objects riding on or inside of them will not experience any negative inertial problems and can interact with the object(s) in question. The “Director” chooses what items/people will be unaffected by this power. You can move, use, open and close the frozen objects or keep them solidly in place but you cannot injure or destroy the object while time is frozen.

As examples, a car careening over the side of a cliff could be stopped inches from the ground, the people inside could open the doors, hop out uninjured and grab their things out of the trunk and walk away from it. A man firing a gun, the bullets themselves can be stopped in mid-air with their gun-powder clouds still trailing behind them, you could then use the frozen bullets as stepping stones if you so choose and use a marker on the frozen-man’s face or arrange an anvil to drop on his head after time resumes.

Time will resume after about ten minutes or after the “Director” yells “Action!” or “Roll'em!” whichever comes first.

This ability will kick in automatically without using one of your twice-daily usages when you become subject to someone else's temporal ability even if they target you directly. This let you basically piggyback on someone else's temporal ability and you will be able to move freely within the frozen or altered time zone for as long as it lasts. You can allow temporal effects to affect you if you choose or ignore them and function at normal time.

Modern:

Stunt Double 1 or +1 level Stunt Double (200cp each level increase, you need the lower levels before you can purchase the higher level versions. Discount to Modern)

Level 1:

You can split your body into two, producing a single “clone” which also has copies of all the Toon-based powers and abilities that you have except “Stunt double”. The clone of you has the same intelligence, knowledge, “aura/magical signature”, personality and is wearing the same mundane or Toon clothing that you are wearing and is otherwise indistinguishable from you. The clone is perfectly loyal and will perform any task(s) that you assign it, including suicidal ones. The clone will last about a day before disappearing into a splash of ink and paint.

You can only have one clone active at a time, which you can “end” at will. You do not receive any memories from the clone itself, though knowledge can be passed through mundane methods or through other supernatural abilities that you might possess.

The clone has access to your **Hammerspace** if you have one and can use, remove or place items inside of it.

The clone has all of the same perks and abilities that you have selected on this jump-document (except “**Stunt-Double**” and “**Temporary Toon**”) and can use them independently from you.

You can produce another clone as soon as one disappears or dies, you are aware of when they die/disappear. If you have psychic powers or some other long-range communication ability/spell then you can keep in constant contact with the clone(s) using that power.

Level 2:

You can produce up to two clones at a time, which will both last about three days.

Level 3:

You can produce up to four clones at a time, which can last about six days.

Level 4: (200cp total cost for this level, no discount)

You can produce up to ten clones at a time, which have a lifespan of about a month each. If you didn’t have the ability before, your clones can now communicate with you and each other psychically. The communication ability functions similar to a CB radio set, in which all of your clones can talk on the same “channel”, flip to separate channels to form smaller groups and listen to multiple channels at the same time.

Sing! (50cp, free for Modern Toons and Inkblot Toons)

Yooouuu caannnn ssssiinnnggg

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

International Cartoon (100cp, Discount for Modern Toons)

Pick two languages, you can speak them fluently and you can optionally speak them with a different voice at will. You can also pick up new languages in just a few days of practice. You can also optionally display subtitles in your field of vision at will, allowing you to clearly read what even the faintest whispering voices in the middle of a blaring rock concert is saying or simply allowing you to bypass your ears if they have been injured.

Drive em' bonkers (100cp, Discount for Modern Toons)

You can temporarily drive someone insane, after about thirty minutes of "working on them" utilizing your comedic abilities to annoy and harass your target. You can have them literally foaming at the mouth, a quick ring to the local mental institute (or whatever passes for one) will have the "men in white" come over to give your victim a checkup and place your unfortunate victim in a mental hospital to recover over the course of a few days.

This won't cause any permanent insanity or damage to them, but they will still be out of commission for a few days and they will have to pay for their treatment after recovery. In addition if the doctors notice any other mental issues the patient has they will attempt to cure them of those issues as well, however those issues will be dealt with at a normal rate of recovery.

Auditory Engineer: (200cp, Discount for Modern Toons)

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 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.

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

Personal gravitation (400cp, Discount for Modern toons)

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 gravitation field extends outward around your body in a small ten foot 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.

Shapeshifting (600cp, Discount for Modern toons)

You can change your shape, coloration and appearance at will. 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.

You can maintain that form until you fall asleep, become exhausted or you are otherwise knocked unconscious.

Drop In:

Stunt driver (50cp, free for Drop in)

You can drive any vehicle like a maniac with professional stunt-driving abilities, popping cars over onto two wheels to drive in between lanes of traffic, drive off impromptu ramps to briefly fly through the sky and various other professional driving stunts. You can also combine this ability with the “**Personal gravitation**” perk or a similar gravity-controlling ability and drive vehicles on the sides of buildings and inside tunnels while upside down.

Find item - (100cp, Discount for Drop in)

You can once a day, name an item or a type of item and you will be able to find it. You will be able to feel a strong pull towards the nearest instance of the item. You will still have to deal with physically getting to it, you just know the direction and with a bit of practice in judging the “strength” of the pull, the rough distance to the item itself.

Eraser Immunity (100cp, Discount for Drop in)

Somehow you are immune to all effects of “Eraser”. To you it’s just a particularly vicious solvent that works great on ink and paint stains.

You’re also immune to “being burned” from acids and bases. You could drink sulfuric acid and not even get an upset stomach.

Note: if you take this with the “**Deadly Eraser**” drawback, the drawback overrides this perk. However after this jump the drawback (as per usual) goes away, leaving you immune to “Eraser” in future jumps.

Temporary Toon (200cp, Discount for Drop in)

By concentrating and touching someone or something you can transfer any perks which apply to your body to the person or object touched. The effect is temporary and will wear off within an hour, you lose the perks while the other person or object is using it. You can at will “pull” the perks back to you ahead of time.

Mundane Mondays (400cp, Discount for Drop in)

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 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 effects 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 had been warped or distorted will have been “unbent” and will stay in “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-jump earth” gets suppressed.

This will 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.

Scriptwriter (600cp, Discount for Drop in)

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 lightning 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, will probably happen. You also can’t control which day it happens on as events need to be “lined” up behind the scene.

Animator 800cp (discount for Drop in)

First, you can create any and all toon object you want, portable holes, cartoon magnets, cartoon rockets, cartoon mallets, etc. basically anything Acme sells you can draw. You can also create and modify (touch up) Toons

This will also effectively give you a high-paying job. Animators capable of creating Toons, Toon-objects and touch-up artists are generally paid the same amount as plastic surgeons and are in high-demand by studios. Creating a Toon 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 to make one Toon. Toon objects are significantly easier, they only take a few drawings and you can draw one in about two hours.

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.

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

Includes a non-expiring kit with enough ink, paint and cels to make two Toons or twenty toon objects.

Toons created with your power will have **400cp** worth of abilities from this jump document, they count as companions in future jumps and you can take them with you for free (if they agree).

For an additional **50cp (no discount)**, you gain the detailed knowledge needed to modify existing ink, paint and animation cels to turn them into Toon creation capable versions. 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 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, once a day for a week from someone with the "**Animator**" 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.

Other Perks:

Typecast Hero (50cp)

You've just got one of those looks that everyone seems to love, a dashing hero with the wind whipping through your long luxurious locks of hair, fur or ears.

People just seem to like you and seem to think you should be a hero in films even if you are a literal toon demon. Getting jobs in general will be easier and you will likely be pushed into a heroic starring role if you are an actor.

It's a Laugh (50cp)

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.

B-list Actor (100cp, can't be taken with A-List Actor):

You currently have a regular job as an actor, if you're a Toon it's probably as a cast member on an animated show. If you're a human it's probably a sitcom.

You're a professional at it as well. If it requires acting you can do it! You can portray the most outlandish, hammiest character without breaking a sweat.

You live in a fully furnished upper middle class house in a nice neighborhood and start with the time-period equivalent of fifty thousand dollars in the bank or in a house/building that has followed you here (your choice). You also have the relevant paperwork showing that you own the house.

The job isn't a guarantee, like any position it can disappear if your show gets canceled. But if you do a good job another acting position might just be around the corner.

A-List Actor (200cp, can't be taken with B-List Actor):

You're the star of the show, the talk of the the city and you've 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 rolls, 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 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 more like Arnold Schwarzenegger or Tom Hanks.

You live in a modest, fully furnished mansion or in a house/building that has followed you here (your choice) in the wealthy part of the city, near other famous movie stars of the same type as yourself, inside a gated community and start with the time-period equivalent of a million dollars in the bank and the paperwork showing that you own the house.

Items

Toon explosives (50cp)

You can pull endless single sticks of dynamite and black round bombs out of your pocket or hammerspace with a fuse as long as you like and prelit if you want it to be. These won't actually hurt or damage anyone but they will stun someone or something for about thirty seconds, leaving them covered in soot.

You can also pull out larger stacks of dynamite and detonate them with a TNT plunger which is included, which greatly increases the diameter of the explosion.

For an additional (50cp), these can be (at will) real sticks of dynamite/bombs and can easily kill people.

Toon creation kit (50cp)

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.

You can take this perk multiple times.

Note: you need to have the **Animator** perk to actually make Toons and toon objects.

Acme's Handy Gloves (50cp)

If you wear these cartoon 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 tasks have to be something that you have done while wearing them and you can use this power about once a day for around an hour.

Pocket Anvil, Safe and Piano (50cp)

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

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

Toon gun and bullets (50cp)

This is a cartoon six-shot revolver and a set of six cartoon bullets, this gun and bullet set can't actually kill anyone. But it is very good at knocking out people at range. Once the cartoon bullets catch up to the person you are aiming at they pull out a weapon from their own hammer spaces 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. The toon bullets do not need to eat or drink and are perfectly willing and capable of sleeping until you use them.

It's a Gasser! (50cp)

This is 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. These are all mundane gasses, nothing magical or considered to be primarily used for warfare.

Yes you can have vespene gas as it's listed as being some sort of hydrocarbon gas.
Its default gas is helium.

For an additional (50cp) 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.

Precognitive foot seeking bananas (50cp)

You 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.

Portable Hole (100cp)

You now have a reusable portable hole, slap it on the side of the building and it'll create a hole as thick as the wall or surface is. It starts out being as big as a dinner plate, but you can stretch it out to to be as large as a car tunnel. Or slap it on a Toon or mundane object to make a hole in it. Slap it on the side of a mountain, and you'll have a hole as long as the mountain is wide at that point.

To retrieve it, reach back into the hole and peel it off, pulling the hole into itself. Retrieving the portable hole requires an arm long enough to reach through the length of hole while standing outside of it to retrieve it.

For retrieval humans are limited to their arm length, Toons are limited by how far they can stretch their arm

Note: If the portable hole is larger than an object in any dimension (like wrapping around a handle) the portable hole will overlap and make a hole in itself and the object, the hole will then disappear forever along whatever portion of the object was covered.

Pocket Howitzer (100cp)

This is a working model of a WW2 era Howitzer (specifically it's a M114 155 mm howitzer) it can fit in a pocket and it only weighs about a pound. That is until you want it to expand to a full size cannon, which weighs the same and behaves the same as the real deal. Also comes fully loaded and will automatically be reloaded after you fire it, allowing you to fire an explosive shell every thirty seconds or so. You can also have it switch at will to the other commonly used ammunition for these like high explosive shells, flares/illumination, smoke (various colors) and a pepper spray shell. You do have to manually aim it and fire it though.
Whenever you feel like it you can have it shrink back down to pocket size.

Hat for a cat (100cp)

This tall red and white stripped hat is not actually limited to cats.

The hat is quite unusual in that it's effectively a Toon itself and has its own "level two" Hammerspace and has a large collection of stick-like arms which it can extend with cartoon gloves on the ends. It can use those multiple cartoon hands to perform various tasks for you. It's perfectly loyal and is nearly sapient in intelligence. It can see and hear just fine without any actual ears or eyes and can take "mental commands" and use your knowledge while you are wearing it, thus it knows exactly what you mean when you tell it to "clean the house and the dishes".

Toon Medical kit (100cp)

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 with even a minimal amount of medical knowledge, it will cause them to heal and regenerate at an astonishing rate. Broken limbs will be straightened and healed within days, bullet holes will disappear in a few minutes, large gashes, burns, diseases and poisoning will be healed with a good night's sleep. 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.

Toon car (200cp, Discount for Humans)

You commissioned or drew your own sapient toon car which can drive itself and has a massive collection of knobs, buttons and levers all over the dash. The car has the **"Stunt driver"** and the **"You're a Toon"** perk and all of the perks that **"You're a Toon"** perk gives. However **"Toonspeed"** is at level three instead of level one. You can pick the type and the style of car that it is. The car can count as either a companion or as a vehicle in future jumps.

Acme Catalogue and Lifetime Acme Instant delivery Membership: (200cp)

You have an indestructible catalogue containing Acme's entire product line and comes with refilling order forms and envelopes. The catalogue includes everything ever stamped with "Acme" on it, yes the objects for sale do cost money.

In addition to the catalogue 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 too. 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.

You can only use this to acquire things which are being sold from other stores, not the local McGuffin or items hidden away or things which 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.

Drawbacks

Take up to 1000cp's worth of Drawbacks

Long Standing Toon (+0)

Your stay is extended to a full century, you won't die of old age or natural causes during this time if you don't have **Ageless**.

You can pick your starting date and location for free.

Born a Toon (+50cp, only available for Toons)

You're a Toon, but you aren't a "drawn" toon, instead you were born. You keep all of your normal Toon powers except "**Ageless**".

You can't take "**Ageless**" and similar powers, abilities and items which change or give you control over your aging process don't work during this jump.

Instead, just like a human you're born a baby, grow up and grow old with the same lifespan as a normal human.

Your Toon powers likewise start off weak as a child and grow to full strength around puberty and then weaken as you start hitting your sixties.

Comedic Completion (+50cp)

You are compelled to complete comedic jokes and songs even if doing so would be detrimental to you. If someone sets up a knock-knock joke, you've gotta say "who's there" even if it breaks a disguise or reveals your location,. Someone hums the opening bars to shave and a haircut you have to answer him with "Two bits".

You can only hold off answering for a few seconds, just enough time for someone else to reply if the joke or song isn't being "aimed" at you.

Stinker (+50cp)

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.

You are also immune to your own scent and other noxious and irritating smells and scents in the future, this includes tear gas and pepper spray.

Typecast Villain (+50cp)

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.

Or 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.

Tiny (+50cp, only available for Toons)

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.

No comedic impulse control (+100cp)

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.

Manipulative Leech (+100cp)

There is a toon who decides to insert himself into your life, he's sleeping in your house (or wherever you go to sleep/relax) either in his own bedroom or on the couch/floor and you're not quite sure how he got there. He isn't paying rent or anything like that, instead he's eating your food, leaving huge messes all over and doesn't do any chores or help out in any form or fashion.

He has access to your entire house (and your warehouse) and will occasionally play around with your stuff and cause damage to your property. He's not evil, just annoying and he likes to poke his nose into your business. If that wasn't enough, he'll invite himself along whenever he feels like it and invite both his friends (and yours) when you don't expect it and he'll expect you to pay for everything. He's extremely good at social manipulation and will frequently make you look like an asshole and a cheapskate in front of others.

He has **Hammerspace** and **Toonspeed** at level 3 and all of the other basic Toon-perks under "**You're a Toon**" and has the "**Annoying Teleporter**" perk.

Fall apart (+100cp)

Your limbs have a tendency of falling off randomly, attempts to secure them with glue, tape or other means will also eventually fail. This will happen most frequently at comedic and inconvenient times but never when it's a life-or-death situation.

Always a Toon (+100cp only available for Toons)

You think of yourself as being a Toon 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 which protects your original memories such as photographic memories or instant-recall like effects.

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.

For an additional (+700cp) this drawback will continue to affect you throughout future jumps.

You will still have to deal with the social problems of a freaky “Toon” / unknown species appearing in whatever jump you are in.

The Goof (+150cp)

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.

Histrionic Personality Disorder (+200cp)

Technically this is a mental disorder but essentially what this will do to you is make it so that you absolutely crave being the center of attention, you have a burning desire, a need for others to watch, talk and for other people to pay attention to you. While this often makes you lively, interesting and dramatic, you often get upset and frustrated when someone loses interest in you. This can frequently spiral into negative behavior where you will intentionally cause drama between people simply to receive attention from having other people get angry and upset with you.

You are also intolerant of and frustrated by, situations that involve delayed gratification, and your actions are often directed at obtaining immediate satisfaction at the cost of longer-term satisfaction. You might initiate a job or project with great enthusiasm, and abruptly lose interest in it when you start getting into the tedious portions.

You also have difficulty with relationships, longer-term relationships will frequently be neglected to make way for the excitement of new relationships.

Essentially you behave like “Daffy Duck”

Villainous Rival (+200cp)

There is a particular toon who's out to get you, I don't mean he wants to kill you or anything like that. He just wants to show you up, take your job, get you fired, humiliate you in public and just make your life miserable in general. He isn't 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 cartoon explosives just to mess your hair and clothing up before an important photo shoot. Expect a visit from him every couple of days.

He's the same style of toon you are (if you are a drop-in, then he is an Inkblot) and has all of the same perks that you picked on this jump-doc. If you are an animalistic Toon then he's probably the predator for your species.

His hatred of you is completely unreasonable and he cannot be convinced to stop.

Destructive sneezing (+250cp)

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 will blow them back several hundred feet.

You are also now allergic to (all) pollen and dust, which will cause you to sneeze.

Toon for a hand (+300cp)

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. You get to pick an animal it resembles, its personality and whatever gender he/she is. The puppet can seize control of that entire arm of yours and can't actually be removed as he'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 says and does.

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

If you want, you can take your "Puppet Toon" 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. It's very likely to go along with you if you ask, but it can turn you down if it's had enough of you and go its separate way.

After the jump while attached to you the puppet shares the same perks that you have (and shares whatever perks they have gained separately with 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.

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

Deadly Eraser (+400cp)

You become extremely vulnerable to “Eraser” a chemical concoction which now both neutralizes powers and can cause semi-permanent damage and/or death and intense pain to you.

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 eraser and then used on you will effectively bypass your recovery/immunity to damage.

Eraser splashed on the head or stabbed into a critical organ can instantly kill you if you don’t have **“Ink and paint Innards”** or a similar organs-don’t-matter-perk.

If you have **“Ink and paint Innards”** than Death-by-Eraser requires 40% of your mass to be dissolved via Eraser. **“Back into the Inkwell”** increases your survivability against Death-by-Eraser, requiring 65% of your mass to be dissolved before you are killed. Having both of them increases the mass you can lose before you die to 75%.

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 fizzles 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.

Wanted dead and erased (+600cp)

For some reason there's a 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-cop that has the entire “family” of perks of its style.

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.

Timeline

1898 - J Stuart Blackton thrilled a live audience with short-lived "Phantasms" which floated in the air after drawing them during a show. Blackton would continue creating these "Ghosts and Phantasms" to entertain moviegoers.

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, Winsor struggles to try and create more characters in private but is unsuccessful.

1919 - Felix the cat becomes the second "living toon", Pat Sullivan the animator studio owner and Otto Messmer 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" were created during the experiments, they were effectively clones of Felix, "Inky and Winky" were drawn in mid to late 1920.

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 property of the studios or as 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.

"The Katzenjammer Kids" entire cast are 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"

The first Mickey Mouse, the Inkblot version is drawn

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

"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" where dozens of competing cartoon studios open and compete for an audience Unable to compete against larger well-funded studios for time in the theaters and distribution. Acme starts selling cartoon props and backgrounds to other cartoon studios.

Instead of creating films and shorts itself 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, the displaced Toon cast members are offered mundane jobs in different positions throughout the expanding company.

Betty Boop is drawn and stars in “Dizzy Dishes” as her debut short film.

1929 –The Great Depression starts

Popeye Is drawn based on the popular Newspaper-comic character and has a debut in one of Betty Boops short films.

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

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

1930 – After experiments with color inks and paint the first 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 Toon’s in color even though most studios camera equipment still records only in black and white.

1931 – A wealthy conglomerate of the major cartoon studios buys up a large tract of land and founds “Cartoon City”, it starts off as a shanty-town but quickly becomes the De-facto place for Toon’s to live. Various town and cities start passing ordinances and laws restricting Toons from owning or renting property outside of Cartoon City due to “public safety concerns”.

Inkblot toons are segregated into their own section of Cartoon City.

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) occur. Several cartoon studios close due to damages. Slang for Inkblot toons “Hosers” 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, it’s 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 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, Inkblot toons are 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.

1933 – The great depression ends, 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 Ink-talk kid” is resold to MGM studios after his “owners” have budget disputes with the Warner Bros film studio.

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

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 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”.

1937 - Daffy Duck is drawn, First appearance is in “Porky’s Duck Hunt” Afterwards Daffy Ducks appears alongside of Porky pig in several other short films

A major bank in Cartoon City is robbed

1939 – WW2 Begins with the invasion of Poland by Germany

1940 - Bugs bunny is drawn, stars in “A Wild Hare” as his debut performance.

Woody woodpecker is drawn, stars in “Knock Knock”

Tom and Jerry are drawn

1941 – The US entered World War 2 with the attack on Pearl Harbor.

1941 –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 improved, the town is slowly transformed 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.

Toon’s being employed outside of “traditional” acting careers surges.

1942- Reports of foreign Toons on the battlefield comes to some as a shock. 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. However 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 them.

1945 –WW2 ends.

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 firetrucks. It causes pain, stops most Toon abilities and causes lingering injuries to toons hit by it.

1947 – The events of “Who Framed Roger Rabbit” occur which was “based on a somewhat-true story”.

Toons take ownership of Toon city.

1951 – The arrest and summary execution of a Toon via eraser while visiting human friends outside of Cartoon City over a jaywalking offense sparks 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 afterwards.

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

1952 – The “Toon Act” is passed, primarily recognizing Toon’s “personhood” and giving Toon’s the right to a fair trial and ending the practice of summary execution. Toons are allowed to vote for the first time.

A “Toon license “is part of the Act, strictly speaking it’s to test and measure individual Toon’s abilities in several areas. It’s strictly optional but hazardous jobs and film-studios push its usage.

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

Some states pass laws to increase restrictions on voting, requiring things like birth certificates.

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

1957 - The Civil Rights Act of 1957, strikes down several state laws making it difficult or impossible for minorities to register to vote. It would be further expanded in 1960’s Civil Right Act, closing additional loopholes that some states attempt to use to suppress minority voters.

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

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.

1964 - Color Television struggles, only 3.1% of the US market has 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 Bro’s Shuts down their Animation-film department and switches to an outside animation-film company who produces low-budget films.

1965 - NBC announces that they will be transitioning all their primetime shows into color, their competitors start doing the same. By 1967 all major networks are 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 quickly balloons to 200,000 troops within a few months

1966 - The Flintstones Final season is aired.

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.

1968 – Martin Luther King Jr is assassinated, race Riots break out across the US.

The civil rights act of 1968 is passed, affecting all minorities it also strikes down the various city ordinances banning Toons from owning/renting property in some states.

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

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

1974 – Supreme Court case rules on *Byron Bunny v. Duke University*. The Supreme Court found that Bunny had twice applied for and was denied admission to the 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.

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

1989 - “The Simpsons” starts airing.

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

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.

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.

1997 – The Supreme Court rules on *John P. vs Acme Looniversity*. The Supreme Court found that Acme Looniversity was rejecting John P.’s admission based solely on that 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.

2003 – The movie “Looney tunes back in Action” is released by WB in an attempt to relaunch the Looney Tunes casts 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”.

2011 – The sitcom/reality show “The Looney Tunes show” starts broadcasting, it stars the cast of the Looney Tunes.

Changelog

The google document of this is at

<https://docs.google.com/document/d/1LRcvpLf1xKA-Hhj2tIZ3NswwbmtDOdWbG3SvTWM7vJg/edit?usp=sharing>

Changelog

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 it's 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 gain “**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 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.