



# The Shadow

A Jump by Quietlovingman - Suggested by NewtypeKnight

Who knows what evil lurks in the hearts of men? The Shadow Knows.

Welcome to the world of the 1994 Film version of The Shadow. This world has its roots firmly in the soil of radio dramas and pulp comics from the 1930's. New York had become an economic hotspot, the roaring twenties were in full swing, immigration was booming, and then the stock market crash of 1929 sent everything into a spiral. Nowadays, halfway through the 30's, criminal gangs are on the rise, unemployment is high, and the thin veneer of high society has taken a severe blow to its ego, as many important families lost everything.

Take these 1000cp, you'll need them.

## Background

**Dropin** - No memories, no connections, just another drifter looking for work at the height of the great depression. You may discount one purchase of each tier from any background. (100,200,400,600) You get no discounts for items. However you have the Mental Clarity power for free.

**Warlord -100cp** In the aftermath of the Great War, much of Asia was fragmented and ruled over by local military leaders, warlords who ruled over large swaths of China and various Asian territories. Take 400cp to spend on Powers.





**Acolyte -100cp** Spiritual followers of ancient teachings in the mystical arts of the mind taught within hidden temples tucked away in the mountains of Tibet, hidden from the clouded minds of lesser men. Due to your extensive training, take 600cp to spend on powers.

**Socialite** - Wealth has its privileges, and one of them is maintaining a consistent lifestyle come hell or high water. The party continues as the world burns.



**Criminal** - An opportunist taking advantage of the social upheaval in the wake of the greatest stock market crash in history.

## Location

*Roll 1d8 for your location or pay 50cp to choose.*

1. **Cranston Manor** - This finely appointed manor was recently acquired by Lamont Cranston after the bankruptcy of its former owners. It has a few interesting modifications, hopefully you were expected.
2. **The Cobalt Club** - an exclusive and upscale establishment catering to the elite of New York.
3. **The Brooklyn Bridge** - Huh, the modern safety features like netting haven't been installed yet, you could just jump off, or get dumped over the edge?
4. **Penn Station** - Grand Central Terminal The heart of the NYC Rail network. You can get anywhere from here.
5. **Lyric Theater** - In the Heart of Harlem, the vibrant culture of Jazz is in full swing here.
6. **Madison Square Garden** - No event going on at the moment, but the construction is impressive.
7. **Hotel Monolith** - You really shouldn't be here. The hotel monolith was demolished, remember?
8. **Free Choice.** You may appear in any publicly accessible location in this version of New York.

Your age is adult, and your gender is your own business. Set both or either to whatever is appropriate for your background for free. If changing genders, consider your new form an Alt Form in subsequent jumps.

## Perks

### General Perks

**Iconic Laugh -100cp** Sometimes you just need to laugh, and sometimes you need to scare the bejeezus out of whoever is listening. This ensures that your laugh is always on point and never embarrassing, always just as joyful, menacing, carefree, or maniacal as the situation calls for. As a bonus, you can also make it seem as though your laugh is coming from all around an area, or moving like a joystick-controlled surround sound system.

**Theme Music by Jerry Goldsmith -100cp** You have your own theme music now. It is always appropriate for the scene, the mood, and the situation. It will never interfere with your ability to listen to music of your own choosing or music you encounter natively, but may provide sound cues that give you just the warning you need at times. Others may hear your theme music or not, as you choose, though they do not know it is centered on you unless you make it known to them.

### Warlord

**Shoot Through Him -100cp** Loyalty is a two-way street, it is said, and you inspire great loyalty despite not always giving it in return. Your men follow your orders without question or complaint. You do, of course, have key supporters who can and will question you, but the vast majority of your followers will shoot through a trusted colleague of years simply on your order. Whether it be trained warriors, soldiers, agents, or just employees, those you surround yourself with will have unshakable loyalty.

**Shooting Bullets out of the air -200cp** You aren't just some two-bit contender, you are a trained warrior with unmatched skills with physical and ranged weapons. You can as easily dual-wield pistols as fight with a spear, sword, or crossbow. Your reflexes and aim are good enough to shoot bullets out of the air, and your martial abilities are on par with the great martial arts masters of the day. You are also trained in classic fisticuffs and could give the most seasoned back-alley fighter a run for his money.

**You're a Monster, We Both Are -400cp** We all have a touch of darkness in our hearts, even the purest and most enlightened of souls, but you have seen your own darkness, faced it, and turned it to your own uses. You can recognize the darkness in others, you can feel the evil in their hearts and know how to stoke it, to feed it, or to soothe it and subdue it. You are the master of your own inner beast, and for good or for ill, you can aid others to do the same. With that mastery of self comes an increase in power, physical, mental, spiritual, without the inner conflict taking up so much of your attention, your inner focus can amplify your abilities to just beyond your 'peak' potential. In other settings, it would allow for complete control of any possessing or transformative affliction, such as a werewolf curse or berserker rage.

**Am I in Hell? -600cp** There are moments in time, shatterpoints that can reshape the destiny of men. Not all men are created in equal circumstances; some are positioned in such a way that their very words can shake the very foundations of society, others, for all their efforts and struggles, remain little more than cogs in the great machine. You are a walking shatterpoint, a linchpin, a drive shaft around which cogs arrange themselves, a fate breaker, and a fate maker. As such, you find yourself in high-stakes situations confronted by the powerful, sought by the elite, and hunted by the envious. All the better, as through adversity you grow ever stronger, and your ability to reshape the world grows the more other powers focus on you. It won't all be bad, but you will live in interesting times.

## Acolyte

**Not Yet -100cp** The training of a Buddhist monk is the work of a lifetime, a journey rather than a destination; the training of the monks of the Cobra Temple is rather more grueling. Not content to merely seek enlightenment, the traditions of the Cobra Temple also seek to find ways to cloud the mind and alter perceptions in ways that only the transcendent can perceive. The clouded mind sees nothing. Through this grueling training, you too can uncloud your mind and become resistant or even immune to mental manipulations of all sorts, and you can teach the same techniques to others, though few would commit to the hellish training.

**The Price of Redemption -200cp** You have a knack for turning around the lives of those you encounter; you can fan the flames of kindness, generosity, and temperance. You can help those seeking to find the path to redemption along the way like no other, in part because you can see how best they can balance their own Karmic scales. You don't automatically know what lurks in their hearts, but you do have an idea of how to get some of the red out of their ledgers. Even the most vile villain whose redemption would take multiple lifetimes will make significant progress toward inner peace and a karmic balance under your tutelage. Even if you are willing to devote all your time to your students, they may only benefit from your teachings for a total of seven years per jump; the rest of their time must be spent doing their part.

**Lifetimes of Knowledge -400cp** Mystic traditions going back hundreds of generations have a way of distilling their teachings into a refined and precise knowledge base, or a muddled rat's nest of conflicting theological treatises. You are fortunate that your own tradition seems to only grow more refined with age, as dead-end paths are pruned and only what works is kept. In fact, any organization you become a member of will begin to benefit from this with a push toward consolidating and refining knowledge into what is useful and beneficial and segregating that which is merely of passing interest or ancient theory. It won't happen overnight, but you will never have to convince the others of your organization that tidying up the archives is a good idea. You are also personally a master at distilling massive amounts of data into a cohesive, understandable, and readable whole.

**Tulku -600cp** You were not just dropped into this setting unaware, taking over the body of an adult acolyte; rather, you have been this acolyte since birth, and should you die in the course of this jump, you will reincarnate into a new body once. In Future jumps, once per jump, should your body be destroyed or you perish in some way, rather than ending your jump, you may continue on, reincarnated into a newly born babe, with all of your memories and perks intact. Should you have any companions or followers, they are guaranteed to find you.

## Socialite

**High Society Grace -100cp** Whether or not you were raised in the social circles you find yourself in now, you have taken to their ways like a duck to water. You find it effortless to fit in with the elite of any culture or group, you can hobnob with the best of the best, and while your attitude and behavior might seem mercurial from the outside, you are really just adapting to fit the circumstances. No one will ever look at you or hear you speak and think you aren't exactly where you should be. You also find that when you need to make an entrance, the world cooperates in little ways to make it the most impressive entrance possible.

**Helpful Nuisance -200cp** You may not be a skilled agent, a powerful psychic, or a well-educated scientist, but you are quite capable in your own way. You have a knack for stumbling into plots and plans, aiding those you align with, even if you don't realize the import of your own actions. You may at times be a bit of a nuisance to those you aid, as you seem to stumble into situations they spend hours, days, or weeks investigating, but your aid will always eventually be welcomed. Your propensity to turn up just in the nick of time ensures it.

**Network of Interest -400cp** You aren't just a pretty face, and you don't go to clubs for your health. You have connections, a network of contacts, acquaintances, and even a few friends who are all too happy to overshare with you about any number of interesting and juicy things. You are also on the list at all the most high-brow and exclusive establishments, including former speakeasies and illegal gambling clubs. You might be out of place in a dive, but a high-brow mafia-run establishment would be happy to do business with you.

**Femme Fatale -600cp** You have a way about you, your looks, your body language, the tone of your voice, your delicious innuendos, why someone would have to be a monk to not know you are flirting with them, and a eunuch not to react. Your carefully chosen words, poses, and attire, or lack thereof, are guaranteed to beguile and befuddle anyone remotely attracted to your form. You are also a crack shot and a dirty fighter who can punch above your weight class while looking like they wouldn't hurt a fly. This dichotomy of appearance belies skill that applies to all of your forms, should you so choose, ensuring you will forever be underestimated.

## **Criminal**

**Cement Shoes -100cp** Sometimes you don't get away with it clean; sometimes there are witnesses. Fortunately for you, you have the perfect way to get rid of any squealers. This not only cements your reputation as someone not to be crossed, but no one you send to swim with the fishes will ever be found.

**Improvisational Death Traps -200cp** You don't need to spend millions constructing a secret base with death traps and secret passages. You have a knack for luring your enemies into situations where you can, with a bit of improvisation, turn the very environment against them: flooding rooms, advancing equipment, and fires. Who needs an architect when you can just make it happen with a bit of elbow grease?

**I'm Going to be a King! -400cp** It's nice to have ambitions, whether it is becoming the "king of New York" or a more literal king with a true kingdom, the important thing is you have goals, you have plans, and you have the wherewithal to get things done to make your dream a reality. You are willing to go the distance, and while you may be reluctant to put yourself in harm's way, you know it will all be worth it in the end. You also have a knack for finding those better connected or more powerful than yourself and hitching a ride, as it were. Why go to all of that effort yourself when you can profit from the efforts of others if you position yourself correctly? After all, isn't that how kings are made, through the efforts of others?

**Prince of Crime -600cp** You may very well be king one day, but to start with, you are merely a Prince. You are a mover and a shaker in the underworld. You are a known figure, a bogey man to some, an inspiration to others. You have contacts and connections, favors owed to you, and a certain reputation for ruthlessness. No one will ever rat you out, and getting anyone to testify against you would be nearly

impossible. You are a criminal mastermind, a genius of the highest order who has turned their mental prowess to profiting outside the lawful practices of commerce. Your plots and plans may seem grandiose and overly complex, but you delight in that very complexity and will not hesitate to expound on your genius to a worthy opponent.

## **Psychic Powers**

**The abilities on offer here are discounted to Acolytes and Warlords.**

**Receiving Telepath -100cp** You can, at times, hear the strong thoughts of others, even when they do not speak them. With training and dedication, you can learn to use this at will and, of course, to turn it off. Your range will also increase, as like with sound, thoughts fade with distance. **Free Socialite**

**Psychic Ventriloquism 0cp** You can throw your mental voice in such a way that people will be sure that they heard you, but completely unable to pinpoint where the sound is coming from.

**Sending Telepath -100cp** You have trained to send your thoughts into the minds of others. You can speak into the minds of anyone you can see, or know the general location of, if you are familiar with them. They do not hear you, but they know what you have said, recognizing that you have spoken into their minds. You may also transmit images, memories, and even feelings once a connection is established.

**Mental Clarity -100cp** Your mind is your own. You can perceive mental illusions but are never fooled by them. Your attention is always drawn to what they hide. No attempt to befuddle your senses or alter your perception will succeed; your mind will not be controlled. **Free Dropin**

**Psionic Shatter -200cp** You can, with a bit of focus, shouting optional, generate enough force to shatter windows, mirrors, and glass in your vicinity. It isn't strong enough to harm most people directly, but could be refined into something more.

**Psychic Invisibility -200cp** You can cloud men's minds to the point that you are completely invisible. You will leave traces at first, a shadow upon the wall, or an indentation in water, but with sufficient practice, focus, and eventual skill, even those traces will be erased from memory before they are even aware of them. There is no need to be aware of observers; the effect is automatic, and strangely, when activated, translates to recordings of you as well. **Free Warlord**

**Psychic Suggestion -100cp** **"There is no Shadow"** With a bit of effort and focus, you can plant suggestions deep into the subconscious mind, nothing too outlandish, or against their moral code, nothing self-destructive, but you can divert attention, make certain courses of action seem more desirable, and even persuade them that

**Psychic Command -100cp** Requires Psychic Suggestion - **Sacrifice Yourself, To Me!** With this, you have quite a bit of a power boost; not only can you do all of the above, but you can absolutely command people to do things that would be harmful or even fatal. Those under your psychic commands may be freed by the direct influence of another, and those with gifts of their own may resist or even be immune to your power.

**Mass Hypnosis -400cp** This isn't some parlor trick; this is the power to alter the memories and cloud the minds of a city of millions at once. With this level of power, you can affect every single mind within nearly 500 miles, over 1200 kilometers. You can ensure that any person or place you conceal, or change the memories regarding, will be hidden from all, and any who enter your range will fall under your spell. This can be used on fixed objects, locations, or even, to a lesser extent, your followers. Allowing them to walk among the populous unremarked, no matter how strangely attired they may be.

**Telekinesis -600cp** The art of mind over matter, a natural extension of mastering The Phurba, you can more finely control the after effects of powers like Psionic Shatter, you can lift several pounds of material at once, control a whirlwind of debris, or precisely lift and move singular objects. The more objects you move, the less control over each object you have at first, and the less overall weight you can lift as it splits your attention. With practice, your lifting capacity, precision, and range will increase.

## Items

### General Items

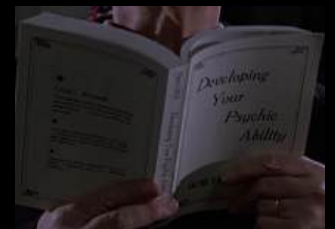


**The Source Material -50cp** You have a complete collection of all of the Radio Dramas, all of the films, the serials, The Shadow comics, Detective Story magazine, and the novels covering more than fifty years of The Shadow. When appropriate, some of it is autographed by the author or performers such as Agnes Morehead and Frank Readick, Jr.

**Blue Coal -100cp** This is the finest Anthracite Coal with a protective blue coating. Burns clean and long with little flame or smoke. "When you buy blue coal, you can see the guarantee." Infinite supply for personal or professional use, not for resale.

**Develop Your Psychic Ability -100cp** This unassuming book is the real deal. It cannot grant powers to those who have no potential, but anyone with the barest hint of psionic talent

would be able to use the lessons within to develop what they have to the best of their ability. Studying the book will make the training of any purchased power here significantly faster, and while it is most effective for the jumper and his companions, technically, you can share the contents with anyone with a spark of mental gifts.



**Iconic Outfit 0cp** This is a perfect bit of attire to complement your background choice. It exemplifies YOU, and yet still manages to blend seamlessly into whatever setting you find yourself in. It is self-repairing and self-cleaning, always fits perfectly, and no matter where you leave it is always in the first place you look for it. With each new background you acquire, the outfit will gain a new form that is quintessentially right for your new you. It is also remarkably quick to change into or out of, almost like magic.



**Beryllium Sphere -400cp** This implosive device is quite useful for performing atomic experiments, and has great potential for creating a very potent power supply with a bit more research, however it can also be turned to more sinister uses. If the various charges are simultaneously detonated, the implosive effect can have disastrous results if the material within is atomically unstable. Comes with a Demon Core sphere of Bronzium. (Guaranteed to generate no harmful radiation!) Some assembly required. A new one appears in your warehouse each week if lost or destroyed.



## Warlord Items

**Brooks Brothers Tie Collection -100cp** A tie for every occasion, from verbally jousting with your nemesis over dinner to proclaiming your world domination scheme over the world's first atomic bomb. Always fashionable, the finest silk, in colors and patterns that just go to show what refined style is since 1818; Brooks Brothers, (45th and Madison). Hmmm, one of them isn't a tie at all; however, it's a rather long red silk scarf!



**Silver Heat -100cp** A pair of heavily modified custom .45 Winchester Magnum LAR Grizzly Pistols. Never seeming to run out of ammo and with very little recoil, they are much quieter than they should be, but with a mental switch, they are much, much louder than their ammunition would normally allow. Comes complete with a double shoulder harness.

**Secret Network Ring -200cp** These small white metal rings with ruby red crystals are distinctive and noticeable. Odd then that no one notices them save for those who also wear one. They not only act as a visual indicator of membership as one of your agents, but through secret technology, or perhaps psychic manipulation, the rings can be made to glow when contact is desired. You have a ring for every member of your organization.



**Opium -200cp** This is refined opium in a variety of forms, the result of hundreds or thousands of acres of fields of specially cultivated plants. It can be divided as you like into unrefined latex or specific alkaloids. The amount is limited to the output of no more than 300 tons a year. Though only the amount you want currently appears. It replenishes as used or distributed, up to a maximum of 300 tons a year.

**Silver Coffin -200cp** This massive silver sarcophagus was claimed to have once held the remains of Genghis Khan, the great Mongolian Warlord who forged the various Mongol tribes into an Empire. For those with psychic potential, resting within amplifies their abilities and can act as an amplifier similar to larger cerebral constructions found in other comics. Spending multiple days within will cause an increase in ability that lingers for a similar amount of time. As a bonus, once secured inside, you can be shipped to anywhere in the world with a Museum, without being detected, and have no need for food, drink, or even air until you reach your destination and open the locks from within.



**The Hotel Monolith -400cp** A massive, opulently appointed Art Deco hotel and high-rise that is completely invisible and undetectable to normal perception. It also has a diversion field around it that ensures that no one will ever think to walk, drive, or fly through the area it occupies. A perfectly secure base that can be deployed once per jump into any city of your choice. There will be records of its construction and subsequent demolition inserted into appropriate places, and the 'empty lot' it occupies will never be claimed or poached by another.



**The Sanctum -400cp** This is a carefully hidden underground structure whose entrance operates as a seamless secret door in an otherwise normal building alleyway. You may choose the location of the entrance once per jump; by default, it will be connected to either a property you own or to an area with older brick buildings if possible. It has a network of connected outposts with message drop locations, bleeding-edge communications and surveillance equipment, appropriate to the setting, and enough corkboard and a level of computing power far beyond what should be available.

## Acolyte Items

**Phurba -100cp** A Tibetan Spirit Dagger with a mind of its own, Phurba is a training tool to teach those with mental gifts how to use not just the easier telepathy, but the more difficult telekinesis. It is also quite capable of dispatching spirits and other incorporeal foes, as it treats all such as being completely physical and wounds them appropriately. As a ritual knife, it can be used as a focus for exorcism, weather manipulation, meditation, blessings, healing, and connecting with spiritual energies. It is also quite good at aiding you in transmuting negative energy.



**Temple of the Cobras -400cp** This enormous mountain temple has stood for more than a thousand years since its founding, expanded multiple times, and always incorporates the finest construction methods. It serves as a remote retreat perfect for training and spiritual study. It is permanently hidden from those not invited; it won't even appear on satellite images. Fully stocked and supplied with enough food and sundry goods for a population in the low thousands, it retains any improvements you make, is always clean, and dramatically improves the learning speed of anyone who studies or trains there.

## Criminal Items

**Wildroot Hair Tonic -100cp** Keeps the scalp healthy, penetrates the sebaceous glands, cleans up dandruff completely, and results are guaranteed. When applied regularly, it also strengthens hair, promotes hair retention and regrowth, and does everything a hair tonic from the 30's promises to do.

You have a small case of a dozen bottles that never seem to run out, or spill, only dispensing exactly the amount you need, first time, every time.



**Llama Brand Cigarettes -100cp** These aren't knock-offs, they are the finest cigarettes available in this version of New York. Guaranteed never to cause you or anyone else to cough or have any health issues, these cigarettes are also quite bereft of any chemical additives. They are non-addicting, do not affect your blood sugar, and they smell rather more like fine pipe tobacco than your usual drag.

**Crime Bears Bitter Fruit -100cp** In your case, that is quite literal as you have a never-emptying cornucopia of assorted fruits, nuts, and healthy plants that are all quite bitter, but otherwise healthy. Nothing in the cornucopia spoils; however, once removed, the food begins to age normally.

**Chicago Typewriter -200cp** This Thompson Submachine gun comes complete with a specially designed violin case. Its drum barrel magazine never seems to run out of ammunition when you need it, and it is self-cleaning, never jams, and somehow never leaves any casings to be found. When not in its case, it almost seems to vanish inside any overcoat or cloak you may have and never seems to get caught on anything when drawing or aiming, and doubles as a handy trench broom.



## Companions -

**Partner -50cp** You may import one companion with a background of their choice and 800cp. They may discount one item or perk from your own background if different than their own.

**Agents -** You may import all your companions into the role of background characters and intelligence assets for free. They get 400 CP to spend on perks, a starter kit of period-appropriate attire, a valid ID, a history with the world that is complementary to their background, and a normal human form if they did not already have one.

**Crew -200cp** You may import up to eight companions into a background of their choice. They get one discounted purchase from whichever background you choose for yourself. They have 600 points to spend.

**The Tulku -100cp** This is not the same young man who trained Ying Ko and Shiwan Khan; however, he is the next incarnation of said sage. He has unlocked all of his past life memories already, granting him all the acolyte perks and psychic powers. He would be quite interested in seeing what other worlds have to offer.

## Drawbacks

Only one continuity drawback may be chosen.

**World Newton Universe 0cp** The events of the film will play out if you don't interfere, but this world has other actors you might not be aware of. It is part of Phillip Jose Farmer's interconnected fictional family tree, where Sherlock Holmes and Gulliver are both real, and quite possibly related to Tarzan... This makes serious changes to the edges of reality and means that several fictional worlds and characters are all history, and possibly alive at this time. King Kong, Doc Savage, Fu Manchu, Frankenstein, Captain Blood.

**Licensed to DC 0cp** Margo Lane is Lois Lane's Cousin, and the 1930's versions of Superman and other Detective Comics characters are lurking about. You may even run into Batman...  
Incompatible with the World Newton Universe drawback.

**Fallout 0cp** The Shadow may have stopped the plot to destroy New York with a Bronzium-fueled atomic bomb, but sadly, he can only be in one place at a time. Fallout happened, and now the Silver Shroud stalks Goodneighbor, Boston's streets... or perhaps the New Vegas Strip? By taking this toggle, you change the time period and setting to Fallout 4 or New Vegas. Many of the characters may have survived in stasis or as replicants/synths. Choose one of the Fallout Jump Docs and fill it out separately, keeping the points separate. Treat this jump as a supplement.

**Dynamite Comics 0cp** Did you think DC had the Monopoly on Crossovers? Dynamite had some classics, and by taking this toggle, you may combine a second Dynamite Comics appropriate setting to this one. The Green Hornet, Lady Satan, Zorro, and others.

**Ying Ko 0cp** Take this toggle, and instead of taking place in the Jazz age of New York, you find yourself in Asia in the aftermath of the Great War, near the rise of the butcher of Lhasa.

**More Time +100cp** May be taken multiple times, each purchase adding ten years to your stay. If taken with Ying Ko, two purchases would bring you to the normal end of jump timeline. As Cranston ruled as a warlord for a decade before spending seven years training with the Tulku.

**Cinematic Ending 0cp** (Incompatible with Fallout) All's well that ends well, the day is saved, and the good guy finally lays a kiss on the dame. And that's a wrap. Once you reach the conclusion of the events of the



film, the jump will end if the ending is remotely close to the original. The Shadow and Margo must survive, New York must not be destroyed, and The Golden Master, Shiwan Kahn, must be incapacitated. Taking this toggle will not end the jump early if things go too poorly, but it will not result in a Jump fail.

**The Hand +100cp** In addition to dealing with a possible nuclear detonation in downtown New York, the five fingers of the hand are active and must be dealt with. It took The Shadow five novels to end their scheming. *Incompatible with Cinematic Ending.*

**Mr. Remorse +100cp** The evil genius Benedict Stark is not only one of the most evil criminals the shadow ever faced, The Prince of Crime is also one of the few to have managed to eventually learn his identity. He has stumbled across the Shadow's Network of agents and is following the links to the top. *Incompatible with Cinematic Ending*

**Haunted +100cp** Randomly, but at least once per week, you are awoken from your slumber by an echoing Maniacal laughter, filling your house entirely. You can never find the source, and it always stops just after you are fully awake. You find it impossible to sleep soundly on these nights.

**I work alone +100cp** (Must have at least one companion from a previous jump) You may not import any companions into this jump, they are relegated to a companion housing area where they may watch or listen to highlights of your time here but may not aid you in any way. You may recruit new companions from among the locals if you can convince them to follow you, but they get no points to spend, and have only what natural abilities they would have already had.

**Anachronistic Accoutrements +200cp** You are completely unable to bring any items from outside this jump unless they are mundane, and from this time period or earlier. Should you have a bit of period clothing or a nice WW1 bit of gear that's fine, but nothing from later than 1935, and nothing with inherent powers beyond the norm may be imported.

**Traveling Light +200cp** You don't need a whole retinue to go places, you really don't need multiple steamer trunks full of outfits, nor do you need an extradimensional warehouse. In fact, by taking this drawback, you may not access your warehouse at all for the duration of the jump, to fetch things, or to add them. So other than purchased items from the doc, and improvements made to purchased properties, you will be unable to collect anything from this world.

**Addicted +200cp** Hopefully, you purchased some Opium, because you are going to NEED it. You are physically and psychologically addicted to opioids; withdrawal will be physically taxing and mentally exhausting, and you will be unable to focus enough to use any ability requiring concentration while suffering from it.

**Prohibition +200cp** Instead of ending in 1933, the temperance movement is still in full swing. Serving alcohol in public is illegal, speakeasies are still active, and places like the Cobalt Club can only offer non-alcoholic beverages. Organized crime is still going strong as they control the movement of all alcohol in the US not being used in church.

**Brain Surgery +600cp** You have no outside context powers or perk granted skills, only what you purchase here, and any powers you acquire here, are suppressed for the duration of the jump by the removal of a portion of your brain.

**Tabula Rasa +600cp** You have retrograde amnesia. You wake up in this world with no memory of your time before, or any idea what a jumper is, or how to use any of your perks, powers or abilities. Anything that is controllable is set to off, anything that is passive is still working unless otherwise locked out. You will not remember anything before your time here including any choices you made in this jump doc, or any of the memories your background should have given you, though you will retain any languages, and basic skills and latent familiarity with period objects to help you. At the end of the jump, when you are offered the choice to stay, go home, or continue jumping, your missing memories will be restored before you make your decision. If you choose to stay, you may keep this drawback, and those memories will fade swiftly.

### The End?

Who knows what decision lurks in the heart of Jumper? *The Shadow Knows!* At the end of your jump time, whether a decade, or some other determined time, all drawbacks end and you are faced with a choice.

**Go Home?** Your journey ending here, you return to your original world with all you have gained. And your memories are refreshed.

**Stay?** This is the world for you! No need to consider the alternatives... Good luck!

**Continue Jumping!** Your story isn't over, not by a long shot. You have places to be and decades to fill!

