

Gi Joe Jump



"G.I. Joe is the code name for America's daring, highly-trained special mission force. Its purpose: to defend human freedom against COBRA, a ruthless terrorist organization determined to rule the world."

Welcome to the world of action figures my fellow Jumpers. Choose a side (or don't), either way Cobra will seek to conquer the world and Gi Joe will attempt to stop them. Where wil you stand? You are given 1000 cp to work with.

Age: 1d8+18

Gender 50 cp to change.

Starting Franchise: In this case instead of location you start in a totally different universe, roll a 1d8 or pay 100 cp to choose.

Original Cartoon series - g1 as its affectionately referred to. This is the original cartoon universe at the start of the first miniseries. All of the weapons are blasters and expect all types of weirdness.

Comic book franchise - Like to g1 but far more serious. People die and the fate of the world is at stake. Though those familiar with g1 pretty much know who is who.

Sigma Six - The anime-esque version made by gonzo. Most of cobra's minions are robots, and expect to go hunting for power stones.

Gi Joe Renegades - Cobra is seen as a legit corporation and Gi Joe is made up of American soldiers on the run trying to prove their innocence and Cobra's true intentions.

"Rise of Cobra" - Live action movie series, has elements of g1 and Renegades. Expect soem major cast changes between movies.

Valor vs Venom series - CGI series with a lot of the goofiness of the original series. Villains are quite hammy and their plots are almost as bad as they were in g1.

-Gi Joe/Transformers - A crossover universe that has Cobra finding the Ark and using the transformers technology within it.

-Lucky you, choose a starting franchise.

Affiliation

Drop-in: No memories and no help. Expect someone to notice you as a potential potential recruit, but nothing is set in stone.

Gi Joe 100 cp - America's highly trained special missions force. You are considered the best of the best. Your mission is to defeat Cobra's mad schemes.

Cobra 100 cp - You have joined Cobra in its bid for world domination.

Character classes: Skills you have found yourself with in this world. The knowledge and ability has been implanted inside of you, no matter your origin.

Soldier 100 cp: Trained combatant, know how to handle weapons and fight battles.

Specialist 100 cp: You have specialized training outside of combat.

Ninja 100 cp: You are a ninja in the service of cobra/G.I Joe.

Scientist 100 cp: Whether you build super weapons or just know how to stop them, you have access to the sometimes zany technology of the Joe universe.

Skills and Abilities

Perks are discounted by their section header, General perks have no discounts.

General Perks

There are no discounts for these perks.

Battle Cry 100 cp

An ear splitting roar announcing your arrival to the battlefield. This mighty catchphrase seems to always shake your enemies and strengthen your allies resolve. Weak willed enemies seem hesitant and less accurate for a brief moment on the battlefield. And sometimes that is all it

takes.

Loyal pet 50-300 cp

A animal companion of some sort. This pet always seems much more intelligent then the rest and will obey your instructs or help you on their own initiative to the limits of their abilities. 50 cp is a non-combative pet that at best may be able to pick up keys or handle objects like a parrot or little monkey. 100 pet is a combative but mundane animal such as a wolf or dog. 200 cp is a unusual or rare animal of some sort for domestication, like a giant snake, tiger, or bear. 300 cp is a unique animal companion that posses actual abilities of some sort. A robot dog with missiles, or a experimented on parrot with TK and TP would be examples.

Meet the team 50 cp per companion, 300 for eight companions.

You introduce your companions to a higher up of whatever organization you belong too. They must have a code name, and you must describe in a sentence what they do. They will have 300 cp to spend on perks and gear. You may add cp to their limit as you like from your own.

World's Without End 400 cp

Sometime during your stay in this Jump you find yourself transported to an AU of the world you're in for a day or two. This is a mirror verse of the regular world and whatever side your are on has basically lost and the other victorious. However on this world a canon member of your choice, on your side or not, was either a friend or lover of an AU of you that died/mysteriously vanished. This person will want to be your companion and fight with you in your universe. But first your going to have to survive this crapsack world, and will be hunted as an enemy like your other self was.

Expect a great deal of confusion at first when the canon characters meet your new "friend".

Used outside of this Jump, This perk does not give you a free companion. All it does is guarantee that you can befriend one character of your choice in each jump. If you have a pod, you can bring them with, but otherwise they stay behind like any other good friend you make. You can not use this perk on anyone more powerful than yourself. And enjoy the crapsack world your stuck in for a while. Hope it was worth it.

Cobra Marksmanship Academy 800 cp

The more indistinct multiple opponents become the weaker and less skillful they become.

Whether it's because they are a squad wearing the same uniforms and faceless masks or are a disorganized mob of clashing colors and outfits. The less distinct anyone is the less skillful their weapons fire or melee fighting becomes, and your blows seem to hurt them more and put them under easier. The larger the number the more powerful you seem compared to them. The more a single individual distinguishes themselves to you the less this power works on them. If an enemy commander is noticeable he may be more of a threat but if he merely directs his minions from the back he will still appear foppish and unskilled, and will be more prone to fleeing the battle. If someone attacks you directly and is distinct from the crowd this perk will not affect him at all. Though it will still work on those around you.

Gi Joe Perks

All perks are at discount at 50% for Gi Joe background.

"and knowing is half the battle" 100 cp (free for discount)

You have the ability to know when danger is afoot what it is, and appear out of nowhere to deal with it. This perk is especially effective when the situation involves kids. Though it can be useful in other situations. Expect to have the urge to go off into civilian areas at odd times. Though none of the other Joes will question it.

It's our only hope 100 cp

The more ridiculous and absurd a plan gets the more likely it is to work. Your plans can now work on the idea of cartoon and thematic logic than common sense. If you need to take on Cobra's stolen aircraft carrier that neutralizes all technology used against it. Using a fleet of helicopters to bring in a wind powered sailing ship to the open ocean and use that is suddenly a good idea that might just work. These ideas are going to be accepted by your allies as well. They might call you crazy, but will go through with it.

Not Quite Dead 200 cp

Uncertainty works in your favor. The less observed your demise is the more chance you have to survive it. If a satellite laser hits your base but no one observes your demise you dig yourself out of the ruins. This also grants the ability to survive wounds that do not outright kill you. Short of decapitation or turning into gibbets, you're more likely to be hospitalized and pulled through off

screen than to do die from that Snake-Lance in your chest.

Gi Joe upper command 400 cp

You are considered an actual leader in the Joe Team. Just below Duke, Flint, and Hawk you can expect everyone to at least hear your ideas out, and will be expected to lead teams in absence of the above three. This does mean you will be relied upon to make a plan or lead a team at points.

A Real Solder/strength of sergeant slaughter (600 cp discount joe)

You are the best of the best. You're a legend in the armed forces and are among the physically strongest characters in the franchise. Wad into a squadron of B.A.T.s or fight Nemesis Enforcer head to head, and you will prove yourself well.

Cobra

All perks are at discount for the cobra background.

Slithering escape 100 cp or free with discount

You are always prepared to escape and fortune will always favor such attempts. In the case of the rare chance escape is impossible, you will have several back up plans to break you out of any prison you are put in. Weather it is moles in the inside, or mercenaries having a prior contract with you in case of an emergency. You feel the urge to always yell at some point that next time will be different.

Camouflage/Master of Disguise 100 cp

You can become completely concealed either by going invisible, or being hiding in shadow. This effect loses effcivness if you try to move. Also direct sunlight will turn off this ability. You also will always have an assortment of generic plastic masks and clothes in your warehouse and can "ask" for a specific person. Once you put on this mask and clothes you look like living person. No one can tell the mask is fake until you take it off. You can also change your voice to sound like someone just by listening to them talk for a little while.

Independantly wealthy 200 cp

Whether you come from old money or own a corporation or two, you are quite wealthy. Your wealth has its up and downs as its used to fuel whatever affiliation you are a part of, but you are never without 500,000 you can use.

Cobra Hierarchy 400 cp

You are one of the higher ups of cobra, somewhere below Cobra Commander and Destro and basically jockeying for position with Baroness, Zartan, and the Twins. You can order countless troops around though don't expect competency. Also you will be expected to lead operations on occasion and will be held accountable if you fail. Though for the most part just expect that to involve people insulting and sniping (in the verbal terms of the phase) at you.

Cobra-La background 600 cp

You were born of the nobility of Cobra-La, an ancient civilization that dominated the Earth and retreated to a protective dome during the Ice Age. You left the Dome around the same time Cobra Commander was sent out to try to destroy human civilization. If you take this option Cobra-La will be placed in the Gi Joe setting you went to, and will be an issue at some point. Though probably in a similar vein to the movie, but might be a reoccurring friend/foe.

If you join Gi Joe or a drop in and take this option, you are a traitor to your people and can expect a Spore bath if they catch you. If you are a member of Cobra, Cobra Commander takes much the blame as he did in the movie, and you are not blamed for Cobra's failure. Though Globius might have a low opinion on you depending on how you acted.

Pick one of the following for having this perk. You can buy the other for an extra 300 cp if you wish.

Cobra-la biotechnology

You leave Cobra-La with a fairly indepth knowledge of Cobra-La's biotechnology. Its not all

comprehensive but will get better in time. As such you can make biological items, weapons, and vehicles equivalent to or surpassing their hard tech counterparts. You can also identify biotech and will have a good idea of how it works and what it does. This would also apply to other Jump's with biotechnology and means you can master those sciences easier. Even truly alien ones. By the time you leave the Jump you can even upgrade humans into bio-soldiers in much the same manner as Cobra-La can, and make truly impressive (also weird and bizarre) biotech.

Cobra-La bio-upgrade

Cobra-La upgrades all of its solders with superhuman abilities and you are no exception. On top of attributes you will have bio-armor that grows and adapts to your needs, and your warehouse will be stocked with a small amount of cobra-la devices and weapons. This batch never grows bigger but will restock. You will also have a couple of small, one man vehicles, in much the vein of a glider, a motorcycle, or a one man sub. Your upgrade can grow to focus on what you desire it to. Perhaps you want to be really strong and durable and can fly like Nemesis Enforcer, or be agile, and fast with acid spewing claws, like Pythona.

Drop-in perks

Occult Knowledge 100 cp

On the surface it might appear to be your Earth, but you are aware of the secrets. With this perk you know where most of the weird elements and ancients temples are located, and most of the dangers of such places. From the pools of heavy water on the bottom of the ocean guarded by giant sea worms, to ancient temples filled with skeleton soldiers with lightsabers, you know where the weird is, and why.

This can be apply out of this Jump, but even in the Joe Jump its not comprehensive, you might know more than anyone else on earth on where the weird is, it will surprise you from time to time. It would be weird if it didn't.

Dangerously Genre Savvy 200 cp

You understand the twists of fate and thematic destiny, and how to prepare for them. You

understand when a universe or people follow themes and tropes and can therefore prepare for them to a Machiavellian degree. You understand when your enemy has traps set for you, when his obvious weakness isn't and what his real weakness is. And who is likely to betray you for plot reasons and what they are.

Enemy Mine 400 cp

You possess the ability to convince a long standing enemy of yours when it's needed to close ranks on the new threat. No matter how personally things are they are more likely to consider you better as the devil they know or maybe just want the satisfaction of ending you themselves. Regardless they will join forces and will not betray such alliances...At least until he is sure the common foe is gone for good. Betraying the alliance first renders this null and void for the duration, and anything can happen then.

Extremely Odd Help 600 cp

You have the luck of just some odd circumstance that works better in your favor than your enemies. In essence whenever your back is to the wall something diverts everyone's attention away from your impending doom and gives you a chance to escape. Perhaps a landslide makes everyone scramble for cover and you are lucky enough to use it as a chance to escape. Or maybe you are about to be squashed by a giant cobra robot only for the temple's ancient guardian to come to life and start brawling with the robot. Giving you a chance to escape with what you came for.

Soldier Perks

Trained combatant 100 cp

You are a highly trained soldier, crack shot, hand to hand, you are ready to fight for the fate of the earth. This perk basically puts you on the level of the average Joe. In case of the Joe Aim disadvantage your marksmanship only really helps aiming at non-lethal targets. You still can't hit a living person dead center, but you probably can shoot his gun out of his hand.

Improbable Weapon User 200 cp discount Soldier

Your weapons can be odd, but you will always be able to effectively fight with them. This could also apply to mundane objects. Block a flame thrower with a skillet and then throw it at your attacker to knock him out. This may also apply

to using toxic waste, poisons, or acids as a weapon. You'll always be able to handle them safely and effectively.

Trainer from Hell 400 cp

"I've been expecting you, my name is Jumper, special drill instructor for G.I Joe. Your going nowhere space case! Your here because your an industrial strength FOUL-UP! And I'm here to whip you into shape, and I'm talking whip!"

You have the ability to teach your skills and perks to others by putting them through hellish training, and will probably involve a near lethal obstacle course regardless of if your trying to teach your companion's survival training or computer skills. Don't knock it, it works...somehow. It has to be a small team, no more than five individuals at a time, and the training takes about a month. But then the recipient is competent in that trade, probably not as good as you, but at least is more competent than years of working by themselves.

It only works on one skill or perk, and it can only be taught once even if you get better yourself, its up to them now.

Certain perks and abilities are based on the companions own innate powers and you can only help train what they can do themselves. You might be able to confer perks like charisma or luck. But you can't give a companion a superpower he doesn't have. You could train someone with potential in say Harry Potter magic really fast but only if you both are HP wizards. The more general the skill the less effective this is. For instance teaching occulmancy mastery would be more complete then trying to pound a full hogwarts education in. Which might make them a two-three year. While just teaching occulmancy will leave other aspects open to training...if they can stand doing it again and again.

Super soldier experiment 600 cp

Maybe your an cobra experiment, or someone saved by Joe scientists, but you have become something better than human. Pick only one and you can not take another on top of it. You have a few choices in either being genetically engineered, or cybernetically augmented.

Genetic Engineering

V-Troop

You are a soldier who's DNA has been mixed with that of an animal. Pick a common animal species and you share traits with. You can have a measure of superhuman speed and strength, and have some abilities based on that animal. A wolf may have superhuman senses and claws. While a shark may be able to breathe underwater ect. Whether you are a Joe or a Cobra though, you are now a moderate furry in this form. So expect some strange looks.

Mega Monster

In this case you can change at will into a twelve foot plus hulking mega-monster! Some of Dr Mindbender's strongest creations. In this form you're among the strongest things on two legs, but your emotions tend to run rampant and can be hard to control. You can pick a Mega-Viper form, which can breathe in water, and shoot electricity through its tentacles, or a Monstro-viper. A insane combination of werewolf and sasquatch with night vision, armor plated hand, and the ability to shoot exploding bombs of organic matter at a decent distance.

bio-vipers

You can transform at will into one of the humanoid shaped protoplasmic entities called Bio-vipers. You can control your shape and size, and most attacks simply make you recombine your material together. It would take a massive explosion dead center to reduce your mass to ashes.

Cybernetics

Cyber-Viper

Cybernetic enhancements that focus on speed, agility, and calculations. You are a living computer, and can react like one.

Exo-Armor

In this case your a soldier with a power armor that connects to your nevous system. Has superhumans trenght, weapons, and a jumppack.

Robo-Joe

cyborg focused on durability and strenght. Pretty much able to take on a mega-monster hth. Most of your body is now robotic though.

Specialist

Specialized skill package 100 cp or free for specialist

You are an expert over one specific field. Maybe its being a detective, or a computer whiz, either way pick one field and you will receive training and specialized equipment to cover that field for your affliction.

Vehicle skills mastery 100 cp

Your a master of anything you get behind the wheel off, whether its a plane or a motorcycle, you an drive it and drive it like a pro.

Survival and environmental training 200 cp

You are trained to survive and master a specific environment. Perhaps your the person calls to lead a team to the arctic circle, deepest jungle or even outer space. Pick one environment, you receive training and specialized equipment to survive and complete missions in that environment. You seem to always have enough spares to cover your companions or teammates.

Demolitions 400 cp

Your a master of dealing with explosives or dangerous weapons. Werther its saving the Joe team in the nick of time by dismantling a bomb placed by cobra, or placing the bomb there in the first place.

A simple dressing of leaves and herbs 600 cp

You can make a cocoon out of plant matter, after a near death or fatally ill patient is placed within the cocoon for a few hours whatever was killing them is absorbed into the plants, and then can be burned safely. This could be radiation, poisons, cancer, ect. This isn't an instant fix for magical diseases, really weird alien diseases, and comic book kind of parasites and others. Though it could help keep them alive for a little while at best.

Ninja

Ninja Mentor 100 cp or free for Ninja

One of the de facto badass ninja's of the setting, Snake Eyes or Storm Shadow is now your mentor. If your a drop in, then you are an obligation they have taken on the side and are not obligated to their affiliations...But expect them to push you to join there side when they think you are ready. If you are a part of their affiliation expect them to lead you on missions, and teach you to be a ninja. By itself this perk will allow you to be a badass ninja, but it will take time, without the other perks don't expect to be at a master level until the 7-8th year of your Jump, the others will shorten this considerable.

One with my Weapon 100 cp

This cover training with melee weapons, in your hands a dagger is as dangerous as any rifle. You choose one main weapon that could be anything but a modern gun (at best it could be a bow or crossbow). This is the weapon you've mastered but you are pretty reliable with just about any type of weapon.

Stealth 200 cp

Ninja stealth, infiltrate enemy bases and steal that last remaining piece of the weather dominator you need. Or could allow for a speed run though an enemy base kicked but and taking names. You always seem know where convenient human sized air vents or sewers are. And know how to avoid enemies or surveillance devices.

Ninja Arts 400 cp

You are well versed and trained in the basics of being a ninja. Physically you're almost a match for any combatant sort of your mentor and his rival. Unparalleled speed and fighting ability, and

how to cloak yourself in the shadows, dodge bullets, and fight in close quarters against numerous opponents in smoke or fog.

Only A Light Graze 600 cp

Ninja's are masters of the impossible and this perk is the embodiment of this fact. You can dodge attacks that have already struck you, reducing the damage you've taken to a severe level. Something that should of reduced you to atoms leaves you severely burned. Being electructed might leave you with burns but relatively unharmed. Bullets may miss vital areas all together. You can only use this to "dodge" one attack per day, and if its instant kill will still leave you plenty helpless and injured, if still alive.

Scientist

Discount for Scientists

Robotics 100 cp (Free with scientist)

You are a master of robotic engineering. You can make robots of about any shape and size, from the standard cobra B.A.T. to robot dogs companions for annoying kid sidekicks. You are also quick good at pointing out weaknesses of enemy units in the field. You could also make power armor and similar items with this perk.

Genetic engineering 100 cp

The science of twisting DNA is yours. Making protoplasmic bio-vipers to merging humans with animal DNA you could do it all...and you could also cure it.

Synthoid manufacture 200 cp

This is the weird science of making protoplasmic duplicates of human beings. Synthoids seem human enough enough to pass as their copied victims, but how exactly does it work? Well you now know the answer. You could take over entire operations with these beings..and your just as good identifying and dealing with these beings when you discover them.

Psychological warfare 400 cp

Cobra loves mind control, whether its songs with subliminal messages to make Cobra money, to headbands to force the Joes to fight to the death, they love them all. And you are an expert in the field. With this skill you can always tell when mental manipulation is involved, how it is happening, and how to stop it. You could easily make devices and means of doing it yourself if you were so inclined. You would also know how to make devices that make psionics stronger, or weaken, block, and defeat it.

Super weapons 600 cp

Your expertise covers the every growing market of weapons of mass destruction. Giant beam weapons that can teleport people everywhere to controlling the weather, if its meant to bring a city to its knees, you know about it. All of these devices however will take a massive expenditure of manpower and resources. Among rare elements that are the cornerstone of the device. Good thing you always know where to get them, good luck with getting past those giant worms!

G. I. Joe will never let you make one...unless they need it to stop cobra's latest super weapon themselves...

You repertoire of doomsday devices increases with the technology you are familiar with, you learn how to apply specialties to new super weapons. Robotics could make giant robots that grow as they eat metal. To mutagenic spores that could mutate the planet.

Gear and Vehicles

Covering the entire line of Joe and Cobra vehicles is rather impractical (it is a toyline after all) as such these are rules for converting a vehicle from the toyline being purchased with CP.

Land vehicles - 100

Air vehicles - 200 cp

Sea vehicles - 100 cp

multi environment (sky/space, sea/sky) vehicles 200 cp

transformable or separable 200 cp

Bases vehicles 200 cp

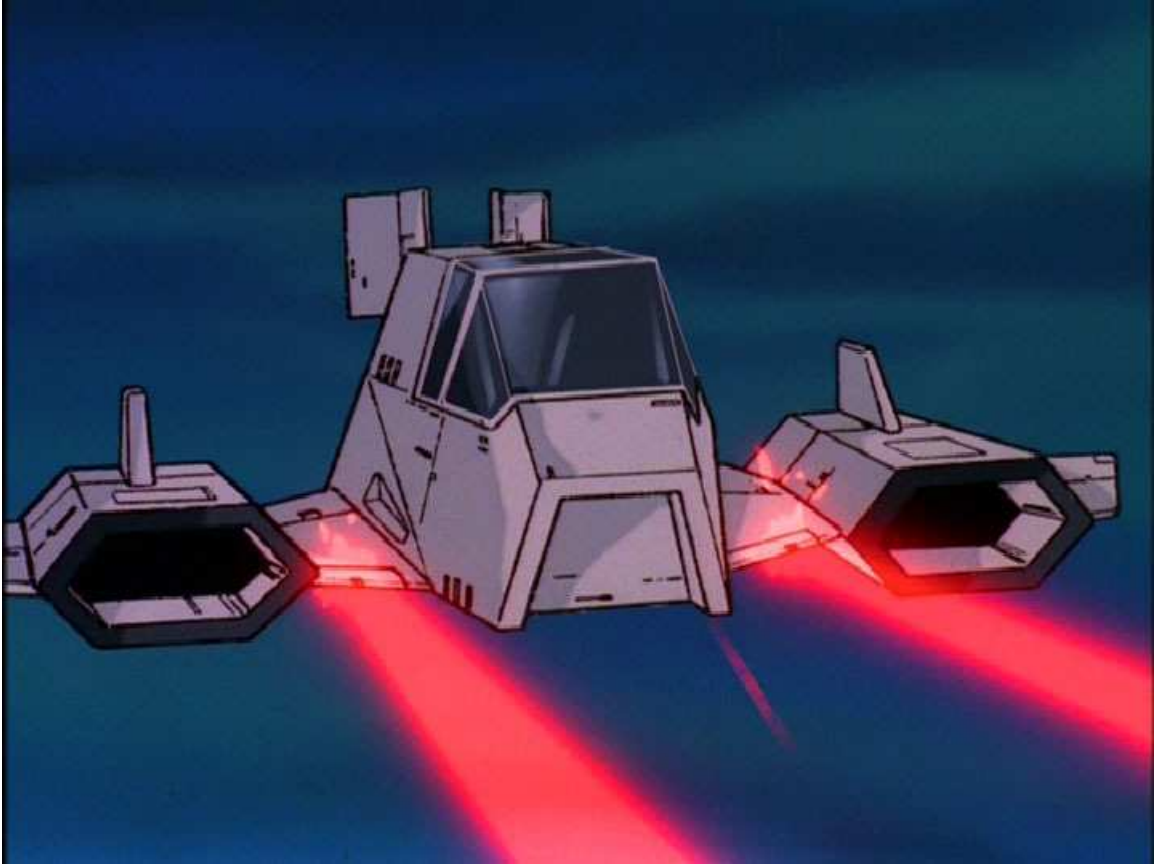
Further with a modifier based off of size: small 50 cp, medium 100 cp, large 200 cp, Extra Large 300 cp

Small is one man craft, medium is a jeep or a couple of seats, large is tank size or breaks off into multiple vehicles and Extra large would be the play-sets like F.L.A.G. and the Terror Dome.

A few examples.



Cobra Flight Pod (Trouble Bubble) 250 cp: The Cobra Flight Pod, or "Trouble Bubble" is a small, one-person assault craft.



S.H.A.R.C.

SUBMERSIBLE HIGH-SPEED ATTACK AND RECONNAISSANCE CRAFT

An high speed air/sea craft. 250 cp



MOBAT [Motorized Battle Tank*]

Gi Joe's main battle tank. 300 cp

Price accordingly.

Non-vehicle gear

Standard Accessories: 100 cp Standard gear for your character, covers weapons, additional armor, and even specialist gear.

Cobra B.A.T.S: 300 cp for 50 of the original B.A.T.S branch, other versions may be taken instead. Destroyed bots are replaced in your warehouse.

Delta-6 Accelerator Suit: 300 cp Superhuman body armor made for the Joe team. Make yourself stronger and faster, if destroyed or lost a new one will show up in your warehouse.

Jumppack: 100 cp Despite being a bad idea in the real world the Joe Jumppack is actually quite fast and relatively safe, as safe as flying without armor is I suppose.

Drawbacks

Want more CP? Sure, just take these handy drawbacks, you are restricted to +600 cp worth.

PSA Drawback +0 cp: You feel the almost undeniable urge to explain to kids some moral or safety lesson that pertains to the issue at hand. You always end this with some sort of catchphrase.

Ten Year Long Toy Commercial (0cp) All of your equipment looks funny and odd, like it was designed to be a children's toy, this somehow doesn't impede its effectiveness however.

Children's episode +100 cp: Every once in a while expect a really silly and really dumb adventure. It might have a moral or just be really silly. Either way just deal with it okay?

Pride Go'eth before a fall +100 cp: You are extraordinary prideful and will tolerate no slights against you. This doesn't stop you from treating your so called peers with little jokes and pranks however. You will even help the other side if you feel your allies are slighting you in some regard.

Mute or Speak in rhyme +200 cp: Either you refuse to talk, or you constantly talk in rhyme.

Psychic Twin +200 cp: Pick a companion, for the rest of the Jump you feel each other's pain and it seems to be enhanced between the two of you. On the other hand you can now sense where the companion is and what state he or she is in.

A pacifist in this outfit? +300 cp: You don't believe in violence...so you decided to join the military. At best you must find clever ways to fight the bad guys, or stay off the front lines.

Just what is your background again? +300 cp: Wait a minute, did you start off as a used car salesman, ex-American general, or the scion of an ancient civilization? Regardless it seems every few years your background changes completely. This doesn't effect your origin or race, but it is confusing and irritating, as you now believe the new background.

Joe Firing +300: You can't hit anything living. Your bullets or laser blasts will just miss everything living you try to target. At best aiming perks may work on non-living targets, but if its an explosive or the like it still won't kill anybody.

Brainwashed and Crazy +300-600 cp: Sometime during your stay you will either be brainwashed by Cobra or somehow accidentally brainwashed by cobra, reverting you to an evil crazy version of yourself that wants to take over the world. If you take the 300 version your evil and crazy side is restricted to your current Jumper form, the full 600 has access to all your powers. Hope your Companions are up to the task of setting you free.

Gi Joe Extreme! +600 cp: The 90s cartoon oh god why go here? Its the unholy love child of streetfighter cartoon and rob liefeld. Its not particularly dangerous, just freaking stupid.

