



Adventures in Looniversity

v1.0

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Welcome to ACME Acres the hometown of the ACME Looniversity where the next generation of stars is trained in the art of comedy taught by current generation of mega stars like Bugs Bunny, Daffy Duck, and Porky Pig.

Show? What show, this is a jump where you're going to school to get your Toon Degree.

As a new student, take **1000 Choice Points** to get yourself settled and ready for classes.

Starting Location

Roll a 1d8 to determine where you start, otherwise pay 50 CP to choose.



1) ACME Looniversity

This is the main location and focus of the show and where all of the main cast members spend their days learning to be the next generation of toons and the fine art of comedy.



2) Montana Max's Mansion

This sprawling mansion has everything a teen could need, including vicious attack dogs.



3) A Bunny Burrow

You find yourself appearing in the home of Bugs, Buster, or Babs Bunny.



4) Wackyland

Hope you have a way to get out, if you don't though it's not a big deal as if you are a Drop-In then Bugs will be in here and see you arrive, if you are a student then he will come in search of you after a day or two to bring you to school.



5) Fifi's Cadillac

This abandoned pink 1959 Cadillac in the Acme Acres Junk Yard is home to Fifi La Fume, and while the Cadillac may look small on the outside, it is much larger and roomier on the inside.



6) HappyWorldLand

This rather horrifying amusement park is visited by Hamton and his family along with Plucky, though they don't stay to ride many rides or visit many attractions.



7) Perfecto Prep

This lavish preparatory is school rivals with Acme Looniversity, especially in sports, and despite its reputation in performance, is where the cheating and villainous characters of Tiny Toon Adventures attend.



8) Free Pick

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using a 1d6 + 13, or roll a 1d20 + 20 if you take the “Adult” drawback. By default your gender is whatever you were previously. It is 50 CP each to freely choose your own age or gender.

Origins

Drop-In

You literally dropped out of the sky and landed face-first in front of at least one member of the cast at your chosen starting location, whether this means powering face-first through a roof and a couple floors depends on your chosen starting location. Thankfully, as you managed to not only fall from on high and plow into the ground face-first and actually survive, Bugs himself will be willing to sponsor you a spot in ACME Looniversity as pratfalls and prop comedy require a high pain tolerance and durability to survive. As a drop-in you have no valid background, memories, or documentation.

Student

You are a new student joining ACME Looniversity along with the rest of the main cast.

You have a family who is provided free under the companion options if you desire to keep them. This can be a family with two parents and two siblings, be an only child with a single parent, an orphan living off their parent’s life insurance with or without a sibling, it is up to you to decide as long as the companioned members are limited to four unless you paid for more.

Race

You have pretty much complete freedom on what race you can be, whether human like Montana Max and Elmyra Duff, an anthropomorphic animal like Babs Bunny and Fifi La Fume, or an alien like Marvin the Martian is up to you, just make sure that it fits with the setting.



Perks

You can take two 100 CP perks for free and gain a single 50% discount for every other pricing tier.

Toon Physiology [Free during Jump | Undiscountable 300 CP to Keep]

Your body now has the resilience and near instantaneous recovery of a toon.

This also provides you with a mental toggle that will morph any form you are currently in back and forth to give it the properly exaggerated and animated proportions that are generally seen on a toon while having the changes stay thematically appropriate for you.

Comedic Timing [100 CP]

You now have impeccable Comedic Timing and can pull off gags and joke with lightning quick responses and nail them every time. Also make you great at one liners, speed up your reflexes to ensure you can pull off the gag.

Summon Pie [100 CP]

You can summon a pie to your hand at will, by default this is Banana and Whip Cream Pie.

+ For an additional **100 CP** you can upgrade this to allow you to summon any pie you desire as long as it is technically an edible pie. So no concrete or plutonium pies unless you have a form that can consume and benefit from that.

Enticing? Scent [100 CP]

You can emit a scent that you can change at will to anything you have experienced yourself, and can emit it in a cloud around you when desired. This defaults to a pleasant and light scent of your favorite flower by default.

Spin Spin Spin [100 CP]

Like Taz and Dizzy you no longer suffer from motion sickness and are capable of fast spinning movement at will to move quicker than normal and blow through barriers and obstacles within reason.

Summon Hammer [100 CP]

You can now summon and dismiss a single large mundane wooden hammer that will disappear when re-summoned.

This hammer can be summoned two ways, first is Toon mode that will ensure that it will be impossible to actually do any lasting damage, while in Mundane mode it will react just like any normal hammer.

+ For an additional **100 CP** you can now have the **Summon Item** rather than **Summon Hammer** and can now summon any normal mundane handheld item you desire.

Yes Relation! [200 CP]

You can now and for future jumps make yourself the direct or distant relation to any named character in your jump setting, if your species do not line up then you are adopted.

This will not allow for the usurpation of an heir-ship as even if you are the older sibling to a character like Joffery Baratheon there will be an in-universe reason for you being passed over for the position. The point of this is not to be an easy and immediate path to power, but a way to get a position in-universe that you want to start in terms of relations and setting.

Dust Cloud [200 CP]

Like any good toon you can raise up an visually impairing cloud of dust and debris that will suck in nearby enemies and provide you with an advantage as it impairs their vision but not yours. This can only be sustained for a few minutes and will end if you are knocked off your feet or stop moving. Those on the outside will only be able to see limbs and maybe heads occasionally peaking out during the fight. This only obscures vision and does not prevent movement or attacks from outside the dust cloud.

Quick Change [200 CP]

You can with a quick spin and twirl change outfits in a blur, summoning them from seemingly nowhere. This is limited to temporary mundane clothing that provides no real quantitative protection by default, though if you have a skill to retrieve items from your warehouse or have the clothes nearby or in some form of storage then you can change into those rather than summoning a temporary mundane costume.

Prop Comic [200 CP]

You have a deft hand with props and using any item you can find to create a routine or a show with little or no preparation or practice, the props practically speak to you on the best way to utilize them. Just don't listen to that rubber chicken over there, he's quite adamant that burning things is an appropriate gag.

Impressionist [200 CP]

You have a talent for pulling off impersonations and disguises, you can build a character in an instant and will not break character due to carelessness, it would take concerted effort and skill to see through a disguise you are putting any modicum of effort at passing as. This also allows for an increased ability to mimic and learn the habits and tics of others you take a bit of effort to analyze.

Weaponized Slapstick [400 CP]

You are quite good at turning what should be a simple joke into a major pain and possibly injury.

This will allow you to turn off the inherent safeties and limiters on any abilities or skill you have, though this means that in some cases you will bear the cost of removing the limitations in damage or injury to push your ability or skill further than it should go with the limiters on. An example would be overdrawing your mana to fuel a spell or enchantment and then directly tapping into your own life force to empower it further.

In other uses it means that a normally harmless ability or item can have its safety removed and do some real damage.

Out of Sight Teleportation [400 CP]

You can now walk behind objects or turn corners and reappear somewhere else entirely within your current line of sight, so no traveling cross country with this perk.

You can take other with you with this method as well and the transition from one location to another is seamless and unnoticeable

Walking behind something like a tree can obscure you without issue even if you normally would not fit behind it allowing you to walk out somewhere else without issue, stopping halfway is not an issue either as you will simply appear to have parts in both locations. You can even use this with part of your body like reaching an arm into a jacket only for it to appear coming out of a nearby location before you withdraw it back out of your coat.

Pocket Space [400 CP]

You can reach your hand into any pocket or out of sight place and pull any of your items out of or place back in your warehouse.

Be Loony [600 CP]

Like Shirley “the Loon” McLoon you have an all encompassing affinity for the psionic, able to use telekinesis, mind reading psionic blasts, aura manipulation that can physically interact with the world (ie. punch people), levitation, and more. May or may not connect you to the memories of your past lives.

+ You get the “**An Aura of Your Own**” companion for free with this perk. While a companion, pet, AI, or familiar can be imported into this aura creature for free with this perk, by default this is a new, friendly consciousness that has your best at heart.

Change of Scenery [600 CP]

You can reach up and grab at your surroundings like it was fabric or a pull down screen and draw it down to reveal another location entirely.

This pulling down of the background scenery visualization of your teleportation is only viewable by those you include in your teleportation, for those outside its effects It looks like you simply reached out and grabbed the surrounding space and pulled a ripple of distortion around you and your companions that caused you to disappear, for those at your arrival destination you will simply appear out of their sight unnoticed.

There is no limit to this distance but you must have either been there before or have an accurate picture of the location to reference, the details can be changed at the landing site but the image must have been accurate at some point, and if your landing target does not exist anymore you will appear near the desired location.

This can be used to cross dimensions and time as well as distance if you have abilities that allow for dimensional crossing or time travel.

Teaching and Learning [600 CP]

You have experience teaching what might be the most unruly, energetic, and ADHD riddled kids you can get, but what do you expect from their toons, and young ones at that.

This perk provides you with a way to pass on knowledge and skill with ease as you can now impart any perks you have on your own students though they start much weaker when they are not an all or nothing effect. This means you can teach others any magic system you know, with a bit of physical and spiritual interaction you can grow a meridian network in others that lack one, and can identify and unlock latent abilities.

This also works in reverse as it allows you to learn other systems and powers, and if you do not have the required base abilities or qualification to learn something, to figure out how to either engender the required base, or to mimic it with what you have. Have fun learning some psionic powers from Shirley the Loon if you can during your time here.

Mediamancy [800 CP]

You have the power to enter, exit, or pull out things out of any form of media you interact with.

This power comes in two usage modes, which one you use is decided by you upon activating the ability every time.

This allows you to utilize visual and written media including images, video, books, and comics in two main ways of ways labeled as **Pocket Dimension Creation** and **Alternate Universe Travel**.

By default when using this power you will be able to enter and exit pocket dimensions created through the media or pulling out and insert objects and beings into and out of the dimension.

While you can use this easily for reusable and temporary pocket dimensions with all media, you can establish a permanent pocket dimension linked to the specific piece of static media like an image or book and re-enter and exit it using that specific item from then on.

The power can also be utilized for a quick and dirty method of **Alternate Universe Travel** as while you are limited to the medium you are using, you are also having it do the heavy lifting on the dimensional and universal travel by providing the targeting and filtering parameters for the movement that utilizes the words, images, and information within the item to narrow down the options of available universes that it then chooses from to link to.

Animator [800 CP]

These are limited reality warping powers that are performed by “sketching” or “painting” the changes you desire using either a magic paint brush and color changing pencil that you summon and dismiss at will with the color they outputs changing as need and simply filling in the details automatically as you swipe the tool to create or alter something. Any alterations you make to your environment or other beings will revert after 24 hours or when you leave the area as defined by around one mile of your present location unless you actively go over them again to reinforce the changes before they revert.

All changes done to any environment or being will conform to them and their universes artistic style (this includes a normal realities realistic style) unless otherwise intended to look and react like a cartoon object or limb, and with a beings uncoerced permission you can also make any changes done to them a permanent alteration.

You can also undo any effects and alterations done with this with nothing more than a thought once they are made, and nothing done with this can do outright or permanent harm, as even erasing body parts will not affect someone beyond them falling over when their leg disappears. No pain, no wound, no ill-effects.

With this you can even create objects and beings with a wave of your tool, and the creations do not revert unless destroyed as they are not changes to existing things. Within 24 hours of their creation these creations and beings become completely real and can not be erased by the tool.



Items

You can take two 100 CP items for free and gain a single 50% discount for every other pricing tier.

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

White Gloves [Free]



The iconic white glove of the Warner toon, your personal set of gloves will always fit, never experience wear, and doubles your hand-eye coordination and nimbleness when worn.

+ For an additional **100 CP** they now take on a sentience of their own that will allow for them to float and operate on independently when removed from your hands.

These gloves will still acknowledge you as their owner and master, will never turn against you and will follow commands given to them, and will provide full tactile feedback and a sense of where they are and what they are doing as they are linked to you.

Looney Tunes Media [100 CP]

You gain copies of all media based on the Looney Tunes franchise and its spinoffs, this includes both physical and digital items.



Sneakers [100 CP]



These sneakers allow for traction on any surface, along with the ability to temporarily double your speed for 30 seconds after which you will feel exhausted for a few minutes afterwards.

This comes with an optional trailing dust cloud when doubling your running speed.

Their look and style can be however you desire.

Magicians Top Hat [100 CP]

This collapsable and stereotypical stage magician's black top hat looks good and recovers any damage done to it, but allows you to reach a hand in and at will either generate a normal fluffy bunny to pull out of it or to grab onto and pull out any nearby bunny or rabbit.

Comes with a mundane cape, jacket, and magicians wand.

The size of the object pulled out does not matter as anything pulled through this hat will harmlessly warp, stretch and inflate as it is pulled through the hat's opening.



+ For an **additional 100 CP** you and anyone you allow can pull objects from within your warehouse, personal reality, and owned properties, you do not need to know their location just that they exist.

Iconic Article of Clothing [100 CP]

You gain a single piece of clothing that is always associated with you of your own design, this will always regenerate any damage it receives and will never be lost as it will always appear in a bag or beside you when lost. If you are an Anthro toon I would recommend skipping the pants as an option as what self respecting Anthro wears pant on a regular basis.

Pepe's Perfect Perfume [100 CP]



This luxury perfume is the first of its kind to dare to do something different, to dare to be bold.

This perfume created by the famed Pepe , is a world first. Instead of masking yourself with the cloying and overpowering scents of our competitors, why not eliminate all scents placed upon you or from you with Pepe Perfect Perfume, the smell of the void.

One spray of this perfume will eliminate all scents upon application and stop all scents emanating from you for a full 24 hours, and other scents can be applied on top of this if desired, but why would you?

As a limited time offer this special edition of Pepe's Perfect Perfume comes in an special ACME unlimited spray bottle.

The Loony Bin [200 CP]

This sturdy plastic tote bin with ACME emblazoned on its attached lid is filled with a seemingly endless supply of crystals, tea leaves, sealed tarot decks, and the odd flawless crystal ball along with more new age supplies.

All items taken from this bin are receptive to both psionic and magical energies and enhance any work down with them.



Seltzer Bottle and Top [200 CP]



The bottle of seltzer is unlimited capacity, but the real special item here is the accompanying spray top handle that the bottle can be inserted into.

This seltzer bottle top when its handle is squeezed will spray forth with a force up to that of a firehose depending on how hard the handle is depressed. This top can also be affixed with any other desired bottle to provide the same force of spray for as long as its contents last.

One Beer [200 CP]

This unassuming brown bottle label as just “Beer” is in fact an amazing tasting hoppy beer that will never run out. If desired it can even grow you an instant beard when drunk, though it won’t provide the skill needed to drive a car.

+ For an extra **100 CP** this bottle will change its contents simply by rubbing the “Beer” text off of the label and writing the name of a new generic liquid. The label will swipe clean with a simple wipe with intent, this cannot be done accidentally. You can write back on it with any pen, marker, or even a fingertip and some liquid, the label will change to match what was roughly written over it.

Anyone want an unlimited bottle of Xenomorph blood? It tingles going down.



Martian Ray Gun [200 CP]



While this lacks the instantly deadly disintegration mode, it can be dialed up to burn through steel, set to form a temporary 5 seconds paralysis field on a target, and for some reason can create and shoot out a stream of soft serve ice-cream in any desired flavor the wielder wishes from about an inch in front of its barrel for a decent distance of around six feet, odd.

This weapon has an ACME guaranteed lifetime power supply, and it may or not be powered by a miniature artificial universe held within the gun itself.

Costume Closet [200 CP]

This closet will provide any needed clothes and costume required for disguise or pranking, it will also store any outfits placed inside of it with an unlimited internal capacity.

You can choose what outfit you want by interacting with the full length mirror on the outside door that works through voice and touch to display the stored outfits on your reflection and presenting them to you when you open the door to retrieve your choice.



This can also subsume other wardrobe items and perks into itself to expand its capabilities and internal variety of clothing beyond disguise and pranking purposes.

Cadillac [400 CP]

This 1959 Cadillac is of a similar make and model as the abandoned pink one that Fifi La Fume lives in at the ACME Junk Yard. Though your very is in pristine working order and contains an infinite fuel source to ensure that it will always run. This one also contains an expanded interior similar to the one that Fifi lives in that ensures that a person could live comfortably within it if desired.

The color of this Cadillac can be decided when purchased.



Marvin the Martian's Spaceship [400 CP]

You gain a duplicate of Marvin the Martian Spaceship with the paintjob of your choice and containing samples of Martian technology and weapons.

Millions Mansion [400 CP]



You gain a one time fund of 10 million dollars to support yourself with, along with an enormous 10 bedroom, 12 bathroom mansion situated on five acres of land. The actual design and layout of the mansion is up to you at the time of purchase.

It is staffed with generic followers that will move with the mansion from world to world, gaining a new fitting new alt form to blend in with that universe's locals so that they can continue to do their duties without issue.

This mansion comes equipped with not only luxurious offices, restaurant quality kitchens, and more inside, but also contains on the grounds outside amenities such as a novelty shaped pool of your choice, a number of large hot tubs, and other relaxation and recreation areas.

Production Company [400 CP]

You have controlling interest and ownership of a medium sized production company that primarily deals with animated and live action movies and show production.

This come with a small team of 20 or so dedicated and skilled followers that can crank out at best one of two small sized productions a year and one medium sized one, this is not currently a top level, high end studio able to crank out blockbusters quarterly or expensive and extravagant miniseries at a whim.



ACME Acres [600 CP]

You gain a copy of the entirety of ACME Acres with no people and a mundane version ACME Looniversity with no special effects or abilities, just a plain building. This is kept in its own pocket dimension and can be accessed by others through a painted image you gain here if you don't have access to other methods of entry. It can also be linked to your warehouse.



Dodo Dimension [600 CP]

This is a pocket dimension copy of Wackeyland.



You gain your own separate dimension filled with air, floating land masses and roads that you can pop into and out of at will, though it also has its own exit door for those inside to leave through.

There is no fear of falling as every land mass or object of sufficient size or density will have its own self-contained gravity that will draw those floating towards them eventually, so have fun hopping from one landmass and road to another.

Any intruders, enemies or people you wish to mess with will find the area within your dimension to be completely confusing and directionless while inside, making it hard for them to find you or escape by walking to an exit.

You can even have properties placed within this dimension on their own or connected floating land masses with their own self-contained atmospheres and ecologies.

If you have any Dodo birds this is where they will normally reside but can pop in and out at will or when you call for them.

ACME Looniversity [600 CP]

With this purchase you gain an enhanced copy of ACME Looniversity. This copy not only self-repairs any damage at a visible rate that looks like time itself is being rewound, and can do so from complete vaporization in minutes, but has an enhancing effect on any learning or training done within its grounds, with memories being reinforced to ensure they are not forgotten, to speeding up comprehension of concepts and speeding up the actual physical cycle of breaking down and repairing the body during training.



These effects won't change what your body is capable of limiting genetically or make you able to understand concepts that you couldn't before, instead it simply accelerates what you are already capable of and helps you actually cement what you do know and learn new things, building off what you already know.

So no comprehending rocket science right off the bat, but a major increase in learning speed and comprehension to decrease the time it takes you to work your way up to that from your multiplication tables. No skipping steps, this is a school.

Companions

You can companion anyone you wish without purchasing a companion option.

The companion options work in two ways.

For generic and OC options they will simply give you that companion at the start of your jump as a companion, like in the case of generic robots, or non-named characters.

In the case of Named characters they will arrange and guarantee a good first meeting to provide a chance to befriend them and then provide a chance by the end of the jump to ask or reaffirm whether they are willing to you by the end of your jump in a situation or location removed from any external influence that may sway them away from accepting, so if you have already asked them to join you then they will appear in your warehouse or warehouse alternative and have their choice confirmed.

Family [Free for first four family members. | 50 CP for each additional four slots.]

This will allow you to either gain four new companions or import up to four companions in the roles of parents and(or) siblings in your new family.

They gain a new toon form and age, along with the **Toon Physiology** perk and free version of the **White Gloves** item permanently, though they gain no CP.

Your companioned family members take up one companion slot.

As a **Drop-In** this will be the family that takes you into their home after arriving.

Companion Import [50 CP | 200 CP]

Import a single companion into any origin and race for 50cp each or eight for 200cp. They receive 600 CP to spend on Perks and Items, they can take drawbacks that only affect them for more points.

Field Trip [100 CP]

So you want to take any other existing character from this world, go ahead then.

If the specified being does not accept the offer or is dead and can't be offered the option to join you then can either get your CP returned or ask another person as the slot becomes companion slot you paid for becomes free for use on someone else.

They gain the **Toon Physiology** perk and free version of the **White Gloves** item permanently.



The Dodo Bird [50 CP]

You now have a Dodo bird as a pet.

It can when it desires to, on command or when hit, split into multiple smaller Dodo birds.

He is able to reform at will.



Bimbette [50 CP]

This curvy pink skunk seems to be rather interested in those that reside in the spotlight, maybe you can convince her to join you for the benefits of jumping?

This will ensure that you have a good first meeting before she runs into the “Johnny Pew” in the movie theater during the tiny toons summer vacation trip.

An Aura of Your Own [100 CP]

Why hello my aura, how are you doing?

You can import companions, AI's, spirits, pets, and followers into this aura entity.

This companion is a completely psionic being that has awoken from, is composed of, and resides within your aura. When within your aura this creature will also bolster your aura reserves at its own expense and be able to help reinforce your mental abilities and landscape. If it is exhausted or somehow injured then this being will automatically reappear within your aura to recuperate.

It can detach itself from the greater part of your aura while still being connected to you on a psionic level that allows for you to know where it generally is and receive an impression of what it is doing and thinking. It can interact with the physical world at will, and manipulate the environment.



+ With the “**Be Loony**” perk you will have more conscious control of this aura entity, be able to physically interact with it, and have the ability to communicate with it at a distance when it is not within your greater aura and body.

+ Without the “**Be Loony**” perk you will have no real control over it and only receive vague impressions from it when it is not inside your body.

Scenarios

[There is no limit on the number of scenarios you can take.]

Scenario One [New Teacher]

[Requires the "Adult Drawback"]

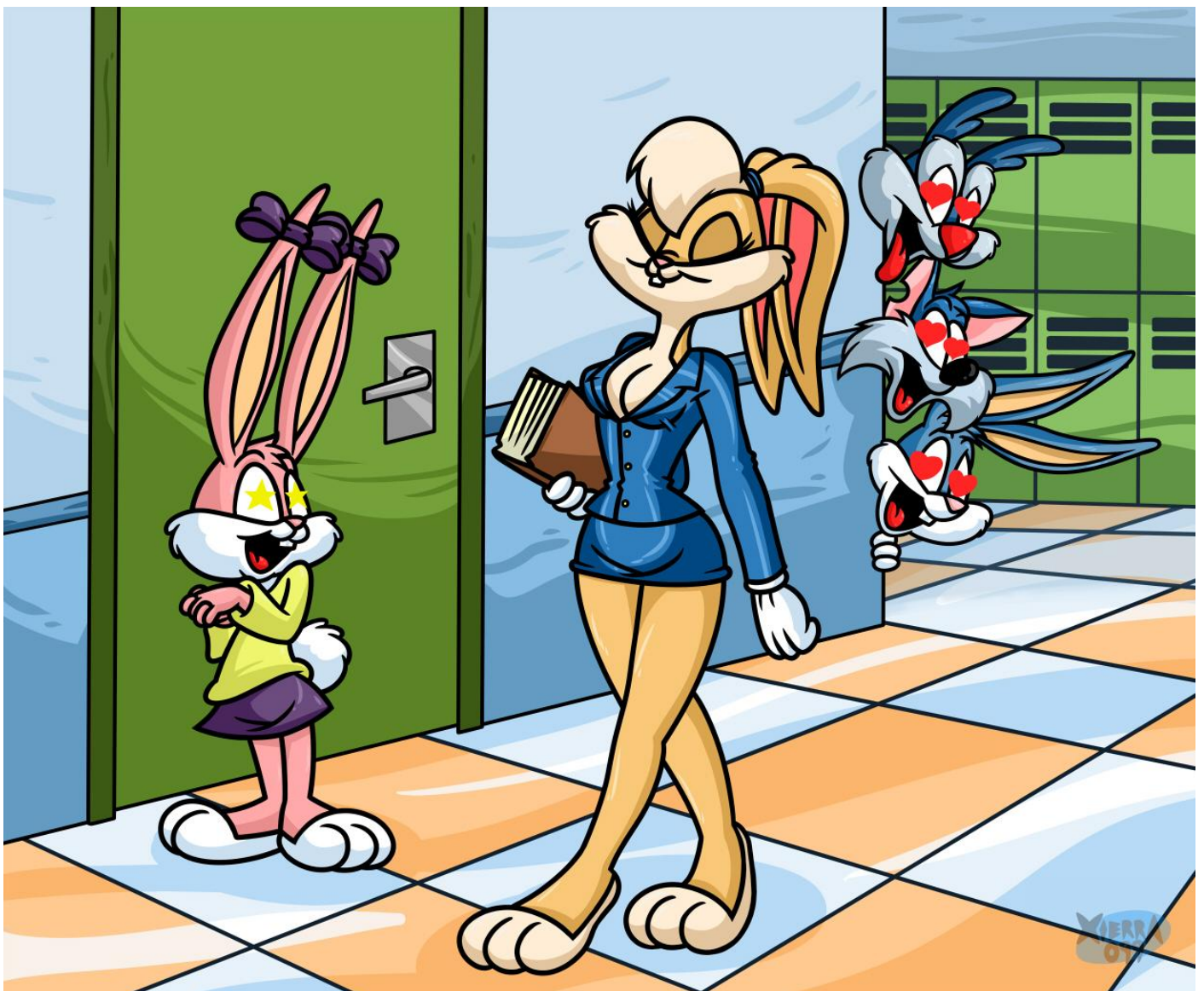
You are given a position on staff as a new teacher, as you are a late addition you are placed as the homeroom teacher to the main cast. Hope you survive.

Reward

What reward? Teaching is its own reward, right?

Fine if you want actual compensation beyond your paycheck during your time here then take the perk **Teaching and Learning** for free, and if you already paid for it then take this 400 CP refund.

You also get to take your three favorite students on an extended "**Field Trip**" out of this universe as companions for free if desired and as ex-student they can take up one companion slot though they will share all CP pools to buy their own backgrounds, races, perks and items. They can be split up later and imported separately if desired.



Scenario Two [Space Jam at Looniversity]

[Allows use of the "Space Jam" Jump Doc in non-gauntlet mode]

The events of Space Jam now take place in this universe. How this works is up to you, maybe the Morons try and invade and enslave the entirety of Looniversity and their students and either the original cast has to oppose them with the students watching from the stands or the new generation does, you can still have Michael Jordan if you wish as this is a universe with real people in it alongside the anthropomorphic animals and aliens.

Feel free to use the Space Jam jump as a supplement to this one.

Reward

You gain upgraded versions of the **Costume Closet** and the **Dodo Dimension** items for free, and if purchased you get the CP back as well.

B-Ball Wardrobe

You get an upgrade to the **Costume Closet** item into a freestanding **B-Ball Wardrobe** and if you already paid for the **Costume Closet** item then you will be refunded the CP.

This entire free standing wardrobe is decorated with hand carved and laser etched scenes depicting your victory in B-Ball against the malicious Morons of Moron Mountain.

Oh, you lost and got enslaved? Well then the wardrobe depicts the scenes of your pathetic loss centered on a large mural of your time as a slave on Moron Mountain.

Whatever the case, this wardrobe has unlimited capacity, the ability to bring forward whatever outfit you desire that you have placed within it when you open the doors, and the ability to generate a customized Looniversity "Space Jam" Basketball jersey for whoever opens the door.

This will also subsume any other clothing and wardrobe perks you gain automatically so you don't end up with 12 different closets and wardrobes and can be placed wherever you desire for ease of access.

This also comes stocked with a set of five regenerating and personalized B-Ball jersey's of your own as well.

Jumper Mountain

You get an upgrade to the **Dodo Dimension** item with your very own Moron Mountain style small planetoid amusement park placed within it and if you already paid for the **Dodo Dimension** item then you will be refunded the CP.

This Jumper Mountain is a small planetoid the size of earth moon and will reflect any and all of your previous jumps with its self contained, themed, and separated amusement areas that will ensure no cross contamination of rides and exhibits between the areas.

This small planetoid will also be able to be summoned and dismissed at will from the Dodo Dimension in any area with sufficient space so have fun charging kid and their parents to visit rides based on your old jump, hope they survive the Alien escape room, or the Crystal Lake Couples paddle boat ride.

Jumper Mountain will also take any alterations and changes you yourself ok to be added to the planetoid.

Scenario Three [Looniversity in the 24th and a ½ Century]

[Allows use of the "Duck Dodgers" Jump Doc]

Since Marvin the Martian is in this and apparently Martians can live thousands of years, this would suggest that the Martian Empire exists and is probably still ruled by the Martian Queen. Since this is the case you can now add the Duck Dodgers jump Doc as a supplement to this one.

There are two ways to go with this merging.

First, you can rule that Tiny Toons Adventures now takes place on earth in the 24th and 1/2 Century, which honestly wouldn't change much for the cast.

You can have a Duck Dodgers who is Daffy Duck working with the Protectorate and having a side gig with ACME Looniversity, have Daffy be a distant relation of Duck Dodgers, or just have them be oddly similar in looks. How this works is up to you.

Second you can simply say that this is in the past of that jump and that Daffy is the one that gets frozen and awakened in the 24th and ½ century to go around meeting descendants of people he knows now. This would mean nothing changes about the Tiny Toons Adventure setting except that the Martians are more fleshed out and the Protectorate may just be a smaller fledgling organization opposing the Martians.

Maybe time travels involved on your part and you got dropped in the past from the 24th and ½ Century, whatever the case. Have fun. Whatever the situation is, you will have to deal with Marvin the Martian trying to take over ACME Looniversity and when he fails, trying to destroy earth in retaliation. Whether this is on the command of the Martian Queen or just to vent on his failures again Bugs Bunny and Daffy Duck is unknown.

While this might happen without this scenario as he is in the Tiny Toon Adventure show, with this scenario it is guaranteed that all others will be detained, away, or just fail to stop Marvin and thus it will be up to you, your friend and your companions.

Reward

You gain upgraded versions of the **Marvin the Martian's Spaceship** and **Martian Ray Gun** for items free, and if already purchased then you get the CP back.

Marvin the Martian's Spaceship

The Martian Spaceship and are both easily upgraded and altered to fit into itself other technological styles and components taking on aspects and aesthetic styling as desired.

Martian Omni Ray

This upgraded **Martian Ray Gun** has a new setting called **Scan**, this mode can be used to analyze other guns and ranged weapons to adapt those weapons' ammo or firing styles into itself and then shift its form or energy output to mimic them.

If the scanned weapon has an energy based output such as a freeze ray then it will shift its energy output to match that effect granting it a new freeze ray mode, or if it scans a weapon capable of healing people hit it will then analyze and copy then technology to mimic that effect on a new Healing mode.

In the case of physical differences like physical ammo or having a larger rifle style form factor to output larger energy blasts it will require the absorption of material (Possibly the gun scanned) to build itself an new alternate form that it can shift into to either fire physical rounds or higher capacity energy blasts. Maybe you can scan a material fabricator to generate the needed rounds, or a rifle that shaves off ammo material from a dense block of metal like the Mass Effect weapons.

Toggles

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Hello Nurse, it's time for a show![+0]

This universe is now tied into the Animaniacs and all of the characters and events that are related are now canon in this universe. Your entire universe is now a show being produced in the Animaniacs universe with all of the characters are toon actors in the show created at the Warner Brothers studio. How this works I have no idea, maybe ACME Looniversity is in an alternate or pocket universe, it is up to you.

Another Universe [+0 CP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

Plot is King [+0 CP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

It's a Looney universe! [+0]

You will now find that there are examples of every Looney Tunes main and adjacent character in this setting, how this happens is up to you.

The Loonified Toon Theory [+0]

You can now combine or tie-in any media (games, cartoons, and comics), setting variations, or previous jumps into this jump setting as long as it is related to the Loony Tunes, like Space Jam, Duck Dodgers, The Looney Toons Show, and more. Though you will need to justify how Bugs Bunny is living as a bachelor with Daffy Duck while working as a principle at ACME Looniversity, and as a part time hero under the Protectorate in the 24th and ½ Century.

Feel free to combine the Jump docs that exist for these settings too.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the universe you're about to enter.

Drawbacks

There is no limit on what you can take.

Extended Stay [+100 CP]

For each purchase of this your time here is extended 10 years.

Barbara Anne Bunny [+100 CP]

You have a full name you don't like to have, preferring a shortening or nickname of your choice, at least one person will always use this name to annoy you, and you will always be bothered by it.

Odd [+100 CP]

You come off as a bit spacey and odd to those around you, not dangerous just not always all there at times. You may have trouble concentrating and get distracted by things around you.

Animal Bane [+100 CP]

You have absolutely no skill with animals, bipedal ones specifically, and while you aren't as bad as Elmyra Duff you just can't get them to warm up to you.

+ For another **200 CP** you are not only as bad with animals as Elmyra Duff but are now compelled to latch onto and hug any animal you see.

Star Struck [+100 CP]

You get easily starstruck when meeting famous people or celebrities which hopefully won't impede your interaction with the staff of Looniversity like Bugs Bunny. Don't make a fool of yourself, please.

Smelly [+100 CP]

You definitely don't smell like roses, and have a lingering cloud of unpleasantness that floats around you most of the time, and bathing will only dissipate it for a few hours at best. Try to stay outdoors and upwind.

Accident Prone [+100 CP]

Ouch, how did that piano manage to fall on you in the middle of a clearing in the center of the woods? Oh there was a cargo plane flying overhead, that explains it.

You will experience numerous accidents small and large on a weekly basis that will range from annoying to extremely painful or embarrassing.

The Porky Stutter [+100 CP]

Ma- Ma- Man that's an annoying stu- stu- stutter, and you will be stuck with it for the duration of your stay unable to get rid of it no matter what you try.

No Relation! [+100 CP]

People that aren't your closest friends or companions keep getting you confused for being related to the oddest people, they don't even need to make sense or be the same race, like why would you be related to Bugs Bunny as an anthropomorphic lion?

Hair Trigger Temper [+200 CP]

You have a tendency to fly off the handle and rage at the world around you at the drop of a hat, especially when it would be the least beneficial to your situation. This will make forming new relations a lot harder for you,

Forgetful [+200 CP]

You have a memory like a steel trap, a steel trap made of a colander and wire mesh. You're scatterbrained and have a hard time retaining information and when you do it is a lot more effort to recall. This doesn't affect learning much, just your ability to remember what you need to do, where you need to go, maybe what day it is, that sort of thing.

Why do I feel PAIN! [+200 CP]

While you do have the benefits of the Toon Physiology with its damage negation and recovery enhancements, you now will still feel all of the pain a normal person would feel from your injuries until they are fully healed.

Age Inappropriate Humor [+200 CP]

Man, are you weirdly crude and childish at the same time. No matter what you try, all of your jokes, gags, and attempts at humor either come off as childish or wildly inappropriately adult. You can still be funny, just within those two ranges.

Adult [+200]

You are an adult and thus not eligible to go to ACME Looniversity, so have fun finding a job and working for your entire stay in this universe. I'd also avoid hanging around the school unless you have a legitimate reason to be there, maybe as staff or janitorial?

+ For an additional +100 CP you are not only an adult but a forgotten star who's best years and fame have faded away leaving you bitter and desiring the spotlight again.

You are a Dodo Bird [+200]

You are a Dodo Bird, you are a small, trickster bird that generally resides in its own dimension and enjoys messing with others.

Travel Woes [+300]

Every time you try and take a trip somewhere you will inevitably be set upon by odd events and odder and possibly murderous strangers at every turn.

To make things worse, you will now be guaranteed to be invited on and forced to participate in at least one summer vacation or road trip each year. While you will survive, you won't enjoy the experience and will definitely experience a pain filled time.

ACME Quality [+300 CP]

For some reason all of your stuff now has a cheap AMCE sticker affixed to them while in this universe and ensures that you have a 50/50 chance of them not working correctly, and a 25/75 chance of them also exploding in your face while doing real harm except for covering you in soot. Why or even how that paperback book exploded is beyond me.

All items destroyed this way will be restored the next day.

Humorless [+400 CP]

You have no sense of humor, which might be a bit of a problem if you are a student at ACME Looniversity, or a teacher for that matter. Humor also just flies right over your head, and no, you can't catch it, you aren't fast enough.

Lockdown [+600]

You have no Out Of Context items and powers, or access to your warehouse.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v1.0

- Initial Jump Doc Creation