

The Bad Guys  
Jump by 9anon



In a world where humans and anthropomorphic animals coexist, there exists a notorious band of criminal animals known as the The Bad Guys. This gang has succeeded at numerous heists and other criminal shenanigans, always slipping through the law's fingers no matter how close things seemed to get.

But soon their overconfidence will get the better of them when the seed of good is planted in their leader, Mr. Wolf, and they find themselves having to do far more than just run away to slink back to their hideout full of lifted riches.

You begin your decade here a couple of months prior to the heist where The Bad Guys get caught and begin their transformation into good guys. Here's **+1000cp** to help you get in on the fun.

### **Location**

The wider setting of The Bad Guys is a mostly mundane modern Earth - the main departures being the presence of anthropomorphic animals, some odd macguffin materials laying about, and a bit of mad science.

While you may start anywhere in this world, the main point of focus is **Los Angeles**, where The Bad Guys primarily operate. It was struck by a heart-shaped meteorite in recent memory, leaving a huge crater that's still present.

### **Background**

You may choose your demographics within reason, as well as whether you drop-in or have a local history. There's plenty of options here - you could probably live a totally normal life here, save for the odd bit of cartoon violence, or you can lean into the heist comedy nature of this world for Good or Bad.

In regards to species, you may freely choose whether you're human or some variety of anthropomorphic animal. In the latter case, you don't get any particular benefits beyond being relatively big or small (appropriate for your chosen species), but you also don't suffer any impediments to living like a normal human - like being able to breathe on the surface if you decide to be some aquatic species or being really skilled at manipulating things with your body if you decide to be a snake, and thus lack arms. And legs.

## Perks

You receive 2 discounts per price tier.  
Discounted 100cp perks are instead free.

### 100cp Perks

**Escape Driver** [-100cp]: One of the reasons The Bad Guys were so successful before Things Happened is Mr. Wolf's incredible skill at the wheel. His extreme maneuvers allowed them to enjoy being chased by a legion of police cruisers and always get away.

Given some time to get used to a vehicle, it almost seems to become part of you with how deeply second nature controlling it becomes for you. Pulling off insane stunts and dangerous maneuvers without serious damage to your vehicle or anything in it becomes a practical guarantee, at least outside of circumstances where death, damage, and dismemberment would be a guarantee. Getting crushed by a boulder is still getting crushed by a boulder, but you'll have significantly better odds of avoiding the boulder in the first place.

**Funny Animal** [-100cp]: The Bad Guys differ in exactly how anthropomorphic they are, from being animal humanoids to literally just a snake, but they have no issue operating in the same capacity as humans. On the other hand, they're also able to make use of their natural talents in extraordinary ways.

Similarly, whatever form you take, you find that you retain the dexterity you'd normally have in a human form - you could just be a snake, but your skill for manipulating your body more than makes up for not having limbs.

You can also take the natural features of your form and turn them up to the next level. Shedding your skin and regurgitating the contents of your stomach on command, breathing in water and taking advantage of your small size to fit through tight water pipes, and tying people with copious amounts of spider web as examples.

You can even use this in conjunction with any other perks you may have to take your natural talents even further - like using your innards as a storage space and regurgitating exactly what you're looking for without losing your lunch or getting your lunch all over everything you're storing. Or hacking EVEN HARDER by using all of your limbs instead of just two.

**Me on the Right Side** [-100cp]: Technically, the seed of Good was always there - it just needed a chance to prosper.

You have a knack for finding ways to bend your less-than-good nature and tendencies to the benefit of others, as well as how to apply your more questionable abilities in ways that don't violate common morality. And when doing so, people will respond positively rather than questioning your motives.

**On The First Page** [-100cp]: As of writing, Diane Foxington has 6952 posts on a certain website. Not a record-breaking amount of popularity, but she's easily in the same realm as decently popular characters from larger and more established properties.

You are attractive. You may define how attractive you are and in what ways, but that doesn't change the fact that you are attractive in the end. And this can apply in ways beyond merely having good features - how you hold yourself, your scent, your smaller mannerisms, and

so on. Even better, you don't need to put in much effort to maintain your appearance - just basic hygiene and exercise is enough.

**Safe Cracker** [-100cp]: With a keen ear and dextrous...body, Mr. Snake is the resident safe cracker of The Bad Guys. So great is his skill that he can pop a safe open while in the middle of a wild police chase.

You have nothing to fear from any sort of primarily mechanical lock, even those not embedded in the doors of safes. This doesn't help with electronic locks where you need to wave a keycard or punch in some numbers, but you can open even the most complex and secure of analog locks with just a bit of time. You don't even need proper tools - improvised ones will do you just fine.

**Specialist** [-100cp]: Here's the catch-all perk for mundane skills, though you aren't limited to just regular civilian work skills. You can choose pretty much any mundane skills or field to apply this perk to, including something you've already got a perk for from this jump if you want an extra boost for it.

You may purchase this perk multiple times, each purchase providing you with an absurd level of skill and knowledge in some mundane skill, field, hobby, or whatever. You'll easily be the most informed expert on the topic in most worlds.

## 200cp Perks

**Acrobatics** [-200cp]: Another common skill among The Bad Guys is a certain level of acrobatics. Even the heaviest among them is quite capable of leaping and aerial maneuvers, not to mention how they can move as a team.

You are capable of absurd acrobatic feats - routinely making death-defying leaps, insane mid-air maneuvers, and so on. This works without regard for any physical attributes that might get in the way, and is achieved through a strong and unconscious kinesthetic sense plus an uncanny amount of air control.

**Clooneying** [-200cp]: Mr. Wolf is a charming guy under normal circumstances, but he's able to really turn that up when he's trying to hold someone's attention - something the gang calls 'clooneying'.

You have an effortless charm about you - socializing with people and making good impressions is second nature, and it's actually hard for you to stumble or put your foot in your mouth. And beyond this, you have an easy time turning up your charms when needed, really laying it on thick when you need someone's attention.

**Disguise Master** [-200cp]: In spite of his large size and obvious inhuman features, Mr. Shark is The Bad Guy's resident disguise expert...and he's absurdly successful with even half-assed disguises.

So long as you put even a modicum of effort into your disguise and acting the part, your disguises are utterly convincing. Only those who are closely familiar with you or who are abnormally insightful can see through the farce.

Oh, and you're actually good at putting together disguises and acting, which together with being able to toggle this perk allows you to be a top-of-the-line stage actor if you want to follow a marginally less scummy line of work than grand larceny.

**Fast Hands** [-200cp]: While he is the face of the group, Mr. Wolf is also the group's premier pickpocket. His skill is such that he can filch a wristwatch from someone in the time it takes to shake their hand, and he can do that while shaking their hand and without anyone noticing.

You are similarly skilled at picking pockets and otherwise taking things off someone's person. This is aided by a knack for misdirection, allowing you to direct peoples' attention away from whatever you're doing for just long enough to get the job done and keep them from noticing anything that's changed. That also applies when you aren't pulling some sleight of hand, for those situations where you have larger gambits at play.

**Fierce Fighter** [-200cp]: Mr. Piranha is the second smallest among The Bad Guys, but also the group's main muscle, able to pull off amazing combat feats in spite of being the size of an abnormally large avocado and clearly having no formal training. On the other end, The Crimson Paw is a lithe woman who's incredibly skilled. And they are both able to handily handle opponents even with major gaps in size and numbers.

Whether through strict training, ferocious instinct, or something else, you are incredibly effective in close combat. You have little to fear from most opponents, while most opponents

have much to fear from you. The exact nature of your abilities does have an impact, and this does mostly just apply to close combat.

Even when size and numbers aren't on your side, you are able to almost instantly dispatch anyone in close combat who's beneath your abilities, quickly tearing through entire crowds of mooks without breaking a sweat. You'll still hit speed bumps when you come upon relatively effective fighters, and someone near or above your abilities takes as much effort to fight as normal, but size will still play a minimal role in who comes out on top.

Also, regardless of your opponent, you may choose to take the edge off of your attacks, rendering them nonlethal but no less devastating - so you can beat the fight out of your foes instead of the life.

**Tech Hacker** [-200cp]: Ms. Tarantula is the team's resident tech expert and hacker extraordinaire, able to bypass damn near any digital security in seconds and manipulate digital systems with ease.

You are a menace in digital spaces, able to rapidly bypass and break through security systems with ease - only the toughest systems take you more than a few seconds to crack, and even then that'll only take a few minutes. But that can be a problem when seconds matter. Really, the only other limitation is that you need a connection to a system to hack it in the first place, and not all systems are wirelessly accessible.

Inversely, you're able to protect your own tech just as well, keeping your battle station intact in case something goes wrong or you run afoul of a fellow hacking savant.

**Sneak-Thief** [-200cp]: Basically all of the Bad Guys are at least somewhat capable of stealth, as that's a foundational skill for pulling off a heist. After all, going in guns blazing tends to attract a lot of attention, making it much harder to disappear with the loot.

You are a master of stealth and infiltration, with a knack for going undetected so long as that's possible and you don't get careless enough to get caught. This applies whether you're slinking through the shadows in a bodysuit, blending in at a busy party as just another guest, or you're deep cover in some organization or another. And this only gets better if your mission aligns with any skills you have, as those skills expand the breadth of circumstances under which you aren't caught.

As a bonus, you also have a frankly disturbing ability to squeeze into really tight spaces, far smaller than someone of your species could reasonably fit through. The kind of gaps in security that people wouldn't recognize as gaps.

#### 400cp Perks

**Assumed Identity** [-400cp]: There's a lot of efforts being made to appear Good despite being Bad made during The Bad Guys' gambit to avoid the consequences for their heists when they're finally caught. Two of them are quite successful.

Maintaining a facade of Goodness is something you have no trouble with, especially over long periods of time with a lot of public exposure - like pursuing a successful political career or being a well-renowned philanthropist. It would take some extenuating circumstances to convince people of your true nature, likely you incidentally revealing it yourself. And you could maintain some other facade if you wanted.

On a different note, but one that can still be helpful, you are also able to perfectly hide your identity. Like a certain thief, you could very easily be one of the most notorious criminals in the world without it ever tying back to you so long as you're careful.

**Heel-Face Turn** [-400cp]: The public is highly reactive in the world of The Bad Guys, and as such one's public reputation is of incredible importance. More so than normal, anyway.

You are very good at cultivating the sort of reputation you want in the public eye. Beyond being good at the usual methods like social media campaigns and speeches and so on, you also know when to take decisive actions to divert the river of public perception in a direction that's more beneficial to you. This is all the more effective when you're genuinely trying to turn your life around, with your efforts to be better being taken seriously and rewarded rather than dismissed as just another trick.

**Hidden Pocket** [-400cp]: Another of Mr. Snake's many talents is ability to store all kinds of things in his stomach and regurgitate them on command. You don't have to do that though.

All storage space on your person is subtly multiplied, becoming notably larger on the inside without affecting exterior dimensions. This also allows the openings into these storage spaces to stretch a little more to accept large objects, without damaging the opening, and stored objects are much lighter until retrieved...but their weight isn't totally eliminated, so you may want to leave those gold bars behind.

You also benefit from a hammerspace, which is accessible by simply going through the motions of stashing or retrieving things. But while undetectable, this space is very limited, only able to fit a few small objects. Great for enhancing sleight of hands tricks or storing very minimal emergency escape tools like a compact lockpicking kit.

**Just Bad** [-400cp]: This may come as a surprise, but the incredibly wealthy philanthropist who constantly goes on about love and goodness and forgiveness and blah blah blah turns out to just be a plain Bad. Indeed, his philanthropy is just part of a scheme to acquire more wealth.

You are an excellent manipulator. It's very easy for you to subtly guide people to taking the actions you want from them, often with them thinking it was their idea in the first place or that anything that goes wrong while following your advice was simply a matter of circumstance. This is especially effective when you have some naivete to exploit or your pawns have no reason to not trust you, but you still have a way of exploiting whatever leverage you have for maximum effect even when your target is fully aware of your capabilities and nature.

**Perfect Timing** [-400cp]: You'd think a lot of the stunts The Bad Guys get up to are highly practiced and choreographed, but they aren't. The gang is simply that in-tune with one another.

You have a perfect sense of timing, even in the heat of the moment. You just have sense for when things will happen, where things will be and when, letting you pull off incredibly precise stunts at the drop of a hat. This isn't some sort of precognition, though - you can still be surprised by unknown variables. But you never lose your rhythm, in the literal sense, and have little issue coordinating a lot of moving parts.

**Trapper-Keeper** [-400cp]: You need a lot of things to successfully pull off a heist - the right people, the right tools, the right intel. But also a plan of how all of that fits together - how to get the people and materials in place to get the people and loot out of the place. Your mind is one especially suited to snapping together all those little puzzle pieces.

You have a knack for all stages of planning. From carving down and filling in the initial idea, to gathering intel to figure out exactly what needs to be done and when, to arranging for the materials and personnel you need, to layering things to establish contingencies and bluffs, and even making adjustments on the fly when your plans inevitably begin to warp and fall apart in contact with the enemy - it all just flows for you as everything neatly arranges itself in your mind. This helps a little with your day-to-day, but is most effective when planning something big and intricate like a heist.

**Very Very Frightening** [-400cp]: At the height of their infamy, The Bad Guys could clear a crowd by simply making their presence known. Show up at a diner? Everyone either runs out or cowers at the corners. Drop their disguise? Everyone runs screaming.

You can have a similar effect on people, when you want. However, how people react and how strongly depends on your own reputation. You'll have the aforementioned effect if you're a notorious criminal - even if your crimes are non-violent, but you'd have people falling over themselves to fawn over you if you've cultivated a reputation as a kind philanthropist. Or you could leverage your complete lack of reputation to dampen people's reactions to you. But this works best when your intent is to be frightening.

## 600cp Perks

**Escape Plan** [-600cp]: A way out is the most important part of a heist. After all, you need somewhere to go once you have the loot. Or get caught.

You are a master of the escape, with an eye for all the ways you or someone else could get out of a place and what you'd need for the escape. You're just as good at executing escapes, whether following pre-planned routes or adjusting things on the fly as things hit the fan. You also are just noticeably faster when on the escape, doesn't matter if you're on foot or in a vehicle.

Oh, and once per jump (or decade, whichever is faster), you'll be able to escape certain death. Circumstances will align to allow you to keep life and escape unscathed, all the while it'll look like you actually died in whatever event you managed to escape if you want to fake your death.

**Instant Robbery** [-600cp]: Get in. Grab the loot. Get out. This is something The Bad Guys were very good at, to the point they could almost instantly clear a place and be long gone before the police even knew what happened.

In that same vein, you are able to perform routine tasks in a fraction of the time they'd normally take you. This even applies to anyone helping you with the task, allowing you to hasten even larger tasks even further with some decent associates at your side. However, this acceleration immediately halts the second that things get difficult - so while you could clear out a store with basic alarms almost instantly, you'd need to take your time and plan things out if there's more serious protection.

**Locks and Lasers** [-600cp]: What fun is a heist if there aren't dozens of absurd security measures to get around? Well, you're the unspoken hero of all heist movies - the guy who designs all those security systems that make those stories so exciting.

You are security-minded to the extreme, able to design and build all manner of systems meant to monitor and protect. This includes an innate understanding of all the standard systems and methods present in both real life and in heist movies, and you can quickly devise new ones using whatever you have on hand and integrating whatever other technical knowledge or unusual powers you possess. You'd make a great trapper if you were stuck in the wilderness.

Beyond the technological side of things, you also have a knack for the actual arrangement of security - you know how best to secure a space using what you know and what's available to you, who you can trust to do their job properly, how to train any guards, and so on. Even the best operators in the world would have trouble cracking whatever nut you've had the time and resources to properly secure.

**Strength to Change** [-600cp]: For Mr. Wolf, the first seed of Goodness in him was being called a Good Boy. That only grew with time, soon affecting the rest of his friends, and they eventually turned themselves in to the authorities to do the time for their crimes.

You have the power to cultivate real change in people, allowing you to rehabilitate even the worst individuals that you encounter. The process definitely won't be fast or easy, but you can make anyone Good with enough time and effort. Or you could change them in some other way, like turning a hero to evil or just otherwise fundamentally changing their nature to your

benefit. The exact form this takes depends on you and your “client”, but is entirely mundane and probably looks like long periods of therapy and obtuse moral exercises.

If you want, this can also give you the strength to change. Although the process will be easier due to your own willingness, it's still a long and hard road to change one's nature.

**The Old Switcheroo** [-600cp]: Ah yes, the classic twist. One guy seemed to be doing one thing, but was secretly doing all this other stuff, and there's a big reveal that puts the plot in a whole new light. Fun stuff.

Once per jump, or every 10 years if that's faster, you can pull off an Old Switcheroo, retroactively altering your actions in plausible ways to achieve some desired end in the present. Like revealing that you didn't actually betray your friends - you just pretended to and used the opportunity of being close to your enemy to sabotage his plans behind his back!

**Villainous Science** [-600cp]: Professor Marmalade wasn't just a wealthy philanthropist, but also a scientist and engineer of great renown. He made enough money off his work to afford a lavish lifestyle while having more than enough to throw around to charities and work on some “special projects”....presumably.

You are a scientist and engineer on his level, with a deep and broad understanding of science and technology, as well as the capacity to push the envelope in a number of fields. But your expertise truly shines when you get access to some sort of MacGuffin material...like using a resonant meteor as the focus for a mass mind control device or a rare metal with special properties as a gold magnet, you have a sense for how you can use these materials to their full potential.

## Items

You receive 2 discounts per price tier.

Discounted 100cp items are free.

Items purchased here respawn, repair, and resupply each week.

You may combine items bought here with similar-enough items you bring or buy here.

Properties bought here don't cost anything to keep in-jump and benefit from endless utilities, even without access to the usual grids.

Properties bought here can be inserted into a location of your choice at the beginning of each jump.

Personal equipment bought here, or that comes from supplies bought here, adjusts to unusual body sizes and plans.

## 100cp Items

**Fluffy Onesie** [-100cp]: A set of fluffy, full-body pajamas. They come in whatever design you want, but wearing makes you come off as far cuter than normal. You may also have as many of these as you want, if one isn't enough. Like if you wanted to outfit your whole gang with them.

**Icy Pops** [-100cp]: A supply of frozen treats, in whatever varieties and flavors you want. Aside from just being a nice snack every now and then, these treats also have a way of mollifying negative emotions and fostering bonds in those that share them.

**Normal Pet** [-100cp]: A normal animal of your choice that someone would keep as a pet. It's perfectly loyal and not prone to illness, but not otherwise exceptional.

For a **-400cp** instead, you may instead have a whole horde of your chosen animal. In case you are looking to get into animal testing or otherwise have a need for a large number of the same species.

**Ordinary Home** [-100cp]: What appears to be a perfectly ordinary suburban home...and actually is. It has enough space for a small family, and comes decorated and furnished according to your desires. The lawn also has plenty of space. When inserting this home into a new setting, you may adjust it to better fit the local standards of wherever you plop it down, allowing it to better hide in plain sight.

**Power Suits** [-100cp]: A large wardrobe of well-appointed outfits and accessories, fit for all manner of occasions. Power suits for office hours and standing at podiums, nice dresses and tuxedos for formal events, and so on. You can find something here for anyone you're trying to dress up, and it'll fit perfectly.

**Regular Life** [-100cp]: A boring, mundane, every-day job of some sort or another. It has convenient hours, a tolerable commute, and great pay...but that doesn't prevent it from being utterly mindnumbing. Still, you'll be able to find a job along these lines whenever you need one.

**Specialized Restraints** [-100cp]: A supply of restraints that always has what you need to harmlessly hold captives of whatever unusual body plans or sizes come up. Great for keeping whatever funny animals or weird critters you find locked up, though this stuff isn't much stronger or harder to pick than regular handcuffs.

## 200cp Items

**Comms** [-200cp]: A supply of earpieces and headsets that allow for communication between wearers at range. The connection between these is excellent even at large distances, and provides perfect audio quality and hearability - to the point where a speaker whispering can be heard just fine by a listener in the middle of an excited crowd. All of these are also very comfortable to wear and don't risk falling off or popping out from regular movement.

**Grappling Hook** [-200cp]: Your classic grapple gun. Compact and easy to use, it packs an impressive length of cable and the uncanny ability to find something to hook onto it. The cable, hook, and gun itself are nigh-indestructible and what it hooks onto will similarly be far more durable and solid than usual, so it can supply an enormous amount of weight - including a wolf, a large snake, a piranha, a tarantula, and a shark at the same time.

**Hidden Entrance** [-200cp]: This is an interstitial property that allows you to meld your other fiat-backed properties together, providing hidden connections between them. The form of these connections is up to you, and can be different between different properties. Like having an underground garage and gadget armory hidden beneath an ordinary suburban house, accessible via a hidden elevator in the kitchen that can be opened by inputting the right code into the microwave. Or connecting distant properties with hidden tunnels.

**Stealth Suit** [-200cp]: A skintight bodysuit that also has plenty of pouches and webbing to store and attach whatever equipment you need while also keeping it quiet. It's incredibly comfortable to wear and easy to move in. It also makes your movements quieter and your presence less conspicuous...at least until someone notices you.

**That Car** [-200cp]: A personal vehicle that's either incredibly stylish or understated. It could be something like an Astin Martin or an RV. A sports car or a minivan you'd expect to be carrying a load of kids to a soccer game. A heavily armored prison van or a box truck. Or maybe something you'd see on the water.

Whatever your choice, your vehicle doesn't need fuel to run and quickly repairs any damage that doesn't render it non-functional. It's also exceptionally durable, powerful, and maneuverable relative to normal vehicles of its model. Also, provided the situation isn't hot, it tends to fall beneath notice when you need it to - even if you're a notorious criminal and it's your iconic ride.

**The Garage** [-200cp]: A garage that's large enough to quite a collection of vehicles. It comes with the tools and parts to maintain them, although you'll need to supply your own stuff if you're looking to do more than that. The exact form of the garage is up to you.

### 400cp Items

**Disguise Kit** [-400cp]: A whole collection of all the cosmetics and outfits one would need to complete any sort of disguise. It always has what you need for whatever disguises you have in mind, plus plenty of more regular clothing for your off hours. It may come in a carrying case for when you need to make quick changes in the field, while also being accessible in the form of a closet at home.

**Gadget Armory** [-400cp]: A whole armory of gadgets and assorted gear for heists and general thievery. If it's shown up in a movie centered around heists, chances are you have something similar here. Your armory may take the form of a light carrying case that allows you to quickly retrieve relevant gear, while also being accessible as a whole room where you can get yourself properly equipped before going on a mission.

**Hacking Setup** [-400cp]: A handy portable computer of some description. It's incredibly powerful for its size, doesn't need power to operate, and is optimized for your use - both in terms of physical design and being loaded with all the hacking software you'd need. It also has a connection to any local public networks like the internet that is constant, fast, and secure.

It's compatible with any computer systems you connect it to, including the ability to connect with any other wireless-capable machines at a surprising distance, plus a retractable cable that's compatible with any data ports you can find to stick it in - for those pesky closed networks.

Your setup also comes with a supply of little magnetic discs that can stick onto pretty much any machine, allowing you to remotely access and control them without regard for distance. You just always seem to have a few on hand when necessary.

**Knock-You-Out** [-400cp]: A supply of tranquilizers in a variety of forms, plus an armory of delivery methods for them. Your standard air guns that fire tranq darts, transparent plastic boxes full of tranquilizer-laced mints, and other methods. These tranquilizers are fast-acting and powerful regardless of the target's size and biology, but are guaranteed to be harmless beyond knocking them out and leaving them a bit groggy when they wake up. They also last for as long as you need them to, up to 12 hours.

**MacGuffinite** [-400cp]: A few pounds of an incredibly rare metallic element with an unusual property - when an electrical charge is passed through it, it becomes a magnet for gold. The more MacGuffinite and the stronger the charge, the stronger the effect. Why, with enough of it and a powerful enough satellite, you could steal all the gold in the world.

**Thieves' Den** [-400cp]: A great place for you to relax between heists and bask in your accumulated loot. Well-hidden, this hideout will never be discovered unless you lead people directly to it...though you somehow are able to still get mail. It has plenty of storage space, as well as amenities to allow several people to live here quite comfortably, and the main space has a lovely view of the local area.

### 600cp Items

**Convincing Fake** [-600cp]: Each jump, you may choose to make this item a replica of whatever inanimate object you like. It's not functional or made out of any rare materials, but it is guaranteed to pass any surface level inspection, plus it's surprisingly easy to sneak it in place of whatever it's supposed to be.

**Exceptional Fortune** [-600cp]: Overwhelming wealth, the kind that lets you do most anything you please. This represents both a large pool of liquid wealth and a sizable passive income that will ensure you never need to work a day in your life, even if you're pouring it into secret superscience ambitions, major philanthropic endeavors, and an incredibly luxurious lifestyle.

**Heart Meteorite** [-600cp]: Your own copy of the heart-shaped meteor that struck the bay area not too long before the start of the first movie. The meteor has unusual properties that allow it to act as a powerful source of energy, and also transmit all kinds of signals with a wide range - like acting as the core and focus for a device that allows someone to remotely mind control all members of a particular species.

**Lovely Estate** [-600cp]: Your own palatial estate, equipped with all the comforts one would expect, in particular including a verdant and beautiful garden. It can take the form of the classic mansion, or may opt for a more compact footprint by making it a luxurious high rise instead. Either way, the property comes with a wall that will keep most intruders at bay, and it takes care of itself so you won't need to hire any staff for cleaning or maintenance.

**Secret Lab** [-600cp]: A well-hidden laboratory and workshop for all your superscience needs. It has all the tools and infrastructure you need to make the best use of your skills as you intend to, including periodic resupplies of relevant mundane materials.

It's hidden enough that nosy good guys won't just stumble upon it, and secure enough that it would take a crack team of specialists to make their way inside. And even then, there are plenty of heinous traps for them to get tripped up on, which may be set up for harmless capture if you want to have some fun.

**Super Ultra Crazy Max** [-600cp]: An incredibly secure prison situated in the middle of the ocean. The only way in and out is a highly secure entrance accessible only by boat. The actual holding areas and facilities are all under the water, and they are large enough to hold hundreds of highly dangerous prisoners - including amenities and facilities for the enormous staff you'd need to do that. The prison comes with replenishing supplies, allowing for it to operate indefinitely without contact from the outside world...morale notwithstanding.

Also comes with a normal boat for transferring people and goods between land and the prison. Whenever inserting your prison into a new setting, you may choose whether the existing population transfers over, to populate it with locals of the new setting, or none of the above.

## Companions

**The Gang** [-100cp]: You may purchase this option multiple times, each purchase allowing you to create and/or import up to 8 companions. Each companion receives **600cp** to spend on perks and items, also benefiting from the discounts listed at the start of each section.

You may also create or import 1 companion for free, gaining the listed benefits.

**Export** [Free]: If you've convinced someone to come along with you and they are still alive at the end of your time here, you may take them along as a follower or companion - chosen individually if you have a lot of people following you out.

For **-100cp**, you may also arrange to find plenty of opportunities to recruit any established characters of your choice. This doesn't make recruitment a guarantee, but you'll find it much easier than usual.

**Henchman** [-100cp]: An absolutely loyal underling and highly competent personal assistant who's able to handle everything needed to make your life go that much smoother. They make a great chauffeur as well with their skills to drive and pilot pretty much any vehicle. Anything beyond that is up to you to define according to your desires.

## Drawbacks

You may take as many drawbacks as you like.

**Canonicity** [Toggle]: While this document is based on the main movies, you may take this toggle to decide which source material is canon for the particular instance of this world you're visiting. Beyond the two movies, there's also a few shorts in the same continuity(?), as well as a whole other continuity in the form of a long series of children's books that the Dreamworks stuff is based on.

**Grumpy Pants** [+100cp]: You have a pretty serious attitude problem. Even when you're on your best behavior, you have an incredibly rough manner and cynical view of things that isn't going to win you any friends very easily.

**Victim of Circumstance** [+100cp]: You are simply not equipped for positive feedback. This is something you can work through, but you're going to have a hard time coming to terms with the fact that people actually like you, and compliments are sure to leave you stunned.

**Easily Spooked** [+100cp]: You are terribly easy to frighten and surprise, and you'll often get spooked by others unintentionally. And every time you'll have an amusingly extreme reaction. This can be worked through, but you'll be putting your heart under a lot of stress.

**Naivete** [+100cp]: You are not the most perceptive sort, as you tend to fall for all but the most obvious ruses and give people the benefit of the doubt more often than not. Try not to be kidnapped for some nefarious scheme or get everything stolen out from under you.

**Making It Personal** [+200cp]: You have a strong tendency to getting really invested in things, especially when taking a more impersonal approach would make things so much easier. Expect this to often result in making mistakes or otherwise making extra work for yourself and your allies.

**Reckless** [+200cp]: You're a real thrill seeker, constantly driven to take risks and push things to the edge. There's nothing preventing you from keeping out of trouble...except for the searing boredom you feel when you sit for too long without having fun. Real fun.

**Short Fuse** [+200cp]: While it isn't any harder for you to calm down, it takes very little to set you flying into an incoherent rage.

**Tummy Rumbles** [+200cp]: Your guts have a tendency to act up when you're nervous, making you quite gassy. Worse, the gas you pass is utterly horrendous, and there always seems to be more so long as your nerves haven't yet calmed down.

**Weakness** [+200cp]: You aren't that physically fit, to be simple about it. You can't take or dish out punches that well, you can't run for too long before getting winded, and forget about any fancy acrobatics.

**Bad Guy** [+300cp]: You are a legitimately rotten person on the inside, to the point there's no chance for redemption. There's little keeping you from acting on your worst impulses and most selfish desires beyond not wanting to deal with the inconvenience of having a bad reputation. And even then, what's the law and the court of public opinion going to do if you never get caught in the first place?

**Extremely Specific** [+300cp]: Your foes are extraordinarily adaptive, developing extremely specific and effective countermeasures for any and all capabilities that you show off. And even if you are extremely "thorough", any future foes you encounter will have somehow learned of your capabilities and implemented countermeasures against them.

**Duped** [+300cp]: At some point during your time here, you'll find yourself duped in some way, with everything taken from you and nothing in return but being very publically implicated in all kinds of crimes. It'll be a herculean effort to clear your name in the eyes of both the law and the public, regain whatever you've lost, and bring who wronged you to justice.

**Wanted** [+300cp]: You'll start your time here with a bounty on your head for countless crimes. As far as everyone is concerned, you are a public enemy and extremely dangerous criminals, and you'll spend your time here hounded by bounty hunters and the law. Clearing your name is certainly possible, but not at all easy.

**The End**

**Stay Here / Return Home / Continue Chain**

All Drawbacks are revoked.

## **Notes**

**Source Material:** This jump exclusively covers the two movies.

**Very Very Frightening:** If you've cultivated very different reputations with different segments of society, the exaggerated reaction you provoke from each segment will be different.

## Changelog

2026-07-02;  
- Jumpable.

## **Links**

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