

Disney's **DARKWING DUCK**

v2.1
by Negative-Tangerine



Welcome to a world of anthropomorphic heroes, villains, super spies, and more.
Are you going to help the heroes, become a villain, or do your own thing?

Daring duck of mystery
Champion of right
Swoops down from the shadows!
Darkwing owns the night!
Somewhere some villain schemes
But his number's up!
(Four, Three, Two, One!)
Darkwing Duck!
When there's trouble you call DW!
Darkwing Duck!
Let's get dangerous!

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

Starting Location

Roll a d4 to determine where you start. Otherwise pay **50 CP** to choose your Starting Location.

- 1. Saint Canard:** The home city Darkwing Duck, his trusty sidekick Launchpad McQuack, their adopted daughter Goselyn Mallard, and their neighbors, the Muddlefoots.
- 2. Duckburg:** The hometown of most of the characters from *Ducktales*. It is right next door to St. Canard.
- 3. Mouseton:** One of several more eventful cities in Calisota. Its most famous citizen is Mickey Mouse, and other inhabitants of note include Minnie Mouse, the Phantom Blot, Horace Horsecollar, Clarabelle Cow, Clara Cluck, Seamus O'Hara, and Pete.
- 4. Free Pick.**

Age and Gender

Ages are 20+1d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Flapping Darkness (0): You are a non-powered hero or villain, skulking the night.

Tech-Weenie (100): You fight or commit crime with high-tech armour and gadgets of your own creation.

Mutant and Proud (100): What happened to you? You look a bit green? or blue? Well whatever happened to you, whether you experimented on yourself like some quack, or were changed by exposure to various experimental concoctions. You are visibly no longer normal.

Eldritch Enchanter (200): Did you graduate from Eldritch Academy of Enchantment? If so I hope you can pay your student loans, we wouldn't want you to turn to a life of crime would we.

Race

Avian (0): The superior breed indeed.

Non-Avian (100): Why would you want to be anything but a bird?

Perks

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

General - Undiscounted

Buccal Speech w/ Sailor Cap and Suit (100): Now you can Swear like Donald, and if you want your clothes switch to a Sailor Cap and Suit when you do (No Pants).



“It's a Donald Duck World” (200): Do you believe that wearing clothes below the waist is the height of blasphemy? Do you wish you could impose your views of a pantsless world? Now you can, whether this means no clothes at all below the belt or that the only acceptable clothes are underwearless skirts. **This is a normality toggle that can make the world you visit run off Anthro logic and makes it normal to not wear anything below the waist to any degree you wish.** If this means people still do but can be easily convinced to disrobe below as clothes are worn there only for weather protection is up to you. **Not only can this also affect women, but it can be selectively targeted to individuals and not the entire world if desired.**

Splatter Paint (400): You have the power to enter paintings, animate them, or even to paint wholly new (and usually surreal-looking) creatures that help you. **You do this with a summonable paint covered brush of your choice.**



Frequency Fiend Beam (600): You have been hit with an energy blast that allows you to at will, summon and dispel a trio of Red (Heat Wave), Green (Radio Wave), and Yellow (Light Wave) Frequency Fiends that are under your control. Thankfully unlike Gosalyns these energy beings while independent from you, are subservient and under your complete control. Though they might still have a bit of an attitude. They can shoot energy beams, physically interact with people, form solid objects, and combine into a large three headed form.

Flapping Darkness

Basic Martial Arts (100): Gain a basic mastery or any one close quarters martial art.



Man of Mystery (200): Everyone likes a suave man of shadows and mystery. Now you too can pull of the dark and mysterious stranger to impress the opposite sex. **This is a situational charisma booster to make your attempts at being dark and mysterious easier.**

Detective Mode (400): You have the skills needed to be one of the best detectives around, no clues will escape your sight. They seem to practically glow and stand out from their surroundings when you focus on looking for clues.



Nega-Split (600): Thanks to intense bombardment from one of Megavolt's transplitters exploding, you have the ability to split a person into the Positive and Negative halves. Whichever version defeats the other becomes the new dominant self. **This ability is a way to reform Villains or to corrupt Heroes.**

Tech-Weenie

Electronic Skills (100): So you know your way around a soldering iron do ya. Well with this you have a basic knowledge of electronics and cybernetics. Not enough to build something complex like an advanced cyber suit but maybe with a lot of experimentation and some existing samples you could get there.



Reverse Engineering (200): You have a knack for taking apart other peoples technology to learn how to recreate and iterate on it. Your recreation level of performance compared to the original will depend on your own resources.



Toy Maker (400): All the skills a demented toy maker needs. Want to make attack dentures, how about giant teddy bear robots? Whatever you want "It's PLAYTIME!". Come with an optional doll (à la Mr. Banana Brain). **This ability is all about improving your ability to create themed gadgets, especially creating toy based tech.**

Tech Suit Creation (600): With this you gain all the skills and know how needed to make your own amazing cyber suit. Want to create rocket propelled boots, helmets and goggles with UIs and HUDs, make it fly from across the city to encase you on command? Well now you know how to and have the relevant experience to back up your drive to create and improve a high-tech super suit from scratch.



Mutant and Proud



Just Playing with Chemicals (100): You have a mastery of chemistry and plant biology.

Norma Rays (200): Somehow you have been exposed to the experimental Norma Rays you have gained psychic abilities like Telekinesis and Pyrokinesis. While rather uncontrolled at first with time and training this will lessen.



Elemental Manipulation (400): Grants a small level of control over an element of your choice, training may be able to expand your control or power. Such things like plants, water, or electricity.



Elemental Form (600): Choose an element to embody, like the “Liquidator” or “Bushroot” your form is now completely made up of this element. Unlike them you can actually compress yourself back into a semblance of your original non-elemental form. If you get hurt enough in that form you will revert to your base elemental body.

Eldritch Enchanter

Basic Spellwork (100): With this you can fling bolts of magic at will to temporarily transform people or items and summon simple things like chains to wrap around your foes.



The Maths of Magic Made Easy (200): With this intelligence boost calculating the “logarithms for xectoplasmatic fields” entirely in your head, no more pulling out your calculators to perform spellwork. **Medium strength boost to ability for doing mental calculations and memory.**



Sentient Mushroom Minions? (400): Why would you want sentient mushrooms? Why wouldn't you is a better question. Well in any case you now have the knowledge and magical skill to create sentient creatures from various items and produce. They can range from large hopping mushrooms to fully bipedal sapient beings that could be mistaken for actual people.

Magic School Graduate (600): You start with all the same powers as shown to be used by “Morgana Macawber” as a recent graduate of school. Anything from summoning and altering the weather to growing massive and raining down energy bolts upon your enemies.



Items

Items may be imported into similar items weapons to weapons, clothes to clothes, etc. Origins get their 100cp item for free and the rest are discounted to 50%.

General - Undiscounted



Bomber Jacket and Scarf (100): An iconic flight jacket, hat, and scarf.

Theme Song (100): Every Jump is introduced with your own 90's cartoon theme song and accompanying video that is a personal variation on the original series theme if there was one for the jump. You gain a library containing all themes created for every jump you have been to that is self-updating (That "Hentai-World x Evil Dead" combo jump you went on is going to have a really weird theme).

Themed Plane (400): Built by Launchpad McQuack as a homage to Darkwing Duck before he'd ever met the mighty masked mallard this plane is perfect for a person who needs to get somewhere quick.

Suburban Spinning Seats (600): A pair of spinning recliners placed in a normal suburban home that lead to either an underground base or garage. They are activated by the pressing of a bronze statue of "Basil of Baker Street" from *The Great Mouse Detective*. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps and can lead to any underground base you place under the home..**



Flapping Darkness



Cool Cap, Cape, and Coat (100): Every good vigilante and non-powered villain needs to keep their identity a secret and with this stylish cap, cape, and coat combo so can you. Oh and it comes with a mask if you want one.

Gas Gun (200): A specially designed firearm whose endless ammo consists of different types of gasses, including knockout gas, and tear grenades that switch on command without reloading. It is also equipped with a grappling hook for movement and escape.

Themed Motorcycle and Sidecar (400): A good vigilante needs to get around his city in style, and this motorcycle with a detachable sidecar does just that. Themed however you like but at least needing to include a front-end of whatever animal you are.



Bridge-Based Base (600): Everyone needs a good hideout, and boy do you have a sweet one, somehow you have managed to build your base into the entire middle towers of St. Canards bridge allows for high views and quick passage to anywhere you need to go. Have fun riding down the massive cable supports, just don't look down. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**

Tech-Weenie

Custom Jester Outfit and Doll (100): Threads fit for the demented, a custom jester outfit with cap. Comes with a custom doll (à la Mr. Banana Brain).

Toy Crate (200): A bottomless crate of toys to modify for terror, or just to play with.



Tech Suit (400): Who doesn't want to ride around in a unicycle bound armoured suit. Well now you can as you get your own Gizmosuit. Able to be upgraded and customized to your heart's content, it doesn't even need to be duck themed or have a unicycle for a lower body. Silly passphrase optional to summon the armour onto you.

Tech Workshop (600): Every good inventor needs a place to invent. Well now you have one, whether it is a creepy toy warehouse, an abandoned power plant, or a high tech workshop. You are ready to create whatever form of mayhem or heroics you desire. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**

Mutant and Proud



Shadowy Trench Coat Set (100): Every horrifying abomination of science needs to blend in on occasion, and with this shadowy trench coat, wide brimmed hat, and gloves now you can. When worn together they obscure the wearers form and visage from sight in deep shadows.

Leggy Assistants (200): A pair of good looking leggy musical assistants to backup your every statement with jingles and musical accompaniments. Each comes with their own ever changing costume that can cover them from head to mid thigh in various theme appropriate attire. Long legs are always on display no matter the costumes look, and they are excellent at harmonizing.



Mutagenic Notes (400): Notes on how to empower a normal person with various abilities from Plant-based Telepathy and Solar Absorption, to Hydrokinesis and a Fluid Form, to Electrokinetics and possibly becoming romantically interested in electrical devices (Just stay away from the Gizmosuit, especially around children).



Science Space (600): Do you want a space to work on your illegal experimentations? Well have a nice greenhouse, an out of the way lighthouse, or a hidden water reservoir. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**

Eldritch Enchanter



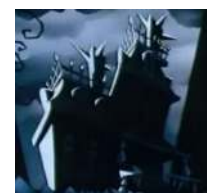
Smokin Dress or Snazzy Suit (100): You have a slinky body hugging dress and top with optional appearing and disappearing tattered train that attaches to one hand, conversely you could have a snazzy three piece suit with a cape and tophat that wouldn't look out of place in a mortuary.



Hex of the Month Club (200): A subscription to Hex of the Month Club the only magazine a fan of the dark arts needs. Comes every month with a new spell, incantation, or hex being covered with interviews with magic users from across the omniverse giving advice on their favorite spells.

Familiar(s) (400): Have a little friend. It can be any small animal or a swarm of them like bats or spiders, it will gain higher than normal intelligence and be able to understand and follow your directions. Swarms of small familiars like spiders are great for hiding in your dress or tophat.

Macawber Manor (600): A spooky manor with mc escher rooms and weird localised weather patterns that are confined to the bounds of its property. You can teleport this wherever you want if you know magic. **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**



Companions

Companion Import (50-200): So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50cp each or eight for 200cp.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you.

Darkwing Duck (200): Does Darkwing want to instill terror into villains across the omniverse? Does he want to have a go at Batman? Whatever the case he has decided to join you.

Gosalyn Mallard (200): Want a plucky female sidekick? Maybe you adopted her instead of Darkwing? Or as Darkwing. Whatever the case, have fun taking her across an Omniverse of adventure.

Morgana Macawber (200): This is why you came to this jump isn't it. Well with this option you can invite her to come with you on your following jumps. I'm sure you can convince this magical mallard to go with you and expand her magical repertoire.

Drawbacks

Self-Insert (+0): Do you want to be Darkwing? Megavolt? Morgana? Buy their background and you can take the place of one of the main characters.



Annoying Neighbors (+100): Do you hate your neighbors? Well you might with these ones. Say hi to the Muddlefoots, you will be spending a lot of time living next to them, and moving away won't help, you will still run into them randomly around the city.

Plucky Sidekick (+100): You get a plucky and well-meaning side-kick. While (s)he may mean well in the beginning they will constantly get in the way and get captured. With time and training this can be mitigated and eliminated.



Secret Identity (+200): You need to keep your secret identity or you will be running from the law for your vigilantism or crimes. Also once your enemies know your identity then there is a chance they will target anyone close to you. This drawback makes sure you are constantly put in situations where you have a large chance of losing your mask and secret.



Devil's Due (+300): You somehow made a deal with the devil during your stay here, now you must either fulfill it or find a way out. Good luck.

Nega-Jumper Mark 1 (+400): You have your own Nega-Jumper. Sometime during your stay you will get zapped by Megavolt's transplitter and separated into two separate beings; one good and one evil. If you don't take care of him quickly he will get supercharged from another hit of the transplitter. While split you will both only have your in-jump powers.



Lockdown (+600): You have no **Out Of Context** items, powers, or warehouse.



Nega-Jumper Mark 2 (+800): Now you have a Nega-jumper from an alternate St. Canard Jumpchain. He has all your Jumper powers and companions, and he wants to destroy you and take over the world. Don't take this with "Lockdown" Negaduck didn't and he will probably destroy you if you have.

Scenarios

Scenario 1 "Negaverse"

Summery - Go to the Negaverse and free it from Negaduck.

Reward - You get to keep the Negaverse as a pocket dimension including the Sweet Gosalyn and the Friendly Four.



Scenario 2 "Spy Games"

Summery - Join SHUSH or F.O.W.L. and take down the opposition.

Reward - Your own branch of your respective spy group to take with you on future jumps.

Scenario 3 "Twitching Channels"



Summery - A tussle with Megavolt while he is using his new device to travel through television show launches you into a human world where your Jumpchain is an popular animated show. When you try to get back to St. Canard Megavolts betrayal launches you instead into the Rescue Rangers Reality. You will need to find a way to repair Megavolts device to return home.

Reward - Megavolts Airwaves device and the Reality Tuning Helmet. These when combined will allow you to travel into alternate realities based on whatever TV show you have playing on your TV at the time. Post Jumpchain this will allow you to travel freely between realities and the Omniverse.



Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time as a hero or villain that much huh. Well have fun staying in this world of sapient animals.

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

V1.0 - Jump Doc created

V1.1 - Changed "**Flapping Darkness**" origin from 50cp to 0cp

V2.0

- Added " **Can be either attached to your warehouse or pocket dimensions, or can be imported into you following jumps.**" to each property purchase.
- Added a "**General - Undiscounted**" perk section with four entries.
- Added a "**General - Undiscounted**" item section with four entries.
- Updated the Self-Insert text descriptions.
- Added images.
- Edited wording of a few perks and items.

V2.1

- Change Generic 100cp Perk to "**Buccal Speech w/ Sailor Cap and Suit**" from "**Sailor Cap and Suit**"
- Added "**Plucky Sidekick (+100)**" Drawback.
- Change "**Magic User**" origin to "**Eldritch Enchanter**"