

Mythbusters

By Fisherwolf34

Welcome to a world very much like your own, Jumper. Wait... this is almost your world, except you never seem to have existed. Hmm, curious. Anyways, you've just been solicited as a new host for a little show that's just about to start syndication on Discovery Channel - Mythbusters! One of the longest running and most beloved TV shows in Discovery history, you've been selected to host it from the very beginning, along with Adam Savage and Jamie Hyneman. All you have to do is stay on the show for at least ten years and stay as entertaining as possible, so take these **+1000 CP** to enjoy yourself and entertain the folks at home!

Starting Location

You start outside M5 industries in San Francisco, California, ready to make your debut as host.

Age and Gender

This is an awfully personal section, isn't it? Just make sure the age and gender of your character fits the setting and all is well.

Origin:

- Drop-In **[Free]** - You show up outside of M5 industries with nothing more than some light identification, clothes, and an invitation to host the show. Time to get started, eh?
- Madman **[Free]** - Crazy, they called you. Mad, they said. They were right. Fortunately, you've managed to put the spark of madness in you to good use, managing to snag yourself a position at a promising new TV show.
- Impeccable **[Free]** - Stony faced and implacable, you are a highly respected member of the special effects of community, and have been chosen to host an upcoming TV show that promises to put your skills to use.
- C-Team **[Free]** - Maybe you'd prefer to have your own little segment of the show? Suit yourself. A couple of years after graduating from a college of your choice, you've been chosen to host your own little segment of a new TV show. Who are you to say no?

Perks

All 100 CP perks are free for their origin and other perks are discounted for their respective origin. Perks can only be purchased once.

General Perks:

- Relatively Mad Science **[Free]** - It would be terribly difficult to host a science show without some basic knowledge in science, no? With this perks, you now have basic knowledge and competency in nearly every branch of science. While this won't make up for top-tier college education, you should be able to ace some AP exams without a problem at all.
- Powerful Personality **[100 CP]** - You're a magnetic one, Jumper. When you talk, people listen through the sheer force of your personality alone. This isn't a hypnosis ability however - if people have better things to do or actively drone you out, you'll still be ignored.

- Thirty Years of Special Effects **[100 CP]** - You've got some experience in the special effects industry - you're an expert prop-maker and have the skills to produce top-of-the-line movie effects given enough time in a workshop. You're no slouch with CGI, either.

Drop-In Perks:

- Keeping Your Mouth Shut **[100 CP]** - Pain isn't really a problem for you anymore. That's not to say you don't feel pain anymore - you just have a really high tolerance for getting hurt. Even the most experienced torturer will hardly get a peep out of you with any device made to inflict pain, provided you don't want to tell them anything.
- The Experimental Method **[200 CP]** - You're exceptionally skilled when it comes to proving a point through experimental methods. Need to demonstrate to someone that they won't survive a car crash unless they put a seatbelt on? You've got an experiment for that. Have to teach a room full of third graders the basics of quantum physics? You happen to have a slew of little tricks to demonstrate to them, each providing bite-sized and easily communicable packets of information for them to digest. Additionally, you find yourself to be a particularly skilled educator and science communicator, perfect for becoming a high-school chemistry teacher or the host of a television show.
- Science Hurts! **[400 CP]** - Science is often painful, and you've got a way to get the most out of every last piece of hurt. A highly-tuned instrument of data-gathering, any damage inflicted to you is instantly noted down in your mind with near perfect clarity, any factors involved dissected into a near encyclopedic overview of what just happened. As a side note, this ability won't work too well should you die from the injuries you sustained.
- Busted But Not Out **[600 CP]** - What are you?! You seem to be able to endure, well, anything, be that falling from a plane, getting shot point-blank with a high caliber rifle, or walking through a minefield. It still hurts like nobody's business mind you, but you are nearly impossible to kill, and only intense force applied to a limited section of your body will ever be able to puncture skin, and even then, the rest of your body is just as tough. You would need to be stuffed into a lead box and drowned or poisoned with enough cyanide to kill cities before your death might finally claim you. Additionally, this ability is wholly toggleable, should you desire to make yourself vulnerable for whatever reason. Of course, this perk will only kick in post-jump.

Madman Perks:

- Questionably Applicable **[100 CP]** - Sometimes, it pays to know the answer to the strangest things, and with this perk, you do! When you might reach a dead end or be stuck in a tight-bind, strange but invariably useful information seems to appear in your head. The exact amount of force required to propel a frozen chicken into a soccer goal thirty miles away from the 57th floor of a skyscraper? You got it. The amount of ping-pong balls needed to raise the Titanic from the Mariana Trench? You know it. This information is invariably useful to the issue at hand - you just need to figure out how.
- The Only Difference **[200 CP]** - You've got a sharp mind and sharper senses, Jumper. Not only are you able to make precise calculations with ease, your senses are at their very peak, enabling you to take down incredibly accurate measurements of the outside world without even having to try. Curiously enough, this effect seems to manifest as phosphorescent calculations and diagrams that only you can see. Fortunately, this effect along with the ensuing light show are each separately toggleable.
- Failure is Always an Option **[400 CP]** - Sometimes it's good to start small. After all, you only have one chance at full scale, and when that happens, you want to do it properly, don't you? With this perk, you become incredibly skilled, not only at setting up small

scale experiments, but also at identifying potential flaws and figuring out how to mitigate those issues when you do it for real. This ability doesn't play terribly well with magic, but provided you have basic knowledge of how the magic you're working with will react, you could probably figure out how to account for large scale changes.

- I Reject Your Reality, and Substitute My Own **[600 CP]**- The weak are consumed by madness. The strong fight it. But you, Jumper - you consume the madness. Even when faced by unthinkable things from outside of our reality, when the laws of physics themselves seem to shatter and twist, not only are you unaffected, but you somehow manage to get up stronger. Perhaps you do not grow physically stronger, but the more madness and trauma tries affect you, the greater your willpower becomes, not only enabling you to push on, but to push ahead. Additionally, your brain cannot remotely be tampered with - attempts to brainwash, mind-control, or otherwise mess around with your cognitive abilities are wholly negated. Of course, this perk will only kick-in post-jump.

Impeccable Perks:

- The Walrus **[100 CP]** - Stalwart and implacable, you are wholly capable of keeping your cool no matter what happens. You are capable of calm and rational decision making while being shot at or running from horrific monsters amongst a field of the corpses of their former victims. Of course, this effect doesn't protect against madness or mental tampering - only the ability to maintain a cool head while others would panic.
- I've Got a Plan **[200 CP]** - You're really good at the whole "scheming" thing, Jumper. It's nearly impossible to catch you off guard when executing a plan, and when the occasional hiccups do occur with a plan of yours, you are excellent at going with the flow, capable of adapting your plan to match even the most unpredictable of circumstances around you. You're also really good at cooking up various plans and schemes, able to make the most of the worst situations. This ability won't provide any miracles or adjust for faulty information, but it'll certainly help to level the battlefield.
- I'd Still Say It's Plausible **[400 CP]** - You're an architect of ruin and disaster. Or you will be, because with this perk, it's easy for you to identify how to cause catastrophic failure in even the most secure installations, no matter how remote or well-protected they might be. This even applies to social hierarchies - destabilizing governments and secret organizations is just as possible. Of course, it might not be easy to execute, and it might even require some very obscure technology and information, but it's a step in the right direction - you'll just need to figure out how to do the rest on your own.
- Beautiful Day at the Bomb Range **[600 CP]** - Look, if you want a big boom, you're going to get a big boom. With this perk, you seem to have an unparalleled talent with explosives. In addition to knowing how to safely handle and disarm explosive devices, you also seem to gain immense talent when it comes to creating and implementing them, capable of making powerful bombs using everyday devices that nobody would even look twice at. Also, you seem to possess the ability to make objects more dangerous when used as explosives, far more dangerous than they should have any right to be. Water bottles seem to erupt in a burst of scalding steam and superheated shards of plastic whilst actual explosives gain nearly three times the explosive force they once possessed. Fortunately enough, this ability is toggleable. Of course, this perk will only kick-in post-jump.

C-Team Perks:

- Underestimated **[100 CP]** - You're perpetually underestimated. It's just a thing your enemies tend to do, and no matter how competent or dangerous you prove that you are, you tend to be the least on their list of problems. This isn't without its exceptions -

do something to really piss your opponent off and you'll find that they'll send some pretty heavy duty foes against you. Of course, it's still less than what they would send after the protagonists, but one less dragon from an army of dragons will hardly skew the tides in your favour.

- **Four Wheeled Throne [200 CP]** - You're the fastest on four wheels, Jumper. Incredibly skilled behind the wheel of any car you can find, this perk grants you extensive skill in terms of evasive driving, vehicular stunt work, and just plain racing. Additionally, you now know every trick in the book when it comes to driving, and are an expert car mechanic, easily able to repair broken automobiles and sometimes design your own. While your skill primarily applies to cars, you're no slouch with other land vehicles, either - you could easily operate a motorcycle or a semi-truck, though this does tend to be much sloppier and less professional than your work behind the wheel of a car.
- **Engineer Extraordinaire [400 CP]** - A tinker at heart, Jumper? Well, that's besides the point. With this perk, you are a mechanical genius - they could put you in a room with a box of disassembled car parts mixed with the parts of other cars and you could design a car in under twelve hours. Additionally, you find it trivially easy to design new devices, be they deadly traps for your foes or helpful items for your friends. Disguise one as the other if you'd like. Magical items may pose a little more of an issue, but provided you need only build a device utilizing semi-magical components, it remains relatively simple for you to construct. Genuine crafting of magical items still escapes you, however.
- **Impossible Ballistics [600 CP]** - Time for you to draw, cowboy! And you've got some serious skills with any gun you pick-up - not only is it trivial for you to effectively clean and utilize any firearm you can grab, you can also pull off a number of impressive tricks, some of which shouldn't even be possible. Kill a man with a ricochet without any preparation? No problem. Nail a sniper through the scope of his gun with another sniper rifle? You got it. While this perk doesn't let you destroy the laws of physics, a little bit of bending is always possible whenever you've got a firearm in your hand. You'll only have access to the last bit post-jump.

Items

Items are discounted for their appropriate origin, with 100 CP items free for their respective origins when first purchased. All Items may be purchased multiple times.

General

- **Mythbusting Plates [50 CP]** - Ever wanted to declare a myth confirmed or busted with some pizzazz? Well, with this indestructible three set of plates emblazoned with the words "Confirmed", "Busted", or "Plausible", now you can live out those dreams!
- **Box Set [50 CP]** - Considering how good of job you've done hosting the show, you deserve a chance to kick back, relax, and watch you host one of the most beloved shows in Discovery channel history! This box set of Mythbusters will contain every episode ever filmed in this Jump, with you as one of the hosts - after all, who doesn't want a compilation blowing stuff up for science?
- **Memory Lane [100 CP]** - A seemingly normal and portable magic lantern upon cursory inspection, the Memory Lane is capable of producing the user's fondest and most interesting memories in the form of holographic objects which best represent that memory. While these objects can be interacted with, they are entirely mundane and have no access to any abilities that they might normally possess. For Jumpers with exceptionally long Chains, a wide open space is recommended.
- **Sheriff's Star [200 CP]** - You never know when a bullet-proof plate of metal might be useful. This little sheriff's badge not only identifies as a member of local law

enforcement, but also seems to show up in just the right place to deflect a lethal blow. This badge only works once every twenty-four hours and will only ever deflect a **lethal blow** - don't expect to show up if you get shot in the leg.

- Boxes on Boxes [**300 CP**] - Sometimes, it's terribly difficult finding the resources that you require. Maybe you wanted to make a killer robot but just didn't have a servo handy. Well, you'll never run into that problem again with this handy selection of... that's a lot of boxes. Anyways, these boxes contain any mundane material that you should desire, and they're all cleanly labelled for ease of access. You may purchase this as a Cosmic Warehouse add-on or as Warehouse that follows you throughout your Jumps.

Drop-In

- Wardrobe [**100 CP**] - A spiffy wardrobe for all your clothing needs. Oddly enough, this handy little armoire seems to adapt to whatever setting you're in, providing you with sets of comfortable, if slightly satirical, clothing.
- Multitool [**200 CP**] - Never be stuck without a multitool ever again! This handy little pocket knife is surprisingly sharp, never needs to be cleaned, and is always in your pocket whenever you need it. It even shows up when you don't have any pockets on you - just accept it and don't ask where it's being stored.
- Ballistic Jelly [**400 CP**] - A small tin can of liquid ballistic jelly, this item has a particularly interesting ability. By opening it, the jelly will react to defend against any projectile weapon launched against the user, encasing slowing mover projectiles in cubes of ballistic jelly whilst forming barriers to intercept faster projectiles. Additionally, the lightweight can hold nearly a gallon of the stuff and refills daily - just don't expect to step into a warzone survive without any preparation beforehand.
- JATO Rockets [**600 CP**] - Ever wanted to fly, you maniacal Jumper? Well, this is your chance. A two-pack of military grade rockets, these handy missiles are infinitely fueled and can be telepathically controlled. Additionally, they possess no explosive qualities and are rather under-powered, enabling their user to utilize them as a pair of rocket-sleds. Just try not to crash - it would be unpleasant, to say the least.

Madman

- Really Cool Hat [**100 CP**] - A spiffy leather Borsalino, this hat is always fitted to perfection and draws the eye of any who see you wearing it. Additionally, the hat remains eternally clean - no amount of dust or grime will ever mar its surface.
- The Drawing Board [**200 CP**] - Everyone makes mistakes. Even you Jumper, and when that happens, it's good to step back to the drawing board. This drawing board might be particularly useful in that regard. A small whiteboard about the size of a vanity mirror that comes with restocking markers and an eraser, just standing around the thing seems to help clear the mind. When actually writing out the facts of a plan that had previously failed, the drawing board not only helps to improve the user's retrospecting abilities, but also tends to write out helpful suggestions and pithy comments when not being observed.
- Bomb Suit [**400 CP**] - A clunky, green pressure suit designed to protect from the shockwaves from explosion, this Bomb Suit is particularly useful in that regard. While still functioning as a traditional pressure suit, this clumsy piece of clothing will protect you against almost every environment, leaving you safe and sound in the most punishing of winter blizzards or even the cruel, midday sun of Death Valley. And while this suit will certainly protect against nearly any environmental hazard, do be warned - it won't function unless every piece of the suit is properly attached - this includes the helmet. Also, fine motor skills aren't really a thing while wearing this suit, so be prepared to take it off should you need to do any fine maneuvering.

- Duct Tape **[600 CP]** - This roll of silvery, waterproof tape is the solution to everything. Well, maybe not a solution, but it's more than effective as an adequate stop gap, and this roll is more effective than most. Incredibly durable and resilient, the duct tape in this roll is not only neverending, but also capable of shaping itself to its user will, rising to the occasion whenever necessary. Do be warned, though - the tape tends to fall apart when it's not needed anymore. Have to plug a leak in a boat? You got it - or at least until you get to shore. Stuck on an abandoned island? A sailboat certainly isn't beyond recognition, and should you desire to stay a few days, a tree house is trivial, provided you know how to construct them.

Impeccable

- Crisp White Shirt **[100 CP]** - If cleanliness is next to godliness, then this perfectly ironed shirt is the herald of divinity. Whiter than the freshly fallen snow, this shirt will never stain - dirt and grime will simply slide off and the shirt will be perfectly starched and ironed at the end of each day.
- Quack, Damn You! **[200 CP]** - The most god-awful noise maker in human history, this squeezable toy goose is about the size of a loaf of bread, and when squeezed, it produces a directional burst of sound from its beak that leaves all in its wake reeling. Rather, this sound is specifically calibrated to be as awful as humanly possible, inducing intense feelings of vertigo, dizziness, and even temporary synesthesia. And yes, even with the synesthesia, the sound is still awful, if not worse. You could purchase more of these with CP, but that would make you an awful person.
- The Mythbusters Special **[400 CP]** - Sometimes, when an insurmountable obstacle appears before you, you just need a bigger boom. And a bigger boom is exactly what this brick sized block of C4 promises to deliver. By planting this block of plastique on any wall or similar surface and detonating it, it will create a manhole sized hole in it. Yes, any wall. In fact, the force that this little block of C4 explodes with seems to be directly proportional with the toughness of the wall that it's planted on, invariably resulting in a neat little manhole. Fair warning, don't try this on anything made of adamantium unless you want to vaporize the surrounding area. You'll get a new block at the end of every month. And yes - it scales down, if necessary.
- Cement Truck **[600 CP]** - Subtlety is great. Sometimes, it pays to remain hidden, striking from the shadows with surgical precision. But sometimes, you just need to be as much damage as possible with as much shock and awe as possible, and when you need to deliver overwhelming awe to an opponent, this cement truck is your best friend. Appearing as a small, matchbox sized cement truck and detonator, the truck can be manifested into its full size in any suitably large and empty space, at which point the truck can be transformed back into its miniature shape, provided there is no one in the truck when being shrunk. However, the Cement Truck's true potential lies while in its full size form. In short, the Cement Truck basically functions as an enormous explosive, and when detonated, explodes with the force of nearly 5000 pounds of ANFO, effectively vaporizing the truck and anyone within a mile of the thing. Try to make sure you get out of dodge before detonating the thing - it doesn't tend to differentiate between friend or foe. You get a new one at the end of each jump, provided you used up the Cement Truck in the previous jump. You'll only gain access to this monster of a weapon post-jump.

C-Team

- Cool T-Shirts **[100 CP]** - A cool, self-cleaning T-shirt denoting you as a Mythbusters' cast member. It's incredibly comfy, changes size to fit you, and comes with a customizable quote on the back!
- A Most Fuel Efficient Vehicle **[200 CP]** - Meet Earl. Earl is, well, a car. Not a terribly fast car, nor a particularly pretty car, but Earl gets the job done. In fact, Earl gets the job

done much better than most, a fact which soon becomes apparent considering his fuel efficiency. Able to run for miles on gasoline fumes, Earl also requires very little gas to fill up, and runs just as well with crude oil or acetone in place of water. He's a tough old workhorse, and while he won't be winning any competitions, Earl won't ever let you down when it comes to stamina and reliability.

- **White Rabbit [400 CP]** - This set of blueprints emblazoned with a stylized white rabbit on the back is particularly useful for the indecisive Jumper. By simply writing a query onto any of the blueprints where the answer can be chosen between two objects, and then by placing those objects onto that same blueprint, the document will list the pros and cons of each in silver marker, often replete with illustrations, before selecting one of the two objects as being better in terms of the query. With that being said, the blueprints tend to be a little... "eccentric." In particular, the sound of a beeper will cause them to go haywire, and they won't function unless taken out of earshot.
- **A Bigger Gun [600 CP]** - In the immortal words of Kari Byron, "Science gets more fun when I get a bigger gun!" And this is that bigger gun. An enormous rifle easily topping the size of most machine guns, this whole weapon is contained within a small briefcase not much larger than something most businessmen would carry. Needless to say, once assembled, this monstrous gun is more akin to a tank cannon than any rifle ever built, despite its matte black and gunmetal gray finish. Complete with an incredibly powerful scope and a three shot magazine, there's virtually no defense on earth that will stop this weapon. Strangely enough, physical defense only seems to accelerate the speed of the slug fired from it, with the toughest of shields only proving to further the speed of the weapon. It should be noted that this doesn't really extend to magical wards - abilities that remove kinetic energy from objects or simply teleport the bullet away will still stop it, provided they can cast it fast enough to stop a supersonic projectile the size of a soda can. And even if they do, you've still got two more waiting for them. The gun will never require cleaning or maintenance, and will regenerate a single bullet each month. You'll only gain access to this item post-jump.

Companions

Oh, I don't think so, buddy. This is about you, and not some sort of Pokemon with an inferiority complex or something like that. It's time for you to be the star of a television show, and it won't be because you have a big rainbow bird. NO COMPANIONS IMPORTS FOR YOU!

- **Intern [200 CP]** -
- **Demo (Wo)Man [200 CP]** - Sometimes, you might just need someone to blow something up for you. That's what this person is here for. God alone knows how you met them or who they are, but from what they've said to you, they seem to be a disgraced professor with a degree in... something. That part's always been a little unclear. They have all the Impeccable Origin perks, aside from the post-jump portion of the 600 CP "Beautiful Day at the Bomb Range" perk.
- **Build Team [200 CP]** - A trio of scientists and engineers, they're surprisingly competent when it comes to construction of any kind, and seem to work with preternatural speed when not under observation, enabling them to quickly build any object that you require of them, provided they have the materials. As a collective unit, they have all the perks from the C-Team Origin, aside from the 600 CP "Impossible Ballistics".
- **Roboshark! [200 CP]** - It's a robot shark! It will spawn in the nearest, large body of water next to you in each jump, should you deign to bring it along, and it's unusually intelligent. It doesn't talk though. Additionally, given that it's a robot, it doesn't need to eat or sleep, and it's entirely waterproof. Why wouldn't you want it? Roboshark

comes with all the perks from the Madman Origin aside from the 600 CP “Busted But Not Out”.

Drawbacks

What, 1000 CP isn't enough for you? Well, here are some drawbacks you should desire. You may earn a total of +600 CP or less from this selection of drawbacks.

- Sideshow **[+100 CP]** - You're just a lowly sideshow host, showing up once or twice throughout the show. Or you'll start as one, at least. You'll only have to be a major host of the show for eight years now, but you're really going to have to work your way up with this one.
- Accident Prone **[+100 CP]** - Tell me Jumper - are you missing an eyebrow? Or perhaps you're looking to test out that new bike. Either way, you're rather accident prone and tend to get hurt. A lot. And while this will never be lethal for you or anyone else, expect constant trips to the hospital and a good number of broken bones.
- Double Time **[+100 CP]** - Running for nearly thirteen years and serving as one of the Discovery Channel's longest running shows, this drawback will double the time you must serve as host, changing from ten years to twenty years. Hope you're ready to make some television history, Jumper!
- Nude and Scared **[+200 CP]** - It seems another show has moved to take your time-slot, a mindless survival show about naked people on an island or something along those lines. Do your best to ensure that you manage to keep your time-slot and not get cancelled by the producers, because from here on out, *there can only be one*.
- Not Paid Much **[+200 CP]** - Look, you love this job. You truly do. It's just that it doesn't really pay the bills, does it. If you take this drawback, you're only going to make enough to live in a dingy apartment building, and if you want to upgrade, you're going to have to find a second job to work.
- Sealed Powers and Warehouse **[+200 CP]** - You're going to be a television host, right? Are you sure you really need your interdimensional powers and Cosmic Warehouse? No? I didn't think so - have some consolation points.
- One Pissed Off Producer **[+300 CP]** - Honestly, Jumper, how do you manage to do these things? Whatever the cause, you seem to have pissed off one of the show's producers, and while this doesn't mean they're immediately axing you, you're going to work twice as hard to stay in their good graces.
- A Dark and Dreary World **[+300 CP]** - It seems this world doesn't really like science or understanding, preferring to live in the shadow of fear and superstition. It certainly doesn't help the premise of the show, and while your fellow cast members will be fairly open-minded individuals, the attitude of the overall doesn't bode well for the show.

End of the Line

Unfortunately, you may not choose to stay in this wonderful world. So tell me, Jumper - where are you going next?

The Show Must Go On - Off to your next grand adventure? Best of luck, Jumper.

It's Been Fun - Planning to go back home? It's been an honor, Jumper.

Changelog

[V. 1.0](#) - Document created

V. 1.1 - Messed around with the 400 CP perks, added new companions and drawbacks, eliminated the requirements in the premise of the jump, and changed a number of items.