

Generic Cartoon World v1.5

By Rhyllith

Introduction

Cartoons, in most places they are just viewed as comedic shows and are just watched as entertainment. However, here in this reality “Toons” are people, a minority group with powerful but strange powers and abilities who generally work as actors and entertainers producing the various shows that people love. Through cartoon shows such as Bonkers, Animaniacs, Tiny Toons and the Looney Tunes show, you get a glimpse of “the real” world behind the scenes where Toons are people and have their own problems.

Unfortunately, the reality is that Toons were badly treated for most of their history and for most of the early nineteen hundreds Toons were considered to be nuisances and treated as property.

This is an attempt at covering a wide-variety of cartoons, shows and movies that displayed or had episodes that showed a similar **Toons-are-actors-in-a-world-with-humans “behind the scenes”**: Animaniacs, Harvey Birdman: Attorney at Law, Bonkers, Disney’s House of Mouse, Drawn Together, Freakazoid, Looney Tunes, Looney Tunes: Back in Action, The Looney Tunes Show, Pinky and the Brain, Space Jam, Space Ghost: Coast to Coast, Son of Zod, Tiny Toons, Wabbit, etc.

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Here take these **1000 Choice Points** or whatever so yo’s can do the choos’ns.

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Species

Pick one for free

Toon

- Well, congratulations, you're a Toon of some sort, most Toons are around three to four foot tall and can look like animals, aliens, objects, fantasy creatures, humans and/or bizarre mixes of any of the above. Pick your form, pick a style of animation that you are animated in, Inkblot (the classy black and white Toon characters), Traditional (hand-drawn) or Modern (computerized animation). Great, look like whatever you like, I don't care. By default you don't have a gender but can look like one, so get used to that. You can change this with a perk later on.
- Go see the "**What's a Toon?**" page for detailed information.

Human

- You are a stock human, by default you have no powers and you blend into the majority population which consists of humans. You can freely pick your appearance, age and gender so long as it is within human norms.

HalfToon

- HalfToon, you had a Toon parent and a Human parent and you are a blend of both of them. You might even look mostly human but have some sort of "oddity" from your Toon parent like bunny ears, tail and feet if they were an animalistic Toon. If it was a Human shaped Toon then you probably have four-fingered hands and three-toed feet. Your skin coloration looks a bit off even if your skin color is otherwise normal, you might also possess a shade of skin color that is blatantly unnatural. Some unfortunate Halftoons even sit in the "uncanny valley" where they are just human enough and just inhuman enough to make the Halftoons disturbing to see. You could even look entirely like a Toon, but have a very high degree of realistic detail.
- Either way you stick out of both Toon society and Human society, you are effectively a minority of a minority. Socially you might struggle with meeting new people as many may be quick to judge you. I am sure that you will eventually find open minded individuals who can look past your origins.
- In spite of your mixed background you still have a Toon's biology, it's strengths and weaknesses. Although it is much more "realistic" in appearances which is generally considered to be very disturbing to see if/when you get squashed or injured.
- Go see the "**What's a Toon?**" page for detailed information.
- Great, look like whatever you like, I don't care. By default you don't have a gender but can look like one, so get used to that. You can change this with a perk later on.

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Starting Points

Choose your starting location

1. A Shanty Town

- Miles outside of the small town of Burbank, California lies a new, hastily built, ramshackle town which someone has mockingly painted a sign at the entrance giving it a name of Cartoon City a nearby fluttering dirty newspaper gives you a rough date of nineteen thirty one. The inhabitants seem to be mostly inkblot-style toons but you can see a handful of humans and a few colorful toons mixed in among them with the foot and car traffic. Most of the buildings seem to have been roughly built out of scrap materials. Everyone seems to be in rough shape, begging Toons and humans seem to practically line the streets holding up signs asking for work while dressed in roughly patched clothing.

2. Early Cartoon City

- Paved streets, paved sidewalks and fairly new multistory brick buildings line the main street into and out of "Cartoon City" or at least that's what a sign above the street says this place is. Humans and Toons seem to have gathered near a shop with a large TV in its window, the president seems to be addressing the TV, it seems that there was some sort of attack on Pearl Harbor, a city in Hawaii by Japan and America is now officially entering "The war" today, December seventh, nineteen forty one.

3. California, USA

- You're in a nondescript Californian city, the date appears to be nineteen fifty two and the occasional Toon on the sidewalks and streets seem to be cheering and celebrating something, several of them are running around shouting about how great it is to finally be free and tearing up papers. A loud radio broadcast from one of the stores nearby reports on the Supreme Court's decision to grant "personhood" to Toons, giving them the same rights and responsibilities as citizens that all "Humans" enjoy and striking down the various ordinances and laws prohibiting Toons from living outside of Cartoon City. Toons are now free to live and work anywhere they choose and can vote in elections.

4. Any Major City, USA

- It's the late nineteen sixties and the big American melting pot of society is starting to bend and accept Toon customs and society. The Hippie movement is in full swing and Toons are happy to join in on the relaxed social norms and the "free expression of love in all its forms" which may be a bit different for Toons than it is for humans. In other news the

Vietnam War is raging and is incredibly unpopular, as protesters and draft-dodgers shout slogans and tear up and burn draft papers in public.

5. Outside of a school

- The internet exists in a rudimentary dialup fashion, but it is slow and not much is available on it. It's nineteen ninety and you find yourself just outside of one of the so-called Toon schools. A public school where the majority of the students are Toons and where they offer classes in the various Toon abilities. That isn't to say they don't teach humans. It's just one of the public schools where they have enough Toon-students to warrant having classes on Toon-abilities.

6. Major Studio

- You find yourself inside of one of the major film studios at night, at a very large new-year's eve party just as everyone is shouting, screaming and yelling "Happy New year, Happy Two-Thousand!, Welcome to the new Millennium!"

7. A Theme Park

- It's two thousand and fifteen and you find yourself standing outside a major theme park like Disney world or Universal studios. You also happen to have a ticket if you want to go in.

8. Tuned into the show

- Jumper, do you have a favorite cartoon show, comic book (which has/had Toons in it) or movie? Now you can be inside of the show, etc that you always wanted to be in.
- Once that show, movie etc is over, if it doesn't last the full amount of time that you signed up for here, you can hop over to a different show, movie etc and continue doing so until you reach the time that you signed up for in this jumpchain. Alternatively, if you really want and the show lasts for more than the time you signed up for you can sign up for the entire run of the show.
- Please note that any sort of cannon "timeskips" during the show are skipped over in the jump with a comedic, cartoonish "backstory" added for you which you gain the memories of. The time passing in the cannon "timeskips" do not count towards your time spent in this jump.

9. Anyplace, Anytime

- This is a generic jump, just go someplace that tickles your fancy. You can pick one of the options above or you can pick the time and place you want to be. Keep in mind that the first Toon was drawn in nineteen fourteen but the actual (reliable) process for creating Toons wasn't discovered until nineteen twenty. Here's a quick overview of important eras.
- Eras
 - Prior to 1922 - Toons didn't really exist, the world was fairly mundane and roughly followed our own history. Although there have been occasional unproven "Toon" like entities which may have existed at some point. You can start here at any date if you want. Just be aware that if you're a Toon you're going to stick out like a sore thumb and be the first/only Toon in existence. At least it'll be easy to make a living if you charge a nickel for gawkers to gawk at you.
 - The Toon Boom 1922-1932 - This era is dominated by Inkblot styled Toons, The "Toon Boom" officially starts as a dozen new cartoon studios open within a single month as the methods to create Toons become widely known. The great depression starts in 1929 and cartoon studio's shutter one after another and leave inkblot toons abandoned in the streets. Most of them haven't ever left their parent studios since they were born and very few of them have ever been paid.
 - The Colorized Generation - 1940-1950 - Traditional Toons are being drawn to replace the older Black and white Inkblot style toons. During this age some of the most popular cartoon characters are created and filming Toons becomes a big business. However, in 1945 the cartoon industry in the US was basically shut down as the US entered World War Two and nearly every major cartoon studio is pulled into producing propaganda or instructional/educational materials for soldiers. The US also experiments with toon soldiers they find that toons are more than capable of firing and hitting practice targets with real guns and send them into battle. Only to find that the vast majority of toons are incapable of hitting real humans with real bullets, toons are sidelined after a hilarious debacle of an entire platoon of toons comically stumbling around and being unable to hit a single enemy soldier. The rare toon able to use lethal abilities are able to be countered by the deployment of eraser/dip spewing weapons.
 - The Commercialization - 1980-1990 - This era features heavy commercialization and increasing popularity of toons. Toons and cartoon shows are being created with the single purpose of pushing products and toys to the masses. Computers are just starting to become popular and the internet is starting to grow.
 - Modern Age 2010+ - Toons are largely integrated with modern society and can be found in nearly any job and have largely spread out from CA. Entertainment seems to still have the largest percentage of toon actors/employees in it. Although now they can also be found as managers, directors, writers and even in executive-level occupations.

Perks

Toon Perks

If you are a Toon, you gain a 50% discount on all Toon perks.

100cp - Comedic Ability Parts

To be clear you can have all of these parts without the abilities as a part of your toon or half toon body. What you are purchasing are supernatural comedic abilities which attach to those parts. If you lose the parts or go into an alt-form which doesn't have those parts, you lose the benefits/abilities. If you go into a form which does have the various parts on it, then the ability transfers over.

You will need the body part in question to receive the benefits. Long ears for the "ear helicopter", etc. So if you are a halftoon or if your animal-species is mixed you will only receive the benefits from the parts you have and can only receive one species-based ability from each purchase of this perk.

You can be a blend of two species and/or objects, or a mix of object and animal if you want, so long as you have the relevant body-parts. A cat-dog would need the dog's muzzle and nose for the "tracking via scent" and you could have the cat's nine-lives healing ability by being covered in cat fur and having a cat's tail.

If you're an anthropomorphic object or building or whatever you'll gain the equivalent cartoonish comedic ability that you'd expect to have as a "whatever you are" so long as you have the parts to do it with.

All body parts work like you'd expect them to, with you being able to use them, lock/unlock, open/close or activate them at will.

You do not suffer from body dysmorphia from any of these parts and they feel natural as if you were born with them. Tails are always prehensile and are usable as an extra grasping limb.

Some examples of abilities, but not all. When in doubt, is it funny?

Animal parts/abilities		Object parts/abilities	
Body part required	Ability gained	Body part required	Ability gained
Long rabbit ears or long dog ears	Ear Helicopter (About as fast as you can run)	Metal body/skin	Resistance to kinetic energy (1/2) on parts affected
Disturbingly clawed mole hands or rabbit hands and feet	Burrowing - High speed burrowing (at run speed) through nearly any nonmetal material, ignore gravity while burrowing.	Fabric body/skin	Regeneration 2x increased on parts affected
Cat fur and Cat tail	Nine Lives - 9 Extra lives which resurrect the user after death, Resets after jump or ten years whichever is first.	Door (any sort of door)	Hammerspace is accessible to others to enter/exit. You can control your own door and lock/unlock it at will.
Dog nose	Scent Tracking - an ability to track someone/something even through things that would normally erase the scent	Vacuum nozzle, motor and electric cord "tail"	Ability to suck gasses, people and objects directly into hammerspace through your vacuum nozzle.
Squinty Mole eyes	Basically "Blindsight" out to normal vision range.	Wheels for hands/feet (still work least 120 mph. as hands/feet)	Ability to drive/run around on wheels to at
Skunk Tail	Aimable stench weapon that can KO others & grants immunity to others scent/stink/gas effects including teargas.	Body of a Toon building	Your hammerspace becomes your interior with a building layout, accessible by those you allow. The interior layout, walls, furnishings, occupying individuals & appliances don't count against your weight limit. Free interior decoration to your liking, layout is whatever you choose.
Shark teeth	Bite through any nonliving material	Toaster innards and Toaster slot(s)	Toast things inside of you/your hammerspace to desired toastness.
Bird or bat wings (usable wing-hands with thumbs)	Flight (2x as fast as you can run)	Electric cord tail	Ability to eat electricity via your tail and regenerate faster 2x while "eating" electricity.

Human - You can gain the Toonish-animal/object parts and abilities, but it looks weird with your otherwise "real" looking body and you stick out like a sore thumb.

You can purchase this perk multiple times, with a discount on additional purchases.

Ah yes, you are now a fine example of the animated ambiguous animal.

100cp - A Comedic Acting Genius

You're a funny guy, you have a comedian's level of humor and a perfect sense of comedic timing.

If you're a Toon you're also more attractive to other Toons because of it, not that it alters your body in any way. Toon society simply places a higher value on being funny and having a great personality over physical attractiveness.

You also got enough acting chops to make other people jealous. People around the world know your name and recognize you on sight. You get paid a fortune to star in various rolls, your "job" occurs whenever your agent sends you a script he knows you'll like. You can make people laugh, cry or sob with a few well-placed words while putting just the right emphasis on words and actions. If you're a Toon you're the equivalent of one of the famous cartoon actors like Bugs Bunny, Daffy Duck, Mickey Mouse or Tom and Jerry. If you're a human you're a star like Jim Carrey or Robin Williams.

This can create a backstory, identity and fame (If you are a Toon or HalfToon you will also be a member in good standing of "The Society of the Golden Anvil") for you if you want it to or optionally you're a complete unknown but guaranteed to get into any comedic acting role you apply for.

Obviously this is the perk that I'm missing.

200cp - Concussive cure-all

You're quite good at hitting things with mallets and other objects, you're so good that when you hit something just right you can fix it or get it to work. You can fix machines, broken bones and people's mental issues and (non-congenital) mental illnesses like amnesia, split personalities, PTSD by giving them an enthusiastic whack. You can also bypass physical and electronic security by destroying the lock, dial, scanner or the keypad with a few hits even if it should logically still be closed or secured afterwards.

Additionally, you're already insane in some sense of the word and your current natural "toon" insanity drives away any other attempts to drive you further insane. This gives you a blanket immunity to insanity and all negative mental effects like depression, split personalities, amnesia, PTSD, etc.

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

Going Insane? Don't go alone, take this hammer with you.

200cp - Hammer Space Specialist

First, this perk grants you access to your very own **Hammer Space** if you're not already a toon/halftoon, as well as all upgraded effects granted to a **Hammer Space Specialist**.

You can optionally control the effects of time, either halting it entirely, slowing it or allowing the effects of time to proceed naturally on each individual object or pet inside of your Hammerspace and the weight capacity of your hammerspace becomes unlimited.

You can now also store willing sapient creatures inside of your Hammerspace.

The distance that you can summon Toon objects and Toon pets that you own into your Hammerspace immediately increases to about 500 miles but can be further increased with (summoning) exercise and practice, and can now cross dimensions (such as if you were in a separate dimensional pocket like your warehouse).

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

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

You can also access other Hammerspaces and other similar "pocket dimension" or "Inventory" like abilities either attached to people or objects, you can reach in and grab objects that are stored inside. This can't be done remotely, you have to "physically" reach into the victim, object or "doorway", as if the entire body or thing was an entrance to a "bag" to grab objects from. This allows you to bypass any lock, magical or otherwise on the dimensionally expanded space.

Oh yes, shove that hand in there deeper, deeper!

400cp - ZAP!

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

Forced transformation effects are played up for laughs with you suffering no ill effects, mental degradation or physical impairment from them. You remain intelligent/sapient/mobile even if turned into an inanimate object, gas/plasma/vacuum/blackhole/nothingness. You can also pop back into your original/preferred body at will and optionally ignore further transformation attempts from that particular source from then on.

Instant Death to Instant Comedy

400cp - Annoying teleporter

Teleport instantly to unseen locations and destinations like "Someone's pocket", envelopes and desk-drawers are valid teleportation targets with your body shrinking and warping to fit into the space. Range is around half a mile and teleporting takes about half a second.

"Unseen" also means unseen by electronic, supernatural or magical sight and the power works purely on visual monitoring. You instinctively know where valid teleportation targets are and you can make out roughly where and what it is you can teleport into. It also tells you what areas are under visual surveillance and where people are looking when they are in range.

Additionally, within a few minutes you know where and when the person or thing you are tracking is going to be the next time they stop traveling.

Visit your friends, Harass your enemies.

600cp - Cartoon Shapeshifting

You can change your shape, coloration and appearance at will, so long as it's "Toonish". Change into a frying pan with arms and legs if you want or into a giant bowling ball. You can increase your mass to up to twenty times your original mass or reduce it to one twentieth of your original mass. Your body takes on the "Cartoon physics" properties of the objects or things you are mimicking if you didn't already have that on, you'll also have that same "Toon" look to you so don't bother trying to hide with this as you'll stick out amongst "normal" items.

You have supreme control over your shape, this can also be used to do things like hide behind flag poles, mailboxes and other too-small-to-hide-behind objects, instantly "Sucking" your body in and stretching your body upwards or into awkward shapes to fit behind or inside of something.

Additionally, You continue to feel/sense things from a detached limb or chunk of flesh. If it's an eyeball, you can see out of it for example. You gain an innate sense of where your body-parts are in relation to your body if you should ever lose a part of yourself.

Capstone boosted- You can mimic real objects, people and items flawlessly. Basically you can turn off your “toonish” look.

If you are a toon building, fridge, vacuum, or other toon with an “interior-body hammerspace” you can also rearrange your interior hammerspace layout and design at will.

Careful, your face might stick like that.

600cp - Back into the Inkwell

This is an improvement to the basic toon-regenerative ability inherent to the toon body and is a peculiar version of regeneration that causes flesh torn from you to turn into ink and paint, which will move towards you and reenter your body, to restore you to full health. While the mass is separate from you, you are wounded but the wounds will not get worse on their own, no gushing fluids or organs falling out randomly from a torn stomach. Instead you just have a gaping hole that slowly seals up, shrinking your body from the reduction in mass. This perk does require you to be in a toon body to take advantage of it.

For example, bullets would leave non-dripping holes in your body which will slowly seal up and the ink blood/flesh splashed on the walls and floors will slowly crawl towards your body and be reabsorbed into your foot or leg, restoring you back to normal mass/health. Losing mass is the equivalent to losing health and you can be destroyed if less than 5% of your original mass is left. This overrides the 50% mass-loss “death” from the basic toon body abilities.



Someone cutting an entire arm or leg off of you will find your limb partially dissolving into a moving puddle of ink and paint which crawls towards you and is reabsorbed into whatever part of you it can reach. The mass can crawl up walls, ceilings, glass and can fit through just about any opening.

Small ink/paint masses are unintelligent and move with a “slug like speed” but will try to combine together (increasing its speed) and head towards you, larger masses which are roughly 15% of your body mass like an arm will have an intelligence level around a cat with increasing sentience/sapience all the way up to nearly your own at around 49% of your body mass. Your separated mass’s only goal will be to get back to you and it has a supernatural sense of where you are in relation to itself. Masses larger than 15% can move at around 20 mph.

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

You can now digest Ink and Paint (and common ink/paint solvents, no not dip/eraser) without any ill effects.

Ink/paint/mass removed from you will die after about twenty four hours if it hasn’t managed to reattach itself to you within that time, requiring you to drink ink/paint or regenerate over time to recover the missing mass instead.

Drinking and digesting ink/paint (Commonly available as Toon Food) allows you to recover mass and heal wounds up to about a pound of your bodies mass every minute.

You can swallow an entire 5 gallon pail of paint, digest it over the course of an hour and recover 56 pounds of your bodies mass, this is nasty tasting and everyone will look at you weird. Toon food is more “commonly” used/accepted for this purpose.

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

You're a sapient puddle of magic slime, pull yourself back together man!

800cp - Toonforce

In a sphere which extends outwards in about a hundred foot or thirty meter radius from the center of your chest by default, and whenever you are not actively changing this, you control the power known as “Toonforce” which runs on the law of funny with you being the beneficiary of the effects if possible. At will you can alter the physics of the area inside of your sphere, and push comedic changes to anything you want inside of your sphere of control. You instinctively know what any and all effects that are happening and where exactly they are inside of your range. You can of course also turn this sphere off and on as you wish.

Look, basically in your range “is it a funny change/action?”, then yes you can do it.

Also so long as you have “Toonforce” on, all incoming effects, objects, abilities,

transdimensional alterations, transtemporal alterations will receive a comedic alteration rendering them survivable for you. This ability also automatically turns people and objects within its range into temporary-toons for the duration of the power and imposes toon-like-reactions to both objects and people.

Additionally, within the radius of your Toonforce, you can transfer any perks, or inherit ability which applies to your body to any person or object touched. The effect is temporary and will wear off when they exit your area of influence, you also lose all access to the perks and abilities while the other person or object is using it. You can at will “pull” the perks/abilities back to you ahead of time.

The changes you make are stable “inside” of your influence are immediately lost outside of it.

The bubble of reality also pushes parental guidance “ratings” down to PG automatically, if you have **X rated** you can turn this off. This also fills in for any other non-explicitly mentioned toon power so long as it’s funny.

But wait there’s more!

If you have either **Mundane Mondays** or **Personal Physics Phorce Phield** the range of both this perk and the other perk doubles. This effect also fills and envelopes any vehicles, property and buildings that you own so long as you are touching them with your bare feet or hands. Vehicles, property and buildings larger than the range you have, only get a “surface coating” about an inch thick of your abilities beyond your range, this surface coating is enough to keep the objects and pet’s that you have created with this power “alive” even if most of their body isn’t in range so long as some



of their body is touching the coated surface. Anything bigger than a mile in square feet is too large and can't be covered.

If you have all three, the sphere you create of all three effects expands to a thousand foot or three hundred meters in diameter.

But wait there's even more!?

This also acts as a **Capstone Booster!**

It's a bit funny isn't it?

Human Perks

If you are a Human, you gain a 50% discount on all Human perks.

100cp - Cartoon Framing

Your abilities, tools, and creations are inscrutable to any supernatural, technological, or divine means and will show no link to you or anyone else. This ability will never negatively interfere with any connection that you may have with your abilities, your tools, or your creations. This ability may be extended to a variety of artistic applications, and many things can be considered an artform. After all what even is “appropriate” art?

The blood and/or Ink you invest into a toon, toon pet, toon object will never be identified as belonging to you. The normally invisible shield of psychic energy that protects you becomes impossible to detect until it flares to protect you, and even then the mutation that gave rise to it will show no trace in your genome, the magic that you may wield will never betray its origin or purpose outside of the obvious, and your mystic forge or otherworldly toolkit will not give a single hint as to its true capabilities outside of the mundane.

However, keep in mind that this ability does not stop common sense or simple logical deduction. They still won't find a unique gene or supernatural connection, but I doubt they'd need those after 300 people saw your legs stretch 50 feet as you “improved” the ceiling of the Sistine chapel.

Capstone boosted-

Did I say “no link” earlier, well now you can now use this to “link” to other people/beings/objects. By literally framing them in a picture frame (a mundane or toon picture frame) you can have this power effectively alter evidence, links, technological quantum nonsense, magic, and divine powers to redirect to the framed victim. As an example, this can work on absurd objects and things where the evidence for your misdeeds points to a tree that has your picture frame wrapped around its branches. The brush would have traces of that tree's leaves on it, maybe even a paint trail leading to the tree itself or the brush itself is being held in the tree's leaves. Even if the picture frame is removed the evidence will still point to your victim/object/pet etc.

100cp - Rated X

You have functional genitals and a libido if you want it. You can freely pick whatever gender, or whatever mix of genders that you want and turn yourself into it.

Additionally you can always talk in the manner you chose, even if your body, a magic effect or physical obstructions would otherwise deny it. Meaning that you can also curse even if you are a toon, just don't be surprised if nearby toons shove bars of soap into your mouth and you start being watched by the society.

You can also turn this off and on at will, removing your sexual drive/genitals or (re)enabling your **censored** and/or **PG** status. You can use this to give yourself a **censored** and/or **PG** status even if you didn't previously have that status. IE you can become a “non/pseudo-gendered” “insert-species here” or live under the effects of “**censored**” if you want. For details on those particular status effects please see the relevant sections under “**You're a Toon - Negative Effects**”
Hey pal, mind not bragging about having genitals around here; some of us ain't so lucky.

200cp - Artistic License

Some would be satisfied with following the established forms, but not you, you are an artisté. You have the ability to modify the aesthetics of any toon, toon objects or toon pets. Keep in mind that any unwanted alteration to a toon, or another's property is a serious crime. Don't fret, great art is seldom appreciated in its time and prison will give you a tremendous amount of time to perfect your art.

Additionally, you can rapidly recolor existing real objects with just a splash of real paint or a smear of your blood covering a large room.

You also gain a prodigious talent for drawing toons in an existing style of your choice, but a great artist does not follow the lead of others for long. You may eventually create your own style, and several more styles beyond that. You are an artist and your talents grow and improve at an incredibly rapid pace

With training and practice you can learn to paint on more unusual canvases, to include non-physical objects like water, air or fire and eventually also recolor at will any supernatural or technological effect that you produce or create. Keep in mind these changes do not have any effect beyond a color change.

However, as all great artists know, this does not come without sacrifice, as any permanent change will require an investment of your blood mixed into the paint or ink and dabbed onto the surface of the object/affect/thing to be changed. Your blood can also be used in the creation of “**Toon Ink**” like the animator perk, even if you yourself cannot make Toons.

If you are so banal as to seek employment in this world, you can get you a moderately well-paying job as the equivalent of a plastic surgeon or stylist for toons. I suppose you bleed for your art, but nobody said anything about starving..

Guess you've got some talent in you. You know, down deep where no-one can see it.

200cp - Eraser Immunity

Somehow you are immune to all effects of “Eraser” aka “Dip”. To you it's just a particularly vicious solvent that works great on ink and paint stains. You also become immune to solvent's in general from having any sort of negative effect on you. You can't be dissolved in any form or fashion.

You're also immune to acids and bases and any side effects from them. You could drink sulfuric acid and not even get an upset stomach.

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

I'm sorry were you trying to dissolve me?

400cp - Mundane Mondays

You seem to have developed an odd ability, you can turn on (and off) a field from your body which enforces the mundane laws of physics in its immediate surroundings in about a hundred foot or thirty meters diameter around you. This

suppresses anything that isn't the "standard" boring laws of physics. Time and space warping effects, psychic powers, cartoon physics, magic, magical fields, "soft" super science, FTL travel, dimensional rips are all affected by this power. This even stops the manipulation of matter inside of it by any sort of power like hydrokinesis.

This affects things mostly on a temporary-basis, turning off the field will cause the "supernatural" laws of physics for whatever world you are in to take back over. However, space/time that has been warped or distorted will have been "unbent" and will stay in "unbent" configuration.

Science-based things like realistically-made exoskeletons using normal steel will work while fantasy ones which rely on fictional materials, fictional meta-materials, fictional alloys or "comic-book-super-science" like Iron-man's armor will not work.

Basically anything that can't be done, or hasn't been done in "pre-jump earth" gets suppressed. This will stop your own powers and (temporarily) disables things like super strength, regeneration and durability, so be careful. This will also not stop moving objects so long as they are obeying physics inside of the field.

As an example, the bullet will still be traveling at whatever speed it was so long as it's under FTL even if it was powered by magic gunpowder from a gun outside of the field. However, a gun using "magic gunpowder" would not work inside of the field.

Toon objects and Toon pets will (temporarily) turn into a puddle of Ink/Paint when hit by this as will Toons, excluding you if you are a Toon and using it. However if you are hit with someone else's "Mundane Mondays" as a Toon, you'll be knocked unconscious, puddled and can't (automatically) reform until it leaves or the effect is turned off.

Caution, as a Toon you can easily lose mass while "puddled" as your Ink & Paint body will act like normal Ink & Paint and can be killed if someone goes out of there way to reduce you to an "insufficient mass"

Wow it suddenly got boring in here.

400cp - Stunt Doubles

You can split your body into ten clones which also have copies of all the powers and abilities that you have except "Stunt doubles". The clone of you has the same intelligence, knowledge, "aura/magical signature", personality and is wearing the same mundane or Toon clothing that you are wearing and is otherwise indistinguishable from you. The clones are perfectly loyal and will perform any task(s) that you assign them, including suicidal ones. The clones will last about a month before disappearing into a splash of ink and paint. You can end them early at will.

You can silently communicate with them, and they with you over any distance including crossing dimensions.

Stunt Double!

600cp - Scriptwriter

You can essentially become "fate" in a limited way for someone, warping "fate" by writing about what they will do or what will happen to them in the future. The writing must take the form of a script, with the victim's "day" being written as if it was an episode of a long-running show. The writing must be in-character for the person and the better you are at capturing the real essence of the person the more likely it is to work. For the best chance you will need to know details about them like what motivates them, their likes and dislikes and their history. Failure to study your victim beforehand will result in a quick failure resulting in the week's usage being wasted.



You can only use this power once a week even if you fail. Events that take place must be possible in the world that you are in, otherwise the attempt fails immediately. Including unlikely, rare and environment-dependent events will also reduce the chances that the attempt will work.

Writing that a volcano will erupt under your victim's feet will cause it to fail just about everywhere in the world, except if he is already near an active volcano. Writing that lightning will strike him will fail unless he's standing on top of a mountain, hill or skyscraper in the middle of a thunderstorm. You cannot affect the environment with this, everything that you mention or include must already be available.

Writing that your villainous bank-robbing rival decides to end his life today by jumping off a cliff won't work unless he is normally suicidal and enjoys long walks off of short cliffs. However if you write that he decided to rob-yet-another-bank and gets caught by an off-duty cop who was just a customer in line, it will probably happen. You also can't control which day it happens as events need to be "lined" up behind the scene.

No! No! No!, this is what you'll do!

600cp - Animator

Create

You can create any and all toon objects you want, portable holes, cartoon magnets, cartoon rockets, cartoon mallets, etc. basically anything Acme sells you can draw. You can also create Toons and Toon pets.

This will also effectively give you a high-paying job. Animators capable of creating Toons, Toon-objects, Toon pets and touch-up artists are generally paid the same amount as plastic surgeons and are in high-demand by studios and toons.

Creating a toon, toon pet or toon-object requires specialized ink and paint, high quality brushes, cels, pens.

To create a toon you have to draw them layer-by-layer on cels including internal organs and bones in slices and include side views, several poses and writing about their personality and general knowledge (up to high-school levels), all on specially treated cel-media. All knowledge you want them to have has to be written out on the cel media, you have to write out how to do things the long way. It takes at least seventy two hours' worth of work to make one Toon. Toon pets are less complicated and take about twelve hours of work to make one "intelligent talking" toon pet while toon objects are even easier, they only take a few drawings and you can draw one in about two hours.



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

Most animators just give Toons middle-school levels of knowledge and then just have tutors to get them a GED, This is what the “seventy two” hours base Toon-creation is based on. It will take you another three days’ worth of writing to get them to “high school levels” of education if you want that. Templates of information that you need to include are publicly available for either.

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

Copy

You can copy existing Toons and make alterations to their styling while creating them and/or create Toons from other materials like comics books by feeding various examples into their creation by copying them onto animation cel sheets. They can be born with a “close enough” personality and/or memories that they would have similar reactions and behaviors as the original. The more media and material you use the better the result.

Note: Existing Toons will be **LIVID** at you copying them if you did so without their permission and you will likely be sued and/or hunted and constantly harassed by a wide range of other Toons. Copycats get front-page coverage in Toon newspapers and media. A particularly popular character like Bugs Bunny might not have to do anything himself, as nearly every living Toon will go out of their way to make your life a living hell all day long should your copy be discovered.

Your copy will be treated well as it's not their fault you created them. It's yours and everyone will blame you for it and likely seize your copy from you to put them into a Toon orphanage.

You also gain the detailed knowledge needed to modify existing ink, paint and animation cels to turn them into Toon creation capable versions. That is to say “**Toon Ink**”, effectively giving you unlimited Toon/object creation kits, it takes about a week to treat enough normal ink, paint and animation cels to make five toons (or fifty objects). The ink and paint expire about a month after creation and must be kept refrigerated until use.

Just so you know, treating ink and paint requires a substantial fresh blood donation, once a day for a week from someone with the “**Animator**” or “**Artistic License**” perk/ability and some common mundane chemicals to restore the original color of the ink/paints (to cover up the strong tint from the blood). Treating the animation cels is just a chemical process to make the blood-ink and blood-paint mix stick better. If you do work for a studio be aware that they will require that you provide your own blood for the ink and paint.

Artists suffer for their work and now you know that “Animators” suffer more than most.

800cp - Breaking the 4th wall

You have interdimensional senses and become aware of dimensions beyond your normal dimension and can see/hear/smell etc into others. You can sense the multiple parallel dimensions overlapping your current position. This allows you to also see extra-dimensional beings and effects that are spread across different dimensions and even cross into them by walking into them. Basically you can move/sense and live across other “planes” of existence allowing you to see and move between dimensions. This is not a teleportation ability and does not allow you to pop in wherever you choose, the dimensions are just as fixed as your current position is, you can just pass through the overlapping areas as if they were physically linked together. You could literally jog or run through dimensions so that each foot step lands on a different dimension.

Additionally you can use your various perks, abilities, magic etc across dimensions as if they are right beside you so long as they overlap your current position. Any teleportation abilities or portal/gateway generating abilities or magic will also allow you to cross into those dimensions.

This is especially good at locating dimensionally displaced “watchers” or dimensional “spies” who may be utilizing dimensional abilities to hide from you as they will stand out against the “normal” background of your “dimensional senses” in spite of their attempts to hide.

Examples: You could see the Q consortium when they (might) be watching you, or see 5th dimensional imps. View Scion’s cross-dimensional shard parasites in worm and see his real body, etc.

HalfToon Perks

If you are a HalfToon, you gain a 50% discount on all HalfToon perks.

100cp - Turning Toon

You can turn any mundane item into a toon object and you may do the same with any non-sapient creature that you own into a toon pet. Toon objects and pets are made out of ink and paint but behave, feel, sound and may even replicate the mass of the object(s) or creatures that they are mimicking. Keep in mind that these objects and pets always have “non-lethal” properties. Toon objects and pets can also revert from any changes/alterations/damage that they have suffered from when they are inside of your hammerspace. The process is one-way generally, however you can undo these effects with **Medium Shift**. You can choose the artistic style and the aesthetics of the object, food or pet during the conversion. Toon pets maintain whatever intelligence, personality and memories they had as “real” things.

See “**What’s a Toon?**”, for more details

If you are in a toon body or toon alt-form you can copy your basic toon resistances/abilities to objects, pets, and people and/or other living things without losing those resistances/abilities, basically they get everything under “What’s a Toon?” This also allows you to take mundane humans/objects/other living things through Toon Tunnels and similar Toon objects/abilities or let them survive otherwise fatal injuries. The person/object/pet will take on a “toonish” appearance while these effects are in place.

Simply copying your toon body abilities to someone else does not wear off naturally, you can remove the effect at will or the effect will break if you change out of your toon body or turn your toon body “real”.

You can also change your alt-forms and future bodies into Toon versions of them and back to normal at will. You can also change your current (non-imported) or future companions into Toon versions of themselves.

Is it just me or is it getting funnier here?

100cp - Auditory Engineer

You can change and alter the “noises” you make while interacting with objects or people.

Opening a squeaky door? Now it’s a car horn noise, or complete silence. Punching someone? You can make it sound like a car crash or an explosion on impact. This doesn’t have any actual effect on the action, it’s strictly an auditory change. As an example, footsteps will still “vibrate” the ground with each step even if you have silenced them.

This only affects the noises that you and the object/person make when interacting, so you can’t take away someone else’s voice or change their sound effects when they do something. You can also record noises, voices and conversations that you are capable of hearing and play them back out loud at will or change one of your “sound effects” to what you heard.

Additionally, you have your own playlist which you can play, pause, go to the next song or previous song at will. You can “load” music from a wide variety of media (records, CDs, and entire iPod or USB drives) by either placing the object in your pocket/hammerspace or by swallowing them, you can also simply listen to it and “record” it yourself. Or you can copy the music from your own memories, even if your memories are flawed it will copy the “real” song. You can play music or effects for just yourself or broadcast them out for everyone around you to hear.

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

Capstone boosted-

Yooouuu caannnn ssssiinnnggg

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

Sounds great!

200cp - Personal gravitation

Simply put you can control your own personal gravitation field, orienting it in whichever direction you feel like or nullifying it for yourself at will. The gravitational field extends outward around your body in a small ten foot or three meter diameter around you. Just enough space to have a small tea party with friends on your ceiling. You can also use this to run around a room on the walls or on the ceiling or roughly fly. You can also make small lightweight items orbit yourself if you want.

Party on the ceiling!

200cp - Not so funny anymore

All these comedic cartoon physics abilities and objects tend to be non-lethal in nature. Letting people out of a can that they were stuffed inside of without killing them is all fine and dandy. But what about using these awesome comedic powers in a bit more serious manner, well now you can just turn that non-lethal effect off on toon objects and toon pets that you are touching whenever you want. Unfortunately the effect isn’t permanent and the toon object or pet will gradually regain it’s non-lethal properties after about an hour after you stop touching it.

This also makes your other innate toon-abilities and perks incredibly lethal when you want them to be.

You’ll knock em’ dead

400cp - Personal Physics Phorce Phield

You see “**Mundane Mondays**” Yeah, you’re immune to that and other physics-altering or resetting abilities, magic, technology and perks, instead you have your own personal bubble of reality that is one hundred feet in diameter which can’t be altered by outside forces including native or altered rules and laws of the universe or dimension that you are inside of. This bubble of reality will keep you alive even in places where there is no physics, or where physics itself is being torn

apart. You basically carry your own set of physics with you wherever you go. This field is also compatible with your perks, abilities, magic and items, letting them work just fine inside of your field in spite of any sort of dimensional or universal restrictions which would otherwise disable them.

Fifth dimensional imps trying to mess with you by unmaking reality around you, Q has his eyes on you, Snap-happy Thanos trying to remove you from existence? No sale!

Even better, you can combine this perk with **Mundane Mondays**, and gain the benefits from both, allowing your body, perks, items and supernatural abilities to work inside of **Mundane Mondays** mundane field!

But wait there's more!

If you have both **Mundane Mondays** and **Personal Physics Phorce Phield** the range of both doubles. This effect also fills and envelopes any vehicles, property and buildings that you own so long as you are touching them with your bare feet or hands. Vehicles, property and buildings larger than the two hundred foot or sixty meter range you have, only get a "surface coating" about an inch thick of your abilities beyond your range. Anything bigger than a half a mile in square feet is too large and can't be covered.

You can't da'feet me, I have a phorce phield

400cp - Montage

You also gain the ability to travel via "Montage", this is effectively a long-range, teleportation ability which can include or exclude anything within a twenty foot or six meter radius of your body when you activate it including other people and objects. You will need memories of a location or at the least a picture, video or even an artistic rendering of a destination to work from.

The Montage visually looks like you (and your passengers/cargo) are fading out and fading in someplace else, this fade-out-fade-in process takes about fifteen seconds and its range is "anywhere within 1 AU". You can also take unwilling passengers with you, so long as they are within your teleportation area for at least ten seconds.

The power automatically ensures that you are not going to telefrag anything/anyone, by moving your arrival point to nearby empty locations even if the original location suddenly becomes invalid.

Fade out, Fade in

600cp - Medium Shift

This perk allows you to make any Toon object, pet or food real by touching it and concentrating. That is to say "**Toon Tunnel**" would become a real Tunnel, the **Toon Train** inside of it would become a real train. Toon Anvil? well now it's solid steel and could be sold/recycled as such. Pets, food and objects that were converted from a real item into toon objects food and pets turn back into their normal selves. Things that were originally toon objects, pets or food turn into a pseudo-real-physics based version, preserving their functionality, behavior and intelligence and removing their "Toon Physics Protection".

What does a pet Toon alarm clock with hands and feet look like when it's converted into a real living pet alarm clock look like?

Actually not that horrible, something akin to the live-action "Beauty and the Beast" object-people.

The resulting Toon-to-"real" objects aren't hard-science based and they'd stop moving and functioning inside of **Mundane Monday's** field but they wouldn't die or become "puddled" and would start right back up after it passes with no damage.

Bridging the worlds here, eh?



600cp - Halfway to Comedy

You can at the start of a jump add comedy into the genre of the jump you are going into, basically adding a secondary comedy genre. This for example changes a horror jump into a horror-comedy. For a fantastic example, compare the original Evil Dead (1981) which was made as a splatter-horror film with Evil Dead 2(1987) which follows the same basic plotline but was made as a comedy-horror film.

This adds mild cartoon-physics into the world and universe if it didn't have any to begin with, which has a massive impact across the world/universe.

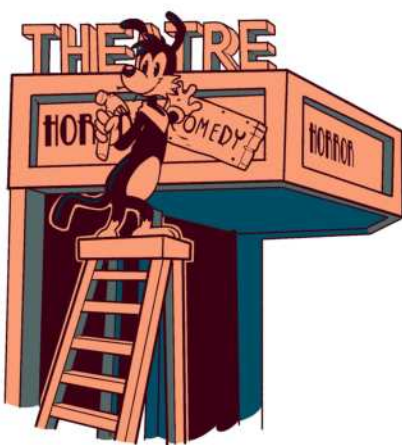
Practically, this tends to increase survivability for both the natives of the jump and for outsiders like you, as weapons and injuries are more comedic and tend to be less dangerous in spite of what might be increased gruesomeness or exaggerated effects. Injuries which don't affect the original plot of the jump such as to background characters might even just happen for laughs and be played up only for the background character to reappear later injury free.

This also has a significant effect on apocalyptic events, massively reducing the death toll and adding in comedic vulnerabilities and events. A world-ending alien invasion might end when it's found that the alien technology is laughably vulnerable to cream pies being sucked into their oversized air intakes.

After your jumping days are over you can use this to add the same mild-toon physics effects into any

universe/dimension you are in.

Why so serious? Here have a laugh!



800cp - Everybody out'a the Inkwell!

You can will toon objects, toon food and toon pets into existence. This is done by sacrificing a portion of your own health and vital essence (blood / ink) and mentally giving shape to the desired toon. The amount of blood or ink sacrificed is not strictly correlated with size of the toon, but as a general rule amateurs will require more blood/ink than masters, starting off you'd probably need to sacrifice 1/10th of your own vital essences for a human-sized toon pet. This power is mentally and physically exhausting and takes quite a bit of time and effort to master. With mastery, spending a tablespoon of your own blood/ink per toon and a day of focus you could manage to create roughly ten human-sized Toon Pets or twenty half-human sized Toon Pets etc. Toon objects and Toon food are easier to produce and you could probably manage to create a hundred of them in a day. Feel free to mix and match. Any toon objects or pets created through



Everybody out'a the inkwell are intrinsically linked to their creator, able to be sensed and communicated with (if they are a pet) irregardless of distance, but this connection can be severed either by the creator or the pet if they are abused. Your health/blood/ink regenerate as whatever is normal for you which affects how often you can use this power.

While touching your toon creations you can also freely alter their size, shape, behaviours and mass. Additional mass will require more of your own vital essences, while reducing the object/pet's mass will allow you to recover some of your own "investment" from them. The act of adding, resorbing, and changing your toon creations is a skill and mastery of it is likely to make far more efficient transitions than an amature.

Additionally you can with a touch or by consuming the toon food/object/pet created, reabsorb your entire creation and restore your own health by the same amount that you used on them.

With practice and mastery you can generate a massive Toon-building "Pet" with this, similar to the "**Touch the Toon sky(scraper)**" in the items section, but it'll take a whole (work) month (170hrs) to do and must be completed within 30 days of starting. The toon skyscraper created here will not have the same (fait-backed) abilities/hookups or legal paperwork and will instead just be a "normal" toon building and you will probably have some significant legal and technical hurdles.

Personality and behaviors are imprinted by you during creation.

Items

you gain a discount on the items for your species.

50cp - Toon Tunnel Kit - Free to Toons - Toon Object(s)

This is a set consisting of an endless paint filled artist palette and a paintbrush which you can use to quickly draw a tunnel on a surface of a building, cliff, mountain and/or any large solid object with a large flat face on it. You may designate any Toons (or you may leave it "unlocked" so any Toon can use it) who can enter this tunnel and (eventually) emerge from the other side of whatever the tunnel is painted on. Another painted tunnel will automatically be on the other side of the building/cliff/mountain/whatever when you emerge. A tunnel does not actually physically exist between these two points and humans are unable to enter a **Toon Tunnel** without a Toon using **Turning Toon** or **Toonforce** on them..

For an extra (**100cp**) you can also **Summon Train** while inside of a **Toon Tunnel** which will cause an otherwise unoccupied, unmanned and empty train of the type and style of your choice to appear inside of the Toon Tunnel, you by default become the conductor onboard the train. The train itself is an unintelligent Toon-made object and is actually made of ink and paint but otherwise feels and functions as a normal train. The Toon train does not actually need to run on tracks to function.

50cp - Toon creation kit - Free to Humans

Enough special high quality ink, paint and animation cels to make ten normal-sized Toons or one hundred toon objects.

These batches of ink, paint and animation cels do not expire and do not require refrigeration, but they still require a donation of blood from the **Animator** in order to be used in the creation of toons, toon objects, or toon pets.

This regenerates every week

In-jump these are valuable after the creation method behind Toons have been publicized and each one can be sold for about the value of a plain gold ring.

Note: you need to have the **Animator** perk to actually make sapient Toon, Toon pets, Toon food and Toon objects.

50cp - Acme Catalogue and Lifetime Acme Instant delivery Membership - Free to HalfToons - Toon Object(s)

You have an indestructible catalogue containing Acme's entire product line and comes with refilling order forms and envelopes.

The catalogue includes everything ever stamped with "Acme" on it, yes the objects for sale do cost money but they will accept any currency and the prices in the catalog will shift into your preferred currency medium.

In addition to the catalogue you have a lifetime "Acme Instant delivery membership" which will deliver (nearly) anything, (nearly) anywhere instantly. Instant delivery is transdimensional in nature and they can pick up objects and packages from other realities that you have been too. You could order pizza from your favorite restaurant from three jumps ago and it'll be just-got-out-of-the-oven hot when you get it.

You can only use this to acquire things which are being sold from other stores, not the local McGuffin or items hidden away or things which have some sort of restriction on purchasing. This is a delivery service, not an adventurers club to perform fetch quests or go through training for you.

100cp - Assorted Toon Items - Discount for Toons - Toon Object(s)

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

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

You also have an endless supply of particularly slippery bananas, these aren't your average bananas these babies are fully loaded and will fall in a spot that your pursuer will step on even if they attempt to avoid it. Causing them to slip and fall into something.

It'll even slip them into hazardous traps, pits, spikes, ovens, knives, lakes, collection of fine china nearby if any such hazard exists.

It can also cause vehicles, even ones without wheels to spin out for a few seconds, though it won't cause them to go into any hazards unless they are already heading towards one before they spin out.

100cp - Toon car - Discount for Humans - Toon Pet

You commissioned or drew your own sapient toon car which can drive itself and has a massive collection of knobs, buttons and levers all over the dash. The interior of this car is dimensionally expanded to the point where you could fit several hundred

people inside of it. You can pick the type and the style of car and it's interior styling along with the personality of the car. The car can count as either a (Toon) pet or a vehicle in future jumps. But in "Generic Cartoon World" it counts as a Toon pet.

100cp - Hat for a cat - Discount to HalfToons - Toon Pet

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

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

200cp - Permanent ink - Discount for HalfToons - Toon Object

This refilling fountain inkpen full of permanent ink can be painlessly jammed into and then injected into a Toon object or Toon Pet. Rendering them permanently immune to all effects of "**Eraser**". Afterwards to them it's just a particularly vicious solvent that works great on ink and paint stains. They also become immune to solvent's in general from having any sort of negative effect on them. They can't be dissolved in any form or fashion. The fountain inkpen can treat one toon object or toon pet at a time and the pen will refill once every ten minutes after it has been used. They're also immune to acids and bases and any side effects from them.

It also functions as a particularly permanent ink pen. The ink cannot be removed once applied and allowed to dry (about 5 minutes) on something. The color of the ink changes to whatever you want including exotic coloration effects like a permanent everlasting bioluminescent so long as the only effects are visual in nature. Gold ink will only look gold, not be gold, etc.

Yes, this works on **Everybody out'a the Inkwell!** creations, **Animators** creations and "normal" toon objects/pets created by others.

200cp - Perfect Artistic Tools - Discount for Humans

You receive an artist case that's bigger on the inside which contains everything you could possibly need for the creation of various types of art. These self-updating tools also never run out of supplies and are indestructible and remain in perfect condition and can cover every sort of interface that is used in the creation of art. Within this case will be everything from assorted charcoal sticks in every available shade, hardness and color all the way up to a small portable 3-D printer and VR set with tactile interface gloves and everything in between.

You can also pull out any sort of artistic supplies you might need such as blocks of clay, easels, drawing notepads, pre-prepared painting canvas of any size or various types of inks and paints.

This case doesn't just contain things like paint but also supporting hardware and software, a rather advanced self-updating laptop containing any and all fully licensed commercial and free software applications is also included. Musical instruments can also be pulled out, of any sort desired with every instrument being a masterpiece of its type and will have any common musical modification you desire such as pick-up mics.

All of the artist's tools, objects and instruments are also "perfect" and act more like extensions of the artist's body and they remain pristine and never need cleaning. Lost tools will also reappear in the case whenever you need or want them to.

200cp - Touch the Toon Sky(scraper) - Discount for Toons - Toon Pet

This is a Toon building which is a 55 story tall skyscraper with the personality, exterior and interior floor layout that you choose.

If you don't want to think about it, this skyscraper will default to the "Woolworth Building" in NYC's current exterior and interior layout with a distinctively toon-ish makeover and has a "Jarvis" like personality.

This toon building also has roughly twice the amount of interior space as it's exterior dimensions would suggest which is 2,000,000 SqFt of interior space (Or 185,800 Sq Meters)

As a Toon pet you can summon this building into your hammerspace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your building. This building will also resize itself to fit an available space should you move it to maintain the same square footage.

This toon building will also provide all of its own utilities and "common" supplies, and will keep itself and it's various equipment maintained. The studio has the "**You're a Toon**" perk and all of the perks that "**You're a Toon**" perk gives except "**ToonSpeed**" as the Toon building lot has significant trouble moving without legs or feet and can only manage a .1 mph crawl at best. The building can provide its own security, operating its doors, elevators itself and can cartoonishly warp and move various pieces of itself like limbs. It is as intelligent as a human and can speak, read and write english.

You will never have to pay taxes or any other form of other outside expenses for this building, and it will never be damaged by anything but deliberate attacks. All paperwork which would make this facility "legal" and in your name is provided and is already on file at whatever government facility/organization that requires it.

800cp - Acme Studio Factory Lot - Discount for Humans - Toon Pet

For the low low cost of 800cp you can have your very own sprawling Acme Studio Factory Lot franchise which has already been installed nearby when you arrive. This lot is actually the world's largest Toon building(s) at nearly 100 acres in (exterior) size, it actually consists of several buildings which are all the same Toon in a sort of hivemind.

Interior wise this set of assorted Toon buildings also has roughly twice the amount of interior space as it's exterior dimensions would suggest which is 200,000,000 SqFt of interior space (Or 18,580,000 Sq Meters)

Along with the building itself you also get an entire (local) workforce consisting of about 3 "Animators" already hard at work making various Toon objects and/or pets for you to sell. There are also about a dozen administration workers, six janitors/groundskeepers, five warehouse workers, three cafeteria workers/cooks and three "Inkblot" styled Toon-animal-people as security guards. The facility itself is massively understaffed and is set up just to make a few hundred toon objects every day and operates at a small but solid profit margin. The facility is large enough to have thousands of workers at its peak.

Additionally in the normal workforce in the dimension/jump/planet you will be able to find beings capable of being **Animators** though they will be unaware of this ability, it is a rare ability with only about 5% of the population. Nearly all of them will be naturally drawn towards the arts however, making them a bit easier to find.

In a pinch this facility can convert itself into a “Live” cartoon studio lot, the same pre-hired workers with Animator who exist creating these tedious amounts of Toon objects can also create a dozen or so living Toon actors for you. Afterward they’ll probably be exhausted (of blood) for a while and will need to take some time off before working either on additional Toons or Toon objects/backgrounds for the studio.

This studio factory lot will also provide all of its own utilities and “common” supplies, and will keep itself and it’s various equipment maintained. The studio has the “You’re a Toon” perk and all of the perks that “You’re a Toon” perk gives except “ToonSpeed” as the Toon building lot has significant trouble moving without legs or feet and can only manage a .1 mph crawl at best. The building can provide its own security, operating its doors, gates and fences itself and can cartoonishly warp and move various pieces of itself like limbs including the large concrete fence surrounding it. It is as intelligent as a human and can speak, read and write english.

You will never have to pay taxes or any other form of other outside expenses for this facility, and it will never be damaged by anything but deliberate attacks. All paperwork which would make this facility “legal” and in your name is provided and already on file at whatever government facility/organization that requires it.

As a Toon pet you can summon this building into your hammerspace and take it back out so long as it is currently unoccupied by sentient/sapient beings without it counting against your weight limits. You can use this to easily move your building. This building lot will also resize itself to fit an available space should you move it to maintain the same square footage.

Buildings provided -

- Twelve story Administration building (and your Office on the top floor)
- Five story Animation studio building
- Cafeteria, Kitchen and Food storage
- Soundstages x 12
- Exterior sets x 12
- A park with a small pond, several well manicured fruiting trees, an outdoor picnic area and an outside auditorium for events.
- Incidentals - Property and Costume, Backgrounds, “Grips”, various set lighting/recording equipment
- Recording studio, Several sections are setup for voiceover work, and has an “auditorium” style recording studio able to host an entire orchestra
- General Storage facilities and Loading/Unloading dock
- Security Gate/Guard building - Attached to 20’ tall Concrete fencing surrounding the entire lot

All of the buildings are fully stocked with what you would expect to have inside of a cartoon studio lot and are modernized with common mundane equipment from 2020 including things like air conditioning, computers, digital “whiteboards” coffee makers, etc.

Note: you also can’t summon this if there are people inside of any of the buildings it or on it (including the parks/sidewalks/streets).

Companions

Importing and Exporting

Importing: (50-300cp)

You can import one of your Companions for 50 CP, or eight for 300 CP, they each get 300 CP to spend on Perks and Items.

Exporting: (100cp each)

For 100cp you can grab a companion from here if you can convince them to come along, which would cover a very large range of cartoon characters. Keep in mind that the Toons from here are “Actors” and don’t have the “high-end” powers displayed in the cartoons, which are done with editing and props.

As an example companions like Popeye can’t actually lasso entire worlds and pull them around, those were just large painted balloons in a soundstage.

If it’s easier to do with some cheap editing, props and other Toons/Toon abilities then it was probably staged. Bugs Bunny maliciously changing Daffy Duck’s appearance and environment with a pencil? A Shapeshifting-Toon stunt double for Daffy. The shots of shape-shifting stunt Daffy having to be aligned with Bug’s “pretending to be an animator” shots in editing.

Drawbacks

Take as many as you want, you monster

+0cp - Long Standing Toon (Can be taken multiple times)

Your stay is extended by ten years, you won't die of old age, natural causes, diseases, or just plain bad luck during this time.

You can take this multiple times if you want, adding another ten years each time.

+0cp - Drawing on the Fourth Wall

I know, I know there just doesn't seem to be a way to keep these wonderful drawbacks that you've come to know and love over these years. Well I'm here to fix that for you.

First, you can optionally take these "Generic Cartoon World" drawbacks with you to your next jumps from now on, they just sorta tack themselves onto the end of the other jump documents with a bit of Toon glue and staples.

Electronic device? Magic scroll? Psychic impressions? Toon glue and staples, it just works!

Secondarily, also as an option you can make a drawback permanent, such that it doesn't actually disappear at the end of a jump. Even following you into your warehouse/jumpchan rest stop after a jump. Just like you've always wanted!

But wait there's more!

A drawback made permanent gives you twice the amount of CP in its native jump (once) and it continues giving you it's normal CP in other jumps so long as it affects you (and you don't cheez its effects away somehow). Meaning that you get it's (normal levels) of CP for each jump.

+100cp Stinker

You smell really, really bad for some reason and it doesn't go away even if you take frequent showers and wear deodorant.

Flowers wilt, animals faint and toons start putting on gas masks and clothesline clips whenever you are around.

Humans, well humans just might start vomiting or run away from you when they get a whiff, sometimes they do both at the same time.

So long as you have this drawback you are also you are immune to your own scent as it doesn't bother you along with any other noxious and irritating smells, gases and scents in the future, this includes tear gas, cut onions, mustard gas, pepper spray and various gaseous poisons, gaseous toxins and gaseous neurotoxins.

You stink.

+100cp - Tiny

You're tiny, under a foot tall. If you're an animalistic Toon then you're probably something like a real size mouse or a real sized squirrel instead of being three to four foot tall like most Toons. If you're a human-shaped Toon then you're something like Inch High Private Eye. People stepping on you becomes an inconvenient threat as you might stick to the bottoms of shoes for a minute or two before popping off of them. People also overlook you constantly and tend to forget that you are nearby.

Your strength is proportional to your body, if you had or have above normal human strength you might be able to lift up a half-full can of soda now. If you had superhuman strength and were able to lift up a building before, you might be able to only lift a car now.

The good news is that you don't take up much space and can live in birdhouses, dollhouses or inside people's walls and you only need to eat tiny amounts of food if you need to eat food that is.

+100cp - The Silent Age

If you're a toon or a half toon then you now look like an old-timey inkblot toon. You are black and white with shades of grey and you are mute, as in you can't actually speak any languages. You can make other noises and sounds, just not understandable speech. Language and speech comprehension is otherwise unaffected.

If you are a human then you also have the same black,white and grey coloration scheme which some doctors might pester you about because it looks very unnatural. Your odd coloration doesn't impact your health besides the fact that you are also mute.

+100cp - Typecast Villain

Perhaps you starred in several films where you were the villain and you were so good at it that people think that you *are* that villain. Or perhaps you were accused of a crime but were released due to insufficient evidence while the press dragged your name through the mud.

Or maybe it's that villainous handlebar mustache that's stuck to your face and your frequent references to eliminating people. Whatever the reason people just find it hard to place their trust in you. People will also find it hard to hire you for heroic roles if you try to go into acting but you will be a natural for villainous roles.

+100cp - Destructive sneezing

You now sneeze explosively, it has a tendency to destroy structures, objects and even buildings around you when you sneeze but leaves you unharmed. The sneezing won't actually harm anyone, but it will blow them back several hundred feet.

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

+100cp - Villainous Rival

There is a particular toon who's out to get you, I don't mean he wants to kill you or anything like that. He just wants to show you up, take your job, get you fired, humiliate you in public and just make your life miserable in general. He isn't above sabotaging you for petty results and will happily take a saw to the legs of your chair just to make you fall in front of your

boss or send you lit cartoon explosives just to mess your hair and clothing up before an important photo shoot. Expect a visit from him every couple of days.

He's the same style of toon you are and has all of the same perks that you picked on this jump-doc. If you are an animalistic Toon then he's probably the predator for your species.

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

+100cp - No comedic impulse control

You're one of the reasons why Toons are looked down upon and why they were segregated into their own city in the first place. You just can't stop yourself from making jokes and pranking people. It's just like a really bad itch that you have to scratch at least once a day, you just have to stick a lit stick of dynamite into that wedding cake because it's going to be just ssssoooo... funny.

Even toons will get tired of your constant pranks, harassment and the various heavy objects landing on their heads.

Calm down a bit, you're giving the rest of us a bad name.

+200cp - Drawn Together (Can be taken multiple times)

This drawback generates a companion, a sibling who literally shares your soul with you. A toon that was drawn for you and using some experimental process, was bonded to your soul in an uncomfortably close embrace. If you are a toon or halftoon you were made together somehow.

If you play the hero he/she/it'll play the villain, you play the villain then they'll be the hero. If a comedic pairing of your toon form exists then they will be it. If you are a toon cat for example then they would either be a mouse or a dog (your choice). They can be either the same gender as you or a different one.

They're your yin to your yang or your yang to your yin and their personality reflects this as it will be a reflection of your own. Living with them on a daily basis will be a weird mix of soothing self reflection and tortuousness flagellation. They will call you out on your own personal issues (and use them against you) while also somehow being a "perfect fit" for you personality wise. They know what your personal hot-topic buttons are and will push your buttons like no one else can, winding you up just to knock you down with a joke with either themselves or you being the butt of it. They are not malicious about it and both you and your sibling know exactly where the "lines" are for both of you. But they will push you again and again to the very edges of those lines.

The door swings both ways however, and you will have the same information about their own personal issues and hot-buttons, which will have a strong tendency to be a mirror of your own. Basically you get a Toon partner who will be living and working with you constantly. Something similar to Tom and Jerry if they have a better relationship off-screen and "act up" on screen for an audience.

They are reasonable and will know when to "stop acting" when things get serious and they'll back you up in a jiffy against real threats or interfering third parties. They'll also set you up for jokes or have you set them up for them. You also have a strong sense of what your sibling is feeling at any given time and you also have a sense of exactly where they are physically at any given time and your sibling has the same senses of you.

They also count as you for any item/perk which is locked to you and can enter anywhere you can and use anything you can. They get a copy of whatever keys, badges, ID, magic friendship bracelets, portal guns etc that you use that are required to access the various things that you own and they have their own username/ids and passwords to access your stuff.

They are Toons and have everything normal under "**What's a Toon**", but otherwise have the same perks and drawbacks that you have in this document.

Additionally,

- The toon that results from this will be sticking to you like glue and will be beside you almost 24/7, you will have zero privacy between you and them.
- If he/she/it dies a large portion of your own soul goes with them. Not enough to kill you but enough that you will feel it and you will have significant negative mental health problems resulting from it. Mostly manifesting as some form of severe crippling loneliness, depression and a strong craving to be around them again.
- You and him/her/it will have a hard time staying more than about a half a mile from each other. Both you and your "sibling" will start becoming anxious after about ten to fifteen minutes of separation, the anxiety will increase as the time increases to the point where both of you will start becoming hysterically and irrationally driven to reunite after a few hours.
- You also share your hammerspace(s) with each other, as in your hammer spaces are actually linked together allowing you to stick your hand out of there pocket or grab some of the items that they are storing in there pocket and vise-versa.
- Your property, items and money are also legally considered to be shared 50/50 (or whatever ends up being equal) with your sibling(s). They have access to your bank accounts/funds/pirate treasure chest etc. You will need to come to agreement with them when selling property or valuable objects and split the profits with them.
- Any paperwork or ID's will show that you are sibling(s) in spite of how odd that might look.
- They will automatically go with you when you leave this jump and count as a companion in further jumps.

This is the closest thing that drawn Toons get to having a family. Quite a few drawn Toons are jealous of you now.

+200cp - The Goof

You either have severe coordination issues, bad luck or both. You'll find yourself tripping over objects constantly, stumbling around with a bucket that somehow landed on your head while stepping into a bucket of glue and then onto a pair of

rollerblades. "Taking unexpected trips" around the city might be a weekly occurrence for you and it'll be incredibly inconvenient. In the "accidents" you cause no-one else will be hurt, but you will break and wreck quite a few things.

Socially, Toons enjoy being your friend (but will put their breakables away while you are over). They think you're hilarious as you stumble around making a fool of yourself even if you are just doing it accidentally.

Humans will have problems taking you seriously and you will likely be typecast in any acting roles you take as the fool or the comedic relief. They will also get frustrated by your constant messes and how you are constantly breaking things, you have a strong tendency to be "the first one fired". You will also have problems keeping mundane jobs due to your clumsiness or bad luck.

+200cp - A Criminal attraction

Early in your stay, within the first month or so at least one toon thief will manage to get access to your warehouse and hammerspace, steal valuable and/or dangerous items from you and spread rumours of your wealth, technology and/or magic after escaping and he or she will share their knowledge on how to access your various extradimensional spaces with some of the top criminal organizations around. Of course this will spread from there reaching even the least well informed criminals around. The items/things stolen will eventually be up for sale at some shady auctioneers place.

Afterwards, you become very attractive not physically but rather "opportunistically" that is to say that villainous individuals will find it in their best interest to attack, rob, hoodwink, mislead, prank and otherwise go after you. No matter your reputation or popularity there will be a carrot that is dangled in front of at least one person with "morality issues" every day that will lead to them going after you for some reason. The "attacks" could be as trivial as giving you bad directions to lead you into a gang-infested area for "fun" or as serious as an all-out assault from a gang of serial killer toons trying to off you.

Maybe they heard about your riches and discovered a way to steal from your warehouse. Maybe they are being paid by someone else to scout out your vulnerabilities or maybe you just look like a sucker and they hate your face. They will all have different reasons and motivations but they will all find that it would be profitable to go after you. These attacks will always be from existing criminals with their attacks being in the same category as previous crimes that they have committed. A thief will try to steal from you, a murderer will try to kill you etc.

Should you start rounding them up and send them to prison, well that might make it worse as some of the more intelligent criminals might get together and start planning to go after you in a larger group. They'll even break out of prison together to give you trouble.

Most toons are the "huckster" and "thief" type of criminal but beware most toon thieves will be able to access your hammerspace and warehouse. There are the occasional murderers among toons too so be wary of that. You'll also face off against criminal humans who might not be shy about using Eraser on you if you're a toon or halftoon.

Not really the sort of popularity that someone wants.

+400cp - Deadly Eraser

You become extremely vulnerable to "**Eraser**" a chemical concoction which now both neutralizes powers and can cause semi-permanent damage and/or death and intense pain to you. This concoction can go by different names as well, but essentially it's all counted as the same.

Eraser splashing on a limb or part of your body will "eat" away at it, causing a deep chemical burn over the course of a few seconds which will heal slowly over several weeks. Knives, bullets and weapons soaked with eraser and then used on you will effectively bypass your recovery/immunity to damage.

With this drawback Eraser seems to have a fundamental nullification effect on powers or abilities, even ones from outside the universe seem to be "grounded" out when touched by Eraser. Even magic and the various types of psychokinesis just fizzles out on contact with it.

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

+400cp - Wanted dead and erased

For some reason there's a warrant out for you, not for your arrest but rather for your life. Law enforcement officers have a shoot-or-erase on sight order out for you and officers will also happily call for backup. Not only will you have to deal with "normal" human cops but you'll also have to deal with the occasional Toon-cop.

Oh and you'll be wanted for your entire stay here and since some Toons can change shape they'll also suspect you of being able to do the same and will work towards figuring out your alt-forms if you give them the slip using one.

+400cp - Toon for a hand

Okay, yeah this one is a "bit" weird, but one of your hands has been replaced by a Toon who is attached to you and looks like a puppet. You get to pick an animal it resembles, its personality and whatever gender he/she is. The puppet can seize control of that entire arm of yours and can't actually be removed as it's a part of your body and will regenerate (along with the rest of your arm) even if you cut your arm off. Everyone thinks you're just a "really dedicated" puppeteer and you get blamed for everything he/she/it says and does.

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

If you want, you can take your "Puppet Toon" with you as a free companion after this jump, they become detachable and can be reattached by shoving your hand back up into it. The (now detachable) puppet toon can also remove itself from

you whenever it wishes. It's very likely to go along with you if you ask, but it can turn you down if it's had enough of you and go its separate way.

After the jump while attached to you the puppet shares the same perks that you have (and shares whatever perks they have gained separately with you) while detached they (initially) only have the same "Generic Cartoon World" perks that you picked in this document. They can of course pick up additional perks in the future like any other companion.

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

+600cp Always a Toon (Only available for Toons or Halftoons)

You think of yourself as being a Toon or HalfToon first and your past memories of being a human or anything else will slowly be replaced with identical scenes of you being a Toon-in-an-alt-form or Toon-in-a-disguise in the same situations. This overrides any perk which protects your original memories such as photographic memories or instant-recall like effects.

You will feel significantly uncomfortable being anything other than a Toon, other bodies, species and alternate forms will "itch". You will have a hard time staying in a body that is anything other than a Toon. Any scanner, magic or perk will show and treat your metaphysical "soul" as being non-human.

You will also revert to being a Toon every time you sleep, get knocked unconscious or become too exhausted if you are not in your Toon form.

This will cause some definite cognitive dissonance issues even after this drawback goes away, as you will be left with a nearly identical set of memories where you were a Toon in your "home" dimension who joined the Jumpchain. Your original memories may come back but the altered memories remain and are so well done that you can't ever be completely sure which ones were real.

You also forget that you took this drawback and can't see it if you go through the jump document again or have someone else point it out to you.

+600cp - OCP border checkpoint

This is your captain speaking, leave your outside powers, abilities, alt-forms and warehouse access behind. Only the abilities and perks you gain here are available. Additionally, please check that your items, weapons, pets, vehicles, luggage and their contents do not have any sort of outside contextual abilities. Only mundane items and toon-physics based items/pets/weapons are permitted. Outside money, properties, deeds, ownership records, stocks, bonds and storks are also not permitted. Food, drink and plants are not permitted and must be finished or left behind before arrival.

+600cp - The Heinous Hayes Code

Okay essentially this is a very prudish "semi-pacifist mode", effectively you have some very severe restrictions on your behavior, speech and even restricts what you can show. You are forced to obey the "Hayes Code" aka the Motion Picture Production Code, you can't behave or show things which are "immoral" and the morality "level" at which you now operate at is something that the Puritans would take pride in

For a short list, You can't curse, disparage the clergy, use suggestive language, show even mildly sexually suggestive things, can't be nude or show others nudity, show or use "immoral goods and/or services" such as any alcohol or drugs. Illegal actions like robbery, theft, battery, assault etc also have to be "General audience" levels of safe and clean.

For a longer explanation look up the "Motion Picture Production Code" You are forced to live up to the full code 24/7 you cannot perform any actions or say things which would violate the code.

+800cp - Mary Sue Toon for you

It's an evil, murderous you!

Does not actually look like you.

It's actually a random type of Toon.

Evil not guaranteed, will in fact be suave, funny, and more popular than you.

With a copy of all of your powers, equipment, experiences/memories, warehouse/warehouse attachments, items, alt-forms, pets, perks and drawbacks that you have.

And also wants you very dead. You also don't know what he/she/it looks like, but it does know what you and your alt-forms look like. Their name is also not Mary Sue.

...With friends (+400cp, Must take **Mary Sue Toon for you**)

With evil versions of your companions that are in jump!

Evil still not guaranteed, will also in fact also have whatever abilities, vehicles and items that your companions have.

Will also want you dead.

...Without your drawbacks (+400cp, Must take **Mary Sue Toon for you**)

And also doesn't have your drawbacks anymore!

...Until death do you part (+200cp, Must take **Mary Sue Toon for you**)

And both of you can't leave this jump, dimension, time or leave the same world that Mary Sue is on until one of you is dead. Your jump is extended indefinitely until such an event occurs. You also start on the same World/dimension that the Mary sue starts in.

No warehouse access for you or fleeing through a stargate or something else. You can still access your hammerspace and other people's hammerspaces if you have those perks/abilities.

What's a Toon

Basically you are a type of magic slime-creature which has a highly malleable but otherwise "fixed" resting state that looks like "something". You're actually mostly made out of ink & paint and a few dashes of physics bending, reality warping magic. Anthropomorphic animals are very common, Toon-humans are also common, Monsters of a huge variety are common along with various anthropomorphic items. You could even be a toon building if you want. Toons have a distinctive look to them, complicated science words dealing with light refraction, lighting effects, shading and shadows all add up to the fact that no matter how detailed your body is, you still have that "Toon" look to you and you stick out against "real" surfaces, items, people or backgrounds.

Halftoons are similar to toons in that they could look like nearly anything, however they are much more realistic looking. The same "lighting refraction" issue that toons suffer from is nearly nonexistent in halftoons. Additionally they tend to have a realistic amount of "details" when looked at. An anthropomorphic rabbit halftoon for instance would have a realistic fur covering their body with each strand of fur visible and touchable. A halftoon human would look nearly identically to a real human with only a few "tells" such as four fingered hands and either four toe or three toes on their feet. Quite a few human halftoons can easily disguise themselves as normal humans.

You're a Toon?

Positive Effects

- You are immune to "Critical hits" As you don't really have "needed" organs anymore. Just bits of you are shaped like organs.
 - Your body effectively has pseudo-realistic organs and bones. Your various organs all work like a normal organic creature's organs but you're not reliant on them and they are oddly easier to remove and reattach.
 - You have an odd regeneration ability which will reattach removed organs, limbs or errand mass and seal up tears in your "skin" in a second but missing organs/mass can take several weeks to heal. You do not have to spend the time to "put yourself together" in a careful manner, your body basically shape shifts itself to make everything work just fine even if you put your heart inside of your skull. You also do not scar from injuries.
 - You can also "hold" bizarre rearrangements/restructures/shapes without causing damage to yourself.
 - This also effectively renders you immune to blunt force trauma and "compression" damage as there is simply nothing "critical" to damage.
- Instead of normal injuries killing you, your body works more like a Hitpoint bar system made up of your own physical mass. Likewise you can't "bleed" to death or die from shock/having organs removed. You can still die if too much of your mass is removed or destroyed and it'll take slightly more than half of your mass to be separated from you in some manner to kill you.
 - This also has a weird effect where different injuries cause different levels of injuries than what you would otherwise suffer as a stock human. Bullet wounds for instance cause very little mass-loss as only a small portion of your body is lost when a bullet goes through you and rips a bit of you out.
 - Lost mass requires the mass to be pushed both beyond about ten feet from the majority of your body and for at least three seconds. Thus getting shredded into a shredder and piling on the ground together won't count as mass loss even if you sit there for an hour like that unless someone started actually shoveling parts of your shredded body into a cannon and blasted it away separately. Putting all of your shredded mass and blasting it away likewise wouldn't count until your body started separating in air.
- You can, in a second or two of swirling around, change your outfit into something you have inside of your hammerspace, dimensional spaces attached to your body or dimensionally extended bags/clothing/objects that you have within twenty foot or six meter of you
- Your limbs and body can be stretched up to six times their normal dimensions or you can be compressed to one sixth its normal size.
- Your body parts are harmlessly detachable, when receiving enough damage to the joint(s) or when someone pulls on your extremities with sufficient force your body will "pop" and the limb will become detached. You can still move the detached limb(s) or parts as long as it is within ten foot of you. You can even pop your head off or be beheaded without any ill-effects.
- You can take an anvil to the head and comically crumple into the ground and then wiggle out from underneath it. You can be flattened by a steamroller and blow yourself back up by blowing into your own thumb.
- You have a "Hammer space"
- You can use "Toon Speed"
- You do not age and can't be "aged to death" or "reverted in time to death"
- You do not need to breathe and do not suffer ill effects from pressure/vacuums.
- Due to not being made of normal flesh and blood you're immune to mundane disease.
- You have some automatic funny reactions aka "**Amusing injuries**" and "**Wild takes**"
 - Your body temporarily deforms comically when receiving damage. Getting hit by a cast-iron pan in the face might leave you with a pan-shaped head for a few seconds only to pop back into a normal configuration.
 - Temporary comedic birds or stars and other small objects appear flying around your head when you are beaten over the head by objects or knocked unconscious.
 - When feeling a particular intense emotion you tend to display it in an extremely obvious manner.
- You also have the ability to turn yourself into a 2-D version of yourself at will. Flatten yourself to go under doors and enter drawings or paintings and emerge from them without breaking a sweat.



- After the jump you can switch to your “Toon” body or back at will. Your Toon body counts as an alt form in future jumps.

Negative Effects

- Your Toon body has a weakness, whether it’s called **Dip** or **Eraser** to you; it’s a feared chemical concoction which causes chemical burns to your skin on contact which can take weeks to heal and seems to temporarily neutralize and suppress toon based powers, which includes any perk for any type of toon, including your toon-based durability and regeneration. The area with an **Eraser** burn will behave like mundane flesh until it has healed, impeding stretching/squashing/shapeshifting and other similar Toon-abilities. Post Jump, any sufficiently strong solvents will eat away at a Toon-based body, Object or Pet like acid, dissolving Toon’s. Too much **Eraser** and you’ll melt away and die.
- You can’t directly harm people with your Toon powers, Toon Perks or Toon abilities as it automatically provides cartoon-physics-based protection to objects and people under its influence. The best you can manage with your Toon abilities (without specific perks) is to knock someone out.
 - If you were to do something like fold a human into an accordion shape and stuff them into a tiny safe, lock it and throw them off the end of a pier, when your power wears off they will pop out of the safe unharmed and pop to the surface. Likewise tossing someone into a volcano would give them a toon-like reaction, namely throwing them back out of it with their pants on fire and they would land safely near a source of water.
- You are **Censored** by default meaning that you can’t use swear or curse words. Instead what happens is that one of the below effects take place. You can change these effects at will and pick which one happens.
 - New or nonsensical swear words naturally replace the ones that you would otherwise use.
 - Various noises like honks, bicycle horns or fog horns replace the curse words and a “Censored” bar appears over your mouth while you are cursing.
 - Your voice is silenced and a “Censored” bar appears over your mouth while you are cursing
- You are **Rated G** by default, basically let’s just say that you lack the ability to procreate and you are unable to get sexually aroused. You’re smooth down below figuratively speaking (you probably have fur or skin etc that matches the rest of your body) and you also lack any sort of libido. You can still have a pseudo-gendered form with secondary sexual characteristics; you just don’t have any actual sexual organs and you also lack nipples.
 - Don’t feel too bad, most Toons are like this. A good rule of thumb is if they are not wearing any clothing then they are G rated.
 - On the plus side you also never have to use the toilet or wear clothing if you don’t want to.

Hammer Space

You have a hidden inventory, a space-time pocket that’s essentially a part of your body. You can access your **Hammerspace** from anywhere on your body or clothing. The entrance actually hovers a little above your fur, skin or clothing by default but you can change it to be inside of you body, with you having to stick your hand(s) into your own flesh a bit to access it like a pocket (this is harmless and painless).

Items placed inside of it are by default subjected to time at 1/16th speed, but you can turn this effect off if you wish. You can place objects and non-sapient creatures with a total weight of around four thousand pounds inside of your hammerspace. The total weight is more important than the size and shape, your Hammerspace will also harmlessly “Bend” larger objects as you put them into it and pull things out.

You have to be able to grasp and lift something to put it inside of your Hammerspace, gases/plasmas are not considered to be “grabable” by default. However, If you have a power that lets you manipulate/shape gases/plasma/etc. then you can store the “shaped” gas/plasma.

You are always aware of what items/things are inside of your hammerspace and you can “sort” them at will to bring items up to the Hammerspace entrance(s) instantly.



Additionally, you can also summon Toon objects that you own and (willing) Toon pets that you own which are currently outside of your hammerspace into your hammerspace within a radius of you. The distance that you can summon Toon objects and Toon pets that you own into your Hammerspace is a radius of about 5 miles.

Toon objects and Toon pets can also revert and/or recover from any changes/alterations/damage that they have suffered from while they are inside of your hammerspace within about an hour for large changes/damage.

At the end of the jump you also gain a feature in the warehouse, a closet door which leads to your Hammerspace that allows you (or others) to browse, add, sort and remove items from it and view the items you currently have inside it.

Note: In jump your hammerspace/pocket dimensions are fair game for other Toons to steal from and enter. Toons are known for being able to access other Pocket dimensions at will. If you do not want Toons to be able to access your stuff, you will need the “**Hammer Space Specialist**” perk.

Here, you may take any number of these items (once) for free

- One hundred dollars in a leather wallet inside of your Hammerspace
- A pair of white toon gloves that fit your hands
- A pair of toon shoes which fit your feet
- A traditional cartoon wooden mallet inside of your Hammerspace
- A toon banana cream pie inside of your Hammerspace
- Two toon bananas inside of your Hammerspace
- Reusable Toon sign object(s) with words on them from your hammerspace. You can choose what the sign(s) says at will and it’s design and spawn as many of them as you want.

Toon Speed

Basically super speed, assuming that you have limbs, your legs and/or arms turn into a whirling mass of limbs and you can move faster than a normal human. This gives you a running speed of about 50 mph, you can also apply this same effect to your arms and perform actions faster than normal.

You can fight others in a “cloud of flailing limbs” or that modern “disappear and reappear” schtick that's so popular with new toons these days..

You can briefly ignore gravity for about a minute as long as you don't look down. A confident Toon with his head held high could run from the top of one skyscraper to another with nothing but air under his feet.

You can stop instantly in place, defying the laws of momentum. You can also turn into a “mass of clouds and flailing limbs” and clean a room very fast, build rough shed-sized structures or destroy the interior of a room or destroy the equivalent of a small wooden shed in about ten seconds.

Toon Objects

- Toon objects are made out of ink and paint but behave, feel, sound and can mass the same as the object(s) that they are mimicking however they always have “non-lethal” properties and provide a toon-physics based protection to those getting hit/squished/mangled etc by them unless modified by another perk.
- You can't fool anyone with counterfeiting something real as the objects are “cartoonish” and visibly different from real items.
- Toon objects such as food do not have a nutritional value to humans but are otherwise harmless to digestive tracts. Humans only taste the ink and paint and will likely vomit Toon food up due to the “flavour”. Toon food either made by another Toon or stored from several days prior can be used to help heal/restore mass lost due to injury to a Toon but the process is inefficient, only getting about 5% of the “real” mass of the object.
- Toon food can function as a healing reservoir for toons, restoring “health” and mass to the (Toon) consumer.

Toon Pets

A step up from toon objects, basically anything that is a Toon-object but can also move/talk/operate on its own is a Toon pet. What separates a Toon from a Toon pet? Toon pets have only a slight ability to “grow” or change from their base motivations compared to a fully sapient toon. A toon pet clock will always want to be a clock and will always want to fulfill its reason for having been created - keeping time and functioning as an alarm. As a result of this hyperfocus, toon pets with time will excel beyond any reasonable degree at their purpose, almost like the public's conception of an autistic savant. They can develop additional interests and hobbies separate from their primary creational purpose and can enjoy various things outside of those purpose(s) but their primary motivations will always be that initial reason behind their creation, and any progress they make outside of their expertise will take years to develop even a rudimentary level of skill.



- Toon pets basically get everything under the “What is a Toon” page and are likewise “immortal” and are made out of ink and paint but behave, feel, sound and can mass the same as the pets or objects that they are. Toon pets can also be anthropomorphic objects like alarm clocks and are generally capable of moving around by themselves in some manner. Large “Toon pets” or “installed anthropomorphic objects” like toon buildings, phone booths, mailboxes, gates, plumbing fixtures etc can generally only manage a very slow crawl on their own but might have fully functional limbs/parts that can move at a normal speed which can enable them to drag themselves around at a higher speed.

- Toon pets can have a wide range of intelligence. Toon pets are sentient beings and given time, they may learn to speak and hold conversations, but this is a slow process. They can be surprisingly witty

and by their nature, they love to play games with you. With time they can even learn to use their own Hammerspace.

- Toon pets can always “use themselves”, a Toon vacuum cleaner will happily vacuum your house for you and can either work on a schedule or just vacuum your house for you after you head out. The more intelligent they are, the better they can accommodate changes, conceptual/recognition issues or handle problems on their own.
 - A low-intelligence, non-talking toon vacuum cleaner might constantly get confused about why you don't want it to vacuum the dirt out of your potted plants and keep doing it even after you've told it not to. While a talking one would easily recognize that the dirt in the potted plants is necessary for the potted plant and would leave the dirt alone.
 - Intelligent speaking toon pets can also use their hammerspace with their abilities, a vacuum cleaner can vacuum things directly into their hammerspace or eject things from it at high speed. A toon pet refrigerator has its door(s) has the entrance to its refrigerator/freezer themed hammerspace which can be entered by a toon.
- Toon pets have limited “utility” and problem solving in that they are generally very good at a few things but are either unable to or find it very difficult to do things outside of their “scope” of creation.
 - The talking toon vacuum cleaner from the above example would be unable to do the dishes, wash windows, do laundry etc. An attempt to do the windows would probably have them attempting to use their vacuum nozzle on the windows, causing streaks which they then frustedly try to vacuum up further before giving it up. The lesser intelligent vacuum cleaner would probably continue with its attempts and eventually break the window in frustration then vacuum the broken window up and expect to be praised for figuring it out.
- The more intelligent the Toon pet is the more likely they are to suffer from boredom and take up additional hobbies/find sources of entertainment. “Excessive Sleeping” is something that quite a few toon pets pick up as a hobby, especially ones that are objects that get infrequent usage. “Poker” is also very popular and tends to be shared among multiple toon pets. Also if you have a TV, computer, radio etc expect that to be heavily used.
- Toon pets want to be owned and want to work and/or function as they were created to.
- Toon pets have emotions and can remember things and can/will abandon an abusive owner. They might hold a grudge and seek out some (comedic) form of revenge.

Notes: Just for reference, If you are a Toon and something manages to make you bleed you don't have red blood, you instead have a deep black “blood” which can fill in for black ink in a heartbeat. Toons can have different colored blood, but all toon

blood is ink-like in consistency and also works quite well as an ink. Halftoons tend to have normal blood which might be off color or a bit thicker than normal without any negative health issues. You can pick the color of your blood.

Scenarios

A Game of MacGuffins

It's (insert whatever date you want from 1950- till now) and a worldwide scavenger hunt for a MacGuffin has been announced in a very popular, worldwide newspaper that slaps you on your face when you first enter this world. Included with the announcement is a description of the prize (becoming a jumper) and what the jumpchain is and the first clues to hundreds of additional clues and puzzles which are spread out around the world. Complete enough clues and puzzles around the world and you will eventually get enough information together to lead you to the location of the actual macguffin.

The possession of the MacGuffin gives the possessor at the end of ten years your place in the jumpchain. In this case the MacGuffin is a glazed confection of some sort that could be best described as being edible in the loosest sense of the word. Wildlife won't eat it and will generally stay away from it's horrific lingering odor and it is also guaranteed to not spoil under any environmental conditions or from age. The MacGuffin itself is actually a nearly-indestructible toon object which at some point might qualify as food.

Did I mention that the puzzles and clues aren't actually logical. Yep these babies are fully loaded jokes, pranks, puns, inside jokes and heavily feature animation and movie jargon and history. The majority of them will also generally require you to actually perform toon feats and jokes with you as the victim. A pile of comedic puzzles and jokes and quite a bit of pain and injuries are all that stand in your way from locating the macguffin.

If the macguffin is not in your possession at the end of the jump or has somehow been destroyed you will fail your jumpchain. The macguffin can not leave this world or exist in a separate dimension (pocket or otherwise) besides the hammerspace purchased here.

Competition will be fierce with hundreds if not thousands of hopefuls trying to outrace everyone else to the prize.. Some wealthy people have also attached monetary rewards for clues and locations of the macguffin's location and will be aggressively trying to locate whoever manages to find it to try and steal it from them should they not get to the macguffin first.

Watch out for toon hammerspace thieves, who can access your hammerspace unless you have "**Hammer Space Specialist**"

Prize: In addition to continuing on your jumpchain you also get a **Macguffin**, a nearly indestructible Toon object that is capable of shapeshifting into another Macguffin. It can fill in for some legendary magical/mystical or technological item which is unique or nearly unique in the jump/universe that you are in. It can operate as a key or some other technological and/or mythical device used to unlock something or be the focus of some spell.

The Macguffin can change its shape and Macguffin status to another Macguffin once every six months.

The Society of the Golden Anvil

Since their founding in 1940 there are enforcers among Toons who go out of their way to ensure that in public other Toons "behave". This is essentially a (public) PR company conglomerate crossed with a secret society which works specifically for the betterment of Toon-kind. Their primary mission is to downplay the "Terrifyingly destructive power" that some Toons have and to manage the public perception of Toons as a whole. This organization also acts as a pseudo-police force for Toons and often handles Toon criminals. That is to say that they help cover up "mistakes" that other Toons make in public such as cursing out a human or scaring people or they send private "Police" Toons out to capture other Toons committing crimes.

Toons are well-aware that other toons can be fairly destructive in public and this organization helps ensure that negative toon-created "public shows" get cleaned up and repaired, people who got terrified/horrified by a particular Toons actions end up having "funny shows" put on for them while being unaware of this both in public and in private to try and "reassure" them that Toons are just funny magic-people. That is to say that the terrified humans will continually run into little funny skits in their daily lives put on by teams of professional "Cover-up comedic toons" (stalking them) or (willingly assisting) Toon neighbours to calm them back down. "Special events" might happen to them in the future, such as a surprise birthday party put on by a Toon "getting the date/address wrong for his best friend".

Toons in general are aware of this organization's existence as the organization hand out pamphlets to Toons and Halftoons detailing "things not to do in public". First time violators may find themselves having an "educational" video played for them while they are tied up in private. Although the "company" does not have any sort of "official" power, it has tons of "unofficial" power in that it is supported by some of the biggest and most popular Toons in the world and as such they can bend the ear of highly-placed individuals in both the entertainment industry and in the government itself.

This organization had a hand in convincing the Toons deployed (some of whom could have killed humans) during WW2 to "act up" and not actually hurt the humans during the war to scuttle DoD plans on wholesale weaponizing of Toons. To make the plans a "total" failure instead of having the DoD sort through and find Toons who are capable of lethal abilities and use them in war.

Even without taking this scenario, this organization exists and may eventually approach you if you are a Toon or HalfToon especially if you run around in public doing things which would cast Toons as a whole in a bad light. If you are a Toon or Halftoon and you also become famous you will be heavily "encouraged" to join the organization, pay dues to it and attend a meeting once a month.

This scenario ensures that you have gotten on there shit-list in whatever year you want from 1950-till now. That is to say you will be followed and spied upon whenever you are in public. Transgressions where you frighten, terrify, bad-mouth, use "bad" powers or cause undue damages in public will cause you to be fined very heavily using double-digit percentage fines of your total worth and the money will just be quietly withdrawn from your accounts and/or safe(s) without your approval. Complaints to officials or attempts at recovering this money will go nowhere. Repeated "negative" actions will result in harsher measurements being deployed including "reformed" criminal Toons coming after you/your property.

Your goal is to get off the shit-list and become a respected member. This will require you to be “squeaky clean” in public for at least a year and after that year you will have to “volunteer” quite a bit of your time for the next five years to the organization as a “Cover-up Comedic Toon” That is to say you will have to put on little shows for humans who have seen another toon do or say something “bad”. It will be a job that has on-call-only hours and you will be working at least 20 hours a week, you will be paid to do this at minimum-wage rates. After that you just have to stay relatively clean (with normal levels of mistakes/forgiveness) for the rest of your jump, or spend more time volunteering.

Yes you can be a human and do this, there are humans in the society it'll just be harder to pull off.

Prize: A new branch of this PR secret society/company will be created in each future jump with a (public) workforce of whatever natives are in that jump and you are one of the board members and you receive stocks, benefits and a substantial salary from them. The company is largely self-sufficient with highly competent and loyal individuals employed in it. But you will be expected to attend board meetings at least four times a year and to set the general “policy/expansion goals” of the branch. Although it's primary business is PR, this is actually a conglomerate which has spread out into multiple fields including a hefty amount of investment and control in the financial sectors.

This organization will assist you (for free) in covering up your non-public mistakes, hiding effects of your abilities, repairing damage done in public overnight, sorting out any paperwork and ID's you might need and can sort out any financial issues you have including “laundering” funds or fencing stolen goods. They will also be the best public relationship company in jump. You also get to use their not-so-public services with “reformed” criminal Toons who also work for them, there will be a combination of Toons and/or individuals who have every perk in this document (Most individuals will only have two to four perks). There will be Toons working for the new branches, even if they have to hide in the world you are in.

This organization is going transdimensional with your support and spreading Toon-kind into new worlds.

Timeline

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

1914 - Winsor McCay draws the first "Living toon", Gertie the Dinosaur. He quickly attracts world-wide attention and makes a fortune using Gertie as an attraction and a sideshow. Unfortunately McCay created Gertie entirely by accident, he struggles to try and create more characters in private but is unsuccessful.

1919 - Felix the cat becomes the second "living toon", Pat Sullivan the animator studio owner and Otto Messmer are given credit for the character.

1920 - After months of experimentation in Sullivan's studio the animators Bill Nolan and Otto Messmer manage to figure out the process and the requirements behind creating "Toons". Two new "Live-toons" were created during the experiments, they were effectively clones of Felix, "Inky and Winky" were drawn in mid to late 1920.

1921 - Oswald the lucky rabbit is the first "Live" toon created outside Sullivan's studio using the methods that Nolan and Messmer created. Rumors during this time suggest that Pat Sullivan himself would frequently leak the methods and techniques needed to produce "Live Toons" while drunk. Sullivan, a notorious alcoholic effectively gives away the process to anyone who buys him enough drinks.

"Live toon" creation explodes as various rival studios are founded and start creating characters and films starring their "Live Toon" creations. Toons are treated strictly as property of the studios or as property of the individuals that create them.

1922 - The first "Toon Boom" officially starts as a dozen new cartoon studios open within a single month as the methods of creating Toons become widely known.

"The Katzenjammer Kids" entire cast are drawn as "Live-Toons" based on an earlier newspaper comic strip of them. Ironically they already had several films hand drawn by early animators. The later films are renamed "The Captain and the kids"

The first Mickey Mouse, the Inkblot version is drawn

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

"Bosko the Talk-ink kid" is drawn and registered as a copyright in 1923, treated as property he is shuttled around between studios to sell. Created by Disney animators leaving the studio he was eventually sold to the film-studio "Warner Bros" where he quickly becomes an early success in dozens of short films.

1924- In the midst of the "Toon boom" where dozens of competing cartoon studios open and compete for an audience Unable to compete against larger and more well-funded studios for time in the theaters and distribution. Acme starts selling cartoon props and backgrounds to other cartoon studios.

Instead of creating films and shorts itself Acme sells "Live-cartoon" props to other cartoon studios. Within two years their fortunes have reversed and they become one of the largest and most profitable "Cartoon studios".

1925 - Acme shuts down its film-production side and switches to providing props and backgrounds, the displaced Toon cast members are offered mundane jobs in different positions throughout the expanding company.

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

1929 -The Great Depression starts

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

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

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

1930 - After experiments with color inks and paint the first color "Live-Toon" is created by Disney, The colorized "Flip the frog" replaces the older inkblot "Flip the frog". Many Toon characters are re-drawn in color leaving their older black-and-white counterparts jobless and homeless.

Some studios switch to creating Toon's in color even though most studios camera equipment still records only in black and white.

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

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

The “First Toon Riot” occurs as violence erupts between displaced Black and White Toons and their colored counterparts which results in massive property damage, twelve human deaths and hundreds of injuries (to humans) occur. Several cartoon studios close due to damages. Slang for Inkblot toons “Hosers” becomes widespread (amongst colored Toons), with “Hues” becoming slang for colorized Toons (used primarily by the Inkblot Toons).

The first Toon is “born”, a drawn Toon cow has the first “Toon pregnancy and delivery” The initial stages of pregnancy were dismissed as stomach problems and bad hay. The startling news that Toons are capable of reproduction without being drawn makes international news and starts debates on “controlling them”.

“Eraser” is discovered, it’s immediately used to kill multiple “problematic” Toons. The first “killer” toon is recaptured and while laughing and insulting the police is soaked with eraser and then shot in the head to silence his screams as a public demonstration.

The inkblot toons judged to be the ringleaders of the Toon Riot are rounded up and eliminated. The Toons judged to be the causes of previous human injuries and deaths are also executed. A “Witch hunt” ensues when the formula of Eraser is leaked, Inkblot toons are killed indiscriminately in public. Glass bottles full of Eraser are used as makeshift grenades and flung at some Toons which shatter on impact and burn the Toon victim.

1932 – The Society of the Golden Anvil is founded, a pseudo secret society/PR company created by Toons to manage their overall “PR” in the wake of the toon riots/ mass dipping/erasing of toons. Effectively giving toons a sort of toon-union which also attempts to deal with problematic toons and the occasional bad PR event. Their goal is to prevent mass riots/dippings from occurring again.

1933 – The great depression ends, Pat Sullivan dies from complications resulting from his Alcoholism. Otto Messmer publicly states that he was the one behind the “Live Felix” and discovered the methods used to create Toons. Several other staff members from Sullivan’s Studio confirm this and back up Otto’s story that Pat Sullivan simply took credit for Otto’s discovery.

“Bosko the Ink-talk kid” is resold to MGM studios after his “owners” have budget disputes with the Warner Bros film studio.

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

1935 - Beans the cat and Porky Pig are drawn, Porky pig is initially just a background character in “I Haven’t Got a Hat, Bean’s debut film” but overshadows the rest of the cast and is quickly pushed into the spotlight. Beans the cat only stars in seven additional films before being “retired”.

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

A major bank in Cartoon City is robbed

1939 – WW2 Begins with the invasion of Poland by Germany

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

Woody woodpecker is drawn, stars in “Knock Knock”

Tom and Jerry are drawn

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

1941 –Several popular Toons volunteer for Wartime PR roles in support of America and perform for the troops.

A handful of toons manage to enter the various armed services as soldiers, but most are kept sidelined in unimportant roles.

Cartoon City’s infrastructure is improved, the town is slowly transformed from an overcrowded town into a small modern city. Rumors swirl that several explosive and chemical manufacturing companies have opened factories near Cartoon City specifically to take advantage of a Toon-workforce’s near-indestructibility in hazardous positions.

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

1942- Reports of foreign Toons on the battlefield comes to some as a shock. Debates start in America about placing Toons in the war.

A company of Toons is fielded, at first they are a success as they are largely immune to conventional weapons and training shows that they are capable of utilizing weapons without issues. However the majority of toons are shown to have a very strong aversion to harming humans on the battlefield itself and seem to be unable to hurt human opponents intentionally. However after just a few weeks “Eraser” is utilized as a weapon against them by spraying it into the air using standard bug spraying equipment and Eraser grenades and bullets are produced to deal with toons.

The company of toons are phased into background roles in the war and spend the majority of the rest of the war in assorted positions.

1945 –WW2 ends.

Toons who had gotten jobs filling in for men and women returning from the war are fired, a few Toons in particularly dangerous, hazardous or unwanted jobs are kept.

Minor riots break out from protesting Toons but are quickly broken up using thinned eraser sprayed from firetrucks. It causes pain, stops most Toon abilities and causes lingering injuries to toons hit by it.

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

1951 – The arrest and summary execution of a Toon via eraser while visiting human friends outside of Cartoon City over a jaywalking offense sparks the Second Toon Riot, Leading to thirty human deaths and twenty Toons being erased and millions of dollars in property damage. Minor riots resulting in twelve additional human deaths and five additional toon deaths flare up for weeks afterwards.

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

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

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

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

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

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

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

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

1960 - The Flintstones is the first Primetime Cartoon show. Broadcast originally in black and white, prior to this most cartoons are shown as short films before a full-length film in movie theaters.

1964 - Color Television struggles, only 3.1% of the US market has a color television set. Many shows are being recorded in Color but most are still broadcast in Black and White.

The “Golden age of Hollywood” ends and the “New Hollywood Era” starts as The “Baby Boomer generation” starts entering the workforce with different tastes in films and entertainment.

Amidst declining film profits Warner Bro’s Shuts down their Animation-film department and switches to an outside animation-film company who produces low-budget films.

1965 - NBC announces that they will be transitioning all their primetime shows into color, their competitors start doing the same. By 1967 all major networks are broadcasting their primetime shows in color.

The “cold war” in Vietnam heats up as US marines are sent in, starting with just 3,500 troops it quickly balloons to 200,000 troops within a few months

1966 - The Flintstones Final season is aired.

1967 - The “Tet offensive” is a tactical victory for America in the Vietnam War, however the death of so many soldiers proves to be a political victory for the North as anti-war protests gain traction.

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

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

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

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

1974 – Supreme Court case rules on Byron Bunny v. Duke University. The Supreme Court found that Bunny had twice applied for and was denied admission to the Duke University based solely on his status as a Toon. The Supreme Court confirms that Toons are a protected minority and cannot be discriminated against.

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

1989 - “The Simpsons” starts airing.

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

1993 – The Animaniacs “variety” show starts, notably starring a group of Inkblot “born” Toons written as having a backstory of being “Drawn” Toons that had been locked up for decades in the Warner Bros water tower.

Bonkers- “Based on a true story” A comedic show about the first “Toon Cop” in the real world.

It’s lambasted by Toons in the media for showing racial stereotypes of Toons being clumsy, destructive and essentially unable to hold serious jobs.

1997 – The Supreme Court rules on John P. vs Acme Looniversity. The Supreme Court found that Acme Looniveristy was rejecting John P.’s admission based solely on that fact that he was human. Alternative classes and degrees should be made available “and should be equivalent” to a standard acting degree. However “Common sense should rule” and subject matters hostile to human life are excluded from this ruling, humans can be banned or exempted from participation in specific demonstrations or classes that a human would be unable to survive without injury or death.

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

2004 - The first Toon-Reality show “Drawn Together” airs, it’s scripted of course like most reality-tv shows but the blunt, crass, raunchy adult humor of the Toons involved shines a light on the fact that “Toons” have lives and interests outside of “kid-friendly-humor”.

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

Notes

- Until nineteen fifty two, Toons are prohibited from either living outside of Cartoon City or outside of the studio lot that “owns” them. That doesn’t mean that Toons can’t be found living outside of Cartoon City. It’s just that Toons outside are typically subjected to being arrested and deported back to Cartoon City. Also, expect Hotels/Motels to refuse to give Toons a room overnight and the possibility of the police being called if someone decides to snitch on a Toon living outside of the city.
- Before the nineteen seventies interspecies “Relationships” were kept private and quiet due to racism/speciesism. Before then Halftoons typically dress up to try and pass themselves off as either a human or as a Toon to avoid the Stigma of being a mixed-breed.
- “Colored” toons that appear in earlier time periods will probably be the result of an animator experimenting with art styles. You will stick out though.
- Multi-colored toons can pick their blood color. While toons might have an atypical blood color, it isn’t really noticeable due to the fact that their skin is not as translucent as a humans. Halftoons don’t have that option though, resulting in unusual skin tones. One positive, or at least non-negative, aspect is that the alterations to their blood do not impact a halftoon’s health negatively.
- The regeneration speed granted by **Back into the Inkwell** is influenced by the mass and complexity of the body part affected, with higher mass and complexity taking longer to recover.
- The disease resistance granted by the Toon body is due to the fact that as a slime creature non-supernatural diseases cannot affect your ‘magical cells’.
- As a toon, any in depth questions about your anatomy can be answered with a single word, MAGIC. If magic isn’t the answer it’s usually because toon physics follow the rule of funny, rather than any actual laws of the universe.
- Hammerspace can be viewed as a pocket you reach from behind your back you to train yourself to reach into it from other places.
- The reactions caused by a Toon’s **Wild Take** do not make it any more difficult to control yourself than normal.
- You cannot use **Stunt Double** to duplicate any artefacts or technology, non-supernatural clothing and/or accessories only.
- You can regurgitate swallowed objects in **Auditory Engineer** without a problem or make the objects swallowed appear in your hammerspace where they can be retrieved without bodily fluids all over it.
- **Cartoon Shapeshifting** - only your body is affected, not your clothing you can however zip your clothing into your hammerspace as you change.
- **Mundane Mondays** is an off switch for everything supernatural. If something would fail if it does not function continuously then it will not restart when the effects wear off.
- Working independently to ensure that some of the (minor) events written about take place will increase the odds of **Scriptwriter** being successful.
- Humans/and/or mundane species are generally capable of using toon objects without problems.
- **Animators** can use ‘cheat sheets’ containing simplified formulae and knowledge to speed up the creation time of toons.
- Using various Toon abilities/items you cannot travel through Eraser-soaked walls, floors, ceilings or specially treated surfaces which are used in jump to prevent toons from traveling through them (mostly found in Toon prisons/Jails made after the 1950’s).
- Toons and HalfToons can enter paintings/pictures/comics at will and interact with and change the contents of the picture. This only works on that particular instance of a painting/picture etc. The changes do not spread to copies/the original etc. The interior of mundane painting/pictures is actually fairly boring, appearing “behind the scenes” to basically be a pseudo-soundstage with the various objects/people(non-interactive and mannequin-like)/background on display. Magical pictures like in Harry Potter are more like an actual room/scenes which can contain interactive/working objects and “semi-sentient” people/things. Both magical and mundane pictures/paintings/whatevers while you are inside of them you can see other nearby pictures/paintings within a hundred foot and you can “walk/run/jump” to them though an “unnerving” white blank space in between.
- No you cannot use “**Artistic License**” on yourself but another being with “**Artistic License**” can use it on you. “**ZAP!**” can protect you from this.
- Every perk/item/drawback on here has at least one instance/and/or user in this world. The more powerful abilities are rare, the cheaper ones tend to be common.

Changelog

The google document of this is at

https://docs.google.com/document/d/1TvKKXlss1nB3FO1wf0-HkaXRWT_odZVHazqUt7F4YWc/edit?usp=sharing

Future Plans

- V1.6 - Add more boosted perk-additions - maybe different capstones for each species lines?
- Fix/polish more perks
- Improve balance/grammer

Ideas for perks:

- Silly switcheroo: switch positions with someone/something at will
- Blatant comedic cheating: Publicly, blatantly cheat and get away with it
- Comedic Costuming
- Toon Trope Tone Transformation:

Changelog

V1.5 - The "Oh god there is too much stuff, let's redesign this document" update

Reduction of most Toon perks into the Toon/Halftoon body/alt form, Several Drawbacks also added into the forms.

Removal of Inkblot/Traditional/Modern Split for Toons - Now just Toon, Halftoon and Human

-Like every perk has been heavily altered and/or combined together into fewer perks.

Addition of the concept of "Toon Objects, Toon Food and Toon Pets"

Removal or combination of some perks/items/drawbacks to get to a "Even" distribution of Toon/Halftoon/Human perks/items/drawbacks

Changes to nearly every existing Perk, item and drawback to reflect the above changes (probably missed some)

-**ZAP!** now also now protects against unwanted transformations (beings with **Artistic License** and/or **Animators** are a threat in jump)

Also a big thanks to "XJ" who was a big source of feedback, came up with several perk ideas and outright wrote a few perks and chunks of other ones.

New Perks

- Cartoon Framing**
- Everybody out'a the Inkwell**
- Medium Shift**
- Personal Physics Phorce Pheild**
- Comedic Acting Genius (Combined several previous perks)**
- Toonforce (combination of several perks)**
- Artistic License (combination of several previous perks)**
- X Rated**
- Comedic Animal Abilities**

New Drawbacks

- OCP border Checkpoint**
- A Criminal Attraction**
- The Silent Age**

New Items

- Touching the Toon Sky(Scraper)**
- Perfect Artistic Tools**
- Permanent Ink**
- Assorted Toon items (combined most of the previous Toon items)**
- Toon Car**

Scenarios Added

- A Game of MacGuffins**
- The Society of the Golden Anvil**

Added Pictures

- Pictures commissioned from [Deebsdraws](#) and added with permission

V1.4 - The "why am I adding so much stuff to this as it's already a large jumpdoc?" update

V1.4 remains over here -

<https://docs.google.com/document/d/1LRcypLf1xKA-Hhj2tIZ3NswwbmtDOdWbG3SvTWM7vJg/edit?usp=sharing>

Alteration of several perks/items

- Hammerspace** now lets you Summon Toon Objects and Toon pets that you own into your hammerspace. The distance that you can summon item increases with the level
- Long standing Toon** can now be taken multiple times
- Toon creation kit** now explicitly regenerates every week
- Reusable portable hole** now explicitly regenerates if it is destroyed/disappears, prevents others from removing it and is easier to reuse
- Auditory Engineer** is now cheaper (flipped position with Drive em' Bonkers)
 - Can also load music from (flawed/imperfect) memory
 - Note section details removal of things swallowed
- Drive em' Bonkers** is now more expensive (flipped position with Auditory Engineer)
 - Explicit handling is in the Notes

Temporary Toon now also allows you to share your (passive) toon abilities/resistances without losing them yourself.

Pocket Howitzer - Can take on other cannon-like forms

Mundane Mondays - Clarified to also work on Toons and Toon Objects (deadly).

Addition of Perks/items

Toon Tunnel

Sign language

Acme Studio Factory Lot

Addition of new perk-line **HalfToon**

Toon Turning

Halfway to Comedy

Not so Funny anymore

Toon Boom

Removal of Drawback limit

Addition of Drawbacks

Drawing on the Fourth Wall

Mute

Censored

Rated G

Drawn Together

A Game of Macguffins

Notes section added

V1.3

Major proofreading efforts, grammar, spelling corrections.

Thank you to those that assisted, especially "**Needji**"

Clarification of several perks (basically all of the major ones).

Altered "**Eraser immunity**" and "**Deadly Eraser**" perk/drawback, you can now take both of them at the same time, the Drawback does override the perk. But after the jump the drawback leaves and you become immune to "Eraser" in future jumps.

Added "**Toonify**" to turn alt-forms or future companions into Toon versions of themselves (or back to normal).

V.1.2

Tweaked the balance/nerfing a bit on a few perks

Changed "**Squash and stretch**" Level 4, it once again gives immunity to **Blunt** kinetic damage, however it will only reduce "slashing, sharp or piercing" kinetic damage

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

"**Reality Warper**" now has a time-before-you-can-affect-objects instead of the "full undivided concentration", the temporal requirement improves over the various levels. Level 4 makes it practical to use against objects like bullets and operates on your reaction time.

"**Toonspeed**" level 4 now has a soft-cap for the max speed, and the "Montage" doesn't require singing and dancing anymore.

V1.1

Removed "**Unlimited anvil works**"

Replaced with "**Back into the Inkwell**" which lets you reabsorb missing mass and regenerate/heal by drinking ink or paint (and digest it).

Changed "**Squash and stretch**" it now reduces (all, instead of just blunt) kinetic damage to one fourth of it's original strength instead of outright immunity (to blunt).

"**Quickchange**" is no longer a perfect disguise, only lasts a few seconds and has reduced effectiveness if used more than once on someone.

"**Reality Warper**" now requires your full, undivided concentration to use defensively

"**Director**" no longer gives you immunity to other Time stop powers (now it simply allows you to "join in")

Minor spelling/grammar errors

Added more page breaks and reformatted a few paragraphs to stop the paragraphs from breaking between pages.

V1.0

Added 0 cost drawback (optional-extended stay)

Changed "**Toonspeed**" level 4's description/power (again)

Max speed from it is now 600mph, but gain "**Montage**" teleportation ability.

Updated "**Deadly eraser**" drawback

Clarified "**Wanted dead and erased**" drawback

Clarified "**Toon for a hand**" drawback

Clarified "**Toon medical kit**" item

Added a communication ability to the "**Stunt double**" perk at level 4

V.09

"People don't like math and complain about it"

Removed the 25cp Perks, items and drawbacks from the document

Turned a few 25cp perks into 50cp perks and 75cp perks/drawbacks into 100cp versions

Turned 150cp perks into 100cp perks.

Modified "**Hoser**" and "**Just Learning to Toon**"

Changed "**Toonspeed**" Level 4's description/power.

Removed Original "Starting points"

Created new "More Generic" Starting points/times

Changed the description of the "Pocket Howitzer" item

Minor grammar changes in assorted places, some layout changes

Added a changelog

V.08

Body of Ink and Body of Paint "Level up" perks removed, several pieces separated out into individual perks.

Removed "HalfToon" section

Changed Squash and Stretch perk, moved Stunt Double (moved from Halftoon to Modern), moved Reality warper (from Modern to Traditional)

Increased CP costs on several perks

Increased CP costs on Toon/Halftoon Origin

V.07

Attempted a table-layout for the "level up" perks, didn't like the look, restored to original formatting.

Added Perks, items and drawbacks

Removed "Scenarios" and "Race" sections

Created "Starting point" and "Origin"

Added Timeline

V.06-v.01

Initial versions, mainly writing out the Perks, Items, Drawbacks, started organizing them.