



v1.3

Created by u/Negative-Tangerine

Welcome to a world of anthropomorphic animals.
Are you going to be a rad teen, maybe you're cool in college, or are you grown with a family?

H-h-h-hit it
Like father, like son
You're always number one (Yes!)
Best buddies
Best pals (Yeah.)
You always seem to work things out

Can't you see that you're two of a kind
Lookin' for a real good time (A real good time)

Report to the Goof Troop (Goof Troop)
And we'll always stick together (Always stick together)
We're the Goof Troop (Goof Troop)
The best of friends forever

Side by side wherever we go
We're always ready to roll (Now gimme a beat)

We're the Goof Troop
And we always stick together
Oh, we're the Goof Troop
The best of friends forever

Now we're callin' everyone
Come along and join the fun

Report to the Goof Troop
Baa ba doo da bop baa ba doo bop
Yeah!

And take **1000 Choice Points** to help you compete.

Location

No matter what origin you select you will always start standing outside of your new home a week before Goofy and Max arrive in Spoonerville.

You will come to full consciousness with all of your out of jump memories outside your newly inherited home with Peg Pete standing next to you about to introduce you to your newly inherited house, as her realty company ""Peg-O-My-Heart Realty"" handled the transfer and inspections of the property.

Your new house is conveniently situated on the lot next to Pete's on the other side from the future home of Goofy and Max.

Age and Gender

Each origin has a corresponding age range, and your gender stays the same as your last jump. It costs **50 CP** each to freely choose and change your age and gender.

Origins

Any origin can be a Drop In.

Middle School

Age: 11 (Max Age in "Goof Troop TV")
or (1d4 + 9)

High School

Age: 14 (Max Age in "A Goofy Movie")
or (1d4 + 13)

College

Age: 18 (Max Age in "An Extremely Goofy Movie")
or (1d6 + 17)

Adult

Age: (Any adult in the show like Goofy, Pete, or Peggy in "Goof Troop TV")
or (3d8 + 22)

Race

You can be any anthropomorphic mammalian animal.

Perks

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

Middle School

Skateboarding Skills and Yo-Yo Tricks [100 CP | Free for Middle School]

You have professional levels of skill in both Skateboarding and Yo-Yo tricks.

When on a skateboard you can grind, skate, ramp off objects, and otherwise do awesome and air-defying skateboarding effortlessly.

With a Yo-Yo you have perfect control on how it moves and rolls and are able to perform tricks like wrapping it around things, or hitting consecutive targets with its body.

Childlike Innocence [200 CP | Discounted for Middle School]

You have the ability to project an air of innocence and trustworthiness to those who see you and are skilled in deflecting inquiry and creating believable or at least initially accepted excuses for what you were just doing, and why it wasn't what they thought it was.

Great for getting away with sneaking around and pulling stunts that those in power wouldn't want you to do whether it is for your safety or simply for their peace of mind.

Befriending Others [400 CP | Discounted for Middle School]

You are exceptional at befriending other beings and animals that you really shouldn't be able to be friends with.

Whatever the case, whether it is a new neighbor, hot babysitter or that dinosaur that you somehow hatched from an egg and can't actually communicate with, you will find yourself knowing how to approach them and begin the process of gaining their trust and friendship.

You are exceptionally good at befriending those that should hold power over you or are completely alien and other than yourself as most beings will start completely neutral to yourself and only become hostile if there is something immediately beneficial to be gained in terms of sapient beings or if you attack them first in the case of animals.

Adventures [600 CP | Discounted for Middle School]

You have a knack for getting into trouble and finding adventures at every turn, and generally happens without any adult or authorities ever finding out or interfering with you if you don't bring it to their attention. This will ensure that you will regularly stumble upon plot relevant objects, secret societies, esoteric items, and generally have an adventure every other week that ends up with you coming out ahead.

You can always ignore the call to adventure if you want to but who would?

This is a softer "May you live in interesting times!" style blessing that attracts you to events and events to you that ensure you will be busy having fun and profiting to a degree in skills, contacts, or plain old treasure. This is generally not too dangerous as this is a kids cartoon universe but it will scale with the universe you are in and your surroundings.

High School

Dancing Skills [100 CP | Free for High School]

You have basic skill in most forms of dance, and have as a result nearly perfect balance with exceptional physical awareness and control.

Never trip over your own feet or others again

The Perfect Cast [200 CP | Discounted for High School]

You have the skills needed to use pretty much any flexible length as a whip and make it go where you want with unerring precision. Want to use that length of sausage? Want to use your fishing rod to grab that escaping convict? Well you now have the skills to apply your whip abilities to pretty much any flexible and rope like item you desire, never again will you be without a whip.

Trickshot your way to victory and fun.

Grade "A" [400 CP | Discounted for High School]

You have a flawless memory, and ability to soak up new information and cross reference and link up data mentally. Along with this retention of information you also gain a mental catalog of everything you read as if you had it in hand at that moment, and the ability to consume a page at a glance.

Have fun breezing through most of your schooling.

Best "Friends" Forever [600 CP | Discounted for Origin Two]

You have a way about you that attracts others, it may be the way you carry yourself, or how you seem a bit different from anyone around you. Whatever the reason, you find yourself making friends easily and once created, those relationships grow only stronger and do not fade from distance or time away unless you actively do something to drive them away. Once you have a relationship with someone it will never sour or fray with time, distance, or inaction as long as you make at least a modicum of effort to maintain it when you are actually around that person.

This also guarantees that first interactions and meeting will go smoother unless you do something stupid and any attempts to grow your relationships from friend to friend+ will at least be considered and not tossed out without a serious consideration.

College

Alcohol Tolerance [100 CP | Free for College]

You have a high for alcohol and drugs, so no getting roofied for you without your knowledge.

You can lower this at will if you want to enjoy yourself.

Musical Skills [200 CP | Discounted for College]

Have you ever wanted to perfectly play a flaming guitar blindfolded? Sing well enough to bring listeners to tear and shatter glass? Stroke the keys with the best of them and inspire a renaissance of elephant murder to create better pianos?

This can be purchased as many times as you want with a different instrument selected.

Exceptional Talent [400 CP | Discounted for College]

As with many in secondary education you have spent a lot more time focusing on your extracurricular activity than your school work. Choose two activities or skills that you have focused your time on and are now a master of, able to perform at the level of a professional at minimum. This can be as simple as being able to go pro at football, or as out there as having developed an interest and love for making delicious and beautiful baked goods out of any edible ingredient. Maybe you're just that good at spoken word poetry that you can have an entire crowd swooning and fainting with a single verse, able to experience what is being spoken.

Go wild in your interests,

Luck of the Goof [600 CP | Discounted for College]

No matter the situation you just seem to come out ahead, you can be in major accidents or incidents that would cripple or kill others and walk away with a light sooty covering and hair that needs combing but you will be relatively uninjured. This will prevent most negative consequences from your actions from harming you or doing any long term damage. As a bonus it will subtly direct most of the negative consequences that would normally hit you onto the nearest enemy or opposing force.

This balances karma and luck to be in your favor at the detriment of your enemies.

Adult

Acting [100 CP | Free for Adult]

Did you take acting lessons, because you are excellent at portraying yourself as innocent or conveying emotions at the drop of a hat? You gain skill in acting, projecting your emotions, and conveying ideas and extreme emotion through your movements and vocal performance.

This is especially good at fooling others and covering your tracks with little to no prep time.

Handy [200 CP | Discounted for Adult]

You are an excellent mechanic, and repairman, and are able to fully restore or renovate a house or vehicle with little effort in a quick almost blinding speed when needed. You have skills in automotive repair, house construction, plumbing, painting, and anything else that can be considered useful for a homeowner to know for up keeping or renovating a property or vehicle.

Greasy Pete [400 CP | Discounted for Adult]

You are greasy and rather conniving, you know how to get the best deal and how to part the fools from their money. You have the skill of a professional Confidence Man and the shamelessness needed to pull off numerous deals that are to your advantage alone and get away without the sucker being any the wiser. After all, that old lady doesn't need to know that the mint condition convertible she is looking to trade in for a more reasonable vehicle is worth way more than the painted over rust bucket that you're offering in trade, right?

This isn't omnipotent or magical so don't push too much or you might find the sucker is more of a shark, ready to bite off the hand holding the contract.

Goofy Charisma [600 CP | Discounted for Adult]

I swear you must have some Goofy in your family line, you have a seemingly natural charisma that attracts those around you and is especially effective when you are pursuing someone specific. You also now have the easy going demeanor, friendly charm and wit to reel them in and seal the deal. This is not a mind control or supernatural aid as this is a boost to your own confidence, wit, and charm, the ability to not only not make a complete fool of yourself but the skill employ the provided boosts to recover from accidents with panache.

This boosts your natural charisma to ensure that your follies come off as funny, and your confidence in yourself to help ensure that attempts at flirting are more natural and easygoing.

Items

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

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]



Suburban Home [Free]

You have a nice three bedroom, one and a half bath, two suburban home that comes fully paid off with unlimited utilities and basic cable.

Shades [50 CP]

Design and take a pair of awesome shades that just screams you. No matter what you go through these will always look clean and will be highly resistant to damage, regenerating minor damage and reform into your pocket from complete destruction once they leave sight, barring desired cosmetic damage.



Leather Jacket and Iconic Hat [100 CP]

Design and take a leather jacket and a hat that just screams you. No matter what you go through these items will always look clean and will be highly resistant to damage regenerating by the next day, barring desired cosmetic damage.

Middle School

Skateboard and Yo-Yo [100 CP | Free for Middle School]

You have an unbreakable skateboard of your style and graphical design and a Yo-Yo with an unbreakable and infinite string that detaches and regenerates with a thought.

This will respawn in your pocket after five minutes if left behind.

Everfresh Lunchbox [200 CP | Discounted for Middle School]



This lunchbox's interior is expanded to hold triple and when closed form a complete temporal stasis to keep anything inside fresh. The lunch box also contains a small thermos that supplies an infinite amount of whatever the last liquid you inserted into it was and has similar stasis properties.

Comes in the classic rectangular boxy design in a sturdy plastic or metal body and is decorated with your favorite cartoon characters depicted in full color embossing.

Blank Collapsible Stand [400 CP | Discounted for Middle School]

You run a widely successful food or drink stand that you can collapse into a suitcase sized carrying form and are at the point you are now hiring other kids to run the day to day operations of your stand for you. This provides you with a great spending money and a decent pool of funds for a kid to pull from. No matter how big this gets and how much is sold or bought through it, no one will find it odd, or something to bother.

This business and anything sold through this stand will not be fined, looked into, or suffer the scrutiny of those in power. After all, it's just a kid's food and drink stand. How much could it be making and why would people waste time paying attention to kids playing around.

Dinosaur Egg [600 CP | Discounted for Middle School]



You seem to have found a dinosaur egg, congrats now you just need to be able to keep it fed. The design of the dinosaur is up to you as long as it is suitably cartoony for this world.



High School

Backpack of Weightlessness [100 CP | Free for High School]

You now have a shiny new backpack of your desired design, though it needs to be a normal school or commuter knapsack and not something larger like a hiking or outdoors backpack. This backpack, while not infinite in space, always seems to have room for another small item to be tucked away securely and never weighs more full than it does empty.

Abnormally Sturdy Fishing Rod [200 CP | Discounted for High School]

This fishing rod could even survive being used by goofy. Do you need to reel in a small whale well now you can without worrying about the line snapping. This fishing pole will never tangle and can be accurately cast wherever you can see, it almost seems like its hook flies to its target on its own.

Vintage Motorcycle or Car [400 CP | Discounted for High School]

As a high school student you need a pair of wheels, take a car or motorcycle that matches your background and have fun with your newfound freedom. This vehicle is clearly not purchased from Pete's car lot, and has been painstakingly restored. If desired then these vintage wheels have been upgraded with modern hardware and systems while the outside aesthetics have not been touched.

As a bonus your new set of wheels come with unlimited fuel and will regenerate from minor damage overnight.

Rockin Arcade [600 CP | Discounted for High School]

You have your very own arcade stocked fully with any arcade machines you want from any jump you have been to. Want a Goof Troop pinball machine as your arcade centerpiece then go ahead, no one will find it weird.

College

Musical Instrument [100 CP | Free for College]

You have an exquisite example of musical craftsmanship and construction in this instrument. You want the world's best triangle? The most beautifully hand crafted violin? The weirdest Gieger inspired microphone and stand? Well now you can. All of these items come with built in and miniaturized amplification to allow for unplugged and unpowered projection of sound, items like a triangle or flute that do not have the necessary room or ability to add hardware for this are simply so crystal clear that they seem to cut through the surrounding sound to be heard.

With each purchase of this you can select a different musical instrument of whatever type and style you want.

Endless Keg [200 CP | Discounted for College]

You have an endless keg of beer.

It is unassuming 5-liter mini keg has a collapsible spout that can be recessed into the keg's wall to protect from damage during transport and popped out again for pouring. It has built-in handles set into its top rim and an easy to open valve that is centered on its top face that will accept the attachment of a hose or for the free pouring of liquid into the keg.

Any liquid poured into this mini keg will be replicated endlessly without adding any weight to the keg beyond what it would weigh when normally full.

Tour Bus [400 CP | Discounted for College]

Do you need to get to your latest concert site? Travel to the latest radical skate contest? Well the classic tour bus will get you there in style and comfort. The paint job and bus designs are up to you, but may I recommend a frazetta-eaque swordswoman fighting a dragon along the side.

Comes stocked with unlimited fuel and cheap road snacks.

Frat or Sorority Buildings [600 CP | Discounted for College]

You are the proud owner of a pair of buildings that can be used as either Frat or Sorority houses situated on neighboring properties and located within walking distance from your choice of colleges or universities. These two story buildings contain six bedrooms plus master, a spacious kitchen, living room, and backyard pool, though they do not come with members to start with. Thankfully both of these buildings will have an almost supernatural attraction to students from any college or universe that they are located near when you want to fill them with students.

These buildings will never be bothered by authorities or neighbors, and are listed as being your properties allowing you to enter, exit, and dwell within freely no matter what they are being used for and contain a single master bedroom that is twice the size of the rest.

Adult

Cheap and Reliable Car [100 CP | Free for Adult]

While not flashy or expensive you have a reliable vehicle that is guaranteed to never break down, seems to almost glide over hard or damaged terrain, and no matter what it goes through always seems to come out the other side with nothing more than cosmetic damage.

As a bonus these not so new sets of wheels come with unlimited fuel and will regenerate from minor damage overnight.

The Boat [200 CP | Discounted for Adult]

You have a ridiculously large and imposing boat that would make Pete jealous and can seat a dozen people comfortably with a built in lounging area below deck containing electrical appliances and cold storage. This is the ultimate in suburban boating luxury and is guaranteed to be unsinkable and uncapsizable while in one piece.

Upscale Suburban Home [400 CP | Discounted for Adult]

This is an upgrade to the free house provided.

Your suburban home has undergone recent renovations prior to your relatives leaving it to you and now this unit contains two stories plus attic and basement and comes fully furnished with five bedrooms/offices, three full baths, along with a spacious living room and fully modernized kitchen with separate standing fridge and freezer. Alongside the fact that it comes fully paid for with unlimited utilities and cable, its backyard now contains a large pool, a six person hot tub, and a spacious BBQ area with outdoor counters.



Successful Business [600 CP | Discounted for Adult]

You are the owner and operator of a successful business. Whether this is a realtor agency, pizza franchise, or catering business it will be enough for you to live comfortably in a moderate suburban neighborhood.

Companions

Companions can purchase more companions.

Family [Free]

Import up to 4 companions as your in jump family, two of you need to be the parents with the rest being middle, high, or college age students.

Each gains an organ, race, and 300 CP to spend.

Family Dog [50 CP]

You have your very own dog, the breed, sex, and age are up to you and this counts as a pet not a companion.

Companion Import / Creation [50 CP - 200 CP]

Import or create a single companion with any origin and race for 50cp each or eight for 200cp. They gain 600 CP each to spend on perks and items.

Canon Companion [100 CP]

Want to take any other existing character from this world? Maybe Roxanne, Sylvia Marpole, Beret Girl? Then this option is for you.

Peg Pete [100 CP]

This is why you came to this jump isn't it. Well with this option you can invite her to come with you on your following jumps. I'm sure you can convince this bootylicious bear to go with you and expand her real estate empire across the omniverse. Children may or may not be included.

She has the entire Adult perk line and the "Successful Business" item.

Goofy and Max [100 CP]

Do you want to take this father and son duo with you? Well now you can as a pair.

Scenarios

Scenario One [Get to the Concert]

(Restricted to those with Junior High School origins.)

You need to get backstage at the Power Line concert.

Reward

You get a copy of Power Line's yellow outfit and shade, as well as a backstage pass that will get you into any concert in any jump no questions asked.

Scenario Two [Stardom]

You need to create your own music group, get a chart topping hit/album, and get popular enough to play paying concert gigs. Whether you break the band up or simply continue playing after your big concert is up to you.

Also up to you, is whether your band is a bunch of middle aged adults doing gangster rap or if you are a bunch of tweens playing symphonic death metal.

Reward

You get a copy of your published albums in whatever format you would like, and you will find that in other jumps that your bands music will be in circulation and still providing you with untraceable income. Whether you are associated directly with the band that produces the albums or if they even exist as an actual band in that universe and not simply having the albums published without any knowledge of the band member is up to you. How much penetration in a setting your work has in a setting is up to you, whether bards in Skyrim are all singing you songs, or Emperor Palpatine is secretly a fan with all your band's posters and albums in his throne room is up to you.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 CP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Fan Theories are Canon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Where was Peg after during the movies, did she separate from Pete?

What happened to Roxanne after the movies ended?

What about Sylvia Marpole and Goofy?

Who was Max's mother and what happened to her?

Whatever the fanon theory, it is now fact in the Goof Troops universe you are about to enter.

No Furrries [+100]

Do you hate furrries? Then why are you here? Either way with this you won't have to deal with them as this will make everyone in this world human. Have fun being bored.

Peg-Leg Jumper [+100]

You are missing a leg and have had it replaced with a wooden peg leg, this will persist for the entirety of your jump and you cannot replace it with anything other than another wooden peg leg.



Family Dog [+200]

Your family has a small, yappy, and vicious dog that while you can commit relatively harmless cartoon violence on you cannot get rid of, and it doesn't like you. After the end of this jump you can take this dog with you and it will now have a far nicer disposition towards you.

Annoying Sibling [+200]

You have an annoying bratty sibling that your parents seem to dote on and view as can do no wrong.



Annoying Neighbors [+300]

You have an annoyingly upbeat and bumbling neighbor you can't get rid of that insists you are his best friend.

You are the Annoying Sibling [+400 CP]

Something seems to have gone wrong here jumper, you don't have an annoying sibling anymore but are the annoying sibling. You enter the jump in the body of Pistol Pete and are stuck as her for the next decade.

On the upside this gives you an in with the main characters, on the downside this means that you will need to deal with Pete a lot as you are his little princess..



Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

- Jump creation starts.

V1.3

- First complete edition.