

I'm your basic average girl, and I'm here to save the world. You can't stop me, cause I'm



There is nothin I can't do - when danger calls just know that I am on my way.

There are plenty of brilliant, eccentric people in the world performing ethically questionable experiments to advance the pursuits of science. Most of these scientists don't actually plan to use their inventions; it's more just to test the bounds of what is possible. Sadly there are just as many equally crafty villains out there who want to steal this technology to use it for... exactly what they were intended for, it seems.

Doesn't matter where, doesn't matter when. This universe has its share of villains and wannabe villains striving to make a quick buck, take over the world, or just be the best bad guy they can be. With the frequent thefts of their experiments, it's a good thing the world has its share of superheroes, a global justice initiative, and cheerleaders with a can-do attitude. The most notable of these is Kim Possible herself.

It doesn't matter where or when there's trouble, whenever you need help all you need to do is make a call and she'll be there (If you want to page her that's okay). So if there's ever danger or trouble she's there on the double. You know that you always can call, just expect her to cash in the favour so she can keep on saving the world.

## Budget

These points can help provide you a background in this world, and sharpen your skills, or just give gadgets to help you go toe-to-toe with the heroes and/or villains of your choice. You keep anything gained from past missions, so spend these pointes wisely.

+1000kp  
[K]hoice Points

# Background

You'll be living here for the next ten years, but that's no reason you have to be a social outcast. Most of these background options give you friends and memories of the world, but these new influences effect your personality, habits, and reactions to the world. Underneath this you're still the same person you've always been, but it will take time and effort to overcome your new personality.

## Spaz

**free**

New memories and conflicting personalities are such a pain. With this option you'll be sure that you're the same person you've always been and there is no pressure to conform to any role. You'll be taken in by a family looking to adopt, though they seem content to let you do as you please. Having no friends or familiarity with what's popular may make it difficult to fit in, but who wants to fit in if it means pretending to be someone other than who you are?



## Athlete

**100kp**

Gifted by chance, you've ended up as an unpaid hero-for-hire and gained international popularity by rescuing stolen people and technology from bad guys worldwide. Even with your great success you've remained quite humble, friendly, generous and approachable (if a little absorbed in your looks). At school you're among the popular clique due to your great traits and a valuable member of the cheerleading squad (if female) or football team (if male).

## Scientist

**100kp**

With connections in the scientific community and intelligence beyond your peers, the scientist works to fill the world with all kinds of ethically questionable experiments and gadgets. With their natural resourcefulness and ability to construct frightening devices that could be harnessed for evil, they are a common target for lazy villains or those lacking in technological skill. Your gift for academics allowed you to finish schooling long before others your age.



## Villain

**100kp**

A future ruler of the world needs cunning and ambition to succeed, and flexible morals are recommended too. Though not necessarily as gifted as the athlete or scientist, they make up for these shortcomings by hiring, blackmailing, or simply kidnapping others to do their dirty work. Villains appreciate power, but more than that want to take it for themselves. A good villain always has a back up plan, and it's helpful to have additional secret lairs to retreat to.

## Age

Your age is 14 years old.

You may choose to begin at any age from 10 to 30 for the low cost of 50kp.

**50kp**

## Gender

Your gender stays the same.

You may choose to change it for a small fee.

**50kp**

## Import

Any options that provide you with a new companion in the items section may instead be used to import a previous travelling companion. You may choose the companion's personal details unless specified, though it cannot apply to canon characters.

# Location

This is your home now, and if you chose to have a background with memories you'll recall the last several years have been spent living here too. Since you've been living in this environment for a while, it may have affected your experience and outlook of this world just as much as a chosen background. Select your own starting location for 100kp, or roll 1d8 and take the result provided.



## 1 Middleton

Largely a quiet, suburban city, Middleton also has a thriving urban area and plenty of scientific facilities and cultural amenities. Though many it and the rest of the Tri-City area are located in Colorado, it can be in any state of your choice. Kim Possible and her close friends all live and attend school in this area.

## Yamanouchi Ninja School

Despite being a secret ninja school, it has an exchange program with Middleton High and you may soon find your way there to help assist the holders of the mystical monkey power in preparation for the coming battle against the evil Yono. If you were raised here it taught you discipline, seriousness, martial arts skills, and oddly - fluency in English.

## 2 Upperton

The wealthier part of the Tri-City area. Though as large as Middleton it has far less people living in it and fewer commercial buildings. Mansions of the richer citizens are found here and several prestigious education facilities are found in the city. Being brought up here would make you part of a well-educated and well-off family.

## Senior's Island

An island belonging to an incredible wealthy, somewhat snobbish father and son. You've been taken on here as hired help to clean their expansive estate. Since it's some distance from mainland Spain you'll have a room on site, though the lodgings are quite plain. The work is quite tedious, and though rich they only pay a bit more than average.

## 3 Lowerton

The poorer part of the Tri-City area is more lively and colourful than Upperton, even it is a bit lacking in the education department. Though the teacher's lack the technological expertise to work a VCR, their athletic department is still top-notch and the Lowerton Lemurs have a fierce rivalry with the Middleton's team, the Mad Dogs.

## Free Choice

You may choose any town or city in the world to begin in. Trouble has a way of spreading all over the world, and no matter your choice you're likely to have your share of adventure here. If you don't go looking for it, it will find you.

## 4 Go City

In this fast-paced coastal city supervillains and superheroes alike are common. Best known as the headquarter's of Team Go, who have disbanded after their sole focused member, Shego, left to pursue a career in evil. It holds the experimental Mucho Grande Bueno Nacho store, which has all the wonder of a Bueno Nacho store with no cashiers to judge your orders.

## Camp Wannawee

A secluded camp next to a contaminated lake. Your home here is little more than a cabin, and any schooling will have to be done online. If you have a family, they certainly seem to have concerns greater than the care of their child to have subjected you to this life. There are rumours of a monster lurking the grounds at night. The obvious footprints don't help.

# Special Abilities

With a world full of advanced technology, you'll want to pick up the skills to create your own, pilfer others, or maybe just reclaim what's been stolen. If your background is indicated, the cost for the specific perk will be reduced. A discount reduces the price of a choice by 50%. For you cheerleaders, don't think of these deals as discounts, just exclusive membership pricing.

## Not Dumb Luck, Dumb Skills

When it would benefit you, you are struck by minor clumsiness or misfortune to put yourself in a better position overall or simply protect you from more serious harm. Clumsiness may prove to be more valuable in some situations than pure skill.

**Spaz** discount **100KP**

## Fashionable

You're always aware of the current trends and styles. So long as you have the means, you will always know what you are supposed to wear to a given situation to impress others.

**Athlete** discount **100KP**

## Hacker

You can bypass most computer based defenses with ease. Provided you have good enough hardware you're perfectly capable of making adequate software.

**Scientist** discount **100KP**

## World's Deadliest Golfer

Perhaps you have a hobby like fishing or skateboarding. Now you know the perfect way to incorporate that lifestyle into combat. You are practiced in combat incorporating your hobby and gain a few simple items themed after it to assist in attacks.

**Villain** discount **100KP**

## Culinarian

You have truly excellent cooking skills. Just with the basic supplies of a high school you could create a 5-star restaurant.

**Spaz** discount **100KP**

## Gymnast

You are incredibly agile and dexterous due to your active and healthy lifestyle. You're more capable of fighting others in hand-to-hand combat too.

**Athlete** free **100KP**

## Genius

Your intelligence is improved significantly and you can grasp difficult scientific fields much easier than you peers. You retain information better than before.

**Villain** discount **Scientist** free **100KP**

## The Ron Factor

The abilities of your allies are improved significantly whenever you appear to be in danger. In doing something comedic or exploiting an appearance of being in danger you are often able to bring out their full potential of their skills as well.

**Spaz** discount **200KP**

## Down to Earth

No matter how famous or popular you become, others find you relatable and will interact with you as though you were any other regular person they know. They are still aware of your deeds, but your fame itself won't intimidate others.

**Athlete** discount **200KP**

## Reliable Invention

Anything you construct is only broken when used improperly or purposefully targeted with attacks. The items you create do not malfunction and are completely resistant to damage caused by regular usage.

**Scientist** discount **200KP**

## Child Development Degree

You have a natural gift with youth and are very capable of helping them learn and reach their potential. This talent can be utilized on older persons as well, but it is mostly effective for keeping younger folks motivated and interested in what you have to teach.

**Villain** discount **200KP**

## Animalinguist

You have an uncanny ability to converse with and understand animals. As an animal, you have the same skill to communicate with people relatively easily. You also tend to get along better with animals.

**Spaz** discount **200KP**

## Gloating Inducer

If your enemies have the upper hand, they will feel a strong urge to boast their plans to you and feel assured in their victory. Those with common sense and strong willpower may be able to resist this ability.

**Athlete** discount **200KP**

## Hotwiring

If it runs on wires, you can rewire it to perform a different task (limited by its physical capabilities, of course). In addition, you will be able to easily open all access panels without tools.

**Scientist** discount **200KP**

## Frugal

When you need supplies to bring together that master plan, you're capable of spending less to get the same results as any other high budget rivals. The end result might sometimes look a bit cheaper, but it is no less effective.

**Villain** discount **200KP**

**Embarassment Ninja**

You are aware of the time-honoured skills of humiliating your opponents from the shadows. You know the most effective ways to prank and embarrass others. Also, others will never mistake you for a regular ninja.

200KP

**Fear**

When faced with a person or thing that is capable of doing you harm, you feel a level of fear proportional to the damage they could inflict. You may willingly suppress the fear caused by a specific trigger, but you are not able to remove any fear that is not a result of this perk.

Spaz discount

200KP

**Puppy-Dog Pout**

Using this pout, you can increase a person's willingness to allow you to do something. It won't get you permission to do anything outside their moral values, and targets that are immune to cuteness are unaffected.

Athlete discount

200KP

**Leading Authority**

Whether your interests lie in Cybertronics, Genetic Engineering, Rocket Science, or something more obscure, you may choose one branch of science to be exceptionally talented in. It will be quite possible for you to make breakthroughs in this field. Multiple Purchases allow for additional fields of study.

Scientist discount

200KP

**International Hero**

Regardless of the damage caused in saving the world from evil, it will always be the villainous party held legally accountable for anything destroyed during your action-filled sequences. Your vigilante actions will be met with respect from local law enforcement.

Athlete discount

600KP

**Outsourcing**

You are talented at using stolen technology or items that you have no capability of understanding fully and incorporating them with relative ease into your own creations. Trying to use magic artifacts may have unexpected and potentially dangerous results.

Villain discount

200KP

**Mystical Monkey Power**

Along with instinctive knowledge of the Tai Shing Pek Kwar martial art, this energy also grants superhuman speed and strength so long as you focus to draw upon the spiritual energy.

Spaz discount

600KP

**Glowing Hands**

You can generate bright energy with your hands, heating or melting anything else subjected to attacks from them. This energy can be used in melee to cut through steel or tossed at a range in a blast of scorching energy or explosive burst. Relying too heavily on these attacks will tire you out.

Villain discount

600KP

# Companions & Gear

Whether you want to take over the world or save it, having someone by your side or the right gadgets can make all the difference in a tense moment. This equipment is very well made; even if it is destroyed you'll get a perfect replica 48 hours later. Companions too will be returned with only minor injuries after this period should they die, after all, this show is supposed to be family-friendly.

**Sidekick**

Max One

Gain both a close friend and assistant to help you in whatever endeavors you have planned. This can either be a canon character or one imported gaining a appropriate place in this world and 600kp to spend on abilities.

Athlete discount

400KP

**Henchmen**

You make take on up to eight companions to assist you in whatever deeds you have planned. They've lived a relatively normal life up until this point. If new to working with you they may expect payment in exchange for doing your dirty work.

Villain discount

200KP

**Arch-Nemesis**

Max One

You can choose your own foe from the canon characters or import a companion with 600kp to spend. If imported they gain a history to place them as your frequent foe. You'll remain professional enemies in this world, but you can easily befriend them and have them join you on future adventures.

400KP

**Holo-Jumper**

Sometimes your life is too busy to appear in person. This convenient device is fully mobile and only about the size of a dinner plate. You can program them to operate without your input or put in other AI companions to give them a more mobile form.

Scientist discount

100KP

**Bizarre Pet**

You gain a companion with the form of one earth animal of your choice (or they may retain a previous animal form if imported). They seem on par or above average human intelligence. They will be largely regarded as an exotic pet by others. They also gain the Hotwiring and Animalinguist skills.

Spaz discount

200KP

**Pet of the Future!**

Max One

One pet companion has spent an additional decade and this world and escaped from a dystopian future to the present. Advanced science has given them physical proportions of a bodybuilder and more strength than that. They get 300kp to spend on abilities.

Spaz discount

200KP

**Jumpmunicator**

A handy communication device about the size of a typical mobile phone. In addition to the usual smartphone options this device has two-way video, serves as a sensor device, and can emit jamming frequencies.

**Athlete** free**50KP****Cargo Pants**

These pants truly can hold an inordinate amount of supplies in their extradimensional pockets. The pockets are linked and can store around 100L of material. If destroyed, the contents will scatter out nearby. Check pockets before cleaning..

**Spaz** discount**100KP****Jetpack Backpack**

This can be either a new item entirely or incorporated into an existing backpack you possess. When activated the backpack sprouts wings and provides some minor protective gear.

**Athlete** discount**100KP****Elastic Constricting Lipstick**

A multipurpose tool that can be used as a laser cutter or generate adhesive material. To casual observers it is indistinguishable from a normal tube of lipstick (or chapstick).

**Athlete** discount**100KP****Royalties**

You've created something that has taken the world by storm in a new fad. All the production and advertisements are being taken care of by a major company, but you're getting an excellent share of the profits.

**Spaz** discount**200KP****Superconcentrated Enzyme**

This enzyme contains the genetic material of an animal of your choice. Contact with the sludge will alter a person's genetic code and transform them into a mutant creature, though they suffer no loss of mental capabilities.

**Scientist** discount**300KP****Grappling Hook**

Disguised as a hair dryer, this device will easily let you scale walls or perform daring swings around rooms. For an additional 50kp, it can also function perfectly as a hair dryer. (Upgrade also free to Athletes)

**Athlete** free**50KP****Moodulators**

After applying one of several receiver chips to people of your choice, you may adjust the dial on the controller to set them to any emotional state desired.

**Scientist** discount**100KP****Truth Ray**

True to its name, this ray gun removes a target's inhibitions. For the following 24 hours they will blurt out harsh truths and reveal the answer to any questions asked of them.

**100KP****Bondo Ball**

Releases a mist onto the surroundings. When people subject to the gas come in contact with one another they become stuck together until a special adhesive is used. You also have a convenient supply of the debonding solvent.

**Villain** free**50KP****Roflax**

Constant irradiation from this device drastically increases the size of exposed insects. It also allowed one to control the insects, though only as long as they actually hold the device.

**100KP****Spinning Tops of Doom**

Enormous, black tops. Their size and weight, combined with the high speed at which they spin, results in such a powerful striking force that they can potentially destroy anything in their path.

**Villain** discount**100KP****Lair**

Sometimes you just want to get away from the hustle and bustle and retreat to a secluded fortress with plenty of space for ethically-questionable experiments. This lair will provide you the space you need for just that. You know the location of the lair.

**Villain** one free, then discount**100KP****Bueno Nacho Express**

Access to a menu included traditional tortilla-based dishes such as nachos, tacos, and burritos. Several menu are a combination of such dishes. You can order anything from the menu free or charge, and have it delivered to your location instantly.

**Spaz** discount**200KP****Robot Hands**

Wouldn't it be easier to work in the lab if all the tools were constantly at your fingertips? With Robot Hands, they are! As a bonus, you can fire off finger rockets at anyone who gets too close.

**Villain** discount**200KP****Attitudinator**

A helmet that can change the moral standing of a person from good to evil or evil to good. It can also be used to take the evil or good out of one wearer and transfer it to the next.

**Scientist** discount**200KP****Experimental Plastic Surgery**

You can take on the form of any other human you want due to some nanomachines spread throughout your body. If you are a species other than human, you may instead pass for any member of that species.

**400KP****Phantom Monkey Text**

When opened, this ancient book releases a towering cyclone of red violent simian spirits. The opener of the book has no control over these spirits by virtue of opening the book alone, but they can be banished simply by closing it.

**300KP**

# Drawbacks

Your time here should be full of lighthearted adventures, but if you're willing to take on a bit more troubles you can also enjoy the benefits of some additional [k]hoice points. These penalties will persist for your entire decade here, don't take more trouble than you can handle.

**+600kp**

**Maximum Benefit**

## Pigmentation Disorder

Your skin is an unhealthy colour and not in just a subtle way. Orange, purple, silver – whatever colour you are, expect the condition to draw the attention of others and encourage you to seek medical attention.

**+100KP**

## American-Style Jokes

Whenever you say something foolish or suffer injuries, others will simply laugh at your expense rather than offer any help or information. This may be because they think you're joking around or are simply malicious.

**+100KP**

## Depantsed

Perhaps the universe just likes to see you uncovered. At least once a day, an incident will occur that leaves your lower half wearing nothing but your undergarments. This will usually happen around at least one witness who you'd prefer to remain dressed around..

**+100KP**

## Attention Whore

You can't handle it when your friends start paying more attention to someone else than you. You can handle them holding conversations with other people, but should they make plans and not include you, or ignore something you've said you become incredibly irritated.

**+200KP**

## Vivid Imagination

Whereas normally this might be considered a benefit, for you it is more of a liability. You are constantly lost in fantasies about the ways your life could be different, both for better and worse. You often have trouble determining what is real and what was just part of your dreams.

**+200KP**

## All That

You are completely oblivious to your own capabilities and always believe yourself to be the best person for a job. You have a tendency to become frustrated and insecure whenever faced with a task that you don't excel at. You will also become jealous towards anyone who is better than you.

**+200KP**

## So the Drama

Those you have romantic feelings will either turn out to just toying with your emotions or will be replaced by evil copies shortly after you become close. All your close friends and relatives will be dragged into dangerous situations frequently though you'll usually have enough time to save them.

**+300KP**

## Omniphobic

You have dozens of different fears and at least one always seems to crop up in day and ruin it for you. If you plan on doing anything important like saving the world or going out on a date, you are guaranteed to be impeded by at least one of these fears.

**+300KP**

## A Stitch in Time

During your stay here, your enemies will occasionally decide to use a time machine to travel into your childhood to kill you before you pose a threat. You need to anticipate these attacks and have a way to follow them through time to avoid being killed without a chance to defend yourself.

**+300KP**

After ten years in this world you only have one more sitch to deal with.

Regardless of what choice you make, you get to keep everything that you've purchased so far on your adventures. With the ten years over, all drawbacks end, even if you choose to stay. Who knows, perhaps one of those tricks could mean the difference between saving a world or letting a villain conquer it later in your journey.

## Return

Your home can always count on you, and you can here it calling after this latest mission. It's as though no time had passes since you left this place, only now you can be sure that everything's gonna be alright.

## Stay

Maybe you're all about saving the world or you've just had some great successes protecting the planet from villains. You stay in this universe forever, never to return home or go to any new realities.

## Next Mission

Doesn't matter where doesn't matter when you'll end up next, but wherever you go next you'll be all the more ready to deal with megalomaniacs and spunky teenage vigilantes.