

A Jumpchain Compliant Document Created by Yorokonde

“Welcome to Zootopia!” The words barely reach your ears, despite their thundering volume, over the deafening whirling blades and rush of wind. The clear, tempered glass canopy of a Bell 47 helicopter dominates most of your view, giving you a panoramic of the picturesque landscape below. Beside you, driving the two-person flying contraption, is your Coordinator dressed like one planning for an African safari in the 1980s. He/She/It seems oddly pleased with itself.

As the landscape unspools below, you begin to realize that it's not the wilderness you thought it was on first glance. You spy a sophisticated rail system running parallel to your course. A sleek bullet train rapidly appears and then leaves you in its wake, traveling towards a city in the distance. As you close in on your apparent destination, you are forced to revise your estimation several times. It's not a city. It's a metropolis on a scale that you would not have believed possible.

But before you can take in more than a general impression, you're sent into a stomach-churning drop that ends with the bottom of your craft clipping a few particularly tall trees. Neither the dive or thuds of impact seem to bother the Coordinator in the least.

After a moment of ensuring your last meal would stay firmly in place, you take a fresh look around. Below is a country fair of some kind. Part of your mind senses that the people below should be buffeted around by the downdraft of your craft or deafened by the noise, but no one seems to notice. Neither do you, because you're far too busy staring at the creatures that pass for this universe's main inhabitants.

Animals. Well, not quite. They look remarkably like animals back on Earth. There's a rabbit, a fox, a whole flock of sheep gathered around a dart game, even a number of more exotic ones mixed in. But they're all standing on their hind legs, dressed in clothes, and chatting with each other like regular people do. You even spot a lion cub playing catch with a sheep instead of eating it.

“Yeah, things run a little bit differently here than you're used to,” chimes your guide. “But it's also pretty normal at the same time. They're basically people with a few extra instincts, claws, and night vision. And yes, they're all like this. No normal Humans around anywhere. Speaking of which, we'd better get you suited up!”

Race

In Zootopia, everyone is an animal of one kind or another (unless you pick a certain Drawback presented later on). So this is the point where you pick one. That's right, you get free choice what kind of animal you want to be while you're here. However, there are a few limitations you should know about. [Note 1]

- Insects and fish are excluded from your choices. Amphibians and Reptiles are allowed but hail from another continent entirely. Zootopia was not created with them in mind, so daily life will be a little more difficult should you choose either one.
- Domesticated animal species are excluded as well.
- Your choice must be a real, living animal. No fantasy creatures, alien animals, or some such. As a consolation, normally extinct animals that fit all the other requirements are permissible. Just expect to be a rather unique individual if you pick something from a prehistoric era.

Of course, I would not present limitations without offering some compensation in return. You are allowed to gain the real world perks the animal you have chosen comes with. For example: A large cat species would have claws, a higher than normal speed to strength ratio, as well as enhanced night vision. A rabbit would gain enhanced hearing, powerful leaping ability, and a pretty significant speed boost.

Just use your best judgment when determining the traits your animal has. Be realistic. These aren't super powers. The animal form will become an alt-form after your years here.



With your new form firmly in place, the Coordinator pulls hard on the controls. Several Gs later you are well on your way towards Zootopia proper. You seem to be going even faster now, as the bullet train just barely keeping even with your tiny craft attests. On the front car you see a certain female bunny looking anxiously towards the metropolis.

“Oh! Here's a treat! It's Judy Hopps, headed into District 1. Tomorrow is her first day as a ZPD officer. First of her species on the force too. She's a fiery little thing.”

Not much time is wasted staring at Judy though and the train pulls away, the helicopter slowing dramatically. As you reach the edges of the metropolis, the Coordinator begins pointing each District in turn, giving you a grand tour of the city in surprisingly little time.

Locations

Animals of all different shapes and sizes live in various levels of harmony in Zootopia. While great effort has gone to making all areas of this grand city accessible to creatures of every size, many still feel most at home in their natural habitat and surrounded by their own kind. It may be a very amalgamated and enlightened city, but some old instincts are difficult to overcome.

You may have free choice between Downtown Zootopia, a.k.a. District 1, or a location suitable to your chosen animal. If you don't see a District that directly matches the normal climate of the animal you have chosen, use your best judgment.

District 1 – Downtown

The heart and soul of Zootopia, filled at all hours with bustling crowds and the pleasant hum of daily life. Despite the skyscrapers looming overhead, everything has an open, natural feel that is little reduced by the number of people and transit on all sides. Greenery and flowers take up large chunks of space, even inside some buildings, all of it expertly tended. Expect to find all species of animal cohabiting here with a notable lack of overt prejudice.

District 2 – Tundratown

This bitter, cold portion of the city is where animals used to arctic climates make their home. Snow falls all the year round, fueled by massive heat exchangers that surround the District on all sides. Freezing streams weave alongside roads instead of sidewalks in places, allowing inhabitants to ride small, floating icebergs instead of walking. The architecture has taken on a noticeably Russian flare where it can be seen poking through the constant blanket of snow.

District 3 – Rainforest District

A many tiered forest built and designed for those who feel most comfortable in a warm, damp climate. The trees here are as high as any skyscraper with wooden walkways and rope bridges making uncertain footing for those heavier of step. It is certainly a portion of town geared more towards the light and agile species. It rains most of the time inside this district, so bring an umbrella and try not to slip. It's a long way down.

District 4 – Canyonlands

While the climate is similar to that found in Sahara Square, the landscape could not be more different. Hardened rock makes up much of this District, canyons and crags combining to create a veritable three dimensional maze. Reds and grays populate the view here, with green coming in little snatches clinging closely to the rivers tracing through the rocks. Entire apartment buildings seem to disappear inside rock walls, but moving around this inhospitable landscape is simple enough. Sidewalks and elevators are in abundance and only a few places require perilous climbing to reach.

District 5 – Sahara Square

With Tundra town on one side of the massive heat exchangers, this desert biome sits directly opposite of it. Hot is a very mild way of expressing how the scorching wind and cloudless sky beat down on inhabitants. Trees and ponds are few and far between. Instead, large stretches of sand dunes cover the landscape, unbroken by all but a few scattered oases and the various transit systems. Those who live here generally build underground with tent bazaars cropping up on a schedule only the natives seem to know.

District 6 – Outback Island

This medium-sized island is set a short bullet train ride outside of the city proper, but is no less a part of Zootopia. Red clay, steep cliff walls, and scrub-brush make up much of the coastline, giving most the first impression of a barren place. However, the interior is lush and green with types of grasses, trees, and flowers found nowhere else. Much of this District is given over to hiking trails and natural landscapes, with the inhabitants congregating in a few, densely populated areas.

District 7 – Little Rodentia

While technically this miniature city is part of District 1, it has long been considered its own unique corner of the metropolis. It was created with the miniature species in mind to give them a place they could live and work without the danger of being stepped on or overlooked. Still, it lacks none of the feel of a major city all by itself. Skyscrapers butt up against each other, linked together by a series of brightly colored walkway tubes, and slowly give way to small apartment buildings and lovely suburbia homes at the edges.

District 8 – The Docks (Aquatic District)

A two-tiered portion of the city, one half above the waterline and the other below it. Trade and travelers from all over the world pass through these gleaming waterways. Amphibians and Reptiles from the far south, Simians from the west, even exotic birds of all shapes and sizes land here from the east. This District is a true hodgepodge of cultures, architecture, and civic services, as Zootopia has done its best to cater to all their visitors' necessities. Below the seas reside the water-bound, no less a part of Zootopia for their aquatic nature. Seaweed farms and geothermal power are just a few of the booming industries taking place below the waves.

District 9 – Canal District

This District is home to water filtration plants, hydro-electric power generators, as well as sustainable logging. Whether to take advantage of the picturesque scenery, the refreshing shade, or simply to stay close to their place of work, some even choose to make their homes here as well despite all the noise from the machinery. Many of the homes are built in and around the trees themselves with roads winding between them in dizzying curves off the main highways.

District 10 – Marshlands

While most Reptiles and Amphibians prefer to reside on the southern continent, for any number of reasons some choose to make Zootopia their home. This District of lowland marshes and overflowing rivers is where most of them choose to make their homes. It is ill-suited to most mammals, with sidewalks completely disregarded for simply swimming and roads few and far between, but the scaled species get along there just fine. Houseboats are the preferred lodgings in these parts. Entire neighborhoods are simply lashed together and drifting in clumps.

District 11 – Avian Tower

The most exotic species of birds may inhabit the continent to the east, but do not think for a single moment birds are a rarity in Zootopia. Built in the shape of an absolutely massive palm tree, this District extends upwards instead of outwards. Inside the avian species live a close-knit existence, many living and working inside the tower itself with no desire to travel outside of it. Others can be seen winging over the city instead of taking transit. It is, simply put, their lack of hands and the special needs that infers that keep many of them insulated inside their District.

District 12 – Cavern City (Nocturnal District)

Most visitors are pleasantly surprised to discover an entire second city right under their feet. This underground portion of Zootopia can be reached from most of the other Districts through a series of subway systems and cavernous walking paths. The inhabitants of Cavern City are mostly made up of nocturnal mammals or those who prefer the darkness to the glare of sunlight. Mining and Entertainment are the two major industries, the former due to the needs of a growing city and the latter to satisfy the residents need for a night life. Clubs, bars, and restaurants of all types sprout up prolifically along the streets, doing their best to blot out the smell of melting metals with much more appetizing ones. Those with claustrophobia will find this District a decidedly unpleasant experience.

District 13 - Meadowlands

These wide, flat grasslands make up a majority of the continent Zootopia resides on. Farmers of all stripes litter the landscape, growing everything from apples to zucchini on large stretches of the land. Rabbits and sheep make up large chunks of the population, the former for very obvious reasons, but they are by no means the only inhabitants. Insect farms are another common sight out here, grown and harvested to satisfy the protein needs of many of the predator and omnivorous species alongside other plant-based sources.

Tour of the city completed, the helicopter finally touches down just outside City Hall. A few animals give curious looks in your direction but quickly continue on with their own business. Your safari-clad Coordinator strides towards the massive, gleaming building and through the glass double doors without waiting for you. By the time you catch up, you spot him/her/it standing at the front of an absolutely massive line.

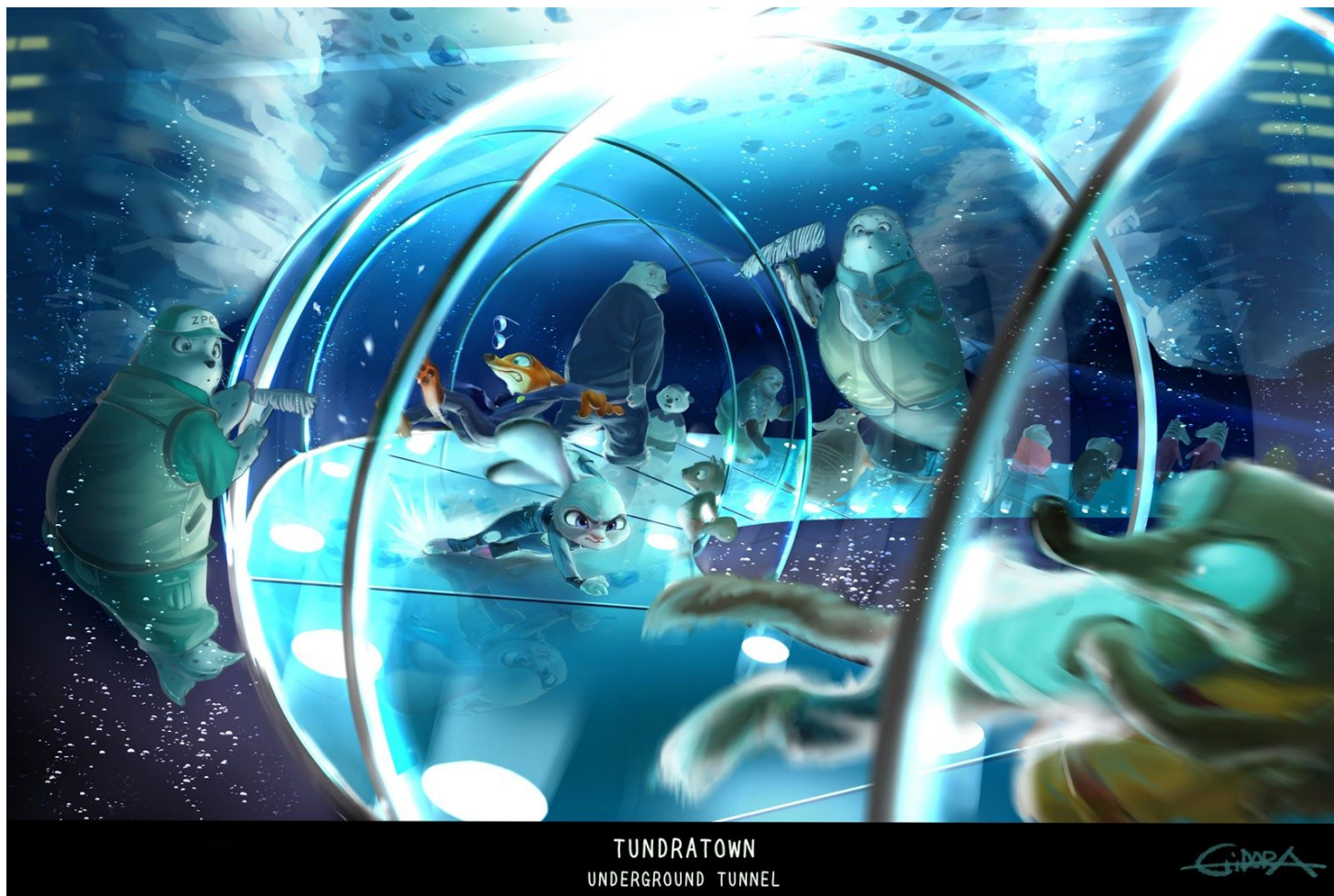
The reason for the line is quickly answered. Every single civil servant behind the row of desks is a sloth. Each of them moving at an agonizingly slow speed, completely ignoring any and all attempts to hurry them in any way. At a wave from your guide, you take their place in line. A wave of complaining noises, grunts, groans, and growls erupts behind you.

“Just one last thing to take care of. We’ve got to get you settled into your new role here. Here you go now, take these. Quickly now, it’s your turn. Go go go.” With a gentle shove to your back, you find yourself in front of a sloth and a single piece of paper.

“Please.....fill.... out.... your.... pertinent.... information.... here....” Between each word is a pause that could fit entire conversations and one clawed finger creeps outwards to tap the page, his other hand holding a large ream of papers.

It’s going to be a long day.

You gain 1000 CP to spend as you wish.



Backgrounds

Age: $2d8 + 16$

Gender: *You keep your gender from your previous Jump.*

Alternatively, you may pick your age and gender for 50 CP.

Drop-In (Free): You have a driver's license, a wallet with Z50 in it, and just enough identifying papers to hold down a job and home. But that is all you have. You have no connections to anyone in this world and have no memories of Zootopia beyond those you brought in with you. You'll be given a free bus ticket to the District you chose, but nothing else. Still, it's not all bad. At least you're not naked. Unless you want to be. But there are clubs for that. So don't be weird.

ZPD (Free): While Zootopia likes to claim it is the moral and technological center of the world, the men and women who serve to protect the peace of a daily basis would tell you a different story. There is still a criminal element, there are still murders, theft, and all the other ills of a modern society, if to a lesser degree. The ZPD are typically the largest of the animals with a reasonable mix between predators and prey species. They are highly trained to be able to operate in the varied climates of the great city and to take down criminals of all shapes and sizes. And now you have joined their ranks, whether as an old warhorse that has worked the beat for years or a brand new rookie rolling in with the latest wave of recruits. You might even be the first one of your kind to join the force thanks to Mayor Lionheart's wave of inclusion initiatives sweeping across the city. A fact that the press might enjoy but the officers less so.

Shyster (Free): Most people don't like to think there is still a criminal element to a city like Zootopia, but you are proof it not only exists, but thrives. You might be a thief, or a conman, or maybe a brute for one of the larger bosses. But you certainly bend, if not break, laws on a regular basis. Whether you had a few run-ins with the ZPD already or managed to slip past them thus far unnoticed is entirely up to you. Keep it small time enough and the cops might not even bother with you. After all, who cares about a duffle bag of stolen onions or bootleg DVDs?

Support Staff (Free): A metropolis like Zootopia does not thrive simply because of the hopes and dreams of the inhabitants. It requires entire hordes of people working behind the scenes to ensure everything from roads to trains to the massive systems supporting each District stay up and running. Many of these work for the Zootopia government itself, but there are hundreds of other private and public opportunities to help the city flourish. You might simply be a landscaper, a maintenance tech for a solar farm, or even a bureaucrat involved directly with the Mayor's office. Only the Mayor's seat and that of his assistant are unavailable. At the moment. There may be an opening or two soon enough.

Perks

*Each Background gets their **100 CP** Perk for free and a **50% Discount** on the others.*

Drop-In

Cheese & Crackers! (100 CP): Well, this is a Disney movie after all. But sometimes you really need to express yourself. You gain a talent at creative cursing using decidedly normal words. No one around you will mistake your true meaning despite the G-rated words involved, unless you desire it.

We're Great at Multiplying (200 CP): This gives you the ability to mentally calculate large sums at a moments notice. You may as well have a calculator plugged into your brain for all the challenge determining what $\mathbb{Z}200$ a day for two decades is to you. You begin with a mastery over the basic four: Addition, Subtraction, Multiplication, and Division. Practice with your newfound skill and you'll find even the answers to complex sums and formulas spring to mind in an instant.

Zoology 101 (400 CP): You become an expert at identifying animals at a glance, even if you just have a little sample of their fur. You can tell polar bear fur from panda and rabbit from hare with a few moments of study. But your knowledge doesn't stop there. You can identify the various strengths and weaknesses of an animal species on command. An entire set of encyclopedias could not tell you more than what you now know. Even better, this ability continues to function even in other worlds, allowing you to identify even the most exotic animals.

Disney Magic (600 CP): There's just something in the air of Zootopia that makes it feel like love and hope and dreams really can come true. You've captured a small part of this magic and can use it to help those around you grow. It's true! Through the course of a few weeks, an adventure, and a little positive reinforcement, you can encourage positive emotional growth in those around you. Think about how Nick Wilde started the movie and how he ended up. That's the kind of personality growth we're talking about here. This tends to work best with a few heart-to-heart moments along the way, but even without those you will still see this ability affect others. Of course, with this knowledge comes the ability to do the exact opposite, but no one would do that, right?



ZPD

Boot Camp (100 CP): Before you can become a cop for Zootopia, you have to prove you can survive the harsh conditions that will be thrown at you. Icy winds, blistering heat, slippery walkways, even inconveniently sized toilets. Somehow you made it through the training and are fully qualified to be a ZPD Officer. Whether you became one is another matter. This gives you an overall boost to your physical abilities, making you a peak example of your species.

Stop! ZPD! (200 CP): When criminals see you they know you mean business. It has nothing to do with the uniform, the badge, or even the massive taser at your side. It's a matter of sheer confidence. No matter what your actual appearance is, you still exude a sense of authority and control to those around you. This is substantially less effective against beings larger than yourself, but even an elephant knows better than to mess with a bunny cop. In short, those around you will take you seriously no matter what you happen to look like.

I Think I Found a Lead! (400 CP): A good ZPD Officer follows all available leads to catch the criminals. But sometimes leads are scarce, or even non-existent, even to the best these boys and girls in blue have. Except when you're on the case. Just when everyone else has given up, you have a talent for making startling discoveries. This takes the form of a little bit of luck as well as a host of memory boosters to allow you to dredge up clues where others see none. This can either be conscious, giving you a Sherlock Holmes style of deductive reasoning, or unconscious, which takes the form of sudden inspiration in times of need. And while you might not be able to solve every case in the ZPD cold vaults, you'll come darned close now.

Heart and Pride (600 CP): Being a great police officer isn't just about enforcing the laws and following them yourself. It's about being a beacon of hope when times are dark. It's about never giving up just because the day was long and citizens who were having bad days spent most of it yelling at you. But all it takes to keep hope shining in the eyes of others is to be the sort of hero you want to see in others.

By acting towards your hopes and dreams, you can inspire them in a similar direction. Save a shopkeeper from an onion thief and he'll be a little more thoughtful and compassionate in the future. Help an elderly woman across the street and she'll smile a little more often. This is a subtle power, but it gains momentum over time. Help out enough people and you might discover some familiar faces joining the ZPD to fight crime alongside you. Of course, there's no guarantee inspiring people to follow their hopes and dreams will lead them down the same path as you. But it's not like they're going to become villains or anything.



Shyster

Slick (100 CP): Just because you're a criminal doesn't mean you have to be a crude one. Your tongue is as smooth as silk and slippery as an eel. You've got an answer for every question and a quip for every straight line. This comes with a pretty good poker face so people will have a hard time telling which words coming out of your mouth are the truth.

All About the Bengals, Baby! (200 CP): It doesn't matter if you're scamming people or simply being clever, when it comes to turning a little money into huge profit, you're the best. You can easily turn Z15 a day into Z400 with a few hours of work without cracking a sweat or breaking a law. If you're willing to step across that line, you could double or triple that very easily. Just don't get caught.

It's Called a Hustle (400 CP): Getting a decent reputation as a criminal in this town takes more than a quick tongue and a load of Zoobucks. It takes a crew. Which isn't a problem for you anymore. You gain the ability to easily attract others to your organization, no matter what side of the law you operate on. Even better, their loyalties tend to be more resolute and you have to worry much less about backstabbing or graft. This power works best at attracting "mooks", but those with more stake in a world will still find themselves drawn to your side if your goals align.

I Know Everybody (600 CP): Most people merely boast about being connected and knowing everyone, but you actually do! Even in a city as large as Zootopia that's not an impossible feat. Given a picture, a name, and a moment to think about it, you can produce the knowledge of where that individual is most likely to be. Even if they aren't there when you go to look, you'll inevitably find a string of clues and hints that will lead you in the right direction. Given a week and access to the right resources, you could track down just about anyone. People making a deliberate effort to disappear are beyond the direct use of this ability, but you will still be able to discover more clues than others might.



Support Staff

Under-appreciated Lackey (100 CP): Everyone who has ever worked for any government has felt unappreciated from time to time. Thankfully, you've learned how to channel this into being far more productive in your work. You gain a host of office management and organizational skills. Outside the workplace, these same skills help you keep your living space clean and tidy with minimal effort.

Public Face (200 CP): Working as a public servant being what it is, sometimes you need to keep your true thoughts hidden beneath a friendly mask. You've picked up the trick and are quite good at it. You can keep your true emotions and thoughts from revealing themselves on your face or in your body language unless you desire otherwise. Instead, others will see whatever mask you desire to put up. Truly observant individuals may defeat this power entirely and most will doubt it with enough evidence.

Master Plan (400 CP): You might be sneaky and devious or open and confident, but one thing is for sure, you've got a plan and know just how to carry it out. Not only do you gain a large boost to your ability to plan on both large and small scales, but you also gain a near instinctual knowledge of exactly what to say to prod people in the direction you desire. Of course, people will occasionally surprise you and you're hardly infallible, but you will get your way far more often than not.

Green Energy (600 CP): Zootopia is a wealth of non-polluting energy sources. Primarily geothermal and hydroelectric, but examples of solar and wind power are used as well. Not only do you gain a wealth of knowledge on how to build these types of power sources, you gain the knowledge of all the infrastructure necessary to bring that power to an entire city. This includes an entire bookcase of designs and schematics on everything from solar panels to power poles. It even includes Do-It-Yourself videos starring Bob the Beaver in whatever format you prefer. As an added bonus, you know how to make such power sources 30% more effective at half the cost. All you need is the materials and a few handy helpers to kick everything off.

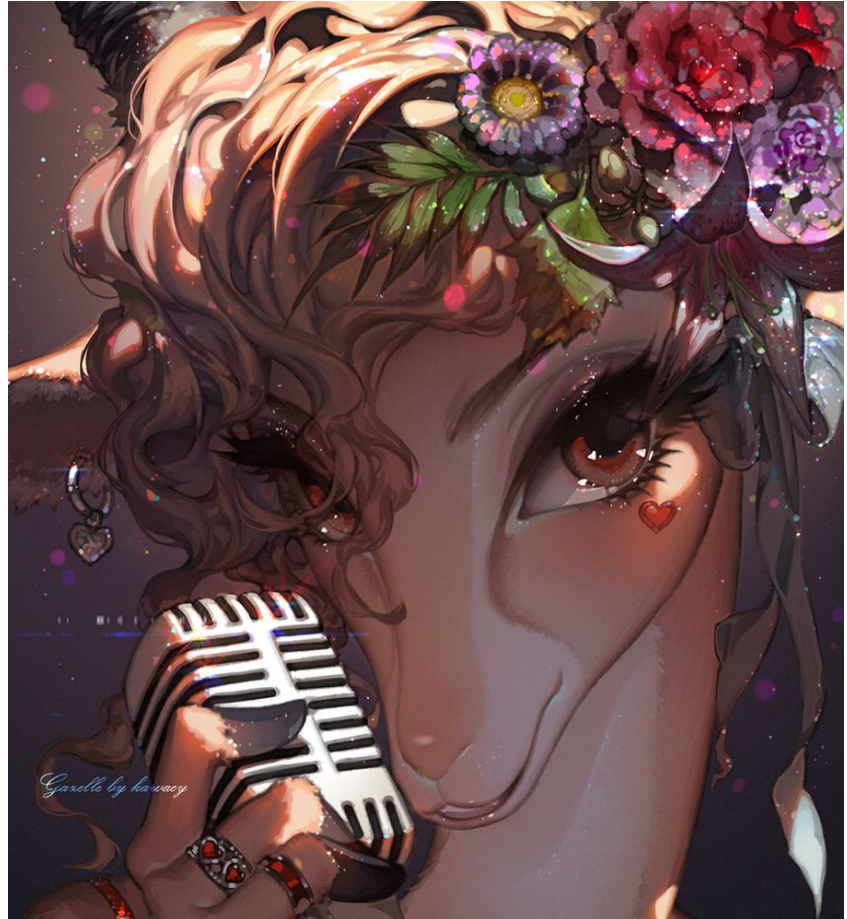


Undiscounted

Fluffy (50 CP): While most animals are naturally fluffy or feathered in some way, you look like you're straight out of a Baabelline commercial. Your hair, fur, fluff, wool, or feathers, are supernaturally soft, silken, and luxurious to the touch. You'll never need to comb, wash, or condition it and your hair will always smell faintly of your favorite shampoo.

You are even Cuter than I thought you'd be! (100 CP):

Because it is what's on the outside that counts, right? This Perk, quite simply, makes you more attractive in general. There is some allowance given in how exactly you would like this to affect you. Perhaps you prefer to mimic the characteristics of the young of your species, allowing you to be mistaken for a child given the right clothes and attitude. Or you could accentuate certain attributes specifically. You can also just have this Perk give you an overall boost to your attractiveness.



Night Howler Immunity (200 CP): Night Howlers aren't too much of a threat in their natural state. They must be ingested whole to cause their rage inducing mischief. It will be discovered in the coming weeks that a concentrated solution can be absorbed through the skin to the same effect, but all the same, you'd like a little insurance. You are now completely immune to the mind-altering effects of Night Howlers, as well as a whole host of other poisons. It would not be far off to say that none but the most deadly of liquid deaths can so much as upset your stomach now. This Perk defends against purely chemical reactions, not magical ones.

Companion Options

Current Companion Import (50/200 CP): For **50 CP** you may import, or create, a Companion. They are given an animal form, a Background, and 500 CP to spend on Perks and Items however they wish. They cannot choose to buy any of the Companion Options or take Drawbacks. If instead you pay **200 CP**, you can import or create up to 8 Companions.

Canon Companion (50 CP): Sometimes during your ten year stay in Zootopia you will run across a member of the cast of your choice. From that point on, coincidence and circumstances will do their best to ensure you will encounter each other frequently. You could be a constant informant for Judy Hopps, a business associate of Nick Wilde, or maybe just the doughnut salesman Clawhauser prefers. Whatever the case may be, you will have ample opportunity to convince the chosen individual to come along on your strange little journey. They may say no, but this ensures they will at least take your story seriously enough to consider it. They receive no additional CP, but come with all the skills and talents they already have.



Items

*Each Background may take a **50 CP** and **100 CP** Item of their choice for **Free**.
They may also choose **(1) 200 CP** Item to receive a **50% Discount** on.*

Recording Pen (50 CP): This pack of five pens each come designed as a fruit or vegetable of your choice. Each is extremely comfortable to hold and never runs out of ink. Even better, each has the capability to record and replay up to two minutes of audio at the push of a button. If you lose any, you'll find them replaced in a few days.

Guide Book (50 CP): Zootopia can be an intimidating place to simply wander around. Thankfully you picked up this little gem. This book details each District, including what kind of weather to expect, where the best places to eat are, the most prominent night clubs, and even transit maps. It's basically impossible to become totally lost as long as you're consulting this collection of maps and information. For an extra **50 CP**, this Guide Book will update itself to any city you travel to.

Pawpsicles (50 CP): A lovely blue cooler with roughly twenty Pawpsicles inside packed safely in ice. They come in three flavors: Red, Blue, and Banana. It refills each day, but disappear if you try to sell them. Giving them away is perfectly acceptable.

Doughnuts (50 CP): A variety of doughnuts that are the favorite confection of a certain chubby, cheetah cop. Comes as a box of twelve assorted doughnuts that refill each day. These also disappear if you try to sell them, but feel free to share.

Meter Maid Vehicle (50 CP): For those aspiring traffic cops out there, you can now purchase and own your very own police buggy! It has a top speed of roughly 20 MPH and the sides are open to the weather, but it beats hoofing it across the city. Or, if you need to feel the wind in your fur, you can get it in an adorable scooter form instead!

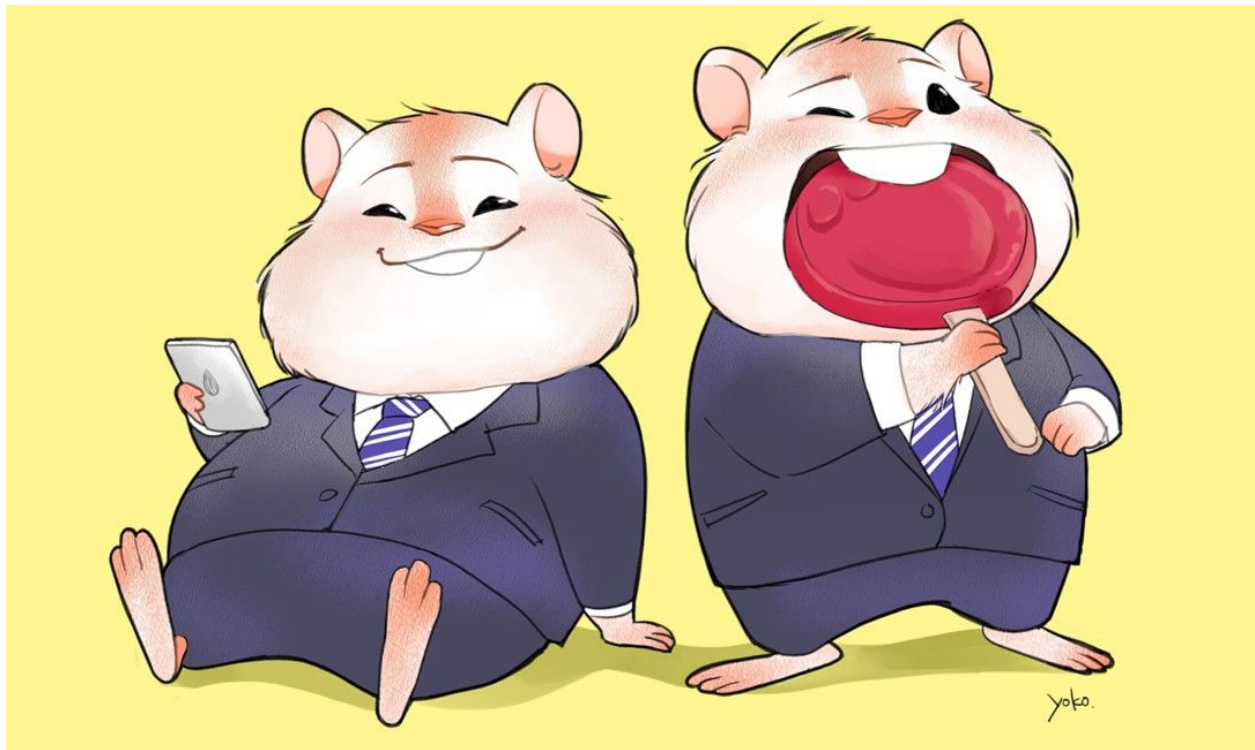


Fox Taser (100 CP): Frankly, this thing should terrify everyone. It puts out far more electricity than one would expect from such a small device, enough to take down even the larger animal species. It will never be fatal, but using this on anything smaller than a fox is sure to leave some pretty nasty burns. Needs new batteries after every few discharges (AA).

DVD Collection (100 CP): An impressive collection of pirated DVD straight from Weaselton's street side stand. Includes: Pig Hero 6, Floatzen, Wrangled, Wreck-It Rhino, Meowana, Giraffic, and many more animated classics. Even better, should you decide to add DVDs from other Jumps into this collection, they will immediately transform into their Zootopia counterpart.

iCarrot Music Player (100 CP): For those music lovers out there, we've collected all the greats into a single, palm-sized player for your listening enjoyment. Includes such greats as: The Beagles, Destiny's Cub, Ewe 2, Fleetwood Yak, Fur Fighters, Gazelle, Guns N' Rodents, Hyena Gomez, Kanine West, Mick Jaguar, and many more! Includes earbuds that will fit comfortably no matter what form you have.

Popsicle Stand (100 CP): This refitted hot dog cart has certainly seen better days, but the colorful stickers plastered to the side and brand new, striped umbrella go a long way towards disguising that fact. Easily pushed and with a tow ball attachment to allow for transporting across the city, this little stand is a beginning entrepreneur's dream. It comes stocked with a hundred Pawpsicles each day in three bright, tempting colors. And no matter how hot it gets, you'll never have to worry about anything in the cooler melting. There's also plenty of room for other ice cream, in case you want to branch out. You'll have to buy them on your own though.



Midnicampum Holicithias Starter Kit (200 CP): This leather duffle bag includes roughly two dozen of the infamous purple flower, as bulbs that look an awful lot like onions. Within a week of planting them, given even neglectful care, each will sprout a single poisonous, but sweet smelling, bloom. No matter how often you cut the flowers you will always find a fresh one has taken its place inside the week. Should the worst happen, you will be given a fresh batch of bulbs within a few weeks.

Tricked Out Speedster (200 CP): Tired of the same old boring commute? Moving at a sloth's pace got you down? Well have no fear, for you can own the ultimate in racing machines. It has no top speed that we know of, a snazzy red and white coat of paint, and a truly epic set of rims.. It can make even the slowest sloth feel like a cheetah on speed. The stereo inside is no slouch either.



Bug Burga (200 CP): Carnivores and insectivores in Zootopia have to get their protein fix from somewhere. While there are a lot of options, this fast food joint is undoubtedly one of the more popular choices for mammals on the go. It offers a whole variety of bug-based burgers and snacks without even a hint of effort towards trying to cater towards herbivores. Without your direct supervision, it will turn a small, but steady, profit. It will always appear in the world somewhere nearby where you yourself are placed. Or, if you have a piece of property that follows you around already, it can attach itself to that in some manner. And don't worry, unlike the other restaurants in this chain, yours will always keep the Firefly Sauce on hand.

Fish Taco Truck (200 CP): Bug meat isn't the only option for protein. While certainly less common due to the lack of strictly carnivore population, Zootopia still has a small market for fish and a very hungry audience eager for it. This taco truck comes equipped with everything one would need to grill or deep-fry fish to delectable perfection, but don't worry about making it yourself. We hired a very friendly lion for that. All you have to do is want a fish taco and he'll show up in the truck ready to fill you up. After you're done eating, he'll drop off a portion of his profits to you, then zip back off on his merry way to fill more empty stomachs across the city.

Drawbacks

You may gain a maximum of 800 CP through Drawbacks

70% Less Fur (+0 CP): Zootopia sits at roughly 80% on the Furry scale. If you don't care for this for one reason or another, don't worry, we've got you covered. Taking this Drawback allows you to tweak the scale to whatever you'd like, all the way down to 10% or anywhere in between. At the lowest end, this would alter everyone to normal Human forms with the ears and tails their animals forms would usually have. If the forms are changed too much, the free perks that normally come with those animal forms disappear as the anatomy allowing them does. No more claws, night vision, excellent hearing, none of it..

Narrative Change (+0 CP): There are a lot of different Zootopias out there in the infinity that is the omniverse. Some even more light and friendly than the Disney version, if you can believe it. Others take a more realistic brush to predators, prey, and the held-over instincts of their ancestors. And still others are dark, gritty crime dramas against a backdrop of corruption, greed, and conspiracies that even Jack Cower couldn't untangle. This option allows you to choose an alternate universe and base your decade in that world instead. Just be warned, this shift may make some Drawbacks much more deadly than they would otherwise be.

Dumb Bunny, Lying Fox (+100 CP): While most of Zootopia has managed to put aside the prejudices and fears that once ruled them, it can be hard to overcome ancient instincts and habits. You are a living embodiment of the worst stereotypes associated with your animal type. You may feel free to use your imagination a bit with this Drawback, but it must be fairly disruptive to your daily life.

Look at her nose twitch! (+100 CP): You just can't seem to keep your thoughts and emotions off your face. Fear, sorrow, happiness, anyone glancing in your direction will be able to read you like a book. It might from a twitch of your nose or the way you're holding yourself, but something will always give you away.

Wooly Bully (+100 CP): Somewhere along the way, within the first few weeks of your time here, you're going to get saddled with a nickname that will drive you crazy. Everyone else is going to find it wildly hilarious, a great way to tease you, or just a good way to get your goat. You will not.

“And these people, they want to be naked.” (+100 CP): Society as a whole has evolved rather far from where everyone was running bear-assed through the woods murdering each other. But for some, the trappings of modern society feel tight, constraining, restrictive. They prefer a more, shall we say, natural state. And certainly there are clubs for this kind of activity. Popular ones, in fact, but it is still a little odd to most citizens. Suffice it to say, you’re one of these individuals now. You will feel uncomfortable in your clothes. No matter how soft the fabric, or how gently it has been washed, it will itch your skin or pull at your fur. A constant irritation required by polite society you are likely only too happy to discard given the chance.

It's called a hustle, sweetheart (+200 CP): Boy, are you a rube. No, really, you fall for just about every scam and con there is out there. No matter what you do during your time here, you'll constantly be tricked out of your money and into favors of all kinds. You'll be able to hang onto enough money to eat, but just barely. Good luck owning a car or an apartment with your naivete.

Bully (+200 CP): There's just something about those smaller and weaker than yourself that seems to boil your blood. You can't seem to keep yourself from pushing them around, stealing their stuff, and you totally lose control if one of them dares to stand up to you. Might want to invest in some anger management training, if only to keep the cops from coming after you.

Unusual Appetite (+200 CP): While a song popular at the moment may be encouraging people to try everything, a lot of animals have grown up expecting to eat a certain kind of food. Vegetables and fruits for herbivores, bugs for insectivores, and fish or bug protein for carnivores. People are just used to seeing certain animals eating certain foods. But your taste buds run counter to the norm. If you choose the form of an herbivore, you’re only going to find enjoyment out of eating fish or bugs. As a carnivore you just love the taste of salads and can’t stand meats.

Which presents a problem for a couple of reasons. First is nutritional. You’re going to need multivitamins or some form of nutritional supplement to keep from feeling ill all the time. You won’t die or anything, but going against the diet your body expects is going to cause some issues. Secondly, you’re going to draw a lot of notice when you eat in public. This might be positive with people excited to see a sheep eating fish, or negative, such as those not wanting to share their favorite salad bar with a tiger. Either way, your diet is going to get you noticed.

Corrupt Police Force (+300 CP): Just like it sounds, the ZPD is now full of corrupt cops who seem hell bent on making everyone's life miserable. Nearly every single one of them in on the payroll of one or more gangs or syndicates. You'll be hard pressed to get them to care about real crime, but they're more than happy to harass innocent civilians. Their cries for help are just as often met with planted evidence and beatings as anything else. Should you be a criminal, this Drawback instead becomes Incorruptible Police Force. Each and every police office is entirely too vigilant, willing to step all over your schemes at the slightest provocation. Don't think switching sides in the middle will protect you either. This Drawback will always provide the most inconvenient situation for you.

Ewe Can't Keep a Bad Mouflon Down (+400 CP): You didn't really think Bellwether would just sit peacefully in prison, did you? During your stay, she will repeatedly break out of her cell with increasingly more devious and dangerous plans to forward her anti-Predator agenda. Her plans will not be limited to Night Howlers, nor will they all be so subtle. Expect events to slowly escalate until she is resorting to outright terrorism in an attempt to reach her goal. Don't expect death to slow her chaos down either. Others will pick up where Bellwether drops, holding her up as a martyr and a champion against Predators in general. If you don't find a way to handle this, you will find yourself standing in streets filled with dead Predators of all shapes, sizes, and ages.

Ancient Thirst (+400 CP): Meat, save fish, is a thing long since left behind in the name of social progress. Mammals anymore barely even think about what they might be missing. Even real cheese is fairly taboo in Zootopia. So eating meat is, well, it's just not even a thought that occurs to most citizens of this world. Except now you can't stop thinking about it. The taste, the smell, the feeling of meat feeding your body. The urge is growing and you're not entirely sure how long you can hold it off.

Sometime soon, within a few weeks though you won't know when, you will hunt down, kill, and eat a citizen of Zootopia. Regardless of your natural eating habits. From there you will become addicted to the taste. If you don't make a conscious effort to feed this hunger on a monthly basis, your body will do it for you. You'll blackout and only reawaken once you've made the kill and satiated your desire. Worse, should you rely on this unconscious state to do the dirty work for you, it will choose whoever is closest at paw. No matter how much you treasure them or how tight the bonds that bind you.

Rip the flesh. Feed the beast. And don't get caught. Zootopia may make an exception to their death penalty laws just for you.

Innocence Lost (+600 CP): What have you done? The world of Zootopia has lost its Disney magic and has become something far darker and unforgiving. Predator/Prey relationships broke down entirely somewhere in the past, with Prey species having emerged on top due to sheer numbers. Predators are now all fixed with a collar that both tracks their movements and allows for the delivery of electric shocks if they grow too emotional, no matter what that emotion is. In extreme instances they can even deliver lethal shocks.

You, Predator or Prey, have been deemed dangerous enough to be affixed with one of these collars. But yours is very special. All your powers, abilities, magic, and out of Jump science have been locked behind a wall of pure electricity. Attempting to access them will subject you to ever increasing voltage. All your Companions are similarly bound. Even worse, you're staying here until you personally break this 1984-style system, or ten years, whichever is longer.

Scenarios

*You may pick one or both or neither Scenario.
Taking either or both Scenarios with certain Drawbacks
may escalate their difficulty unpredictably.*

Arctic Nation

Zootopia is a broadly diverse, wildly multicultural city who would have you believe that most animals have long since stopped caring about the species of those who inhabit it. Much less their fur color. And while the latter would be true, save for a matter of personal preference, the former is a few shades of white lie off the mark. Most species are more comfortable around their own kind, or those similar in nature, and a number of jerks make little effort to hide their disgust at other who intrude. But now another problem entirely will rear its head.

It all starts in Tundratown with a group of polar bears and arctic foxes. A group of maybe a few dozen or so individuals will appear of street corners, handing out fliers and loudly promoting their Pure Fur movement. Nobody will appear to take it very seriously at first. Even if the new or the government looks into the issue they won't give it much thought. After all, what sane animal would give such silly ideas like genetic purity the time of day in this modern world?

But then, like a spark catching kindling, the Arctic Nation spreads its influence outside Tundratown. The sheep in the Meadowlands suddenly start excluding the dark woolled members of their communities as impure. In Little Rodentia a whole block of apartment buildings becomes the territory of a gang of white furred mice who beat up any "darkies" on their turf. Almost overnight the movement sprouts up all over the city as albinos and white furred/feathered animals of all kinds leap to the cause.

At the same time, a radical opposition group called the Black Claws will begin taking drastic steps in an attempt to protect those who share their pigment from the Arctic Nation. They'll claim territory for themselves, attacking or berating those with white pigment regardless of if they are actually connected with the movement or not. And in between, animals with the whole spectrum of colorations will begin taking sides.

You will only notice the situation after the public lynching and back alley stabbings are underway. Sometime during the second or third year of your stay. At that point, your friends, neighbors, and even closest allies will begin picking sides as well, badgering you to do the same. You will be critical to resolving the situation once and for all and the longer you delay, the more innocent people who will get caught in the middle of the chaos.

Support the Arctic Nation:

By rallying under the banner of those fighting for "Pure fur, pure genes!" your task will be to ensure that those of darker fur have their rights severely revoked. They must be driven into becoming second class citizens, whether through violent or political means. While violence will only beget more violence in this case there are many who will support such an idea. After all, if there are no more dark furred citizens in Zootopia, there will be no reason to change the laws.

Should you manage this task, you will be given an entire Police Academy to keep as a reward. It comes complete with barracks for training three classes with twenty members each at a time, an obstacle course sure to train those who practice on it to their physical peak, and several drill instructors who will push recruits to their limits. You will have to find your own recruits but those produced by your academy will show a certain amount of loyalty towards you. Not blind loyalty, mind. Whether you send them out into a world to pursue your own agenda, recruit them yourself as a private security firm, or simply enjoy seeing young men and women sweat, is up to you.

Support the Black Claws:

The Black Claws began as a defensive movement to support those attacked by the Arctic Nation. However, in the months since then anger had clouded the judgement of even the best of men. They now seek retribution for those murdered in the fighting. They desire nothing less than the public execution of all those involved in the Arctic Nation. The fact their leadership extends in the direction of City Hall does nothing to halt their zeal. They may be able to be talked into accepting criminal prosecution for those involved, but proving such ties for those with political friends will be rather more difficult.

Whichever path you end up taking, once the Arctic Nation is thrown down, the leaders of the Black Claws will be happy to reward you with a deed. An absolutely massive mansion “liberated” from a someone who no longer has any use for a home is now yours. It is a home every bit as large as Mr. Big’s sprawling estate and comes equipped with several maids to keep the place tidy for you. While you may need to replace some of the furnishings and paintings that were “liberated” before you took ownership, the rest of the house is opulently decorated.

Support a True Peace:

Finding a common ground between these two groups may be the hardest road of them all. You will find yourself assaulted by both sides as the more radical elements attempt to keep the flames of hatred burning. Fighting back against all sides with violence could be a solution, but it would have to be taken to extremes few people would be comfortable with. Especially the civilians caught in the middle. Enduring these attacks and finding a peaceful solution would be the best possible ending to this crisis, though how exactly one might manage to do that would require some serious interpersonal skills and investigation abilities.

When a peaceful solution is finally reached, you’ll find the people of Zootopia have rewarded you by electing you to a fairly prestigious public office. Exactly which one is entirely up to you. They’ll be equally as happy if you choose to be a figurehead with no responsibilities as they would be if you wanted to be Mayor. In addition, you will be given complete ownership of the Town Hall. A glorious and stately building you can use for whatever you wish after you leave this world. For now it needs to keep being the Town Hall. But no matter what you decide to use the building for in the future, the center of your business empire or simply a massive muffin stand, whatever business or bureaucracy that is conducted inside will be done with the highest level of efficiency. We’ll even throw in a couple of sheep to help you out with whatever you decide to do. Don’t worry. We vetted these guys.

Interspecies Uproar

Zootopia loves to be a place where everyone feels encouraged to be whatever they want to be. Even outside of the glitz and glamour of the political message, most of the civilians take this lesson to heart. Though, life being what it is, sometimes individuals find themselves pressed right back into the box anyways. Still, when it comes to romance, the politicians have long since been of the view that people can “try everything” if they want. So long as nobody gets hurt.

The resistance to this relaxed view of interspecies resistance will start off slow. A few posters anonymously glued to walls here and there. Small groups of conservatively minded individuals gathering for coffee and venting their opinions. But slowly the sentiment will grow. A commercial might appear in the dead hours of the morning calling for awareness of the “greater good for the future of Zootopia’s moral fiber”. Community halls start hosting weekly gathering for those supporting this new opinion, organizing them. Eventually even minor celebrities will begin adding their voice to the issue on social media.

At the same time, pushback will sprout up. Those of the opinion that people should be allowed to date, marry, and create families with whoever they please. Those who don’t think other people, much less the government, should start peeking into people’s homes and start asking questions. Posters will appear advocating “Free Love” and “All Families are True Families”.

And soon the issue will start appearing on the news. Violence stemming from those of these issues clashing in minor ways. Talk shows debating the issue feverishly. Eventually it will become impossible to ignore, even if one wanted to.

Sometime during your first few years here, you will be asked your opinion on the issue in a fairly innocent, on-the-spot television interview. Whether you support or reject interspecies relationships, what you say at that moment will have far reaching consequences. You will become the face of that side of the issue. The one they decorate their posters with and wrap their slogans around when they begin marching to support their argument. Whether you want it or not, you’re involved. But you will only be placed into a position to do anything with your influence after events are already reaching their boiling point.

Whichever side you support, expect to draw the ire of the other side. At first this will be discrete murmurs and whispered conversations that cut off as you draw close. But as the movements begin picking up steam, the conversations will grow less quiet. Accusations will start getting hurled your way. Insults that may turn into acts of violence unless carefully handled. Even things really get heated up you’ll even find your apartment, home, or other properties vandalized with hateful messages and thrown bricks.

Depending on which side you support, your goal varies from at this point.

Support a Ban on Interspecies Relationships:

You will find yourself amidst a growing group of supporters who are eager to hear where you want to take their movement from there. They are well organized, but still a minority in the city. Converting others to your way of thinking will be vital to keep its size from stagnating and eventually falling apart on its own. Non-violent means will be key to your success, as any form of large scale or continued violence will see your group targeted by the police as a terrorist organization and forcibly broken apart.

Success will come from pressuring the government into passing a series of “Moral Fiber” laws heavily penalizing interspecies relationships and the city at least accepting, or at least tolerating, them. Passing the laws may only be the first step, depending on your tactics.

Should you succeed in your mission to help turn Zootopia into a morally upstanding community, you will be rewarded with a large building on the edge of the Rainforest District. They have been planning to use this to “rehabilitate” some of those too stubborn to let go of their interspecies ways, and perhaps they did under your leadership, but now that it is no longer needed they are giving it to you.

This former mental asylum, turned prison, turned rehabilitation center, contained hundreds of cells suitable for holding mentally ill and even savage animals of all sizes. It has several medical bays suitable for everything from basic first aid to full surgeries and even a pair of fairly advanced laboratories. Exactly what you do with this building from here is up to you, but it is pretty clear what it is best suited for. It also comes with several timber wolves to guard the front doors for you. Just try not to get them started howling.

Opposed the Ban on Interspecies Relationships:

While you will discover a large portion of the city supports your decision, they are wildly unorganized and for the most part uninterested in doing more to support the cause than they can manage from their couch. You will have to rally them, motivate them, and give them a reason to come out and support their fellow mammals. A powerful speaking voice and stirring words will do more than violence will to convincing others in this case.

Success is a little less strictly defined in this case. Simply dismantling the opposition might be enough, or passing a laws to prevent the government from interfering in personal liberties could be a route to success. Interspecies relationships need to be no longer in danger of being prosecuted or threatened, however that comes about.

Should you succeed in your mission to safeguard the personal liberties of your fellow citizens, you will be offered no property, but a chance to return to Zootopia. For three weeks in between each world you visit, you will be able to return as if you had never left. Whether you use this time as a vacation, a break from more stressful adventures, or as a chance to engage in a little more social experimentation is entirely up to you.

The End of a Decade

At this point, all Drawbacks are revoked and you are free of their influence.

I've Tried Everything

You've grown tired of your wandering the various worlds and desire to go home. You may return to the realm you originally came from with everything you have gained in your journey so far. All your powers, items, and companions return with you.

Where I Belong

Something about this world has enticed you to remain behind. You will no longer wander the omniverse and spend the rest of your time in the world you have made for yourself here. You keep everything you have gained on your journey so far.

When's The Sequel?

This isn't the end of your journey. Another world come and gone and you're still going strong. Head off to your next world with everything you have gained thus far.



Notes

1a. You may, of course, choose to ignore any or all of these limitations. This is after all a single player experience. Please don't ask me to clarify matters if you are breaking the rules of the Jump.

1b. Domesticated species refers to those bred specifically to produce food and/or company for humans due to selective breeding. Modern cat and dog species all count as domesticated as do most, if not all, cows. Horses do exist in domesticated and undomesticated varieties, as do pigs. The sheep in the movie are likely the studio simplifying things for a younger audience. The Mouflon is an undomesticated, early precursor to the modern sheep. This is, of course, a guideline. Use your best judgment based on what can be found in the movie and your own common sense.

1c. It is true that some of the animal species that can be chosen, most notably the smaller rodents, would normally have shorter lifespans than a decade would allow for. Choosing these does not mean you have to have immunity to old age or any such foolishness to survive the decade and neither are they trap options. This is Disney. So even if you choose the shortest-lived mammal (Mice at just 1 year, in case you were wondering) you will not have to worry about dying due to old age or health problems caused by aging.

2. Any properties bought with CP or obtained as rewards from Scenarios in this Jump can be attached to your Cosmic Warehouse, to another property that follows you between worlds, or be independently placed down when you first arrive in a new world, at your choice. Any staff included can be kept, or replaced with similar versions drawn from the local universe's population with each world, at your choice. Both choices must be made when the properties are initially bought or obtained.

3. If you wish to choose a different cook for the Fish Taco Truck, you may. In fact, if the species or gender of any of the mammals mentioned in any of the properties or items are not to your liking, you may change them to someone else.

4. Apologies to the Konata or Konatas the updating of this Jump may have murdered.