



Rabbids Go Home Jump [Tri-Sevon Edition]

v1.0

by Tri-Sevon

Welcome to Earth, Jumper. This may look like a normal world at first glance, but it is rather...kind of quiet and dull. People are working day in and day out, being reminded to buy things and other such daily things. Well, until some very peculiar creatures come in and bring some chaotic antics to make things more lively and messy.

At first, knowledge of these Rabbids will be few and far between, as will be the frustrations of the people caught in their antics. But in due time, countermeasures such as 'Verminators' and other things to get these crazy rabbit creatures under control. As will the escalation of the antics of the Rabbids, especially in the things they take with them to build a pile of stuff to reach the Moon.

Here, take **1000 Stuff Points** and use them to help you out when things begin on the night Thursday, November 24th, of whatever year this world is in.

Areas Of Interest (Locations)

You can freely pick your location if you wish, or you can roll whatever dice you have to take a chance on where you may end up.

Isolated Junkyard

A massive place that is full of broken/forgotten junk, mostly consisting of the various objects, things, and vehicles made by humans. Of course, at some point...This ends up becoming the place where the Rabbids start their goal of reaching the moon

It also becomes the base area of the massive pile of things that will outright rival skyscrapers in the city in due time...

Central City

The big city somewhere out in the world that exists quite a great distance from the Rabbid Junkyard. It has a lot of places to live in, find work and things to buy, and methods to travel around for Humans for places not directly inside the city.

Though, just because humans are the primary people here, doesn't mean that things will remain the same when the Rabbids become more and more well known.

Tangential Locales

In essence, this allows you to pick one of the many locations the Rabbids will find themselves in one way or another, such as the *Airport*, *Hospital*, *Babbel Shopping Mall*, *People Company Enterprises Inc Office*, or the *Top Secret Verminator Facility* as examples.

Free Pick

Basically, you can pick any of the locations up above, but are also free to pick anywhere else in this version of Earth if you wish.

Background Details (Origins)

You can keep your gender as it was, or just freely decide whatever it ends up being. Also, you have the option to use dice to roll your age, otherwise just try to figure out something that works for you.

As far as your additional background details will go, it is up to you to figure out what role you end up taking as you figure out what to do here. After all, you can just drop in here with no memories or any ties to the world if you wish to go that route.

Other Details (Species)

Human [Free]

The most common sight around this world, given that they made all of the towns, cities, and all of the non-nature stuff out there. Of course, they are inadequately prepared when the Rabbids arrive and disrupt everything (at first).

You, on the other hand, don't have to worry about the Rabbids unless you wish to do something about them. Especially so if they do end up trying to take stuff from you in their antics.

Rabbit [Free]

A short, yet still decently tall white bipedal 'rabbit' creature. Normally, these creatures can be seen as being dumb as rocks (and that would be insulting to rocks), but the level of chaotic antics would make bring that into question (alongside many others).

If you picked this, you still retain what makes you as you...Just now available in a Rabbit Form. And also, you can ignore or go do your own thing in case the other bipedal 'rabbits' don't suit your style.

Just be aware that others may not trust you at first...

Other [Various SP]

In case you don't want to be either of the options above, this allows you to become something else that does exist in this world (and a more 'normal' world as well) for **Free**.

However, you can instead pick something else that would be human-adjacent or humanoid to make your form. The catch being that the more powerful these are, the more it will cost you.

*(For note the range goes from **100-300 SP**. And DO be reasonable and honest with what you pick matching the price, if you can.)*

Quirks (Perks)

You have a choice to get 5 Lightbulb Tokens for freebies to use as you see fit.

Otherwise, you can forgo the Tokens and instead get a stipend of 500 SP to use in this section only.

Lightbulb Health [Free]

Yes, if you wish to have a visualization of your health in a certain way, this allows you by default to make it take the appearance of glowing light bulbs. If you wish to have it be something else visually, you can go that route as well.

(Can also be toggled on and off, if you care about that.)

Camera Mode (Free)

In case you find things that you may want to take a picture of, this allows you a few options, such as using your own vision as the medium to take it or using a pulled back 'third person-like perspective' to allow for more wider shots.

And yes, you can pause time for the absolute minimum to get an excellent photo, while also working well with similar camera/photo-like Perks/Powers. However, trying to use this as a form of abusing time will never work out, no matter how clever or detailed you are with this specific ability by itself.

Unintelligible Learner [100 SP]

Sometimes, the language barrier is an issue that exists and then there just ends up being completely unintelligible language being the bigger hurdle. This is a solution to both metaphorical barriers.

No matter what the language is, you will be able to learn very quickly and also understand what exactly the other is saying in a short time span, no matter if the source is human, animal, machine, or something else altogether.

However, this does not help in you being able to personally be able to naturally speak back physically by yourself. That said, this does make translation devices and other similar methods far easier to make to match specific unknown languages.

Audio Changer [100 SP]

A bit of an odd quirk, but any audio systems that may be used for announcements or other such things can easily be rewritten by you either physically or at a distance using technology, power, or magic.

This also means you can change the music being played (if there is such a thing making that happen) to something you may like, others may like, or something that fits the mood better.

Oh, and in future jumps...This also makes breaking and modifying any form of audio equipment or equivalents to be far easier for you.

Pile Maker [100-200 SP]

This may seem simple at first, but it also offers a lot more utility. To explain, you find it massively easy to make just about anything useful to throw together into a massive messy pile and make it get taller and taller.

And normally, gravity would be an issue at some point...But you can easily sculpt the pile together to make more layers and stuff that will be able to stand up by themselves and support later additions. Yes, even if they are just made out of traffic cones and things like intact light bulbs.

You also find that if there are any living creatures or things of organic and artificial origin that can deteriorate or rot away...They will in fact be preserved indefinitely and easily able to survive in the pile with no negative impact to them.

For an additional **100 SP**, you can actually designate an sizable region of the area (and especially any pre-owned properties of your own), able to take on these special qualities for you to make even more piles or use them in the construction of whatever you may wish to build or make.

Artful Escape [100-200]

In case you ever find yourself getting chased by the Rabbids (or something more dangerous), you find that your boosts in escaping is increased, alongside getting stronger awareness on how to use the environment around you in order to maximize getting to safety, out of reach, or even hunkering down and hiding in case they lose track of you.

For an additional **100 SP**, you can also use your enhanced ability to cover escaping any situation where you may have gotten tangentially kidnapped alongside a different person or item. This also provides protection in case you get thrown into a pile of stuff or say like a prison cell among other similar cases, allowing you to easily survive inside and get your way outside till you fully leave the immediate area.

Scream Attack [100 SP]

Yes, the very scream of the Rabbids is able to be used as a weapon. And now, you too can use it. It normally has a limited (but visible) range, but yours can be extended for a further range or be cast as a sound-based projectile to perhaps target something specifically.

This also makes any other audio/sound-based attacks or abilities you have more effective as well, in terms of damage, range, AoE, or any other viable useful qualities they may have.

Boost Attack [200 SP]

Sometimes, being able to rely on speed can make a fight or battle go your way. And now, you can produce blue sparks on foot or driving/controlling a vehicle. The method in doing so requires enough speed and some hard turning to produce the sparks...

...But once it is ready, you can control when you perform a 'Boost', which doubles as an attack and a means to traverse horizontally and vertically if used correctly.

And as a bonus, you find your ability to control your speed while turning or drifting to be improved greatly, no matter the medium or method.

Cannonball Attack [200-300 SP]

A very strange power has been given to you, albeit with a device you can summon to perform it. In short, you can summon what looks to be a white remote-like device to point at things and people...

...And when activated, it shoots an entire 'living' Rabbid at breakneck speeds to collide with the target or area you pointed at. And you'd be surprised at how useful the Rabbid will be in disrupting, stunning, or even inflicting damage on foes, while activating hazards and out of reach switches/buttons as well.

For an additional **100 SP**, you gain an upgrade that doesn't require the remote-like device to be summoned at all (making it possible to be untraceable if you play your cards right) and can instead use it at will.

And as a further bonus, this can be something else entirely like an inanimate object or any form of projectile via magic, powers, and so on.

Automatic Machine Crafter [200 SP]

See the various automated systems in this city and other places? You find it vastly easy to create the Neatbots (Vacuum/Cleaner) and any other automated/utility systems you may see out here in the public and private areas of the city and beyond its borders.

This also improves and makes any future automated creations of any origin far more effective and efficient in future settings.

Together We Stand [200 SP]

Turns out, working well alongside others makes you better at the efforts you put in. No matter if you are Human, Rabbid, or something else altogether, you find that the more active support you have (no matter how small or large) will greatly boost all of your efforts, abilities, and powers.

....Oh, and this also makes it where you can share your abilities to be used with others, albeit with you starting out with a limited range and ability to designate who and who isn't affected. After all, you do need to find the others that can stand together with you.

Divided We Fall [200 SP]

The phrase holds some strong meaning, but it should replace 'we' with 'they' instead. Because with you, cutting off the passive or active support of your enemies' comrades causes far more detrimental effects in their efforts to go against you.

In fact, you can get an even stronger spread of this effect if you engage in fights (especially the ones the enemy believes they can possibly spring on you), making even the most determined armored opponent become a sniveling nervous wreck and make fighting you far more difficult.

This won't have an effect on those who can't feel the collapse of morale (or other feelings), but this also means this helps in rooting out those who are hiding these traits more easily and maybe finding other things to make them fall or crumble in your presence.

Damage Nuller [100]

Ironically with the amount of destruction and mayhem caused, the Rabbids don't actually really get people harmed (that much) despite their antics. And now, you can do the same where this allows for the things you do to not bring direct or indirect harm to others as long as you don't mean to harm others.

(This is toggable, of course.)

Maximized Theft [100-200]

One thing that the Rabbids are able to do is to figure out what 'small' stuff to take that they can shove in their shopping cart, and what 'large' stuff they have to actively carry to bring back. And now, you can do the same with this for **100 SP**.

In short, you can set up a parameter of items that can be highlighted with a nearly transparent white circle around the item if they are easily transportable. And as for items that don't match that, they instead get a faint blue glow around them.

As for an additional **100 SP**, you find that you can outright steal possessions and clothes from others and find them easily able to stack into any suitable storage medium you may have. Oh, and you find that any future efforts in taking what isn't yours to be far easier across the board...

Momentum Runner [100-200]

One of the two Rabbids causing the most mayhem ends up having to be the one acting as the 'Runner' of the duo. No idea on how they can keep running constantly...

...But that quality is now something you can easily replicate. Namely, in how you can just keep running on and on. However, the key note to mention alongside this is being able to use your balance and easily go with the flow of momentum to make quick turns and remain at any constant speed you can reach.

For an additional **100 SP**, this gets upgraded to work on any terrain no matter how detrimental it could be in terms of movement. Surviving said terrain, however, is a different story (if it happens to be something like lava, spikes, or something else dangerous).

Unnatural Strength [100-200]

The other notorious Rabbid of the duo that rides in the shopping cart is perhaps the one doing all of the heavy lifting in both senses. But now you too can get this unusual strength as well...

To go over it, this offers the strength and endurance to pick up and lift countless things off long spans of time no matter how small or large they may be. And if you have to resort to carrying one large thing with both arms (or equivalents), you will never tire from lugging it around.

For an additional **100 SP**, you can also get this strength to be boosted into other uses beyond lifting and carrying...Like using a shopping cart to slam against a Jet Turbine and dislocate it off the plane with a few good swings. Or kicking off an entire plastic water jug with such force it destroys things and damages those with heavy metal armor.

Insane Surfer [200 SP]

Despite surfing not being a thing that most would consider a useful (or useless) skill, you do know the technique and ability to perform well at it. Except, this isn't actually the real speciality...

...No, what it also does is make you able to ride about anything and stay balanced on it no matter how fast or improper its method of 'surfing' across the area. This can also be shared to anyone else you have, as long as you have a tight grip on them.

This also gives you a boost in finding and making methods for others to join you on your insane surfing in case you aren't able to directly keep them hanging on with you.

Jet Ski Swimmer [200]

As great as running can be, at some point, you may run out of land to run on. And your next path may be on the water in order to escape or keep on moving.

This will allow you to swim, even if your form isn't very conducive to swim/tread water, but this also extends to the equipment you may be using. Like if you were on

a shopping cart or a scooter (or something else like them), you can drive or push them in a manner that makes them into a highly mobile Jet Ski.

(And also, even if you do happen to stop at one moment, you and whatever you got will easily float on water till you resume moving again. Assuming of course, you are able to keep going by yourself or your equipment isn't broken.)

Anti-Charge Defense [200]

One of the weaknesses of the Verminators is actually not being able to withstand the full damage of an 'Boost Attack' by the Rabbids, making them able to be defeated easily if they aren't careful.

You? You don't have to worry about it. In fact, if they even try to do that on you (even without a Verminator Suit), they'll just rebound off harmlessly at worst or get stunned to allow you (and any allies) to clear their rabid clocks out.

And in other places you may find in the future, you gain an enhanced defensive boost to all forms of tackle, charge, ram or any other similar types of attacks inflicted on you.

Anti-Cannonball Defense [300]

For some reason that makes no apparent sense, there is a Rabbid out there that can be shot out like a cannonball out of a cannon. And the problem is, they seem to be following around the Rabbids in the Shopping Car without any physical presence till they get fired out.

This troublesome nuisance is strong enough to knock around the weaker Verminators, and even destroy (or disrupt most) deployable hazards. You don't have to worry about it, because it doesn't matter if you end up being the target.

In essence, if that 'Cannonball Rabbid' were to be fired at you, you won't take any damage from the impact and any of your equipment won't get damaged by the impact as well.

This also makes any other kind of large projectile attacks being sent your way do less damage overall by boosting your resistance to them. (And no, this doesn't count for bullets, but it does oddly count for things like pneumatic, gauss, or rail cannon like weapons/attacks)

Specialized Explosive Crafting [300]

Among the various countermeasures to the Rabbids, the use of Explosives is a surprisingly common one. They normally make use of these 'sphere' bombs that flash red as they countdown on their timer, or ones that explode on impact.

You can now create and modify these special explosives, alongside easily making these same qualities being able to transfer over to any other explosives you may have.

Oh, and you find that your ability in making things explode either by your hand is boosted, alongside boosting the control in reducing or increasing the level of destruction and damage.

Critical Armor Failure [400 SP]

With all of that baggy armor stuff, the Verminators really rely on it to protect themselves against the Rabbids (and give them the bravery to engage them in the first place)...

...But one thing that the Rabbids are able to do is find methods to damage the oxygen tanks, causing them to malfunction and making the Verminators panic in order to try fixing them. Let alone doing more damage in that state to cause an amusing failure reaction that outright 'defeats' them.

And now, you have the special talent of being able to do the same as them. Except that in settings beyond this one, your methods of attacks find multitude of ways to cause critical failures in your opponent's armor that can weaken, ruin, or outright destroy them, no matter what they may be made out of.

Verminator Skill [400 SP]

This is perfect for those to be an inspiring Verminator. It covers all of the knowledge, skills, and raw talent to be one of the experts in tracking and removing vermin, especially if they happen to be Rabbids.

It also allows you to easily perform any of the attacks of the various Verminator types with ease, alongside providing enhanced damage against your Rabbid opponents

And in future settings, you find all of your skills here will easily translate or add onto stopping, containing, and countering anything that would fit the definition or association of being 'Vermin'.

Physical Space Violation [300-400]

One thing that happens with the Rabbids is them getting into places that no normal human would want to get into, let alone into spaces that still somehow allow them to keep their shopping cart with them and stay intact.

Now, you too can do this as well. In essence, it doesn't matter if you get sucked into a small metal air vent pipe, tangled in the spinning blades of a ceiling fan, or are using a toilet as a means to reach the sewers. You will not be harmed in either situation, nor will anything directly in your possession be damaged in mid-travel to the eventual exit (if there is any).

You can also use these bizarre violations of physical space and physics to your advantage, such as getting to places you cannot normally reach, or manipulating the environment to your advantage to get the drop on foes or avoiding traps.

For an additional **100 SP**, you can now generate a small area around you that extends this protection to others with you, or the massive things you may be both carrying as well.

Useful Stuff (Gear/Equipment)

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.

Unbreakable Shopping Cart [Free]

Perhaps the most important tool in the Rabbid's bizarre set of equipment for their plan to get to the moon. With this, you get a special copy of the Shopping Cart they rely on as their main method of moving around and storing the stuff they find.

In case you are wondering, this shopping cart is large enough to fit whatever size your form may be, alongside being unbreakable from just about any mundane or near-powerful hazards you'll find out here. Oh, and it does retain the ability to store about 400 'XS Stuff' inside itself by default.

Brass Band Collection [Free]

In case you want to have a band or you like collecting instruments, this is for you. An entire collection of the Brass-coated instruments, alongside the other side instruments such as drums and flutes.

They also will never get dirty, nor will they need any work to tune or repair them, meaning they can play either great or bad music depending on how good you are.

Clothing Pile [Free]

An entire free pile of clean and folded sets of clothes from various sources and places, especially the more expensive stuff as well.

And while this ain't much, you do find that any of the clothes found here will be far more resistant to daily wear and tear, harder to steal from your possession, and will stay clean no matter what messy situation you may be in.

Tuba Collector [100 SP]

Yes, this is in fact a fully working and playable Tuba instrument. But this version is extra special, because it also doubles as an inventory storage item. How so? Just throw whatever you have into the opening on the horn section and it'll collect and store them inside.

All one would need to do is to play the instrument and you can release/remove anything stored inside with no harm, damage, or even a speck of dirt. *(In case you would rather this summon or make a 'pocket' portal to appear, you can do that.)*

Paint Stick & Paint Can [100]

An unlimited supply of paint with a single paint can and a large 'paint stick', perfect for making directions and places of note. It also comes with a marked paint can, whose paint allows you to create *Speed Boost* zones for you and those you consider your allies able to use it.

Oh, and this paint will be easy to remove in case you wish to not leave it around, while also being nearly-obnoxious to remove by anyone else.

Large Junkyard & Pile Site [200]

This chunk of property is now yours, even if it is just a junkyard. Pretty much everything ranging from construction equipment to cars to household furniture and items can be found here, all ready to be used as materials for building or crafting.

This also comes with a pre-built Pile Site with an large 'Globe' display acting as the 'top' point of the pile, no matter what ends up getting thrown on to it. In fact, as long as the 'Globe' is attached to the Pile, it will stand up no matter how illogically large it can get, alongside building perfectly usable paths to climb or walk up it.

Oh, and you can import these into your Warehouse as an addition, extending out horizontally and vertically for both the Junkyard and Pile's dimensional space to fit inside of it.

[The 'Base' of the Rabbids, plus the eventual massive pile structure]

Jumper Enterprise Inc [200]

An entire skyscraper, filled to the brim with office spaces for countless office workers to work on something. It is not clear what exactly the business is yet, but it is guaranteed to make a LOT of money and have its products/services creep into the surrounding landscapes it is next to, especially in cities and towns.

Oh, and in future settings, this place will auto-update to blend in and become part of the world, while also retaining complete legal ownership status to you.

Water Jug Projectile [200]

While these may look like just fancy colored water jugs for water dispensers in and office environment (and can still dispense clean, healthy, and tasty water in an unlimited manner)...

...These Jugs also act as projectile weapons to kick/throw or shoot at others. In fact, you got two versions. A 'blue' one that bounces between multiple targets to ensure that everyone in the opposition can get hit, and a 'red' one that breaks or damages physical armor with its sheer momentum and impact, while also doing a hearty amount of damage.

And the best part is, you get an unlimited supply of these Jugs, alongside the ability to customize them as you see fit or to make them even better.

(And yes, you can use other projectile consumable gear/items in place of these to get both benefits if you wish to import them here.)

Mini-Scooter [200]

While this is by default a pink Mini-Scooter, this can be in a different color upon acquisition. Or post-modification if you wish to go that route.

As for function, this is a one-seater, but you will find that it will support you no matter your weight, size, or form. It also has a far superior engine inside of it, making it able to outrun fastest cars out there, let alone also able to turn and drift in similar manners.

Oh, and it won't break no matter how much abuse gets thrown its way, either in damage or grime. If it does end up somehow lost or stolen, you will find a new copy retaining your modifications if you made any in about a day's worth of time in your Warehouse or Property.

Obstructive Furniture [200]

No matter if it is an office, mall, or someone's own home, the interior is always important to fill in with stuff like furniture. But what if you also want to make sure that said stuff that isn't the furniture is protected?

Well, this is for you. Ranging from Green Grass Carpet, Cacti Plants, Time Zone Gates, and so much more, all of these will impede or disrupt any intruders in trying to steal your stuff. And the best part is, all of these will automatically clean and repair themselves, while also being easily removable and transportable to wherever you need them to be.

If they end up lost or somehow stolen, you'll find a new copy of said obstructive item on your Property or Warehouse in about an hour.

Countermeasure Hazards [200]

Of course, as good as simple defensive furniture is... Sometimes you need to take it a step further, especially if the invading pests can't be stopped by that.

This includes, but is not limited to: Air-Barrier Tubes, Red Explosive Tubes, Green Bounce Posts (and Spikey Posts), Electric Floor Panels, and Turrets. These are

easy to deploy and remove, alongside also being made special to only harm intruders and never any allies.

If they end up broken, lost, or somehow stolen, you'll find a new copy of said defensive hazards on your Property or Warehouse in about an hour.

Bubble Bed Gurney [200]

This 'Green' Bubble Bed-like pod on a gurney is normally meant for isolating people that are suffering from a highly infectious sickness, while still allowing for medical care for them. And this version retains all of the functions for that...

...Alongside some weird ones involving using this 'Bubble' as a method to get three mini-jumps to reach higher locations or use said mini-jumps as a means to hover over long distances.

(In case you wish to not have it be an actual 'Bubble Bed', it can instead be made into something that takes its role in making multiple jumps. Oh, and the Bubble may have an inert sample of some virus or illness for you to make a cure out of it...)

Red Pipes [100 SP]

Sometimes, you may need a lift or method to really cross the distance to where you need to get going. This is a collection of 5 Red Pipes, which when combined together and air is blown into it...

...A 'Blower Rabbid' will appear nearby (if it is possible), with a means to launch you to where you need to go. In other settings, using these Red Pipes will summon a creature of some kind that will offer a method to assist you in getting where you need to be, no matter your form or how much you weigh.

Vacuum & Scrubber NeatBots [200 SP]

Two of your very own copies of the Neatbots seen around these parts. The blue is the Vacuum NeatBots, which will take any objects out of place and reorganize into designated zones in a safe, fast, and clean manner.

The yellow one is the Scrubber NeatBot, which instead focuses on making sure to remove any grime, dirt, or any other messy substances scrubbed off the areas it is assigned to. Anything cleaned by it will be fully sanitized and will not leave any lasting residue to cause any health or tripping hazards.

These can also be made to recognize Rabbids or other annoying pests to have improvised means to defend against their intruding and antics.

750 Jet Turbine Engine [300]

Perhaps one of the most dangerous things the Rabbids will plan on taking, especially with the sheer mayhem caused by how they transport it after 'acquiring it'.

And now, you have your own copy. This isolated Jet Engine has unlimited fuel and will never break down over time, allowing it to be a viable choice in any machines or large devices that could use something like this.

However, as useful as that is...This can also be ridden like a vehicle. By merely standing on top of it, one can activate the engine on mere whim and make it take off at ludicrously high speeds. And also just as well be able to make sharp turns with it, while also staying upright when going off ramps or in mid-air.

It also will use the front portion of the structure as a pseudo-vacuum to take in objects and store them away (somehow) inside of it. And no matter what gets taken into the engine, no damage will be done to it. If in the case of anything getting caught in like say Humans and Verminators (and other organic creatures), the former will just get thrown out minus whatever they lost in terms of possessions and being covered in dark soot...

...As for the latter, they tend to get stuck up on the front, but you can easily get the engine to knock them loose and use up their oxygen tank to perform a powerful speed boost to really cross the distance. And don't worry, they just end up being covered in soot once they get dropped off as well.

So, are you ready to take this thing on a spin?

(Yes, it is modifiable in case you are wondering in order to improve its main attributes and utilities, alongside any tangential things like aesthetic and style among other things. And YES, despite the sheer questionability, this WILL not hurt or kill people by default.)

Vermipenguin Suit [200 SP]

A fully customizable Level 3 full-body orange Jumpsuit that offers protection against germ-ridden environments and also supplies clean air to breathe with the attached oxygen tank on the back (while also being unlimited with its supply).

The oxygen tank would be a weakness shared across all Verminators, but your version of this suit won't malfunction no matter how much damage is done to it. It also is decent armor to protect oneself against the Rabbids, while also being easy enough to move around in with no hindrance to your agility or vision.

In fact, you find that this suit does allow for you to make any charging or headbutt attacks/move far more stronger. If stolen or broken, you'll find that a new suit will be available in your Warehouse in about a day's time.

Vermijumper Suit [300 SP]

A fully customizable Level 4 full-body green Jumpsuit that is an improvement to the 'V-Penguin' Version. This one carries the benefits of the previous level suit, but adds an advantageous boost to jumping ability and belly slam/crushing attacks using your body.

If stolen or broken, you'll find that a new suit will be available in your Warehouse in about a day's time.

Multi-Purpose Deployer [300 SP]

Carried by almost all Verminators, this special version of this two-handed device has three modes by default. One mode is defensive/supportive by being able to deploy the green air barrel barriers to slow down or trap Rabbids if used smartly.

The other two modes are the more offensive options, with one of them being an 'Explosive Orb' launcher that has the option to be timed-delayed before exploding. As for the other one, it turns the deployer into a full-on flamethrower with blue-flames to only burn those you wish to cross the flames.

The deployer has unlimited ammo for all three modes, though you can customize or modify the device to change things as you see fit (especially in the vanity angle as well).

If lost, stolen or broken, you get a copy that retains any modifications made to appear in your Warehouse in about a day.

Vermitorch Suit [300 SP]

A fully customizable Level 5 full-body blue Jumpsuit that is an even further improvement to the 'V-Jumper' Version. While retaining the same benefits as the previous level suits, this gains an enhanced resistance to the Rabbids' *Scream Attack* (and other sound-based attacks/abilities beyond this world)...

...And also boosts the damage and efficiency of any form of fire attacks/abilities you personally use or rely on with your equipment.

If stolen or broken, you'll find that a new suit will be available in your Warehouse in about a day's time.

Vermitop Suit [400 SP]

A fully customizable Level 6 full-body black and white Jumpsuit that is perhaps one of the best Verminator Suits out there. It still retains the functions of the previous level suits, with the added benefit of this one improving spinning attack/abilities with damage and attack range.

It also gains a strong resistance to the *Boost* and *Cannonball* Attacks of the Rabbids, while also providing protection against similar or related types of attacks in future settings.

If stolen or broken, you'll find that a new suit will be available in your Warehouse in about a day's time.

Vermitank Suit Kit [400 SP]

This customizable kit comes with an unnumbered Level full-body green Jumpsuit, with full-on metal armor and a singular wheel to ride on top. While it can be worn by itself, this special version is compatible with any other other Verminator Suit to act as a sort of equipable additive armor.

This offers massive additive protection from all sorts of attacks from Rabbids, while also being extremely lightweight and modifiable. It offers an additive boost to charging attacks/abilities, alongside any 'jousting-type' attacks/abilities you have as well to boot.

If stolen or broken, you'll find that a new suit will be available in your Warehouse in about a day's time.

Atomic Battery [300]

An entire large (as in larger than a person) containment device for atomic energy. This would be something the Rabbids would end up taking, but you now have one of your own for some reason.

While you could use it as a means to supply power, given that this version is sealed fully and easily modifiable to connect to entire power systems, its also actually surprisingly light and easy to carry.

It also acts as an extremely potent light source in dark areas, so much so that it could outright seriously harm beings that are weak to light. And also, carrying or being around it gives you this warm glowing feeling (with no ill-effects to you or others) that can radiate similar damaging light to your foes (if you allow it).

Spring Tire [300]

A collection of 4 Tires that you now own that are perfectly usable as tires for any vehicles that rely on them. They also won't break or get punctured no matter what gets thrown at them or they end up driving over in terms of terrain.

What's really special about these, however, is that you can wrap them around anything you use as a means of transport to make them into a sort of 'pseudo-bouncing pinball'.

Or in other words, you can rely on them to bounce around the environment to get to areas very fast and at angles you may not expect. Not to mention, the tires still won't you won't get hurt from bouncing around all over the place.

Explosive Supply [300]

An entire collection of the spherical explosives used by the Verminators. Surprisingly, these do not explode as one would think, in the sense it still does 'blow up'. But in doing so, it doesn't actually produce a firefly blast.

Instead, it acts as a weird version of a concussion blast that does damage to organic things (like Rabbids) and breaks inanimate objects. Though, if you were to stack a lot of them together, you could probably get something moving if timed and carefully set up.

Potential Allies (Companions)

Companions can purchase more companions.

Tagalong Party [50-200]

You can use this option to bring along a single companion for 50 SP, with them getting a stipend of 600 SP to use only for themselves. You can also bring up to 8 people for 200SP, with each of them getting their own stipend to use.

New Pal (Canon Companion) [100]

In case you want to take someone specific from this world, be it a human or Rabbid, you can use this as the method to convince them to join you.



Best Pal [100 SP]

Well, they call them 'Man's Best Friend' for a reason. But this one is your new best friend, even if you aren't human. And despite what you may think, the breeds you see up above are not the only options for your new Canine pal.

They will also do their best to protect you or your stuff, but also will listen to orders while being just as affectionate when off the clock. And even better, they will be able to easily give them any protective gear or equipment to wear as well without any risk of harm or negative impacts to their health and well-being.



Verminator Squad [200 SP]

A group of 4 people wearing special versions of the Verminator Suits that are confident, brave, and skilled enough to stand up to the Rabbids. And even if you are a Rabbid...They have their reasons for why they want to work with you that make sense to them.

Odd Verminator [300 SP]

An odd fellow in what looks to be a special version of the Verminator Suit. Except this one looks more red in color and seems to be lined with asbestos. They also mumble and make noises that aren't that aren't always legible...

...But even then, you can easily understand them no matter what. They also really seem to be fascinated with fire and other related activities or interests related to it. However, they won't cause any harm to others unless you allow them or if it is allowable in their efforts to protect you.

Drawbacks

There are no limits to how much SP you can get, but do be careful to not make it impossible for yourself...

Alternative World [+0 SP]

In case you may wish to change up, you can bring this world into a different version of the Rabbids media to change it up.

Nick Of Extended Time [+100 SP]

Every time this is picked, you are required to spend 10 years in this world before you leave. And you can do this about 3 times.

Shopping Addiction [+100-200]

No matter what you may end up doing, there is a new minor thought in your mind to spend and spend any of the money you got or recently acquired. If in the case you don't have any money, you just keep thinking about stuff you could possibly get.

For an additional 100, this becomes a more genuine concern where you do feel a strong urge to buy something at least once a day.

Kleptomania [300]

There is now a lingering (but controllable) desire to just collect things, especially if they are or are not useful to you at the slightest. For note, this won't include things that can directly or indirectly harm you.

But still, taking all of the stuff out there may get attention to you that may not be exactly friendly...And you can still operate as you would if you put effort and have support for controlling your new desire.

Dullness/Zaniness [400-500]

If in the case you wish for there to be excitement and fun, you will instead get inflicted with this major feeling of dullness and boredom. This can't make you unable to do things, but it does make anything you do in terms of powers AND efforts that run on passion and drive take more work to accomplish.

On the opposite end, if you prefer a more controlled sense to how you act, you instead take to a more zany feeling that imposes on anything that can be seen as

un-interesting or 'boring' to be done more....creatively inefficient. It can be worked against, but requires effort and maybe help.

For an additional 100, you get both of these where they do hold an controllable pull on you. And this just means having to work with the ups and downs...With there being more 'downs' if you don't have any help.

Three Light Bulbs [500]

You find that your health is now shrunken down to the equivalent of three 'Lightbulbs', which basically means that any really strong attack can outright remove a single 'Lightbulb'.

Oh, and any defensive Perks that can circumvent this are also disabled. As are any powerful regeneration Perks that allow for near-instant healing. In essence, you got three hits and limited means to heal yourself...

No Outside Stuff [+600]

Well, you are going to have to rely on the stuff both in this world and what you can get here. Because you cannot have any outside Perks, Gear/Equipment, or access to your Warehouse. So good luck!

Scenarios

Moon Or Bust [In Work]

[In Work]

Conclusion

Well, now that you are here...

New Place (Next Jump)

Well, you did your time here, but it is also time to see where else you go. Oh, and do make sure to get some stuff for yourself wherever you end up.

Continue Building (Stay)

After whatever has gone on during your time here, perhaps you may wish to stay around and see what else can be done. If so, make sure to see if there is anyone who would wish to stick with you out here.

Go Home (Home)

Maybe spending time out here got you thinking about home? Or the insanity of this Rabbid world was the final straw? Even if this isn't the sole cause, you may have decided to return home after your time here. So take what you want to bring back and work out if anyone else is going to join you...

Change Log

v1.0

Initial Template Creation