Nina Wilde and Eddie Chase Series (Atlantis and Excalibur) jump:

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Archaeologist Nina Wilde believes she has found the location of the lost city of Atlantis and now she wants the opportunity to prove her theory. Someone else though wants her dead! With the help of ex-SAS bodyguard Eddie Chase and beautiful heiress Kari Frost, Nina faces a breakneck race against time around the world, pursued at every step by agents of the mysterious - and murderous - Brotherhood of Selasphoros. From the jungles of Brazil to the mountains of Tibet, from the streets of Manhattan to the depths of the Atlantic Ocean, the hunt for Atlantis leads to a secret hidden for 11,000 years - which in the wrong hands could destroy civilization as we know it. This is the beginning of the adventure of Nina Wilde and Eddie Chase, an adventure that will see her finding other lost treasures, including Excalibur itself. You arrive a month before Nina is about to have her presentation about Atlantis in front of the board, where she will be turned down, setting her on the path she would originally go on. Here is a 1000cp to get you started.

Origins:

Archeologists:

- You are now an archeologist of some renown.

Ex-soldier/Mercenary:

- You are an Ex-soldier, and possibly works in the private sector.

Bad Guys:

- This is a wide area when it comes to what you are. Perhaps you are an heir to a multinational company, or a tomb raider seeking to find and sell riches through any means necessary. Whatever and whoever you are, you are most likely not on the side of anyone besides yourself.

You are free to choose the location you arrive in.

Perks:

Origins receive a discount on all origin perks and items. 100cp is free, the rest are halved in cost.

Archeologists Perk:

Archeologist (100):

- You are now a trained and licensed Archeologist with a decade of experience. You will find you have great luck when it comes to finding and tracking down new archeological finds.

Endearing (200):

- You are incredibly endearing by simply being yourself. This will cause people on your side to become protective over you, and people against you hesitant to hurt you.

Non-combatant (400):

- As long as you stay a non-combatant, you will be safe. From almost anything. Shrapnel will miss you, people won't target you, explosions will be just far enough away to not hurt you, etc. This protection disappears the moment you take up arms, but will come back the next day after you put down your weapon.

Atlantean linage (600):

- You are smarter and more intelligent than 99% of the world, and will find learning to be far easier than what should be possible. You are also capable of creating incredible things, like a superconductor like Merlin did with Excalibur or the Atlantean Virus created in ancient times. This also grants you the bloodline that allows you to access, be protected from, wield and use anything that is usually bound by bloodlines or genetics.

Ex-soldier/Mercenary Perks:

British (100):

- You now have a British accent of whatever type you want. This will for some reason make you far more charming than it ought to do.

Charm (200):

- You are incredibly charming, being so without any effort. With it, you are able to charm and seduce any woman (or man) you come across, and leave them wanting more. You most likely have International Girlfriends, one in each country.

Special Forces Training (400):

- You are now a skilled ex-operative from a Special Forces of your choice, giving you all the training, skill and experience expected from becoming a member of the Special Forces. This also grants you the necessary physical capabilities for this, and may also grant you the physique of a trained individual.

Gun-toting Hero (600):

- The hero with a gun needs not only skill, they also need to be Lucky. This not only makes you an absolute dead shot with any type of gun, but also makes you incredibly lucky, akin to an action hero. You will always have just enough time to rescue the maiden, will land at just the right place or be within just the right distance to grab on to something that will prevent you from falling to your death. Your luck will allow you to do the things an action hero can, and if you have the necessary skills, then there will be little outside of truly overwhelming odds that can stop you.

Bad Guys Perks:

Attractive (100):

- You are now incredibly attractive, with an airbrushed flawlessness akin to someone you would only read about in a romance novel. You are free to remake yourself however you want, but as a baseline, you are incredibly good-looking. On a scale of one to ten, you are a perfect eleven. Your appearance, build, and "endowments" are up to you, but you will look good no matter what. You will also find that certain features will draw more focus, like your incredible eyes or long eye lashes or what have you. Your hair will stay in whatever style you want it in, and if you don't want to shave you simply won't need to, as no facial or body hair will grow unless you want it to, even losing it if you have any and don't want anymore. Your body scent becomes extremely pleasant to whomever you are attracted to, and will smell like nothing to those you aren't. No matter what you eat or how you exercise, you will stay healthy and attractive. Nothing that happens to alter your appearance will leave you looking unattractive, even sweat, dirt or whatever else will somehow compliment your looks perfectly instead of ruining it. It also takes no maintenance to keep it up either.

Business (200):

- You know how to start a business and make it profitable. This doesn't have to be legal, as even illegal trades will flourish under your control. And once you have gotten the company settled and operational, you can leave it and let it run itself. It's profits won't increase unless you intervene, but they won't shrink either, and the company/s will run perfectly without you.

Cult following (400):

- You can create a Cult for whatever you desire, and put yourself as the only possible leader. Anyone who becomes a member will become fanatical and irrevocably loyal followers. You are able to easily recruit and gather a large following, while also keeping the cult itself hidden for millennia.

In the Shadows (600):

- As long as you don’t directly interfere, and instead work through agents and operatives, you will never get caught. No one who works for you will ever betray you, no one will ever find out you were the one who gave the order and planned it.

Items:

Archeologist Items:

Archeological paper (100):

- This paper showcases your credentials as an Archeologist, and will grant you access to most archeological sights without question.

Orichalcum (200):

- This is a special alloy created by the Atlanteans which is far more durable than ordinary steel, if a bit heavier. You have access to a scroll telling you exactly how to make more of this alloy.

Superconducting Alloy (400):

- You now have a ton of an alloy with high-temperature superconducting properties, the alloy used to make Excalibur and Caliburn. It acts as a natural channel for earth energy. You will get another ton of the alloy every year, and you now know how to make that alloy yourself.

Excalibur (600):

- This is Excalibur, the incredible sword that Merlin made for Arthur. In the hands of one with Atlantean DNA, this becomes able to cut through anything mundane without any resistance. You are able to make it do this at will even if you don't have DNA from Atlantis. It is also a superconductor that connected to Earth energy, allowing you to at will make it light ablaze akin to if it was on fire, which serves as a terror inducing image during medieval times.

Ex-soldier/Mercenary items:

Box of Medals (100):

- This is a box containing several medals of the highest order received from your exceptional service in the military. It also contains all the documents, credentials and what not pertaining to your service.

Wildey (200):

- This is a Wildey, a semi-automatic gas-operated pistol that fires .45 with deadly consequences. This one has a lower amount of recoil than it should have, while dealing far more damage and being far more accurate than it should be, and never runs out of ammo.

Armory (400):

- This is your very own personal armory and is an ex-military's wet dream, containing nearly anything they can imagine when it comes to weapon and equipment that a soldier can carry. Not only that, you now have caches of weaponry and equipment spread out across to the world, giving you access to high quality weapons and loads of ammunition and equipment no matter where you are.

Favors (600):

- You are owed favors by people all over the world, and they are willing to do almost anything to repay you back. These people come from all places in society, from the highest echelon to the lowest street rat. In almost any situation, you have a number you can call for help.

Bad Guy items:

Wealth (100):

- You are one of the Wealthy, with billions in the bank and a large company that runs itself and gives you the profits. All the paperwork, taxes and whatnot are handled by competent followers, allowing you to live your life in splendor without any worries.

XM-201 (200):

- The XM-201 Advanced Assault Rifle, one of DARPA's new toys. Two hundred rounds of caseless high-power propellant in the buttstock, and a top-mounted helical magazine with five twenty-round feeds for mission-variable three-point-six-millimeter munitions. There is a selector switch on the gun allowing you to switch between standard copper-jacketed, tungsten penetrator, explosive, or plastic nonlethals. Normal loadout is forty standard rounds and twenty of each of the others per mag, but you don't have to worry about it, a this one will never run out of any ammo type it carries, having infinite ammo. It's also got a three-round twenty-five-millimetre grenade launcher linked to a computerized laser rangefinder. Just lase the target, tilt it up and the sights will tell you when you're at the right arc angle. Viewfinder with ten-times scope and night vision here, built-in Identify-Friend-or-Foe system to prevent friendly fire. It's biometrically coded to your hands, meaning only you can fire it. If it falls into enemy hands, there's even a coded self-destruct signal that melts all the electronics to prevent duplication. This baby's made of polymers and ceramics, nothing magnetic. And even the electronics are shielded. You don't need to worry about jamming or maintenance of the gun, nor do you have to worry about the batteries running out. You also have the designs so that you can create more of them.

Atlantean Plague (400):

- This is an ancient genetically engineered virus that Atlantis used in the past to eradicate their enemies. It's been engineered so that it cannot attack the unique genetic sequence contained in Atlantean DNA, even if the sequence has been mutated. But to anyone who does not possess that DNA sequence

… it is one hundred percent lethal. If released, it is capable of killing the entire planet, leaving only those with the right genes alive. You are always immune, and can make it so that it will not affect any group (and even several groups) of your choice based on certain aspects of their DNA or genes, allowing you to eradicate anyone who does not possess this. It comes in a canister, which allows you to modify the plague and release it. Once released, you can close the canister and it will refill with a new virus ready for use.

Earth Energy System (600):

- The entire planet is in some ways just a massive electric motor - people wouldn't be alive on it if it wasn't, because without the field generated by the earth's core to protect the inhabitants from the sun's radiation, they'd all be dead. But there are also lines of energy at ground level, not just above the atmosphere. This machine works on the idea that if you build an array at a point where several of these lines converge, and then create a magnetic field that channels and focuses them, one can theoretically generate a significant amount of energy basically for free. The earth puts out more power in a day than has been produced in the whole of human history, and this power station can tap into that energy without any drawbacks to the planet. It will work anywhere you put it as long as the planet has an electromagnetic field. The system uses a HAARP-style antenna array to draw in earth energy, but the array is also designed to put energy out, which it still can. This allows you to use the array to heat the ionosphere and then bounce the entire output of the generator off it in a single blast, and hit a target anywhere on the planet with the force of a nuclear bomb in an instant, channeled through a beam of energy with the speed of lightning. There's no defense against it, no warning it's coming, no way to stop it, and you can keep on firing it every few seconds. You can also modify the output of the blast, from a small strike to a blast stronger than the most powerful nuke. It comes with a Superconductor that doesn't need the hands of an Atlantean descendant to work, making the earth energy generator self-sustaining once you turn it on, and it also comes with a power grid network that can allow it to power an entire planet should you wish to. At the start of the jump, you can import the warehouse sized power station on a planet and turn it on, then you will produce electricity for free in near on limitless

amounts, with zero drawbacks, while also giving you access to an incredible weapon.

Companions:

Import- 50

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

Canon (free):

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

Kari Frost:

- Kari Frost is the heiress to the Frost Fortune, and is a Scandinavian woman who is a descendant of Atlantis. She is a tall and strikingly beautiful woman with blonde, glossy hair sweeping down past her shoulders. She looks to be in her late twenties, with the regal way she holds herself countered by her high-fashion clothes that hides a perfectly toned body. You two met in college, where you for some reason caught her eye. Being the confident woman she was, even while totally inexperienced when it comes to love and relationships, she took the initiative and asked you out for a date. Sadly, a few weeks later after you had gotten to know each other and was ready to take it to the next stage, she was pulled out of the college due to security risks caused by her father's enemies. Now you two have met again, and this time she won't let you go, having looked for you all these years, waiting and wanting. And due to her not being as….. "crazy" as her father, she does not think less of you should you not be of Atlantean descent, nor does it matter if you are not as brilliant as her when it comes to intelligence.

Mitzi Fontana (Free):

- A curvaceous and pretty blonde, Mitzi is girl in her early twenties whom you saved several years ago, leaving her with an incredible crush on you and a desire help you with anything. Before you rescued her, she was a quiet, geeky girl, but after being rescued, she realised that life is there to be lived, that there was so much out there to experience. She therefore want to experience everything, especially if it is next to you.

Laura Amelia Croft:

- An English archaeologist, treasure hunter and tomb raider, Laura was born to the British aristocratic family known as the Crofts. But even though her background is from the upper class, she usually doesn't care about it, finding it far more interesting in finding out the secrets of the past, especially when it deals with something outside the norms. Her skills and exploits have garnered her a near legendary reputation even at her young age of early twenties, and her survival and combat skills are second to none as well. You two met during childhood when she was traveling with her parents to an excavation site, while you where on a vacation. During those two weeks, you two became close friends and kept close contact ever since, mostly through letters. Due to her fascination with the past, she didn't have many friends besides you, and thus you two grew closer together than with anyone else. You two know each other almost better than you know yourself, as you told each other everything. The only secret she has ever kept from you is how she truly feels for you, a deep love that grew over years where the only being each of you could truly rely on was each other. Now, you two have finally reunited in person, and she will grip the chance with both hands and tell you, as even though her fear that it will ruin your friendship makes her hesitate, her courage and love is far stronger than any fear can ever grip her. With beautiful green eyes, incredibly attractive yet delicate features, a fair complexion and long dark brown hair that she usually keeps tied up in a ponytail, she has grown into a true beauty from the little girl you befriended while young. She has a toned and defined, yet slender physique that's filled out in all the right places, and when she smiles, your heart skips a beat.

Drawbacks:

Supplement Mode - 0cp

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

Alternate Universe - 0cp:

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

Character subversion - 0cp:

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

Crossover - 0cp:

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

Time - 0cp:

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

Time extension - 100cp:

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

Senseless - 100cp:

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

Memories - 200cp:

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

Amputee - 200cp:

- You have now lost a limb. May be taken up to four times, losing one of your main limbs each time.

Shrapnel - 200cp:

- You have various foreign shrapnel remaining in your body that can't be removed. You will feel them and they will be both uncomfortable and noticeable in certain circumstances.

No-Power - 300cp:

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

No items – 300cp:

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

Betrayal - 400cp:

- Someone you know and trust will come to betray you. This will hurt you deeply and make you untrusting of others for the remaining of the years you spend in this world.

Head Home

Or

Stay

Or

Move On.

Notes:

- You may treat all origins as a drop in.