Generic Pulp Adventure

You're going back to the early to mid 20th century this time, Jumper! A world of scheming Nazis and Communists, where magic relics of ancient civilizations lie in trap filled ruins within the trackless jungle, where criminals, police, and masked vigilantes fight in the shadows, where genius men push the boundaries of science, inventing uncanny and wondrous new devices, while orphaned children raised by animals defend the sanctity of nature against those who would despoil it. You'll be spending 10 years in this action packed world of tommy guns, biplanes, and Mayan treasures, so grab a roscoe and these 1000 CP, jump in your flivver, and take the run-out before the coppers catch wise!

Backgrounds

Any background can be taken as a Drop In. You can pay 50 CP to set your gender.

Criminal (Free)- Whether you grew up on the wrong side of the tracks, were raised in a Mafia family going back generations, or are a man of means who steals only for the thrill, you've lived your life outside the bounds of the law. You may be a brutal thug, a sly but honorable gentleman thief, or a bootlegger who thumbs your nose at the authorities while fighting real villains. Regardless, you've got the brains and moxie to prove a gink can still make a dishonest dime in this world with just a tommy gun and his wits, without all these death rays and genetically enhanced super apes.

Detective (Free)- There's a world of mysteries out there, and I'm not talking about ancient ruins. I mean the petty crimes and grand conspiracies right here on the mean streets of your local city, everything from two bit thugs with tommy guns to evil wizards. That's where you come in. You're a top notch investigator, whether on the police force or a private eye. Or maybe you're a reporter getting the next hot scoop. Or you could even be the kind of "detective" that one nation hires when it wants to learn another's state secrets.

Explorer (Free)- The world has gotten smaller than ever, but that's just made it easier to get to the real frontiers. The heart of the jungle, the shifting desert sands, or the territory of tyrannical nations calls to you. You could be a mercenary, a veteran from the Great War, or a less than legal archaeologist, but with brawn, bravery, and a good old fashioned bullet or twelve, you've got what it takes to head into hostile territory and make it back out alive.

Noble Savage (Free)- The white man and his scientists think they know everything, that their weak civilization is the height of humanity. They've never stalked through the jungle. They've never been initiated into the secret lodges of the sorcerers. They've never been accepted into the tribes of the talking apes, tamed a dinosaur, or beheld the secret inner sanctums of the ancestors' ruins. Whether you're a native of the "barbarian" tribes or a baby stranded in the wilderness and raised by jungle animals, you and your heaving thews are proof that the wilds aren't yet tame.

Scientist (Free)- Science has remade the world. It has given us the airplane, the radio, and the automobile. It's given rise to world wide empires. Scientists have become humanity's brightest exemplars and its most dastardly villains. At the fringes of scientific discovery, one man makes a new miracle drug or an advanced submarine to protect his country while another makes a death ray or an army of robot slaves. It is the vision of scientists like you that will define the age to come.

Vigilante (Free)- The police can't catch every criminal. They may be too intelligent, too well connected, or just too numerous for the authorities to be able to stop them in time. That's where people like you come in. Putting on a disguise and adopting a name to strike fear into the hearts of criminals, you stalk the darkness to protect honest, law-abiding folk. You may have great wealth, ingenious gadgets, or mysterious occult powers, but all you really need is a drive to punish wrong doing and do right.

Starting Location

Pay 50 to choose.

1) London- The greatest and most advanced city in the world, London is the crown jewel of western civilization. The capital of the British Empire, London is a center for both political intrigue and scientific progress.
2)New York- London's upstart rival from across the Atlantic, New York is the largest and most prosperous city in the western hemisphere. Crime is rampant and so are the masked men who fight it.
3)The American South- Prohibition is in full swing, bringing with it a surge of bootleggers and gang wars between organized crime families.
4)The Afghanistan-India Border- This is the frontier of British India, where the Afghani tribes are constantly testing the waters to see if Britain's grasp on the region is slipping. It's up to a small group of intelligence agents to keep abreast of foiling the latest Afghan plot as they travel from fort to fort between stints infiltrating the local tribes.
5)The South Seas- The frontiers have all been conquered. Africa has been colonized, the wild west tamed. The only place left for men seeking a life of adventure is the barely constrained chaos of the southern Pacific islands. Whether they're criminals looking to disappear or men looking for mercenary work, the bloody, gang filled near-anarchy of the South Seas calls to them.
6)The Deep Jungle- The jungles of India, South America, and Africa still hold ancient ruins full of treasure and mystical secrets the white man has yet to uncover. Whether you live here or are part of an expedition to explore the region, you start in the middle of the trackless wilderness.
7)The Inner Earth- There are holes in the north and south poles leading to an interior world full of wonder. Lit by the Earth's inner sun, the wild and unexplored lands of this uncharted land are full of ancient ruins, mystic barbarian tribes, and dinosaurs.
8)Free Choice

Perks

Bootlegger (100CP, free Criminal)- You are an expert driver, able to run circles around the fuzz whether you're making a getaway after a bank robbery or hauling illegal whiskey shipments. People like you would go on to found NASCAR after Prohibition is lifted and leaves you with fewer career opportunities.

Con Artist (100CP, free Criminal)- You don't need tommy guns or sleight of hand to steal if you can get your mark to hand over their money willingly. You know every dirty scheme in the book when it comes to separating fools from their money, and you know how to come across as trustworthy enough to get people to fall for them. You're a master at worming your way into someone's confidence and fleecing them blind, even other criminals who ought to know better.

Femme Fatale (200CP, discount Criminal)- Why hello there, foxy. You've got amazing looks and you know how to use them. You can easily flirt with a guard to distract him or charm a secretary into letting you take a peak into her boss's files. You could even handle the long con, stringing someone

along favor after favor without ever giving them the lovin' you keep hinting at. Though you are actually quite good in the sack, if you ever do want to mix business and pleasure.

Magician (200CP, discount Criminal)- Now you see it, now you don't. You've got the talents of a world class stage magician, able to pull off death defying acts of escape artistry or awe inspiring illusions through trickery and sleight of hand. With a little thought, you could easily turn these skills to making expensive jewelry disappear for real, while leaving the coppers scratching their heads at how you escaped.

Closed Door Killer (400CP, discount Criminal)- The mayor's body was found, shot through the chest, in his locked study with no windows. What kind of dastardly genius could pull off such an impossible murder? You of course. You are a master assassin, able to conceive of and pull off complicated and uncanny killings while leaving no trace of how you did it. Only the greatest detectives in the world could possibly piece together exactly what happened.

The Jumper Peril (400CP, discount Criminal)- Criminals like to stick to their own kind. From the Nazi spy rings to the sinister criminal organizations centered around magicians from the Orient to the local girl gangs run by gun molls to the plain old Italian mafia, the world is full of gangs that recruit from a single demographic. Now you too know how to create and run a crime network based around some quality they share with you, from recruiting, to keeping morale high by appealing to ethnic (or whatever) loyalty, to convincing the locals that they're better off coming to you for protection than the authorities.

Crime Boss (600CP, discount Criminal)- Any two bit thug with a tommy gun can knock over a bank, but you're a cut above the average criminal. You've got the skill and instinct to run a truly sprawling criminal empire, cutting down the competition (and your own bosses), finding ever new areas and industries to expand into, and keeping the authorities the right mix of bribed and unable to find evidence on you that it can stay operating indefinitely. Only some kind of masked man of mystery backed up by genius intellect or uncanny powers could ever hope to take your web of crime down.

The Master Plan (600CP, discount Criminal)- Your men are robbing the fifth street bank, but that's just a distraction so that someone else can steal the Hope Diamond, which is the key to an ancient Mayan ruin that contains a chest with an alien mineral in it. You've got plans to kidnap the one Mayan expert who could unlock the chest too, and once you do and provide the mineral inside to a mad scientist to build a death ray to threaten India into... This is the kind of plan you can put together, creating an intricate web of actions that will manipulate the world just how you want it, while leaving your foes completely unaware of what your real goals are or how it all fits together.

Another Day, Another Case (100CP, free Detective)- Your skills would be wasted if you never ran into any cases to solve. You've got just the kind of luck to help you out there, being pushed by circumstance into running into the most dastardly of plots and dangerous situations which could use your intervention. You can toggle this off if you ever want a vacation.

Face in the Crowds (100CP, free Detective)- You must have one of those kinda faces, y'know? Just put on a fedora and a trench coat (or whatever the local style is among the poor or the common classes) and you'll blend right in. As long as you look the part and until you do something extraordinary to catch everyone's attention, nobody will bother to think that the random guy walking into the speakeasy is actually that famous P.I. coming in to infiltrate the local crime scene.

Master of Disguise (200CP, discount Detective)- Why if it isn't Lord Bridgestone! What, it isn't? It's the Jumper, in an impenetrable disguise of the distinguished gentleman! A true artist like you could make yourself up to look like nearly anybody with a little time and the requisite props and tools. Or you could ply your trade on someone else, though they don't necessarily have the acting chops and mastery of a hundred different accents which you use to complete your own disguises.

Occult Detective (200CP, discount Detective)- Not all cases have culprits who are strictly… natural. You have opened your mind and broadened your horizons in response, going where the evidence leads you. You have great knowledge of the occult world and the various ghosts and monsters that occupy it, and you have a knack for digging up what arcane lore exists about your latest case when you run into something that has you stumped despite your great learning. And to top it off, you've got great instincts for when the "ghost" is just a fraud used being used to cover up a smuggling operation.

Medium (400CP, discount Detective)- Spiritualism swept the world, for all that it was mostly hoaxes and fraudsters. You, however, have the true gift of speaking to the spirit world, able to contact the souls of the deceased and ask them questions. It makes being a private dick a hell of a lot simpler when you can whistle up the stiff's ghost to ask who offed him, let me tell you.

Shapeshifting Face (400CP, discount Detective)- You have a preternatural power, the ability to shift your face. Whether you want to look like a particular perp, some random schlub so that you can pass undetected in speakeasies despite being a well known detective, or even a woman, you can quickly make your head (and only that, unfortunately) into whatever form you need. Perfect for both infiltration and a great getaway.

Great Detective (600CP, discount Detective)- A man in a locked room, with a shell casing, a broken window, and a pool of blood? Why, a lesser mind might think he was shot through the window by his estranged brother who was out hunting in the nearby woods, but a bit of investigation from you would reveal the whole plot: he was poisoned! The blood was really wine, the window broken with a hammer, and it was all a frame job by the butler. Just another case in your storied career. Even the most fiendishly complex plot would unravel under your keen mind.

Psychic (600CP, discount Detective)- No one understands the untapped power of the human mind. Yet you have been thrust into the mysterious world of psychic phenomena. Your dreams will commonly be filled with visions of past or future events. By entering into a trance, you can cast your vision out to scry on distant locations. Even the threat of approaching danger, especially from an occult source, will trip your sixth sense so that you can feel it coming.

Military Discipline (100CP, free Explorer)- You may not be anything more than a grunt, but damn if you can't play your role as a gear in the machine to perfection. Be it in an army platoon, an expedition into the wilds, or a heist, you have the discipline and willpower to keep your gear maintained, your ears sharp, and your tasks on schedule. You also know your way around a gun and a fistfight, though you're nothing exceptional.

Tribal Relations (100CP, free Explorer)- There are tribes in the hidden corners of the world that have never laid eyes on the white man… and others who know him all too well. As an explorer or mercenary, you're likely to need to ingratiate yourself to many foreign cultures, and you're a master of quickly opening relations with such alien cultures. Whether you just want to negotiate supplies or want to live among them and learn their secrets, you have an incredible knack for convincing the groups to trust you and assuring them that you're not like other outsiders they may have met before.

Archaeologist (200CP, discount Explorer)- You are an expert on many ancient cultures. The ancient Egyptians? Obviously, they're so famous that it's practically passe to be an expert on those. But you have studied everyone from the Sumerians to the Mayans, and are fit to lead an expedition to study their ruined cities. You're especially talented at the most profitable part of archaeology: identifying and safely extracting those artifacts that will fetch high prices back in civilization. Correspondingly, you're extremely skilled at noticing traps, whether they be an enemy ambush or a thousand year old spike pit and world class at getting around stationary traps. Walk through a corridor of pressure plates without stepping on any of them, escape a room that's slowly being filled with water, or choose the right amount of sand in a bag to replace that idol on its podium.

Double Cross (200CP, discount Explorer)- There's no honor among thieves, a saying that applies just as much to tomb robbers. You have keen instincts for when your allies are planning on turning on you or when your employer is going to end a job by stabbing you in the back for the diamond you were paid to retrieve instead of paying you. That same talent can be turned towards making yourself look innocent and putting others' fears at ease as you plot the perfect way to stab them in the back.

Ace Pilot (400CP, discount Explorer)- Flight has redefined warfare and captured the imagination of the world. Perhaps one day soon humanity will even complete a flight around the whole world. You'd be a great candidate for such a project, because you're an expert pilot in both long distance flight and navigation even over the trackless jungle and in battle, able to match even the legendary Red Baron in aerial duels.

Expedition Leader (400CP, discount Explorer)- A scientist whose submarine can get you into the submerged ruins of Atlantis, a local Atlantean savage who can guide you through the treacherous underwater terrain, an Indian swami who can dispel the mystic wards surrounding the palace, and a gang of cut throat mercenaries from a dozen nations to fight the fish mutants… the kind of team you'll need if you want to retrieve the final king of Atlantis's crown. Luckily, you're just the kind of person who can convince these people to sign onto your daring expedition and smooth over their differences and greed to keep them working together. You're also a great tactician, able to lead your crew of fighters in combat or setting up defensive camps.

Cliffhanger (600CP, discount Explorer)- Egads! Jumper has been pushed off a cliff by Herr von Darstoffen, with only a fraying rope in his hands stopping him from a deadly fall! But have no fear, by the next issue you'll get a second wind allowing you to climb up while the dastardly Nazi is distracted gloating. Or you'll manage to grab another stray rock on the way down to arrest your fall and land in a river, barely bruised. Or an ally will fly in with a biplane just in time. Which is to say that you have plot armor like a protagonist whose author needs to keep cashing in checks from your continued adventures. This defense manifests in dramatic reversals of fortune and other genre appropriate twists, such as an enemy deciding to leave you in an elaborate death trap.

Two-Fisted Talent (600CP, discount Explorer)- Whether you're a professional soldier from the Great War, a mercenary or treasure hunter, a boxer or master of Eastern martial arts, or just a gink who grew up on the wrong side of the tracks, you're one hell of a guy to have in a fight. Both with guns and with your bare hands, you're a fury on the battlefield, able to mow down whole squads of foes. You'll be a legend on any battlefield you take to.

Animal Taming (100CP, free Noble Savage)- Whether or not you were raised by apes, you can at least raise one yourself. You have an instinctive rapport with animals, able to seemingly speak to them

so great is your intuition for their behavior. And you can train them to a shocking level, to the extent that some might mistake your pet panther for being almost as smart as a human so great is the number of tricks you've trained it in. And these instincts work fine even with animals you've never seen before, quickly allowing you to start taming dinosaurs if you make it to the Inner Earh.

Hunter (100CP, free Noble Savage)- You are no stranger to the trackless wilds. You can stalk silently through the brush and track animals (to say nothing of a clumsy party of men) for many miles even with the prey having days of a head start.

A Credit to Your People (200CP, discount Noble Savage)- Colonialism has sparked racial tension and a taste for the exotic both across the entire world, and the advance of intercontinental travel has only accelerated the issue. You always land on the positive side of that divide, never experiencing bigotry over your race, culture, or religion. At worst you'll be viewed as quaintly inoffensive, "one of the good ones" as it were. For the more open minded, your strange appearance and mannerisms will come off as charmingly exotic.

Child of the Earth (200CP, discount Noble Savage)- Nature accepts you as part of it in a way the city dwellers can never understand. Animals will welcome you among them, even giving you warnings of dangers in the surrounding landscape or alerting you to human invaders. Plants with edible berries will wave their leaves at you so you can accept their bounty, trees will shift their roots to trip enemies who chase you, and in a jungle you'll never be lacking for a nearby vine the swing from. Even the weather will gentler than normal around you.

Heaving Thews (400CP, discount Noble Savage)- You have a hulking, muscular body, the kind hewed from a life in the wild. You would have no trouble swinging from vines over long distances to travel, and the range with which you can throw spears with such force that you can even put up a fight against gun wielding modern men. You could easily wrestle a gorilla, and your hardy constitution will allow you to survive in just a loin cloth everywhere from the freezing depths of Antartica to the scorching desert.

Telekinesis (400CP, discount Noble Savage)- Your mind has been opened to the mysteries of the cosmos and the ephemerality of mere flesh. You can move objects with your mind instead of your body, reaching out with mental energy to subtly adjust the position of papers on a table or to sling dozens of swords at a foe at once.

Magic (600CP, discount Noble Savage)- You are the heir to a tradition stretching to the dawn of the human race and perhaps beyond. Call yourself a wizard or a shaman, but you have a wide range of secret arts at your fingertips. Lay curses on your enemies or perform healing on your allies. Reach apart the veil of the material world to speak to the spirits or engage in divination to learn the future. Transform yourself into an animal to fly in the sky. These and more represent the ancient lore that the scientists scoff at but which you have mastered.

Mental Blast (600CP, discount Noble Savage)- The frail body of an elder shaman can hide amazing power that mere muscles and guns cannot hope to match. Your psychic powers allow you to directly attack the minds of your foes, pitting your willpower against theirs to overpower their minds and paralyze them, ultimately destroying their minds utterly if you continue.

Mechanic (100CP, free Scientist)- Perhaps the most iconic symbols of the march of progress, vehicles loom large in the minds of the public. You're an expert at maintaining all of them, from boats to planes

to cars. Any bootlegger would be lucky to have you tuning up his car to eek more performance out of it.

Real Science (100CP, free Scientist)- You have a doctorate in a real and mundane field of science, like chemistry or psychology. Not world shaking genius, but everyone has to start somewhere. You can repurchase this Perk without discounts to gain more fields of expertise.

Linguist (200CP, discount Scientist)- As the world grows ever closer and the mists clouding history are parted even more through the work of archaeologists, knowledge of languages becomes ever more important. You are an expert linguist and translator, being fluent in half a dozen modern languages and several ancient ones. On top of that, your extreme talent means that it will only take a few weeks of immersion in a foreign culture to achieve full fluency in a new one, perhaps a few times longer if you're the first person to ever make contact with some secretive tribe and so have to begin totally from scratch.

Ray Gun Maker (200CP, discount Scientist)- The gun and even the flame thrower were not deadly enough for your depraved scientific mind. No, you have designed a new type of energy emitting weapon and have the skill to quickly churn out more through research. A mere electric rifle? A freeze ray? Or some kind of even more exotic energy that it projects to kill your victims? All are at your fingertips.

Roboticist (400CP, discount Scientist)- The idea of a mechanical slave appeals to any maniacal and heuristic genius with the desire to play god. You know how to build your own robotic minions, with all the intelligence of a hired goon married to an inexhaustible metal body.

TAKE OVER ZE WORLD! (400CP, discount Scientist)- So you've finally disintegrated all the world leaders with your Atlantean Destructo-Ray, meaning now you rule the world, right? Only it turns out that one guy and a few hundred henchmen can't actually control territory, even with an unstoppable superweapon. Except when you demonstrate your own overwhelming scientific or supernatural power, populations will meekly bow down. They'll turn their bureaucracies over to you and cower in fear as your new order oppresses them instead of launching a guerrilla war against your tiny army of enforcers. Only the bravest and most foolhardy of heroes would dare stand up to your diabolical schemes after witnessing your might!

Mad Science (600CP, discount Scientist)- The might of your brain is unparalleled, making you a scientific genius able to push the boundaries of human knowledge centuries ahead of your so-called peers. All of the frontiers of wacky pulp super science are open to you. Wonder drugs, mind control machines, flying fortresses, intelligent animal-human hybrids, and doomsday machines, the sky's the limit when it comes to the wonders and terrors you could unleash.

Renaissance Man (600CP, discount Scientist)- Humanity has accumulated so much scientific knowledge, but what if all that information could be concentrated in a single mind? The world will soon find out, because that's what you are. From steel manufacturing to economics to bird migratory patterns, all of it is laying in wait in your mind for you to cross reference. Like a living Sherlock Holmes, your comprehensive knowledge means you have some relevant nugget of information for any situation and can achieve startling leaps of logic that lesser minds can scarcely follow.

Secret Identity (100CP, free Vigilante)- A vigilante must keep their identity secret if they're to continue their crusade against crime. You're not only skilled at living this kind of double life as a mild mannered citizen by day and secret masked crime fighter by night, but luck is on your side in

maintaining this masquerade. Things simply seem to work out when it comes to giving you time to put on or take off your costume or deflect question about where you go at night.

Stealthy (100CP, free Vigilante)- Criminals stalk the streets by night, and if you are to catch them you need to hide even from those skulking miscreants. You are an expert at stealth, whether it be tailing a mugger through the city streets while waiting for him to strike or sneaking through the halls of a mafioso's mansion looking for evidence of his crimes.

Acrobat (200CP, discount Vigilante)- The high flying artistry of a circus trapeze artist has uses beyond the mere entertainment. You can use your great agility to gracefully leap from building to building and your flexibility to squeeze into tight spaces.

Overlooked (200CP, discount Vigilante)- One would think that the police would have more concerns about some lunatic in a costume running around murdering criminals. Who knows what that psycho might decide to do next, right? Wrong, at least when it comes to you. Authorities are willing to turn a blind eye towards your methods so long as you appear to be "on their side", doing what they wished they could do themselves. Note that you still might wind up opposing the agenda of individual authority figures who will be exempt, such as a corrupt cop who's on the take from the mob.

Clouding Minds (400CP, discount Vigilante)- Learned from ancient mystics of the Orient, this psychic power allows you to become effectively invisible. You can reach out to the minds of entire buildings of people, editing their senses so that they cannot sense you. Should you wish to communicate, you can pull this back a bit to allow them to hear your voice, though optionally distorted and echoing so that they cannot identify you or realize where the noise is coming from.

Telepathy (400CP, discount Vigilante)- Another psychic power that connects minds, telepathy allows for silent communication with allies or skimming the thoughts of others. With time and concentration, you can perform a deeper dive to examine someone's memories. Your advanced knowledge of others brains also makes you resistant to the psychic powers of others, able to resist a foe attempting to cloud or read your own mind or the psychic assault of a sorcerer.

Hypnotist (600CP, discount Vigilante)- A strange mixture of science and the occult, hypnotism mixes psychology with your mental powers in order to control the minds of others. By placing others into a trance, something you can accomplish swiftly and subtlety so long as you hold their attention, you can place suggestions in their minds. Simple instructions like making a guard let you through a door are quick, but it will take significant time with someone at your mercy in order to make them a sleeper agent for example.

Martial Artist (600CP, discount Vigilante)- The unarmed combat techniques of the Far East touch on spiritual practices beyond merely teaching how to punch and kick. Even before invoking the power of chi, you are a supremely talented fighter, able to disable small groups of armed thugs. By channeling your life force, you can perform incredibly feats like walking on water or disrupting the chi of your enemy to perform a special knockout blow to disable them.

Items

Speakeasy (100CP, free Criminal)- While Prohibition is in full swing in the United States, it isn't enough to shut down alcohol sale. This building has two businesses inside, one a bar and one a legitimate looking business, with the bar being hidden if the building is in a country that has outlawed liquor. The cellar receives shipments of moonshine form nowhere to restore whatever stocks are used.

Criminals and those looking for illegal goods are drawn towards the business. It will be a Warehouse attachment that can be deployed into the world in future jumps.
Hideout (200CP, discount Criminal)- You've got a bolthole, a little building where you can hide out between crimes. Any pursuit will always lose your trail and wonder off as long as you manage to make it to the Hideout unobserved. It will be a Warehouse attachment that can be deployed into the world in future jumps.

Theft Equipment (400CP, discount Criminal)- You have a variety of specialized tools to aid in the commission of legendary heists. You have wall climbing equipment that can allow you to quickly and silently scale sheer walls, diamond tipped saws that can cut glass, and a variety of sturdy but very thin wire to hang from ceilings with.

Crime Ring (600CP, discount Criminal)- You are the head of a massive crime family. You have your fingers in dozens of rackets across a whole state, with enough infiltration of the authorities to ensure your operations can continue smoothly. You can choose the exact nature of the organization, whether it's a normal mafia family, a girl gang, or a different kind of clandestine organization like a cult or a spy ring. The members of the Crime Ring count as followers.

Fedora and Trenchcoat (100CP, free Detective)- The uniform of the modern working class schlub, you can rock the iconic detective look with this hat and coat and yet people will always accept them as regular and unremarkable low class clothing that can fit in anywhere such people congregate.

Detective Agency (200CP, discount Detective)- You have your own small office building that functions as a detective agency. Those who need help tend to be drawn here. What? It's cheaper than advertising. Comes with a beautiful and loyal secretary who will stay by your side no matter how much of a drunken wreck you are. She is a follower but can be imported to become a Companion. The building itself becomes a warehouse attachment that can be deployed into future jumps.

Badge (400CP, discount Detective)- You're not just a private dick, but a member of the force. This badge not only identifies you as a copper, but anyone anywhere will acknowledge you as a legitimate law enforcement official as long as you flash this.

Super Car (600CP, discount Detective)- This top of the line car is not only fast with great handling. It also has a variety of secret devices. It has ejector seats with parachutes to help you escape and an oil slick dispenser.

Expedition Gear (100CP, free Explorer)- You have all the navigation gear and supplies needed to survive alone in the jungle, with the supplies being restored every month. Rope, food, water, tents, and one very special item: a set of two-way radios. Here in the age of the pulps, these handheld machines that let you both walk and talk are technology out of science fiction.

Gun Collection (200CP, discount Explorer)- This is a truly staggering collection of guns. Hand guns, hunting rifles, tommy guns, you've got them all. The crates of ammo respawn a week after use.

Byplane (400CP, discount Explorer)- The human dream of flight made real. You have a state of the art byplane with landing gear for both land and water, along with all the tools to maintain and repair it. The fuel refills itself every day, so that you can keep flying all you want even in the Inner Earth.

Treasure Map (600CP, discount Explorer)- This treasure map leads to a set of ruins deep into unexplored territory. If you follow it and make your way past the traps guarding it, you'll find an unimaginable treasure like stacks of gold or jewels which will leave you extravagantly wealthy for life as well as even an occult treasure, an enchanted item with magical powers. Something like a fountain of youth or a blessed gemstone that grants good luck. At the start of every future jump, a similar set of ruins will spawn with you being given a treasure map leading to it.

Loincloth (100CP, free Noble Savage)- This skimpy fur outfit is all you'll ever need. It stays clean even while unwashed, even when living in the wilderness. And everyone will accept it as full clothing while wearing it.

Pet Dinosaur (200CP, discount Noble Savage)- This imposing and exceptionally well trained pet is your beloved friend, who you know so well it's almost like you can speak to each other It could be a real pterodactyl mount or a more mundane animal like a jaguar bodyguard or a monkey trained to steal.

Jungle Home (400CP, discount Noble Savage)- Or desert or other trackless wilderness as you prefer. You know this landscape like the back of your hand, able to melt into it to hide and race across its confusing layout at breakneck speeds. After this jump, it becomes a Warehouse attachment that can be deployed into the world.

Ancient Relic (600CP, discount Noble Savage)- This ancient and enchanted treasure has great mystical powers. You can choose its precise form and abilities. Would you like a spear of destiny that grants you a glorious destiny? A sarcophagus that can bring mummified corpses to unlife? A statue of an ancient god that can stir to life to do your bidding?

Oxygen Pills (100CP, free Scientist)- These miracle pills provide all the oxygen the body needs, released slowly enough to keep you alive. Taking them allows you to survive without air and even while breathing in water. Pills are replaced a week after use.

Gas Weapon (200CP, discount Scientist)- This super science weapon is a boon for assassins. The gun subtly sprays a gas either in a thin target-able jet or a great spray that can fill a room. It comes with canisters of poisons both slow acting and near instant, as well as a gas mask. The ammunition respawns a week after use.

Rocket Pack (400CP, discount Scientist)- The iconic invention that promised a brighter tomorrow, this rocket is strapped to the back and allows the wearer to fly and hover above the ground. Much safer than it sounds like it would be.

Giant Vehicle (600CP, discount Scientist)- A masterpiece and workshop all in one. Whether you want a flying airship or a giant submarine, this vehicle is massive, able to house a small army of minions. It also has a workshop for performing more mad science experiments. All in all, the perfect base from which to launch a one man guerrilla war on the rest of the world.

Iconic Costume (100CP, free Vigilante)- A costume intended to hide your identity while acting as a worn calling card so that criminals can know and fear your activities. You can make it as simple as just a mask or as elaborate as your want.

Spider's Web (200CP, discount Vigilante)- These high tech cords are lightweight and yet uncannily strong, almost like a spider's web. They are used as a net, allowing you to capture criminals.

Mercy Bullets (400CP, discount Vigilante)- These look like normal bullets and indeed are used in place of normal ammo for regular guns. Yet the super scientific secrets inside mean that they are quite non-lethal, not doing worse than simply knocking out a man that they hit.

Mild Mannered Millionaire (600CP, discount Vigilante)- Vigilantes these days are usually either rich themselves or at least have rich associates who they can impersonate. You are a millionaire, one of the wealthiest people on the planet. You own a sprawling iconic mansion which houses your secret base within or beneath it.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Deformed (+100CP)- In this world of disguises and mysterious conspiracies, you have some obvious deformity which makes you instantly stand out in a crowed. A bulging head to contain your gigantic brain is traditional. Regardless of its form, you're going to be immediately noteworthy and memorable to anyone who lays eyes on you.

Wanted (+100CP)- Guilty or framed, there is a price on your head. A rather large one, as you are an internationally wanted criminal. And even in anarchic regions like the south seas, you ought to be concerned about bounty hunters coming out of the woodwork to try to cash in on it.

Racial Tensions (+200CP)- Matters of race are prominent issues these days as the world starts to come together never before just as the old colonial powers are falling apart. You will feel the brunt of this as you constantly run into those who sneer at you for being a lesser, more ignorant race and/or who resent and distrust you for your race's power and wealth.

The Race for Atlantis (+200CP)- The stereotypical tomb raiding story always includes a rival treasure hunter out for the same score as the hero. You have the worst luck when it comes to keeping your agendas secret, as it seems that whenever you pursue a goal at least one other prominent player will either catch wind or coincidentally start seeking it themselves independently. Whether you're after an ancient golden idol in the depths of Africa, hoping to be the first to crack the secret of curing cancer, or out to woo a beautiful lady, someone else will quickly start racing you to achieve the same end first and steal your glory.

Civilization vs Nature (+300CP)- Another common theme is the fear of unrestrained science. Choose one of either technology or nature. If you choose technology, you are a total believer in progress. You cannot help but sneer at superstition even as you see physical proof of magic and you will not accept more "primitive" peoples as a credible threat or even roadblock no matter how many times they manage to one up you. If you choose nature, you were raised far away from modern society, possibly by some kind of intelligent ape. You strongly dislike the pretension of modern society and prefer to live in the wild. You understand nothing about modern technology and can only learn about it in the barest of generalities ("flying machine make need drink magic water to move!")

Nemesis (+300CP)- The longest running pulps tended to eventually introduce a recurring villain or two, someone who could stand up to and survive the otherwise invincible hero. You have one such hero or villain who will regularly interfere with your plans. An ancient Chinese sorcerer, a genius Nazi secret agent, perhaps even a handsome two-fisted tomb raider if you're a villain yourself. Whoever it is will be a recurring thorn in your side, plot armor ensuring they get away from at least their first few confrontations against you.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.