Spy Fox Jumpchain

Welcome to (or back!) to the Humongous Entertainment universe. This time around, you'll be put into contact with a certain debonaire vulpine, and his clandestine organization's attempts at stopping supervillains from enacting stupid doomsday plots. Whether you work alongside him, or against him, or just sit back and grab some popcorn, I'm sure it'll be a wild ride. You might want some of these.

+1000cp

Background
Feel free to have a backstory, or not. Nobody around here really seems to. You will likely be some kind of animal though.

Spy
You're an employee of the elusive Spycorp. You'll be assigned to various espionage missions and taking down criminal organizations, and sometimes you'll be tasked with more mundane spy work, such as stakeouts and other information gathering. Expect jumping out of planes and getting chased by goons.

Spycorp Support Staff
Same employer, different line of work (usually.) You might get more of the mundane work than a proper field agent, but generally you'll be sitting in some secret base somewhere, giving guidance and providing technical support to field agents.

Bystander
You're not a part of all this spy nonsense. You're just a normal person trying to do your own thing and all these crazy villains hatching their plots don't even faze you anymore. You most likely own and operate a small business, or are employed by your chosen locale.

Supervillain
You're going to try and take over the world! You've got the infrastructure, motive and possibly even a tragic backstory to justify your plots. This will most likely put you at odds with one Spy Fox, but perhaps you can succeed where others failed?

Location

Doesn't matter a whole lot. Pick anywhere. These are mostly suggestions. It's not like a scheme for world domination is restricted to one place anyway.

The Island of Acidophilus

An island in Greece. The main town there is relatively small, but has a nice cantina, a trinket stand, a dairy facility and a dock among it's notable attractions. There's also a stretch of country roads outside the town, and William the Kid's secret base is located here.

The World's Fair

A fairground with a number of attractions, including the famous Caped Cod, WeeWorld, Ice skating, cloning facilities, wax museum and tons of different foods on sticks. Napoleon LaRoach has built a 1000 to 1 scale mechanical dog bot in his bid to destroy all turnstiles in the world, using turnstiles to (ironically) wind the robot up.

Outside Poodle's Galore's factory

Somewhere in North America, there's a small town, with a pizza parlor/donut shop and a bowling alley situated outside Poodle's Galore's cosmetics factory. There's not a lot to do here if you're not able to get inside the factory, but if you are, there's a rocket to Poodle's aerosol space station, with which she's attempting to deplete the ozone layer in order to force everyone to buy her sunscreen.

Perks

All origins receive their 100cp perk for free, and the rest are discounted.

Spy

Pun-isher [100] You frequently have quips appropriate to the given situation. Sometimes funny, sometimes not, always groan-inducing. Sometimes you'll get a particularly good one in and it'll actually be funny.

Easy Espionage [200] People tend not to question what you're doing as long as you vaguely blend in. Organization's you're attempting to infiltrate will have their security staff believe the absolute dumbest excuses and flimsy disguises, and the ones who don't will merely turn you away and throw you out. They're also significantly less likely to inform their superiors of your activities, and are similarly unlikely to escalate by calling for backup to remove or detain you.

Dialogue [400] So many people to keep track of and talk to. You're able to gather information by asking point-blank about topics and people, and unless there's a good reason (such as being your foe), people will almost always readily volunteer anything they know. Oftentimes, it'll be just what you needed them to tell you, without a ton of dancing around, and unless it's one of the above situations, most won't even think to lie to you.

Chase Scene a go-go. [600] Those pesky villains and their escape pods. Every single villain here seems to have one, and they'll always succeed in scampering off to some obscure hideout. However, with this, circumstances will always provide you with a method to pursue: A tanker truck and a ramp to catch a blimp, a second escape pod, or a rocket to follow the villain to the moon. You'll be on your own after you catch up to them, but they'll practically never check to see if you followed, allowing you to get the drop on them.

Spycorp Support Staff

Secret Setup [100] Given the right materials and location, you'll find that setting up hidden spy HQ's in plain sight is child's play for you. Potential locations are also considerably easier for you to find as well. Spycorp has set up shop underneath a town square before and nobody was any the wiser.

Reference materials [200] You've got access to all kinds of public records and databases, handy for finding information on the criminal underworld. You'll also become skilled in the detective work necessary to supply your field agent's with the information they need to succeed. If such records exist in future settings, you'll usually have your run of them as well, unless they're top secret (assuming you don't have that kind of clearance, of course.)

Mission Control [400] You're able to effectively coordinate multiple agents across the globe and giving them counsel on their missions, effectively able to identify objectives and give advice to them. Even at the worst of times, when you know very little or can't directly help them, you'll be able to give some meaningful hint that'll put your agents on the right track.

Spy Gadgets Inventor [600] You now possess the capability to invent all sorts of handy spy gadgets, all of which perfectly functional and disguised as commonplace items. They're normally oddly specific in what they can, but you'll have a tendency toward inventing gadgets that may come in handy in the near future. Not all of them, mind you, but enough that you won't regret it.

Bystander

Business Experience [100] You've got the knowhow to run all manner of small businesses in at least some capacity, from curio stands, to bars, ice rinks and museums. This won't be too terribly good outside of a management position, and you'll never be amazing at it, but you can at least make a passable effort at doing so.

Gambling Pig [200] Perhaps not literally, but you are able to encourage others to sit down and play a game of your choice, with appropriate wagers, most people will be happy to indulge you. If they're just looking for small talk, simple trinkets will suffice, but you may be able to goad something more grand if they're particularly interested. Also gives you a fair bit of skill in common card and board games, with a certain penchant toward Go Fish.

Cock-A-Doodle-Foo [400] You're a champion at this particular Martial Art, having learned it entirely from a how-to book. It does exist in a sort of rock-paper-scissors method, with each form and stance having a counter, but someone of your caliber might be able to invent new stances of their own, which'll leave your opponents guessing. This, by itself, won't let you do anything too crazy, it's still a mundane martial art, but it's certainly handy.

I'm not a part of this [600] Pretty much exactly what it says. As long as you stay out of conflicts, nobody's really going to be particularly angry at you or target you specifically. An example, depleting the ozone layer will affect the way it would everyone else, but unless you're somehow integral to the plot, no villains will be coming after you. Try not to be noticed and you'll be beneath notice.

Supervillain

Plausible Deniability[100] The villains of this world are typically rich, well connected individuals. Until it's been proven that you've masterminded some evil scheme, the various do-gooders and law enforcement won't be able to touch you. They'll practically need to catch you red-handed in order to put you away.

Cartoonish Supervilainy [200] There are some… interesting (to say the least) supervillain plots around here, many concerned with elaborate doomsday plots to make a lot of money. You too are able to come up with overly elaborate plots to wreak havoc, on the level of cornering the dairy market for goat products and framing the cows for flooding a town, depleting the ozone layer to sell sunscreen and building a giant robot to smash turnstiles.

Get the off Switch! [400] Most of your weapons and machinery will have some sort of off switch or self-destruct function inherent to them. But in these cases, you will always have the foresight to split the killswitch off of the machine, cleverly hiding the pieces in out of the way locations. You, however, will retain the ability to stop your devices if you can access them at all, but why would you want to do that?

Last Ditch Escape Attempt [600] Should the worst happen, and you are confronted by would-be captors, you'll always have had the foresight to prepare an escape method to some backup base of operations where you can plot your revenge. Granted, there's no protection against being followed inherent to the perk, but you'll at least have an out if you need it. Your backup base will need to be relatively close and well hidden, however.

Items

Origins get their [100] items for free and discounts on the rest. Vehicles and clothes may be imported into appropriate options.

Spy

Dashing suit [100] A simple piece of elegant formal clothing that will remain clean and pressed, as well as being suitable for espionage even if such would defy normal logic. Defaults to a white tux, but can be whatever formal-wear you want.

Notepad and Spy Gadget Case [200] The notepad automatically records the relevant information from any conversation you have while it's present, allowing you to reference the important bits at your leisure. It's also very good at clear and concise note-taking. The gadget case is a small, space-folding compartment that holds up to four spy gadgets. It only holds spy gadgets, and is rather difficult to expand any further, but at the very least, it's usable. Comes with any four spy gadgets that have appeared in-game.

Spy Watch [400] It's basically a smartphone on your wrist. Has a speed dial for your preferred Spy agency (though if you're not an agent they'll likely hang up on you.) and connects to it's own private satellite network. It can also securely send and receive coordinates, passphrases and what else. Also includes the games Happy Fun Sub, Things from Space, and Radioactive Trash Collector.

Spy Car [600] An incredibly versatile vehicle, it can grab it's driver via claw up to ten meters away, and place them around roughly the same distance. Additionally, it can

travel underwater and tunnel through rock, and is incredibly speedy, able to travel to other continents in mere minutes. Never seems to run out of fuel, either.

Spycorp Support Staff

Edible Blueprints [100] You gain a stack of (blank) blueprints. They're quite tasty surprisingly. Restocks when used or eaten.

Spy Gadget Vending Machine [200] Doesn't come pre-stocked, but you are able to fill it with your catalogue of spy gadgets. Will actually be able to hold more than one of each, in the event that you have multiple agents.

M.E.S.S [400] It's a mess alright. But really, it's a multiple environment spy ship, capable of flying through the sea, sky and space. It's not FTL or anything too terribly fancy, but it'll get to the moon and back with relative ease and quickness. Similarly to the Spy Car, doesn't seem to run out of fuel.

Mob-Com in a Box [600] The instant setup for your mobile command center. Any suitable space will be instantly decorated with the necessary accoutrements to your spy activities, including other purchases here. If the space you attempt to deploy it in is unsuitable, it'll display an error message and advise you to pick another spot. You can deploy it anyway, but your resulting base will be less than optimal: cramped, not in a good hiding spot, etc. depending on the situation. Can also be used to deploy a super Spy Jail for apprehended criminals.

Bystander

A Jar of Trinkets [100] Contains a number of small toys that restock each evening. Favored by a certain gambling pig as his wager of choice.

Cock-A-Doodle-Foo [200] It's the definitive how-to guide. Shows all of the well known forms and counterforms. Enough to turn a beginner into an expert, but won't grant you true mastery. Does mean you pick it up and learn pretty quickly, however.

Small Business [400] Bea Bear apparently has several small ventures, from a massage tent, to the cantina, to bee keeping. You too have a small business that you own and perhaps also manage. Doesn't bring in a ton of money, but does better than break even.

Acidophilus [600] Just a copy of the whole island. Most of the buildings will be deserted, but hey, a private Greek Island is nothing to sneeze at.

Supervillain

Opulent Outfit [100] You simply have to look fancy when you're enacting a doomsday plot. While not as functional as the spy outfits, will be quite a bit higher quality, and help you give off an aura of sauve mystique.

Yacht [200] Quite simply, a luxury boat. Has room for a band and deck party, as well as hidden cargo space below deck for transporting illicit goods. Also has a bizarre Frog SCUBA suit. Comes with a generic crew, though you may replace them at your leisure.

Hidden Base [400] There are your fronts, and then the places you run away to. This is the latter. Some obscure sewer base, a getaway blimp to another hideout, or just a moon base with a forcefield, you'll have plenty of time to plot your revenge… assuming no pesky spies followed you.

Doomsday Weapon [600] Weather your taste is the aerosol satellite, milk missiles or a giant robot, you've got one. You may import a doomsday weapon you already own into this slot. Respawns if destroyed once per jump; when it does, you may opt for a different doomsday weapon.

Companions

Old Friends [50-200] You get two for [50], they each receive a background and 600cp to spend. Create or import, doesn't matter.

New Friends [50] One canon character.

Spy Fox [100] If you want this guy, I'm sure you can get him.

Drawbacks

Crossover Time [0] If you've done Humongous Entertainment Jumps previously, your actions are remembered by the world, for good or ill.

Kid's Game [+100] You're not allowed to attack or intimidate anyone while you're here. They can do the same to you, but that's villain stuff. You're not the bad guy, are you, Jumper? Even if you are, you're a higher class of criminal, you abhor violence. Fortunately, unless you take another drawback, nobody around here seems to be willing to use deadly force either.

Puns everywhere. [+100] You're absolutely awful at making puns. Not that you'll stop trying; you'll pretty much insert them into every other sentence, and they'll never be good. It'll annoy everyone who hears it, even you.

Aggravated Tango-ing [+200] Like one Russian Blue, you are simply unable to resist the urge to tango. Whenever you hear the familiar music, you'll drop everything you're doing, find a dance partner, and perform the dance. Ordinarily, this wouldn't be much of a drawback, but additionally, tango has become much more popular, and you'll start hearing it on the radio, being played in the streets and wherever else music is common. Also, just so you know, there are a number of tango-related felonies on the books. Try not to get caught.

The Goons [+200] Every time you step outside, prepare for a chase sequence. Literally, every time. The goons who are chasing you won't be any more dangerous than what you'd normally find around here (unless you've taken some other drawbacks to complicate the matter) but it will get tedious after a while.

Hair of the Day [+200] All the locked doors you'll encounter will be keyed to a Hair of the Day. You'll need a specific hair style, color and accessory to open any locked door. Mercifully, all the doors in a given organization will use the same HotD, un-mercifully, however, you'll need to figure out what the HotD is for each organization, and aside from your own, you'll need to figure it out. (If it wasn't obvious, it changes every day.)

Higher Rating [+200] People actually use weapons now. Bad guys are willing to kill, Spycorp is less likely to kill you but will do so if you also use lethal force.

No easy escapes [+200] Holding cells no longer have convenient exits that you can exploit endlessly. If you actually want to escape from a cell, you're going to have to do it the hard way.

Now, Stop Escaping! [+200] You can never keep anyone imprisoned for any meaningful amount of time. They'll always be able to break out within minutes if they're trying. Any prison you control might as well be made of wet paper for all the good it'll do you.

Single Use Gadgets[+200] Most of the Spy gadgets have one and exactly one use. Any outside items and powers are now the same. You use them once, you'll either lose them shortly after (or at best, they'll be tied inextricably to very specific circumstances) or forget about them until the end of the decade.

Bond Villain Stupidity [+200/+300] You've got the habit of explaining your plans to your foes and opting for incredibly roundabout methods of doing away with them instead of just disposing of them directly. For an extra [+100], this effect will be exaggerated to the point of parody, with you becoming so laughably inept at your schemess, it's a wonder you manage to function at all.

Conclusion

Hope you've had your fill. Now the choice.
Stay?
Move On?
Go home?

Notes

Notes, clarifications and rulings will be added here as I remember to do so, in the event of an update, if/when that becomes necessary. Fanwank and archive dive.

Thanks to the Anons who suggested more drawbacks.

By Pathfinder Anon.