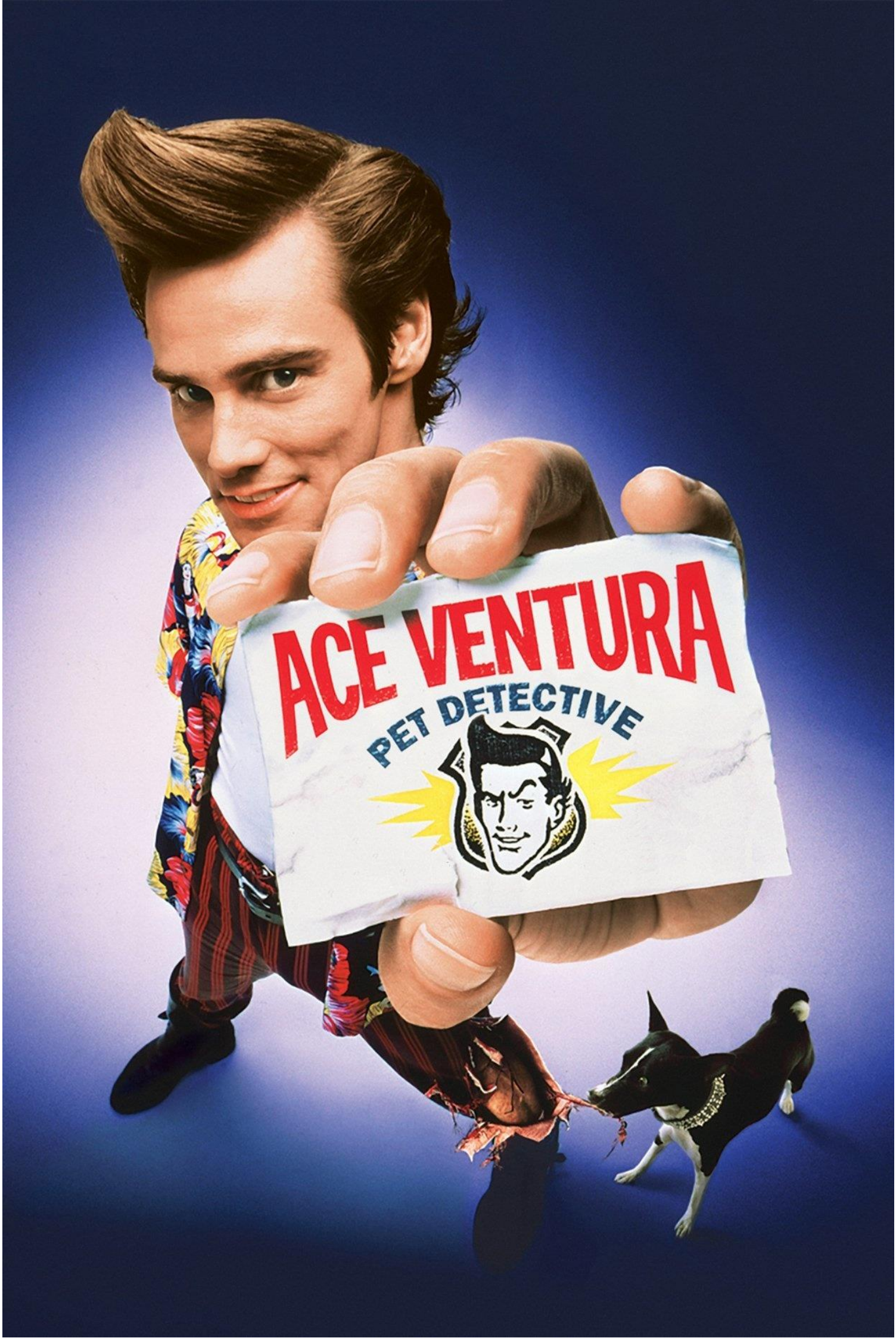
ACE VENTURA
PET DETECTIVE

Jumpchain: Ace Ventura: Pet Detective

A Jump By KaizeRorg

Welcome to sunny Miami in the 1990s, where missing animals aren't just a problem—they're a challenge for the most eccentric detective around: Ace Ventura! This is a world of absurd humor, bizarre investigations, and outrageous adventures. Your Benefactor—perhaps a grinning "Jump-Chan" with a sense of humor to rival Ace's—grants you 1000 Choice Points (CP) and a chance to spend 10 years in this chaotic universe. Will you hunt for the missing dolphin Snowflake, wrestle sharks, or just try to keep your sanity amid the madness? It's up to you!

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General Setting

The story unfolds in Miami, Florida, in the mid-1990s—a vibrant, noisy city of palm trees, football fanatics, and oddball characters. There's no magic or advanced tech here, just reality spiced with absurdity and comedy. The star is Ace Ventura, a detective specializing in lost pets. He's on the case of Snowflake, the kidnapped mascot of the Miami Dolphins, stumbling through ridiculous scenarios: fighting a shark, impersonating a mental patient, and more.

You'll enter a world where the police dismiss Ace, animals hold the clues, and humor ranges from clever to crude. Logic takes a backseat to chaos, and your mission is to either fit in or turn everything upside down.

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Rules of the Jump

- You'll spend 10 years, starting in 1994, at the height of the film's events.
- Your abilities and items carry over post-jump, unless they clash with the next world's rules.

- You can alter the plot (save Snowflake early or unmask Lois Einhorn), but some events may resist change due to their comedic inevitability.
- Your actions should match the world's tone—too serious an approach might feel out of place!

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Origins

Pick your role in this zany adventure. Each origin offers discounts on specific perks and items.

1. Pet Detective
You're an eccentric investigator like Ace, a master at finding lost pets. Your methods are weird, your style loud, and your love for animals unmatched. You start in Miami, possibly known as a kook no one takes seriously—but your results speak for themselves.
Discount: On perks and items tied to investigations and animal interactions.

2. Team Ally
You're tied to the Miami Dolphins or their circle, like Melissa Robinson. You're the voice of reason (or try to be) amid the chaos, aiding Ace or other heroes. You start at the team's office or stadium, with insider access.
*Discount*: On perks and items linked to social support and professionalism.

3. Skeptic
You're one of those who see Ace as a clown, like the Miami PD or Lois Einhorn. You might be a cop, journalist, or just a doubter tangled in his mess. You start at a police station or on Miami's streets, biased against "people like him."
Discount: On perks and items related to authority and logic.

4. Drop-In (0 CP)

You arrive in Miami with no past or ties, a random bystander who crosses paths with Ace. You've no set role but total freedom to choose sides. You start on the beach or downtown, with minimal resources and a blank slate.
Discount: On perks and items tied to adaptability and independence.

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Perks

Perks are grouped by origin, but you can buy any at full price. Discounts halve the cost for your origin.

General Perks

- Animal Magnet (100 CP, free for all)
Animals adore you. Dogs wag their tails, cats purr, even sharks are less likely to chomp you. You easily bond with any critter, aiding investigations or just life.

- Comedic Resilience (200 CP)
You can endure any humiliation or absurdity without losing your cool. Falling in mud, ending up naked in public, or taking a punch—it's all just a laugh and a cue to keep going.

- Improv on the Fly (400 CP)
Your knack for spontaneous solutions rivals Ace's. No plan? No problem! You can turn any situation to your advantage, whether distracting foes or escaping dead ends with wild ideas.

Pet Detective Perks

- Nose for Clues (100 CP, free for Pet Detective)
Your instinct for evidence is near-superhuman. A whiff of fur, a paw print, or an odd noise—you instantly catch animal-related hints and know where to look next.

- Master of Disguise (200 CP, discounted)
You can impersonate anyone—a delivery guy, a lunatic in a clinic—and no one suspects a thing. Your costumes and accents are flawless, until you start ranting about animals.

- Beast Whisperer (400 CP, discounted)
You don't just get animals—you "talk" to them. Not with words, but through gestures, sounds, and intuition. They become allies, aiding in cases or even fights.

- Ace Style (600 CP, discounted)
You embody Ace Ventura: insane charisma, physical comedy, and the ability to come out on top no matter what. People either love or hate you, but ignoring you? Impossible.

Team Ally Perks

- Voice of Reason (100 CP, free for Team Ally)
You stay calm amid the chaos Ace or other weirdos unleash. Your advice and support keep things manageable, even when it all falls apart.

- Sports Connections (200 CP, discounted)
You've got insider access to the Miami Dolphins and sports circles. Players, coaches, and fans trust you, opening doors to resources and secrets.

- Saintly Patience (400 CP, discounted)
You can handle the most insufferable people (like Ace) without snapping. Your tolerance makes you the perfect bridge between lunatics and normies.

- Strategic Genius (600 CP, discounted)
You plan several steps ahead, turning Ace's antics into successful ops. Your strategies account for even the wildest twists.

Skeptic Perks

- Authoritative Tone (100 CP, free for Skeptic)
Your voice and demeanor command respect. People listen, even when you're tearing them (or Ace) down. Great for cops or bosses.

- Logic vs. Absurdity (200 CP, discounted)
You spot flaws in Ace's crazy schemes and can dismantle or exploit them. Your rational mind is a weapon against comedic chaos.

- Covert Watcher (400 CP, discounted)
You're a pro at espionage and surveillance. Ace might not notice you digging into him until it's too late. Perfect for uncovering secrets or setting traps.

- Unyielding Antagonist (600 CP, discounted)
You're a worthy foe for Ace: cunning, stubborn, and capable of making his life hell. Your plans are near-perfect, and even his luck might falter.

Drop-In Perks

- Accidental Hero (100 CP, free for Drop-In)
You often stumble into the right place at the right time, unintentionally helping Ace or others. Fate loves tossing you chances to shine.

- Independent Spirit (200 CP, discounted)
You're unbound by rules or expectations. You act as you please—helping Ace, sabotaging him, or just watching the show.

- Slippery as a Dolphin (400 CP, discounted)
You dodge trouble with Snowflake's agility. Chases, traps, or angry cops—you always find a way out.

- Chaotic Neutral (600 CP, discounted)
You're unpredictability incarnate. Ally, enemy, or bystander—you switch sides on a whim. Your moves baffle everyone, even Ace.

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Items

Each origin gets one 100 CP item free. You can buy others without discounts.

General Items

- Detective Notepad (100 CP, free for all)
A battered little notebook that never gets lost. Perfect for jotting clues, jokes, or doodles about animals.

- Hawaiian Shirt (200 CP)
A loud shirt in Ace's style, always with you. It's not just fashionable—it boosts (or annoys) those around you.

- Keys to a Junk Car (400 CP)
A beat-up 80s car that looks like trash but always starts, saving you in chases or cases.

Pet Detective Items

- Animal Kit (100 CP, free for Pet Detective)
A bag of treats, toys, and pet-care tools. Animals love you even more with this.

- Motorcycle with Sidecar (200 CP, discounted)
A fast bike with room for your pet. Perfect for zooming around Miami.

- Secret Stash (400 CP, discounted)
A hidden room in your place, packed with clues, costumes, and weird trophies. No one finds it without your say-so.

Team Ally Items

- Dolphins Pass (100 CP, free for Team Ally)
An official pass for the Miami Dolphins' stadium and offices. You're part of the team!

- Walkie-Talkie (200 CP, discounted)
A portable radio to reach Ace or allies. Works even in the silliest situations.

- Sports Archive (400 CP, discounted)
A collection of Dolphins records and docs, including secrets that could crack a case.

Skeptic Items

- Police Badge (100 CP, free for Skeptic)
A fake (or real) badge that makes people obey. Great for pressuring Ace.

- Recorder (200 CP, discounted)
A compact device for capturing evidence or dirt. No one spots you using it.

- Service Pistol (400 CP, discounted)
A reliable gun that boosts your authority and safety. Shooting Ace isn't required, but tempting.

Drop-In Items

- Fake IDs (100 CP, free for Drop-In)
Perfect forgeries (passport, license) to blend into Miami without hassle.

- Pocket Cash (200 CP, discounted)
A small sum of money that appears when needed. Enough for food, gas, or a bribe.

- Lucky Charm (400 CP, discounted)

A tiny item (ring, coin) that slightly tips luck your way in clutch moments.

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Companions

Take up to 8 companions if you've got the CP.

- Canonical Companion (100 CP per one, 300 CP for up to 4)
Pick a character: Ace, Melissa, Dan Marino, or even Lois Einhorn. They keep their traits and join you.

- Custom Companion (50 CP per one, 200 CP for up to 4)
Create your own: a detective, Dolphins fan, or skeptic. They get an origin and 600 CP for purchases.

- Import Companion (50 CP per one, 200 CP for up to 8)
Bring past jump companions. They get an origin and 600 CP.

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Drawbacks

Take up to +600 CP to spice things up.

- "Loo-ser!" (+100 CP)
Everyone sees you as a loser like Ace. Constant mockery and distrust are your lot.

- Animal Phobia (+100 CP)
You're scared of animals (pick a type). A big issue when working with Ace!

- Shark Chase (+200 CP)
A shark (or equivalent) hunts you at the worst times. Run fast!

- Secret Spilled (+200 CP)

Your plans or secrets keep leaking to Ace, wrecking your odds.

- Comedy Nemesis (+300 CP)
Ace marks you as his arch-rival, doing everything to humiliate you. His antics are unbearable.

- Mad Miami (+300 CP)
The city goes nuts: animals revolt, cops hunt, and you're in the middle of it all.

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Scenarios

Optional challenges with rewards.

Scenario: Save Snowflake
Task: Find and rescue Snowflake before Ace, outsmarting him in the investigation.
Reward: "Dolphin Call"—the ability to summon animals for help in any world.

Scenario: Expose Einhorn
Task: Uncover Lois Einhorn's secret before Ace and use it to your advantage.
Reward: "Mask of Truth"—the knack for seeing people's hidden motives.

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End of the Jump

After 10 years, choose:

1. Stay: Live in Miami with Ace and crew, soaking in the comedic life.
2. Go Home: Take your skills and loot back to your world.
3. Move On: Head to the next jump, ready for more adventures.