GET SMART JumpChain



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“This is Washington, D.C. Somewhere in this city is the headquarters of a top-secret organization known as CONTROL. Its business is counter-espionage.”

This is a spy-parody jump set during the height of the cold war between two great super powers, the United States and ~~Russia~~ KAOS, an international organization of evil bent on world domination. Somewhere, there is a jumper who will take on a role in this setting for ten years. That jumper will have 1000 CONTROL Points to spend on skills, equipment, and allies. This jumper will be facing every kind of danger imaginable, and loving it.

Locations: Where you enter is of little importance as modern transportation methods can get you to any other location I might list fast enough to not matter. While the show mostly focuses on missions within the United States, international missions are not uncommon. There are both CONTROL and KAOS branches all over the world.

Backgrounds

Agent of CONTROL: You jump in with the background of a field agent for the top-secret US organization CONTROL. The men and women of CONTROL are dedicated, poorly trained, and equipped with highly questionable gadgets.

KAOS Operative: You work for the international organization of evil. KAOS Operatives are known for being sneakier, better resourced, but also more disposable to their superiors.

Double Agent (200): You play both sides, and somehow haven’t been found out yet. You gain the discounts and free Perks of both the Agent of CONTROL and the KAOS Operative. But you need to be careful that neither side catches you working for the other.

Drop-In: You have no background, no record of you existing in any government database (unless you have Perks that say otherwise). You are an outsider in this world of hijinks, but may choose to embrace it as you will.

Agent of CONTROL Perks

Agent Number (50/Free for CONTROL): You have been issued a number in place of a name. This allows you a degree of anonymity. When speaking covertly with someone who knows your number, it doesn't matter how skilled you actually are, no one will be able to tell what you are talking about unless they also know your number.

Situational Linguistics (100): You understand any language you need to, unless it would be funnier for you not to.

Timely Slapstick (200): You frequently trip, press the wrong button, or completely misunderstand things to humorous results. These antics never seriously hinder your actual performance and may actually put people at ease around you.

I Can't Believe That Worked Booster: These antics actually work in your favor surprisingly often. Maybe your sneeze sets off an explosive before you were close enough to be affected, or you trip and your nose pushes the button to open a secret wall.

Chief's Patience (300): Your superiors and evaluators have a supernatural tolerance for nonsense. You continue to fail upwards, gaining leadership roles even if you bungle constantly.

KAOS Operative Perks

Plan Y14 (50/Free for KAOS): You have NPCs in all kinds of public locations ready to assist you in your clandestine endeavors. They may be working common jobs or hidden in mundane looking objects. You say the word, and they will aid you by humorously dispatching enemy mooks, causing distractions, or providing you local intel. One of them may spend some time talking about how difficult their jobs are, waiting inside of clocks, or hidden as trees in the park, but like all NPCs, they don't actually have lives of their own. Humor them though, and they may perform their jobs better.

Would You Believe…? (100): You can bluff and bumble your way through even the most implausible lies with a straight face. They never believe you, but you won't break confidence unless they ask follow up questions.

I Can't Believe That Worked Booster: Oh, wait, they actually did believe it.

Comedy Physics (200): Slapstick injuries, ridiculous survival, and bouncing back from disaster are now common occurrences for you. You might be buried alive one minute just to dig yourself out with ease looking around like 'now who would do a thing like that?' This can generate funny sound effects with each hit or mishap if you like.

I Can't Believe That Worked Booster: You also gain a comedic form of combat. Mooks go down from you just swinging your fist near their head, people can be knocked unconscious with a simple bonk on the head, everyone keeps over exaggerating their attacks before throwing them, giving you time to react.

Hidden In Plain Sight (300): You can operate out in the public with no one suspecting a thing as long as you use even the thinnest veneer of a cover. A trench coat and a newspaper, a maid outfit, or hiding your operation as yet another laundromat in China Town. Only people who are actively looking for you will notice anything at all out of the ordinary regardless of how obvious you should be.

Drop-In Perks

Mundane Skills (50/Free for Drop-In): You gain 5 years worth of experience in a mundane skill set of your choice.

See It All (100): You can see through all of the shallow machinations and hidden plots of any spy/secret organization. Their hidden agents and facilities stand out like a sore thumb to you and their secret codes are easy for you to decrypt without them even knowing you did so.

Spy Car (200): Any vehicle you drive gains a button or lever which will deploy some kind of hidden weapon or vehicular deterrent.

Genre Savvy (300): You actually know the genre of any setting you enter and intuitively 'get' whatever tropes are occurring around you, helping you recognize both the genre appropriate and actually optimal responses.

I Can't Believe That Worked (400): Even when things should be going wrong, you can turn them around with some kind of joke or slapstick skit that shouldn't possibly work. Maybe you use duct tape to seal the gaps on your jacket, pants, gloves, and boots and a fish bowl to act as a pressure suit that inflates around you like a balloon when you step out into space. This Perk only kicks in when you have exhausted all other routes to success. **Purchasing this Perk Boosts other Items and Perks at all times.**

Items

Bugs (50): You gain unlimited one way radios you can hide in all kinds of places. They can be thwarted with relatively simple means by anyone wary enough to try.

Cone of Silence (50): This hidden device can be installed into any of your properties. Once it lowers around two people it will be impossible for anyone to hear their conversation. Unfortunately, it also blocks them from hearing each other most of the time. It's still better than using Hover Cover.

> **I Can't Believe That Worked Booster:** The device now allows the users to communicate with ease while preventing eavesdropping.
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> **Portable (100):** With this upgrade, you have a suitcase that contains a smaller version of the Cone of Silence you can assemble to place over two people's heads connecting them with a tube. It works (or doesn't) as well as the installed version.

Shoe Phone (100/Free for CONTROL) : Well, actually, you can hide and integrate this communication device into just about any piece of clothing.

Coffee & Donut Radio (100/Free for KAOS): Well, it doesn't have to be coffee and a donut, you can hide this transceiver in any pair of mundane handheld objects.

27-F Cigarette Lighter (100): Once again, it doesn't need to be a cigarette lighter, that's just the smallest example. You can hide this weapon as all kinds of mundane objects one might expect to have on their person, or even as a fake fingertip. Alternatively, it can deploy a fast acting sleep powder, tracking dart, or micro-explosive. The maximum caliber and number of rounds is based on how big of an object you are hiding it in (up to hiding a mini-bazooka in a broom or grenades hidden as cigarettes).

Art Palette Shield (100): This shield can be built into a wide range of mundane objects such as a painter's palette, a book, or even a section of a coat.

Stereophonic Upgrade Kit (100): You can use this upgrade kit to make a weapon look like is has double barrels and double ammo storage while only being slightly heavier and unwieldy than the original. Unfortunately, the instructions weren't translated correctly and the kit just renders the weapon into a harmless radio receiver with stereo sound.

I Can't Believe That Worked Booster: Oh, now it actually can deliver twice the oomph of the original weapon.

Utility Case (150): You have a special brief case that can deploy several useful devices such as a grappling hook (with knotted rope), a metal telescoping ladder, flash light, camera, a parachute, and a floatation device. Oh, and it's bullet proof.

'DryUp' Formula 6076767 (200): You gain the formula for DryUp. When this liquid is added to water the water instantly evaporates and remains as vapor for 48 hours. One drop of it is enough to dry up a body of water the size of Lake Erie in 24 hours.

DeskMobile (200): You have a spy vehicle hidden as something relatively mundane like a desk and chair or a couch and TV set. It has infinite fuel and can deploy weapons such as a pair of machine guns and simple anti-vehicular countermeasures.

Spy Chem Blueprints (200): You can use these blueprints to craft a variety of handy pills and serums and other chemical tools for a spy's missions. Absorbo Pills (prevent getting drunk), Antihypnotics, Brainwashing Pill, Immobilo (instant paralysis when injected), Insta-Key foam, Invisibility Spray, Invisible Chalk (only after being erased does the writing appear), Sleep Powder, Invisible Dust (turns black after 5 minutes of exposure to track who walked through it), Invisible Icing (visible with special lenses), Sodium Pentithol (truth serum), Knockout Gas, Knockout Lipstick, Drugged Darts, Explosive Paint. It also comes with a Hat Gas Mask and a Hypodermic Ring.

Dante's Inthermo (200): A stationary weapon system that generates heatwaves capable of immense destruction. It can instantaneously vaporize a human body or melt the statue of liberty. Can only be fired once every 20 minutes.

Permafin (300): You have the blueprints for how to craft an indestructible fabric. Much like chain mail, this doesn't prevent impact damage, but is perfect for preventing all forms of cuts and most punctures. It is very light weight and wonderful at wicking moisture away from the body making for excellent and comfortable clothing. It starts off only available in red, but with experimentation you can figure out how to make other colors.

Sacred Gong of Ming Chong Ho (400): When struck, the gong sends off psychedelic light patterns which will instantly hypnotize any person looking at it. The 'Master' who struck it will have one minute to give initial instructions and can use the sound of the gong to retrigger the trance state in the future.

Companions

Maxwell Smart (100): The notorious Agent 86 of CONTROL will gladly join you to bumble his way through the cosmos. He comes with all of the Perks from **Agent of CONTROL** & **KAOS Operative** Origins.

Agent 99 (200): This former fashion model from Idaho is an exceptionally competent Agent. In addition to her skills she has all **Agent of CONTROL** Perks as well as, **Comedy Physics**, **Genre Savvy**, and **I Can't Believe That Worked**. Her real name is not Ernestine, or Susan Hilton, but it might be Sarah if you take **A Groovy Trip**.

Hymie (200): This robotic Operative/Agent was created by the evil Dr. Ratton and named after Ratton's father. He is bullet proof, can beat a gorilla in hand to hand combat, and his super computer brain can analyze chemistry and physics problems in seconds. You can choose if Hymie has developed free will or not, but either way, you are the one he trusts or obeys. He comes with **Chief's Patience**, **Comedy Physics**, **Hidden In Plain Sight**, and **I Can't Believe That Worked**.

The Chief (300). This is the Chief of either CONTROL or KAOS. Regardless of which, they Possess all **Agent of CONTROL** Perks and command their organization. In future jumps he will be able to summon up to 5 NPC Agents/Operatives to go out and gather information or act as simple backup. These NPCs all possess the **Agent of CONTROL** and **KAOS Operative** Perks, a pistol, costume, and hidden communication device, but as NPCs they have no free will and act only as directed for mission purposes. Hilarity will ensue. The Chief also comes with a **Portable Cone of Silence** and can always pull a small caliber revolver from somewhere.

That's My Aunt Rose (300/200 if you have Plan Y14): You gain an Agent/Operative skilled in blending in at every level of society. So skilled that even you never know where they are in any given social situation. They could be anywhere, gathering information or ready to support you in the most random ways. Unlike **Plan Y14**, this is a Companion, a full individual person with their own wants and needs and their own free will. They start off loyal to you and whatever ideals you embody during this Jump. They are an older Agent/Operative and not a fighter, but will provide you whatever information and mundane equipment they see you need to continue your mission. They don't travel from place to place, they just are already in whatever suitable scene they are next needed in when you arrive and vanish when not needed. They are quite secretive about their personal life, but if you get to know them it will unlock more types of scenes they are willing to show up for. If you appoint this Companion as the SpyMaster who manages your informants you may upgrade any or all of your NPC informants into Followers (people with full lives and free will) empowered to still complete their assigned tasks as outlined in whatever Perk/Item provided them.

Cannon Character (50): You may claim any of the show's many lesser characters as one of your companions. This could range from Larabee to Mr. Big, from a random A&P check out lady to The Whip, or even Fang (Agent K-14). They gain everything one would expect of that character.

New Agent/Operative (100): You may craft a partner for your missions. Give them a free Background (or Double Agent if you are), assign them the free options, and pick 600 CP worth of perks/items for them. They are assumed to be in good physical health and at least relatively intelligent. You may give them **Old Injury**, **Phobia**, or **Smoking Habit** for extra points. You decide their personality and general history. Once created, they will be a full person with free will.

General Import (200): One of your existing companions is brought in. They may choose a free Background (or Double Agent if you are), gain the free option, and gain 600 CP to spend. They may take on Drawbacks that affect only them for extra points.

Drawbacks

This Tape Will Self-Destruct (+100 CP): You must complete weekly missions or get recalled by your organization for ‘reprogramming’ or ‘reeducation’. Either way, it will take you out of the field for some time.

Fashion Plate (+100): You are obsessed with fashion and looking good. This makes you stand out in a crowd rather than blend in. You spend almost 50% of your income on stylish clothing, makeup, hair products, tanning sessions, and other things to look your absolute best, even if you have Perks that should do that for you.

Old Injury (+150): You have an old war injury’ or something that acts up at inopportune times. At least once per mission or once per month (whichever is more frequent) the injury will cause a significant issue. Maybe your wounded leg spasms and kicks someone you were trying to covertly follow, or your wounded heart stops beating for a few ticks causing you to stumble while clutching your chest in a mini-heart attack. You will never know when this is going to happen and it will cause problems. If your organization finds out they may want to remove you from cases.

Phobia (+150): You are terrified of something that you are likely to run into every month or two in the course of your work. This will be a problem, and if your opposition discovers it, they will weaponize it against you. “Snakes, why did it have to be snakes?”

The Walls Have Ears (+150): You are certain that someone is listening, yet every time you try to check you can never find who, where, or how. Just because someone is listening sometimes doesn't mean it's not paranoia.

Stranger In These Parts (+150): Regardless of how well disguised you are, none of the locals trust you. They are less willing to talk and may even charge you more for common services.

Loan Sharks (+200): When you arrive you find yourself already in debt, massive debt. Whoever is holding that debt is quite willing to use force to ‘encourage’ you to earn enough from this jump to pay them back.

That One Detective (+200): Anywhere you go, a member of the local authorities always clocks you as a spy, and you aren't allowed to reveal the truth to them. They are always trying to out you.

Smoking Habit (+200): While scientists haven’t yet proven it, smoking is not the healthy habit everyone believes it to be, and you can’t stop. Sometimes you just need to light one up, for your nerves. Your lungs have reduced capacity rendering any long chases or endurance challenges an easy win for your opposition. Sometimes you even go into coughing fits at inopportune moments. You cannot heal this, but it will go away completely right before The Choice. Aside from personal displeasure, no one will see your smoking as any kind of social faux pax (blowing smoke in someone’s face is still considered an insult).

Convoluted Backstory (+250): You have a long and convoluted history tying you to various people in the world. Both enemies and allies will often have a personal beef with you and even random civilians will know who you are when it isn’t convenient. These people could be former lovers, mentors, fellow soldiers, criminals you put away, or just people you ‘worked with’ while undercover. Few of these people know you by the same names, having used different covers for each of them. You will have to deal with these people in some way before moving on, and killing them often isn’t a viable option in the moment.

Everything is Bugged (+400 CP): KAOS (or CONTROL) hears almost everything you say… and often takes it out of context. Either way, they will be far more aware of your activities to thwart them, even if they got the details wrong.

Scenario

I Spy Love (200): You may Import a Companion lover as a Cannon Character or General Import of the opposite organization, and they do not take a Companion Slot. They are genuinely and actively opposed to the side you are supporting (even if you both play it up as RP). The two of you can't help but continue to pursue your relationship despite constantly trying to thwart each other.

Reward: Following this Jump, your relationship becomes even more secure and each jump you can Special Import them without taking up a slot. They gain the best Import option (in their opinion) for free, **or** they gain an Origin, associated free perks/items, 600 CP, and may choose drawbacks that affect only them. After 6 Jumps they may take a Jump of their own. Upon completing their first Solo Jump they will have their own warehouse, which the two of you may choose to connect and separate as you both desire. Each Jump after you two decide who is the Jumper and who is the Companion for that Jump using the same rules as above. You may also choose to split up for a Jump, each of you taking one separately. Regardless, you can always visit each other in your warehouses and can even maintain communication during Gauntlets, but can only transfer items between them if you are in a Jump together.

A Groovy Trip (+200): Instead of being in the 1960's, you are in the 1980's reboot. Maxwell Smart is now Chief, his wife, 99 is a Congress woman, and their son Zach is now the 'top agent'. Unfortunately, your gear hasn't really been updated much and KAOS is still at it. If you are CONTROL then you must prevent KAOS from deploying the Nude Bomb and destroying all clothing in the world. If you are KAOS then you must either deploy the bomb or succeed in getting your ransom.

Or, is it 1990 and KAOS has risen from the ashes under a new corporate take over to extort the US government with Dr. Marcus Hottentot's Weather Control machine?

Wait, now it's 2008, and they aren't married at all. They never were. They are teaming up to prevent KAOS from using the nuclear material they acquired and assassinating Agents of CONTROL who's information they stole from headquarters.

It seems you are in some kind of time loop (?) flipping between these different continuities seemingly at random. It's very disorienting at first, but you'll get used to it.

Reward: If you manage to help your side achieve victory in every continuity then you will gain the Reboot Bounce Perk and then continue the rest of your time in whichever continuity(ies) you desire. If you are a Double Agent or Drop-In it doesn't have to be the same side in each.

Reboot Bounce: You always know when you are in a setting that has been rebooted. If it has been rebooted more than once then you can bounce out of one, landing randomly in one of the others. At first you have very little control and can't do it very often, but with practice you can learn to control it and bounce up to once every ten minutes. Once you get that level of control you can even bounce when there is only one reboot.

Failure: If you don't manage to achieve victory in all continuities before the 10 years is over, and you Return Home or Move On, then you have missed out on the opportunity to get the Perk. If you Stay, you can still earn it at any time in the future.

The Choice

It's now been 10 years of spy hijinks and now it is time to choose:

Next Season: You Stay in this 1960's world without fear of the war ending or society progressing, unless you actively work to such ends.

Lose CONTROL: The spy organization is over. It is time to Return Home. You get to keep any perks, items, and Companions you've earned.

The New Adventures: Move On into new worlds taking your slapstick spycraft with you.

