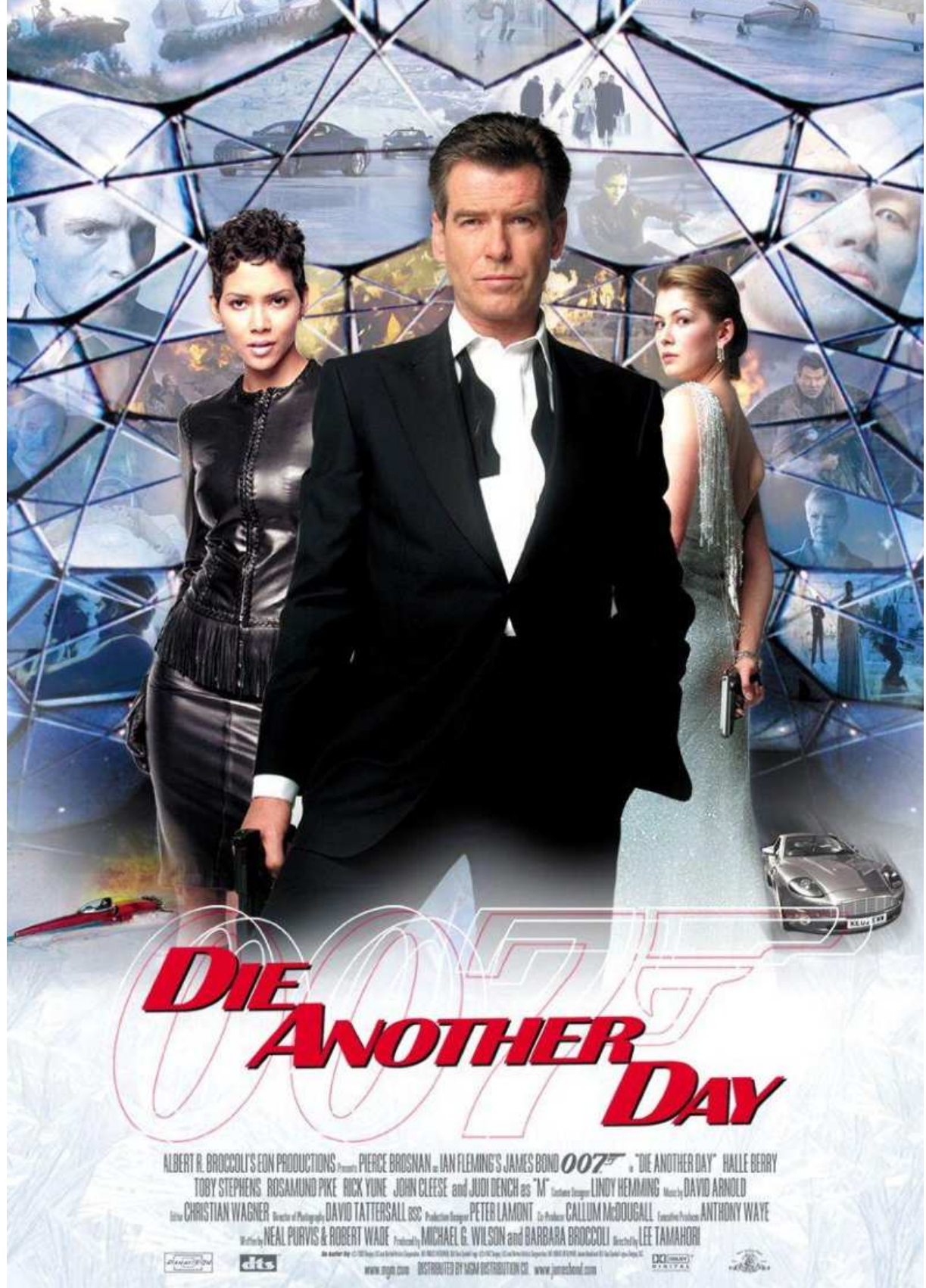


ALBERT R. BROCCOLI'S EON PRODUCTIONS Presents PIERCE BROSNAN as IAN FLEMING'S JAMES BOND 007™



ALBERT R. BROCCOLI'S EON PRODUCTIONS Presents PIERCE BROSNAN as IAN FLEMING'S JAMES BOND 007™ in "DIE ANOTHER DAY" HALLE BERRY
TOBY STEPHENS ROSAMUND PIKE RICK YUNE JOHN CLEESE and JUDI DENCH as "M" Costume Designer LINDY HEARINGS Music by DAVID ARNOLD
Screenplay by CHRISTIAN WAGNER Director of Photography DAVID TATTERSALL BSC Production Designer PETER LAMONT Co-Producers CALLUM McDUGALL Executive Producer ANTHONY WAYE
Written by NEAL PURVIS & ROBERT WADE Produced by MICHAEL G. WILSON and BARBARA BROCCOLI Directed by LEE TAMAHORI



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James Bond: Die Another Day jump:

By TroubleX27/Pgx27

Here is 1000cp to get you started.

Origins:

Spy:

- You are a spy, perhaps working for the MI6 or the NSA. Whoever it is you work for, your job is to uncover plots and save the world. Good Luck Agent.

Villain:

- Or perhaps you work only for yourself. Perhaps you have some sinister plan you wish to implement for some kind of grand goal you wish to reach. Whatever it is, be aware of the numerous Agents that may seek to prevent you from fulfilling that goal.

Age, Gender, Time and Location is all up to you.

Perks:

Super Spy:

Seductive Talent (100):

- You have the ability to passively seduce any you desire to your bed. And once you have them in your bed, they will be reluctant to leave considering your natural prowess when it comes the carnal arts. Perhaps due to this skill, you find that none of your partners ever seems to mind when you make new ones. Maybe they need help to outlast you. This also makes you a lot more attractive in any way you want, whether that be handsome, beautiful, curvy, rugged or whatever else.

License to Kill (200):

- You have a license to kill, allowing you to legally kill anyone you want to. This only allows you to get away with any legal consequences, meaning you won't go to jail for killing someone, but it does not prevent anyone from seeking vengeance or any other possible consequences that could come from killing someone.

Double-O (400):

- You are the perfect spy, equal to James Bond in both skill, talent experience, ingenuity and Luck, all of which you have in spades.

Super Villain:

Master Fencer (100):

- You are a master fencer, easily at the Olympic levels in both skill, talent and experience. Winning Gold would be easy with this kind of skill.

A gift (200):

- You have a gift, an instinct for sensing weaknesses in others and knowing how to exploit it to your advantage.

Live to Die Another Day (400):

- You are able to fake your death completely, creating a new life for yourself. No one, no matter how good they know you will know that the new identity is you unless you tell them. This works by not only giving you a new identity, but also a new face and body, changing even your DNA, all without any of the potential drawbacks.

Items:

Generic:

Dream Machine (100):

- As a result of their DNA replacement therapy, patients of La Clinica Alvarez are left with varying degrees of irreparable insomnia. To counter fatigue and psychological trauma caused by sleep deprivation, the clinic utilize Dream Machines - curved transparent screens, which are placed over the patients' face to induce sleep. As they pulse with psychedelic colored lights, patients sleep-learn (via audio recordings) aspects of their new identity; such as languages and other details. It functions by mesmerizing the user into a state of REM without the normal accompanying sleep. You now own your very own Dream machine.

Diamonds (300):

- What you have here is a suitcase filled with diamonds. Perfect, flawless diamonds. Do with it what you will. Guaranteed not to be found similar to conflict diamonds, and will be very easy to sell for profit without any consequences. Every time you close the lid, the case will be refilled with the same amount of diamonds you have taken out.

Super Spy:

The Suit (100):

- What you have here is a perfectly tailored suit made for you. It has the effect of making you look even more attractive, classy and controlled than you already are.

Gadgets (200):

- You have all the gadgets James Bond received, including the glass-shattering ring, the miniature rebreather and the Omega Seamaster watch.

The Vanish (400):

- Dubbed the "Vanish" due to its ability to become invisible to the naked eye, this is 00s Aston Martin Vanquish. The car is equipped with all the usual refinements including front-firing rockets, hood-mounted target-seeking shotguns, and passenger ejector seat. Optionally, you may take the Jaguar XKR instead, which has a gatling gun, thermal imaging capabilities, mortar bombs, rockets under the front grille, miniature missiles hidden in the door, and front ramming spikes. You can get both for 600cp.

Super Villain:

Electro Fist (100):

- What you have here is a gauntlet which allows you to electrocute whomever you touch with up to 100.000 volts.

Ice Palace (200):

- You now own a beautiful Ice Palace of your own design. The human element of visitor balances out the cold of the palace to make it tolerable to be in without melting. It is guaranteed not to melt.

Icarus (400):

- This Satellite is capable of providing sunlight to areas of the world which lack it in order to promote agricultural development in cold climate countries. However, it is also an incredibly powerful superweapon which utilises solar energy, harnessing the power of the sun and focusing it on a given target, capable of incinerating almost anything in it's path. Comes with both a suit and a mobile panel in the form of a suitcase which both allows you to remote control it, depending on if you want to control it while mobile or while stationary. If you own the Electro Fist, you can control Icarus with that as well.

Companions:

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Jinx (Free):

- Giacinta 'Jinx' Johnson is a highly talented NSA agent who has never had a relationship go beyond first base due to either her confidence scaring them off or being too busy with work. That's until she met you while on a vacation. She introduced herself as Jinx, a nickname derived from her being born on Friday the 13th, and then asked you out to eat that evening. You two hit it off well, and spent the entire vacation getting to know one another. When the vacation ended, she realized she didn't want to let you go, a feeling she had never felt before meeting you. Having never wanted to get tied down before, she is willing to try with you, as long as she can do the tying of course. It would mean the world for her if you would be willing to be with her forever. She is incredibly attractive, and has a striking similarity in appearance to a young Halle Berry.

Miss Frost (Free):

- Miranda Frost is a Harvard-educated, gold medal-winning Olympic fencer and a newly recruited MI6 agent. On her first mission, you ended up helping her succeed and rise in the ranks in MI6. This earned you Miranda's allegiance, which is not a thing to take lightly, as she is willing to do anything to help you. While getting to know each other over the years, a slightly obsessive desire for you has been brewing inside Miranda, and has slowly blossomed into a form of love. She is never going to let you go, but will become irrevocably devoted to you if you

would accept her feelings. She is incredibly attractive, and has a peculiar similarity in appearance to a young Rosamind Pike.

Verity (Free):

- An amazing fencing instructor, this confident woman has quite the dominating personality, if you catch my drift. If you are willing to submit, you will find a talented yet gentle Dom who will take care of you exactly how you want to be taken care of. She wouldn't want to hurt or break the only being in the world she lives after all. She has quite the singing voice, and a resemblance to Madonna herself, back when she was gorgeous.

Drawbacks:

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Fanfiction - 0cp:

- Perhaps you don't want to be in the original story. You can enter any fanfiction of the source material, or you can enter one with changes you yourself have chosen. Create your own Fanfiction idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material.

Character subversion - 0cp:

- You take the place of a character from the source material. This will grant you the powers, skills and knowledge of the one you take the place of, but unless you have bought it with perks, you will lose the powers post jump.

Crossover - 0cp:

- This will allow you to merge this world with another world. How this merge is up to you. Perhaps you want to be the only one with the powers from this world, perhaps you want the world to merge fully so that the world have always been apart of the other world or vice versa. However you desire the crossover to be, go ahead. If taken with Fanfiction, you can choose any Fanfiction you want, not merely locked into this worlds stories. If taken with Character Subversion, you can choose any character from the world you want, not merely locked into this worlds characters.

Time - 0cp:

- You are free to choose whenever you want to arrive in the world. If you pick Character Subversion, you can start all the way back to the beginning of their birth.

Time extension - 100cp:

- You get 100cp for every 10 years extra you spend here. Can be bought multiple times.

Senseless - 100cp:

- For every time you pick this, you lose one sense for the next ten years. This can be picked however many times you like, losing a new sense each time or extending the time you don't have a sense. If your jump ends earlier than the time you have sense loss, this drawback will then follow you too the next jump until you have been senseless for how many years you chose.

Memories - 200cp:

- You have no memories from before this jump, and will not have them back until after ten years.

Insomnia – 300cp:

- You suffer from complete insomnia, being absolutely unable to sleep for the next ten years.

No-Power 300cp:

- You will not have access to any of the powers, perks and etc. you have from outside this jump. This applies to your companions also.

No items – 300cp:

- You will not have access to any item from outside this jump, nor the warehouse. This applies to your companions also.

Head Home

Or

Stay

Or

Move On.

Notes:

Perks vs Source material:

- If the perk description and the official sources conflict, assume you have the better version of whatever conflicts.