

Toxic Avenger (Movies) Jump

He was 98lbs. of solid nerd
until he became...



The first Superhuman-Hero...from New Jersey!

Starring ANDREE MARANDA • MITCHELL COHEN • PAT RYAN, JR. • JENNIFER BAPTIST • ROBERT PRICHARD • CINDY MANION • GARY SCHNEIDER • MARK TORGL
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Produced by MICHAEL HERZ and LLOYD KAUFMAN

DUE TO THE NATURE OF THIS FILM,
NO ONE UNDER 17 WILL BE ADMITTED.

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Tromaville, New Jersey, the Toxic Waste Dumping Capital of the World. This is a place riddled with crime and corruption, ruled by a mayor who is also the head of its criminal underworld. It is a place where the police chief orders gangs to kill cops who refuse to accept bribes, and where young adults can run over children for fun in broad daylight without repercussions. It is a place crying out with need for a hero. And, if you do not change things, it will receive its hero soon in the form of Melvin Junko, a 98 lb wimp who through leaping into a truck of toxic waste will become the Toxic Avenger (the first Superhero from New Jersey) and proceed to clean up crime.

There were two lighter, softer, and sillier sequels which followed and are generally considered vastly inferior to the original. These were later apologized for in a Stan Lee voice over in the 3rd sequel of likewise dubious quality. Whether any or all of these sequels will happen in the world is up to you, but they are possibilities for this world you land in.

To help you make it through this world take these

+1000 CP

Location:

You begin in Tromaville, New Jersey, at the start of the original film, a short time (a day or two) before Melvin will become the Toxic Avenger.

Age and Gender:

It doesn't matter that much. Choose any age or gender you find appropriate for yourself.

Background:

Look, the Toxic Avenger gets by and far the most of the cool stuff. So there's no backgrounds. You may choose to drop-in if you want, or have memories and connections in this world as appropriate based on your perks and items. But your discounts will be chosen free form.

Perks:

As there's no Backgrounds for this jump, instead you gain 2 100 CP perks for free, 2 200 CP perks at a 50% discount, 2 400 CP perks at a 50% discount, and 1 600 CP perk at a 50% discount.

An End You'd Like to Meet (100): Or perhaps the name is a misnomer. You have an end that other people would like to meet. And a front. In general you are attractive, shapely, and well-formed. In a city of 15,000 you'd probably be the best looking one there. There's a chance you are the best looking person in New Jersey.

Blind Love (100): But some things are more important than mere appearance. You have love, or at least the potential to find it. No matter how deformed, monstrous, or inhuman you appear, you will find that it is not an obstacle to you finding love and romance.

Dancing in the Streets (100): You know how to perform several dances at a level of proficiency that you could make a modest living as a street performer. In addition when dancing, barring drawbacks, you are very unlikely to be hit by a car and somehow disrupt traffic less than would be expected.

Images of Temptation (100): When you speak to someone of possibilities or offers you can project the image to them. This won't work when there's actual danger about, and some concentration can break this effect, but you can make them perceive just what you are offering them like some sort of devil figure.

Monster in the Sack (100): Toxie is superhumanly large and superhumanly strong, and while his looks might do his dating life no favors, he really does know how to please a woman. And now you do too... and how to please a man. Simply put you're very good at satisfying your partner in bed.

Non-American Urges (100): You may be half-Japanese. See, you have the work ethic to work hard, even for little reward, as well as the economic sense to figure out how to properly save money and live without needing credit cards or going into debt.

Some kind of Ninja Wannabe (100): You are now a black belt in karate, and know how to use various traditional Japanese weapons such as katana, nunchaku, shuriken, sai, bo staves, and other weapons associated with ninja in 80s pop-culture.

Bullet Time (200): You can suddenly increase your speed by over an order of magnitude to dodge an attack. This only functions once per fight, but when you activate this you

could move fast enough as a normal human to dodge bullets. Only works for dodging, though.

Crotch Abuse (200): When you hit someone in the crotch it will always cause them pain similar to what a normal human male would feel if struck there. Even if they normally would not be able to feel pain - like say because they're a robot or an outer god. Doesn't guarantee that they'll be stunned, but they'll feel the pain of being struck there based on the damage dealt to them even if they don't have nerve endings, pain receptors, or any junk there at all.

Cruel and Unusual Deaths (200): Whenever you are about to kill an opponent you will be able to find an opportunity to do so in a particularly painful, brutal, or entertaining method; this doesn't give you ways to kill opponents that you couldn't kill anyway, just helps ensure you have a particularly fun way to kill them, and that despite the time or effort required it won't disadvantage you compared to a more efficient method of killing them. Somehow even stopping to make someone into soup will not let the other person you're chasing get away any more than if you had just caved in their skull.

Night on Bald Mountain (200): You seem to possess a sense or instinct that nudges you to go in the direction needed to save people. From time to time you will get this tingle, and if you follow it immediately, and quickly, it will guide you to arrive in time to save someone from something, though it only gives you just enough time to arrive and the warning is more likely to happen the less time you would need to arrive (it maxes out at about 30 minutes by foot). You may also have Night on Bald Mountain begin playing as you arrive on the scene.

Since it must be said, this doesn't cause bad things to happen to people, just warns you to go to arrive when they are already going to happen.

See Me as I Truly Am (200): Don't you hate it when you're clawing your way out of the your flesh suit and your enemies attack you? Well no need for that hatred now. Your enemies don't seem to take advantage of your (overly long) transformation sequence. Oh if they're doing something time sensitive, they might still proceed to do that, but they definitely won't attack you during a transformation sequence, and most of the time they'll just sort of stand and gawk as you transform.

Toxic Appetite (200): You are now seemingly immune to the harmful effects of most poisons and toxins. In fact you can gain sustenance from such toxic 'foods' as bleach, drain cleaner, and plastic bowls of display noodles, as readily as if they were things that were actually healthy to eat, perhaps more readily.

Big Mac with Cheese (400): You possess the size and strength of a sumo warrior. Moreover when clashing strength against strength you find that you are able to go up against those with superhuman strength as if you were much stronger than you actually are. This doesn't actually make you stronger, but against you they seem to be only a fraction as strong as they normally would be. This will never reduce an opponent to physically weaker than you are, and with just this you'd still lose in single combat against a Toxic Mutant but you'd do a lot better than would normally be expected.

Built Troma Tough (400): You're fucking tough and resistant to pain. You could have your arm ripped off and keep standing. Though being beaten with it by someone who was strong enough to do that might still bring you down. Still the amount of brutality you can take and keep going is almost unreal.

God Bless Him, Because He, He Saved My Life (400): When you help people you will find your popularity spreading quickly with them. Even if you look like some sort of deformed monster without signs of sapience, if you saved someone's life they would be willing to stand up for you, and thankful, resenting implications that you could be anything but a hero. In general when you help people they will like you for it more than they would have normally, with even minor good deeds like helping old ladies walk the street or helping to try and get fussy babies to eat going a fair bit towards making people like you. And it's not only the people you help directly, and the more you help people the more your popularity with everyone will grow.

Luck of Bozo (400): Law enforcement doesn't seem to care to investigate crimes you commit. You could make a routine of running over kids for fun, and there'd not be a manhunt, or a concerted effort to try and figure out who was doing it; at least not from law enforcement. If it would require actual investigation - as opposed to you being caught in the act or some truly damning evidence - law enforcement just doesn't seem to be able to be bothered to do it. This doesn't protect you from vigilantes, or the directly aggrieved.

My Tromatons Are Acting Up (400): You now possess tromatons. These special particles will generate a desire to kill when you encounter evil people. This won't tell you what they have done, but the more evil they are the more powerful this desire. A minor little evil like cheating at friendly games of cards would only cause a little twinge, something like running a white slavery ring might lead you to feel a terrible urge to kill a little old lady who wasn't currently doing anything. Current and present intent to commit evil creates a more intense feeling than habitual evil that is not being acted upon at the moment. If the evil is strong enough your tromatons may try to push you into a berserk rage, unlike Toxie you'll be able to prevent this easily, but if you allow it you will find

your strength, and combat instincts improving though you will lose yourself in your blind, tromaton guided rage against evil.

Unexplained Shapeshifting (400): You have the ability to take on the form and appearance of other people. This takes some amount of time, though returning to your own form takes much less time. Why you can do this, or how it works, is extremely hard to determine, almost like it was a superpower that came from nowhere and was then immediately forgotten.

Political Corruption (600): Whenever you're in a position of power you will find chances to participate in corruption appearing. The greater your social, political, and/or economic power, the easier it is for you to find willing accomplices of similar power. Become the mayor and you'll find the chief of police is 100% willing to help you run a drug ring. Become the head of a major international corporation and the world would turn a blind eye to you sending in numerous armed thugs to 'condemn' parks, strong-arming your control of churches, or polluting to an extent to make a Captain Planet villain blush. This won't stop lone vigilantes, or people you are directly committing crimes against, but you'll find the system and general populace corrupting itself alongside your rise in socio-economic/political power. Can toggle off.

Things are Gonna Change in this Town (600): Your good deeds seem to cause wider ranging effects than normal. Beating up thugs could actually see crime stop in a town for years, and organized crime not attempting to move in. Keeping an evil corporation out of a single town could hinder its global operations. In general whenever you do good deeds the effects of them to benefit society is increased, having a greater ripple effect than it should, and even being harder for others to undo. You will also find that this works especially well with violence, beating up villains seeming to inspire the common people to better; beat up enough criminals and you could turn a town that produced people like Bozo into an idealized and peaceful town of good people who don't even contemplate doing bad.

Toxic Mutant (600): Like Melvin Junko, that is the Toxic Avenger, himself you are a toxic mutant that is superhumanly large and strong. You are tough enough to survive building destroying bombs that are blown up next to you, to rip people's arms off with leverage, rip out people's guts, shrug off submachineguns, punch through skulls, run fast enough to pursue a speeding school bus, leap over 10 ft straight up from a standing jump or over a relatively large building with a running leap. You are not however strong enough to lift a school bus that is hanging part way off of a cliff, you could however hold it in place for a time. Similarly while you are resilient to damage, your penis is fully

sensitive to both pleasure... and pain. If you take this perk you may choose to replace Melvin, the jump starting immediately after you have been led to leap into the toxic waste.

Look to the Horizon and Maybe, Just Maybe, the Toxic Avenger Will be There

(600): Once per jump, when you need him to help you in battle against evil the Toxic Avenger will be there. This is not the Toxic Avenger limited by what he actually showed on screen - like if you recruited him as a companion - but the Toxic Avenger powered by his narrative necessity, meaning that like in the films he will be 'strong enough'. This is not infinite and limitless strength, but by whatever standards the setting of the jump possesses he will be physically resilient and powerful. In general he will scale to the stronger heroic characters. In Marvel this would be something like being as strong as the Hulk, or in Dragon Ball Z as strong as Goku. He may even demonstrate random non-strength related superpowers, like how in Toxic Avenger Part IV he suddenly could shapeshift with no explanation.

Items:

As there's no Backgrounds for this jump, instead you gain 1 100 CP item for free, and 1 perk of each other higher price tier at a 50% discount.

Combat Grade Mop (100): This mop makes a surprisingly good weapon. No matter how strong you are, it will not break from the force of your blows, will not break if used to parry blows that wouldn't at least seriously injure you, and it will be easily used as if balanced for combat.

Endless Supply of Eggs (100): You get 300 eggs. Any eggs eaten, or otherwise used will be replenished daily.

Indestructible Tutu (100): This is a very, **very** dirty tutu. Irreparably stained really. And yet it never seems to suffer damage. Oh, it won't stop people from stabbing you, but it will be good as new the next day. It also seems to work with your powers. It will never prevent their use, if you change shape it will change with you or will merge into your body so that when you change back to normal you're not naked, it will never be harmed by them, etc.

Murdermobile (100): This is an 1980s civilian motor vehicle for everyday use, could be a car, could be a pickup truck, maybe even a fan, definitely not a big rig, tractor, or construction equipment. It possesses the most common jumpchain vehicle traits: It will automatically repair, maintain, and refuel itself over time. Its only semi-unique trait is that it never seems to be damaged by running over civilians or people on bikes.

Unflappable Taiyaki Stand (100): This is a Japanese street vendor who makes and sells taiyaki. They seem to be completely unflappable by anything that happens around them, and never more than a few minutes away if you desire taiyaki. If you desire something other than taiyaki that streetside food vendors from the 1980s might sell, and which is a traditional Japanese food, you will find that they have temporarily changed into a vendor of that type of food. You still have to pay for it, though, but they might give you a discount as a regular, and their food is high quality.

Business Man Disguise (200): This is a toupee and briefcase which when carried makes people react to you like you were a normal human. This only works as long as you are not doing things that humans cannot do; you can act like a total weirdo, and they will treat you like a human that acts like a weirdo, but the moment you start flying or lifting cars the illusion will be broken.

Cocaine-Filled Fish (200): \$1,000,000 worth of cocaine filled fish (that is enough cocaine filled fish to be worth \$1,000,000 in 1987 street value). You'll have to sell the cocaine yourself to make the money, or well you could sell the fish but by far most of the wealth is the cocaine. Get a new \$1,000,000 worth of cocaine-filled fish at the start of each jump.

Dried Fish Powder (200/400): Supposedly dried fish powder has magical powers... supposedly. Well this dried fish powder does. There are three varieties; one attracts beautiful girls, one attracts kind-hearted ones, and one attracts sexy girls. Eating this dried fish powder will make you magically attractive towards women of the specified type. They'll only like you a small amount more, but they will just happen to wander into your life sometimes for reasons even they don't understand. You get 1 type for 200 CP, and all three for 400 CP.

Fish Armory (200): You possess a small armory of seafood based weapons. This includes: two dead fish tied together that can be used as nunchucks; the removed head of a sword-fish that can be used as a short sword; several dried starfish that work as throwing blades; a sawfish head that functions as a chainsaw; and a miniature hammerhead shark that works as a bludgeoning object, like a mace. Like the Combat Grade Mop they can be used to parry attacks as if they were at least somewhat sturdier than you, withstand the force of you using them as weapons, and are strangely well balanced.

Garden Apartment (200): This 'apartment' is located in a dump. Despite that it's a fairly nice apartment, which possesses utilities but somehow does not show up on the grid unless you use an egregious amount of resources; as far as normal day to day life no one will notice you're using power, or water. This even extends to internet access and cable, getting it for you for free; this applies to other common conveniences in future jumps. Beyond this people will normally avoid poking around in this dump, and even if they do they will stay near the edges; this house is very hard to find short of you advertising your presence, being followed, or being scried upon. Oh and it is surrounded by a dump, and objects that would be thrown away in the setting may appear here from time to time.

Distracting Bonsai (400): This bonsai tree seems to compel people to protect it. All but those with particularly strong wills will refuse to allow it to be broken or damaged in a fight, even if that means holding it to keep it safe or catching it in the middle of a fight.

Quirky Minion Limo (400): This is a luxury limo with the same basic Jumpchain vehicle package as the Murdermobile; that is it automatically repairs, maintains, and refuels itself over time. More importantly this limo can seemingly spawn dozens of quirky thugs. Each of these thugs is unique in appearance, and combat specialty, but they are not very competent, being at most throwaway goons. If they are wiped out it will be some time before it can spawn new minions.

Sumo Gym (400): You are now the proud owner of a sumo gym. Besides having a stable of sumo warriors, and a manager to run the gym, giving you a small but tidy profit off of their dues here, this gym is excellent for helping those who have been depowered through some means regain their power. Through a combination of Sumo Homeopathic Remedies, Sumo Philosophy, and Sumo Physical Exercise they can restore powers and abilities that have been lost or stripped from others.

Tromadu (400): This is a large pleasure palace, closer to what you'd expect from the totalitarian dictator of a third world country than the mayor of a city with 15,000 inhabitants. Its sprawling grounds and mayoral mansion seems to attract women, artists, musicians, and various cultural hanger ons. The pleasure palace seems to have a replenishing supply of (luxury) foods and supplies for your basic hedonistic indulgence.

Evil Corporation (600): You are now the proud majority shareholder in a large company. What does the company do? It's somewhat up to you. The company has a competent staff to run it without your hands on interaction. However it does have a strange quality: the more it pollutes the more profitable it is. If all it was doing was pumping toxic waste into the ocean it would somehow be a very successful company. Of course it can still be profitable by normal methods, but ecological damage it inflicts somehow directly increases its profit margins.

Japanese Division (600): Not necessarily positioned in Japan, but this is an R&D branch of a corporation. Once per jump it is able to develop a special tool to be used against a specific enemy. You will have to provide funds and direction for this, but they will be able to develop some tool that is especially damaging or de-powering to an enemy. This isn't a guaranteed victory - Toxie survived the anti-tromatons - but will be an effective weapon that can harm them or at least negate certain of their advantages; this is something similar to kryptonite against Superman.

Ruby Slippers (600): This pair of ruby colored bedroom slippers can be used to transport the wearer - and others who are accompanying them - across dimensions within the local multiverse. This includes alternate realities, afterlives, as well as other forms of

dimensional realms, but it can take a few tries to get the right dimension, and you are liable to appear on the set of a 70s porno in the attempt.

Toxic Waste Dumping Capital of the World (600): That would be Tromaville New Jersey. It will follow you into future jumps, retaining modifications. You are the mayor if you want to be, and in fact should you run for the position no matter your popularity (or lack thereof) you will win the election, though this doesn't guarantee the population will be obedient but barring a superhero appearing they tend towards being rather compliant with authority. Its starting population is approximately 15,000.

Companions:

Jumper's Crusaders (50 CP+): For 50 CP you can import or create 1 companion with 600 CP; they gain a discount on one each of 100, 200, 400, and 600 GC Perk and Items. For 100 CP you can import or create 3 companions as above. For 200 CP you can import or create up to 8 companions as above. If you want more than 8 companions you can pay an additional 50 CP per companion to give them the above. You may pay 150 GC to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio.

Companion Recruitment - Normal Human (50 CP): Recruit any normal human appearing in these movies. This does not include the Toxic Avenger, the Chairman (a.k.a. the Devil), God, any of the Superheroes (including Lard Lad), Big Mac Bunko, or the Noxious Offender.

Companion Recruitment - Above Human (100 CP): Recruit any of the superheroes from Toxic Avenger Part IV, or Big Mac Bunko.

Companion Recruitment - Toxie (200 CP): Recruit the Toxic Avenger, the Devil, or the Noxious Offender.

Drawbacks:

*If you reduce your stay below 1 year, **red drawbacks** do not grant points.*

Stay Duration (Toggle): You can choose to leave at the end of the first film, or extend your stay up to the end of Part IV (however long after the original it was) or somewhere in between (10 years, end of 2, or end of 3 for example).

Toxic Crusaders (Toggle): As long as the cartoon doesn't have a jump of its own feel free to use this toggle to send you there instead.

We Apologize for Those (Toggle): You may choose whether any of the sequels are canon to your jump. If Part 3 is canon part 2 must be, but you can choose to have Part 2 without Part 3 or both Part 2 and 3 as well as IV despite it having explicitly de-canonized the previous sequels.

Are You Sure Nobody Will Come In (100): You can't get any privacy. Whenever you want some intimate time with another you will find someone interrupts in a way that ruins the mood. Whether romantic or otherwise.

Gotta Go to Church (100): You attend church religiously, going to it for at least 14 hours a week. You might be willing to murder random kids for fun, but you'll still attend church and even give money to them.

Hideous Mutant (100/200): You look like a disgusting mutant. Maybe you have an animal head for some reason. Maybe you just look like the Toxic Avenger. Whatever it is you look bad enough that most people will find you revolting to look at and you will have trouble passing for human. This applies to all your alt-forms, and while you may still shapeshift its duration will be limited to quick infiltration and not long enough to function for living your life. Post jump this mutated appearance can become an altform though offers only cosmetic benefits. For another 200 CP in addition to the above effect, you are unable to verbally communicate, instead only offering unintelligible grunts and groans, or animal sound.

Jumper's on Fire (100/200/300): When Melvin fell into the toxic waste which would remake him as the Toxic Avenger it caused him excruciating pain as it mutated his body and literally burned him. Now you will feel the same. For 100 CP you will feel this pain for a few hours 10 times during the jump. For 200 CP you will feel this pain for a few hours 100 times during the jump. For 300 CP you will feel this pain for a few hours, 3650 times during the jump.

Toxic Yuppie (100): You dress, and talk like a total yuppie. This doesn't actually change your behavior beyond the lingo you use and your fashion sense, but you can still expect people to consider you an unlikeable zero.

You're Getting Flabby (100): Obsessed with maintaining your appearance, absolutely unwilling to accept having anything more than the bare minimum body fat. Any perks that prevent you from needing to work to maintain your fitness and appearance no longer function. You will have to work to keep from getting flabby.

Blind (200): After an accident involving a cleaning product getting in your eyes, you are completely blind. No surgery, prosthetics, or out of jump methods will be able to restore your sight during this jump.

Crotch Abuse (200): Things keep hitting you in the crotch; enemies, friends, random objects that are knocked by something. And no matter how tough you normally are it will hurt you like it would a normal human male.

Needs to Feel Needed (200): You have a certain amount of compulsive heroism disorder. If you go more than a few days without helping someone you begin to feel depressed and moody, lost and adrift in the world. You must constantly be working as a force of good to clean up the world or you will suffer for it.

Sequels (200): You know how you could de-canonize the sequels? Well apparently now you must keep either both Toxic Avenger 2 and Toxic Avenger 3 or Toxic Avenger Part IV canon, and you must stay until the end of either Toxic Avenger 3 (if it was kept canon) or Toxic Avenger Part IV. Beyond this you will find that events here are now full of stupid, inane, and downright non-sensical things. If you selected Toxic Avenger 2 and 3 to be canon, you will find the world at large full of extra pollution, eviller corporations, and just plain silly things. If you selected Part IV you will instead find that people's bodily fluids and wastes are sprayed about rather liberally.

The Rules (200): Apparently the world has made a game out of hit and run. Normally this would be rather limited, but now it's extremely popular when it comes to you and your companions. People will attempt to run you over for fun, even in heavily populated areas in broad daylight. No one will condemn them for this in any way... in fact even the cops will try and get in on the fun.

Tromatized Teens (200): Bozo and his friends are probably, hopefully at least, not representative of most people in Tromaville (though they might be) much less the world. Or they weren't. Now you will find that everyone from the age of 13 to 26 acts roughly

on par with Bozo's group of friends and finds you an acceptable target despite any charisma you might have.

Mr. Head (300): You are a head. Just a head. You have no body, and you cannot acquire one. Thankfully despite being just a head you can still breathe, eat, and somehow have your blood pump. This is incompatible with You're Getting Flabby.

The Leaper (300): The classic scaling enemy drawback. You have a morally inverted doppelganger from a mirror universe. They possess morally inverted versions of all of your perks, powers, abilities, items, and companions. Pretty much anything you have they have but it is morally inverted. They also possess the flaws of your opposite alignment whatever they are.

Under Contract With the Devil (300): You have somehow signed a contract with the Devil which forces you to work for him. He will give you various tasks, missions, and jobs. Should you refuse to obey he can - and will - use this contract to turn off any powers or abilities you possess; he cannot directly change your personality, but he can turn off any perks, powers, items, abilities, even bodymod, or unmodded physical or mental capabilities above 1 standard deviation below average for a human you or your companions possess.

Outro:

Your jump is over, assuming you didn't chain fail it's time to make a choice:

Go Home

Stay

Continue

Notes:

Jump by Fafnir's Foe.

I decided to watch the sequels since I had enjoyed the movie, and had very vague memories of the 3rd film. And I decided that when I marathoned the movies I should take notes for making a jump. I didn't like all the sequels, but decided the first film was still good enough to deserve it and I could make some items/perks to reflect the later.

You can't buy the Devil's powers because it's too unclear what they actually are to actually price them.

I did not watch Sgt Kabukiman NYPD. I might track it down eventually to watch it, and maybe update the jump based on it... but don't expect it to be soon. I was unaware of its existence until after the marathon and I can only watch so many Troma films in a year.

I did not watch Toxic Crusaders hence its lack of inclusion.

Changelog:

Version 1.0.0 Posted.