

Bourne Franchise Jump

V1, by Zookdook1

Welcome to a world of espionage, assassination, violations of civil liberties, and good people suffering unfortunate ‘accidents’. A world where intelligence agencies use their substantial resources and a dangerous pool of talent to hone people into living weapons. A world where one such weapon forgot what he was, and turned on those who once used him like a scalpel.

What will you do? Build the weapons? Decide who they’re pointed at? Or will you become one yourself?

Regardless of what path you choose, take **1000CP** to prepare for your ten years here.



The Setting

2002: A man is found floating in the Mediterranean Sea with two gunshot wounds in his back and a device with the number of a Swiss safe deposit box embedded in his hip. With no memory of who he is, but a set of espionage and assassination skills so deeply ingrained in his psyche as to be instinctual, he takes on the name Jason Bourne while searching for his true identity. Along the way, he faces numerous attempts to capture or kill him by the CIA - because, as it turns out, he was one of their best.

The Bourne Identity tells the story of Operation Treadstone, a CIA blackbook program that uses behavioural modification and deep psychological conditioning to break a candidate down and rebuild them as a near-inhumanly skilled agent that will follow any order their handler gives them. Jason Bourne (originally David Webb) was one such candidate, but his psyche fractured under the strain of the conditioning and a moral crisis when he was about to assassinate a target in front of his family, leaving him without any memory of the program, but leaving the training embedded in his mind. By the end of *Identity*, Treadstone is shut down, its staff largely liquidated - and a new program, Operation Blackbriar, is introduced.



2004: Bourne, having escaped the CIA and remained under the radar for two years with Marie Kreutz, a woman he met during his initial efforts to discover his identity, is framed for a bombing in Berlin. An assassin attempts to kill him and succeeds only in killing Marie - leaving Bourne to try and figure out why the CIA are after him again. Instead, he discovers that one of his past missions served only the corrupt financial interests of his handlers.

The Bourne Supremacy shows the worst of what the old guard of Treadstone were willing and capable of - selling secrets and sending people like Jason Bourne after those willing to expose them, leading to the supposed murder-suicide of a man and his wife simply to cover up corruption.



Six weeks after Bourne apologises to the daughter of that couple for his past actions, he's investigating Operation Blackbriar, the so-called 'Treadstone upgrade', which a British journalist has uncovered details of. Bourne tries and fails to keep the journalist alive when the CIA comes for him, but he recovers the identity of the journalist's source. Following the trail leads him to surviving Treadstone staff, agents of Blackbriar, and, in the end, the man responsible for turning Bourne into the man he is.

The Bourne Ultimatum shows off the results of Operation Blackbriar, Treadstone's successor - a modernised, more stable version of the original program. Blackbriar agents had all the skills and conditioning of their predecessors, without the behavioural glitches and vulnerabilities. One such agent, Desh, successfully bombs Neil Daniels, one of the original Treadstone staff, when Bourne tries to rescue and question him, though Bourne is able to kill him in the ensuing fight. By the end of *Ultimatum*, Blackbriar and Treadstone are exposed to the public, and all surviving staff of both programs are being struck down by the law.



Simultaneously, while Bourne is exposing Blackbriar and Treadstone, a different agent, Aaron Cross, is undergoing remedial training in Alaska as punishment for briefly going off the grid and out of contact with his handlers during a training exercise. Cross is part of Operation Outcome, a Department of Defence program operating in parallel with the CIA analogues. Facing investigation by the FBI, and the risk of having Outcome connected to the exposed projects, the powers-that-be have the program terminated, and with it, all of its agents. Cross is the sole survivor of the resulting clean-up, and is forced to move fast and fight hard to secure continued access to his modifications - which, unlike Blackbriar and Treadstone's, are more than psychological. He rescues Doctor Marta Shearing from the CIA's efforts to tie up loose ends, and the two are forced to flee not just mundane security forces, but LARX-3, one of a new generation of augmented killers.



The Bourne Legacy explores Operation Outcome, a Beta Program: an effort to upgrade human intelligence agents not by embedding skills into their psyches and turning them into obedient drones, but by using chemical and viral gene therapy to directly improve their neurology and physiology. Outcome agents are truly superhuman, at least as long as they're able to keep their supply of drugs stable (or subject themselves to the permanent viral alternative).

Pursuing Cross and Shearing at the end of the film is LARX-3, an otherwise-unnamed agent of Operation LARX. LARX is a next-generation program that combines the psychological conditioning of Treadstone and Blackbriar and the genetic augmentation of Outcome to create a superhuman operator without the free will and independence that let Cross do things like decide to act in his own interest.

While Outcome's agents were liquidated, there's no indication that LARX is compromised at any point during *Legacy*, suggesting that it's one of the only programs to actually survive a Bourne film.

2016: Twelve years after Bourne exposed Blackbriar and Treadstone and Outcome was dissolved, he's contacted by Nicky Parsons, an ex-CIA agent that quit the agency to help him, and then go into hiding, during *Ultimatum*. Parsons has information on Bourne's earlier life and his reasoning for joining Treadstone. She's killed during their rendezvous, and he dives back into the intelligence world to learn the last of Treadstone's secrets - the identity and fate of his father, and the involvement of an ex-Blackbriar agent seeking revenge.



Jason Bourne is the fifth film in the franchise and uncovers yet more fallout from Treadstone in the form of Robert Dewey and the Asset. Dewey is the Director of the CIA following the arrest of Ezra Kramer after the events of *Ultimatum*, but prior to that, during his time as

Deputy Director, he was involved with Treadstone. The Asset, meanwhile, was a special agent working for Dewey during the Treadstone days (though he wasn't himself part of that program). Bourne's father, Richard Webb, turns out to have been the founder of Operation Treadstone - and when he realised Dewey was trying to recruit his son, he tried to go public, only for the Asset to assassinate him in Lebanon.

This entry into the film technically introduces a number of new programs. The umbrella for it all is Operation Iron Hand, which is a comparatively mundane mass surveillance effort combined with the the 'reborn' forms of Operations Treadstone, Blackbriar, Outcome, and LARX, as well as a handful of programs not shown on-screen (Spectrum, Hourglass, Rubicon, and Spearfish).

Set-Up

To choose your starting location, you may roll a 1d8 or pay 50CP to choose freely. You may appear at one of the following points in time of your choosing: 2002, the day Jason Bourne is fished up out of the Mediterranean; 2004, the day a bomb detonates in Berlin and Jason Bourne's fingerprint is planted at the scene; or 2016, the day Nicky Parsons makes contact with Jason Bourne for the last time.

1. **Zurich** - Switzerland's largest city and the first place Bourne goes to in 2002 when he steps off the fishing boat, where he finds the first real clue as to who and what he is.
2. **Paris** - The capital of France, and the location Bourne was based in during his time in Treadstone. Wombosi is assassinated here by another Treadstone agent after Bourne fails in the Mediterranean, and much of the first movie takes place in and around Paris.
3. **Moscow**- The capital of Russia, and the location of Bourne's first ever mission. After being framed in 2004, Bourne ends up here as part of his search for more of his history, killing an agent of the FSB that was responsible for the framing.
4. **London** - The capital of the United Kingdom, and the site of the state-sponsored assassination of a British journalist by a Blackbriar agent during Bourne's attempts to investigate the program.
5. **Tangier** - A port city in Morocco, and the site of a bombing carried out by another Blackbriar agent that is subsequently tasked with killing Bourne after he tries to stop the assassination.
6. **Manila** - The capital of the Philippines, and the location of the facility that manufactures the pills used by Operation Outcome. Cross and Shearing travel here so the latter can viral the former off the blue pills that are maintaining his intelligence.
7. **Langley** - Officially the George Bush Center for Intelligence, this is the headquarters of the CIA, located in Langley, Virginia, the United States. Better have a good reason for being here! You may alternatively choose to start in the Defence Intelligence Headquarters in Washington DC.
8. **Free Choice** - Pick any of the other seven locations, or any other place visited in the franchise.

Choose your background from the following list. Your gender is the same as your last Jump, and your age is determined by your origin or you can choose either within reasonable bounds for 50CP each.

1. **Agent** - The world is full of agencies, departments, and sections dedicated to espionage, sabotage, and assassination, and now you work for one of them as a 'low-visibility direct action element'. Your age is 1d6+25. This origin can also be taken as a Drop-In; instead of the locations above, you can choose to find yourself fished up from the sea, rescued from a desert, stumbling out of the jungle, or some other harsh location, akin to a certain Treadstone agent.
2. **Mastermind** - Those aforementioned agencies are run by powerful, dangerous people, and now, you too now walk the halls of Langley (or some other intelligence or military department somewhere in the world). In this position, you wield some degree

of power, and more is ripe for the taking, but powerful people have a habit of turning up murdered or imprisoned in this franchise. Your age is 1d20+30.

3. **Expert** - When those powerful, dangerous people want to create new special training programs and experiment with ways to make their agents more lethal, they recruit people like you. You exist in the background, serving the interests of some agency or another, perhaps aware of that fact, perhaps not. Given the events of the movies, you might want to prepare for the possibility of your work coming back to bite you. Your age is 1d20+20.

Perks

'Discounted' perks are 50% off for the associated background. 'Universal' perks are not discounted by any background.

Universal Perks

Jesus Christ [Free]: That's Jason Bourne! You have the apparently supernatural power to compel the first individual of importance who discovers the nature of your identity in a Jump to exclaim something along similar lines, no matter how far you are from them when it happens. You get a clairvoyant cinematic view of it as it happens, though most parts of the scene you're not already aware of will be dramatically obscured in some way (eg. the exclaimer might be lit from behind by lighting that prevents a good look at their face).

Agent Perks

Agent Skillset [100CP, free with Agent]: Doing fieldwork for an Alphabet Agency needs more than a can-do attitude, so this perk ensures you have all the necessary skills to match the average CIA spook. Espionage, shooting, and more, all rolled into one - though you're no Bourne, at least with only this.

Observation Points [200CP, discounted with Agent]: Getting eyes on a target can be hard, but for you, it's just a matter of complexity. You have a preternatural sense for the best positions to observe someone, to spy on them, to eavesdrop on them, and so on. This might be knowing that building over there has rooftop access overlooking your target's office, or it might involve knowing where to drill through the walls between two hotel rooms without your neighbour being any the wiser. So long as you follow your instincts and make use of the insights, you'll have the best seat in the house when the head of the CIA is talking about secrets, or the leader of an enemy squad is discussing what they know about you. Of course, this also gives you the insight to know where *you* might be watched from, at any given moment.

Execute Authority [400CP, discounted with Agent]: Treadstone operatives were more than just useful tools - they were hyper-lethal walking weapons, and part of that was their ability to plan, prepare, and execute an assassination entirely autonomously, without needing intelligence input from the program. They chose where to do it and with what weapons. You now have not just the planning proficiency, but the planning *authority*, allowing you to forgo the normal process of choosing your point of arrival in a Jump to instead arrive near a particular target of your choice, in a place a Treadstone agent could have reached on-mission, if such a place exists.

Instinctual Assassin [600CP, discounted with Agent]: Bourne wasn't just a Treadstone agent, he was *the* Treadstone agent, one who bested others of his program and even two of Blackbriar. You now have what he has - a form of 'transconscious' layer between the conscious and subconscious, where situational awareness, exceptional planning and forethought, and lethal combat proficiency exist as instincts running in parallel. It's automatic beyond conscious thought (letting you clock exits, memorise number plates, identify

vulnerabilities in patrons, and more, just while entering a bar), but it's also more than just subconscious (as the information is always there, being acted on and processed by the rest of the layer and freely drawn on by the conscious mind). While you're not an amnesiac like Bourne, you *are* 'clean', missing the unquestioning obedience of your conditioned counterparts.

Mastermind Perks

Tail-Shedding [100CP, free with Mastermind]: It can be so frustrating as the evil chessmaster when your nefarious plan is exposed and you're placed at risk of retribution, either from slighted ex-agents you tried to have killed that one time, or from the long arm of the law deciding that killing your own citizens is probably bad. How useful to have this perk then! You'll find it much easier to detach yourself from the sinking ship, so to speak, avoiding letting it drag you down with it. If one of your ongoing plots is exposed, it becomes much harder to link that plot to you if you've put any effort into distancing yourself from it (either beforehand, by controlling it from the shadows, or afterwards, by liquidating the people who could be connected to you). Of course, if those efforts fail - say, you manage to terminate all but one of the subjects of a spy program - the protection the perk provides is likely to crack, and the consequences of those failures are liable to come crashing down on your head.

Blackbooking [200CP, discounted with Mastermind]: How on Earth do all these programs get funded while killing themselves, each other, their predecessors, and everyone else that looks at them funny? Apparently, it's because all you need to do is tell people your newest project is a "Joint-DOD Communications" program instead of a behavioural modification scheme and Congress will fall over themselves to give you more money. This is almost literal in your case, now, as you know exactly how to spin your plans (or outright lie about them) and who to pitch them to in order to secure funding that can be easily subverted for whatever nefarious purposes you actually have in mind. This works not only when you're operating as part of a government agency, but also other appropriate groups, like if you're setting up a new department in an expansive corporation.

Asset Placement [400CP, discounted with Mastermind]: For your extremely morally grey missions that secure the safety of your great nation (or whatever other excuse you use to ensure you can sleep at night), you're going to need significant reach, which means putting your assets where they can be most useful without letting them become exposed, compromised, or subverted before they can complete their mission. This perk gives you insight into the best places to put your agents, the best ways to get them there, and the best ways to keep them there without allowing them to be discovered. Do keep in mind, however, that this is for the planning side of things - it's up to your agents to execute your instructions properly, so you'd better hope they're highly capable, or your plans might not survive contact with the enemy.

Killing by Proxy [600CP, discounted with Mastermind]: Not that that'll be a real concern for you, because now, those you trust to kill in your stead and at your command will be far better than they should otherwise be. This covers everything from an agent's hand to hand skills to their marksmanship to their raw speed and endurance; everything relevant to the art of killing. Secondarily, it also enhances their skills where relevant to the objectives and plans you give them (if they need to embed in a foreign country, that country's language will come

to them much more smoothly than would normally be the case, for example). This works most effectively when operating on fewer people (unnoticeable improvements when enhancing an army, modest boosts to the members of a team, or a substantial enhancement of a single operator). Further, it works better when the agent is either *very* close to you (acting as a bodyguard or on your personal instructions, for example) or when the agent is very *far* from you (with as many layers of separation and obfuscation between the agent and you as possible), growing less effective as the agent ends up somewhere in between (ie. close enough to potentially be connected to you but not far enough to be working for you personally). A single mundane spy - by the standards of this world - could at minimum hold his own against Bourne, if you needed him to. Imagine what you could do if you instead got your hands on someone of *Bourne's* calibre…

Expert Perks

Good Laboratory Practice [100CP, free with Expert]: You know, there's more to research than mixing coloured fluids in conical flasks and laughing maniacally. There are real instruments to employ and careful processes to follow. This perk ensures you know all those instruments inside and out, and can follow the processes flawlessly. You could step into a lab from the 25th century and immediately get to work with their quantum centrifuges with the same ease as our boring old regular centrifuges in the 21st. Better yet, for those who care about the actual science, you'll never need to worry about human error in your research. As long as it's you doing the work, you won't screw up a step during an experiment. You'll never accidentally contaminate a culture or forget to dry your aqueous product before weighing.

Escape Clause [200CP, discounted with Expert]: At some point, every program is terminated, every potential leak liquidated, and every loose end tied up. It happened to Outcome, and it'll happen to you. Probably. So, wouldn't you love to have a way out? Now you do. When a group you're a part of (such as a research group for a supersoldier program) faces lethal decommissioning of some kind (such as one of your colleagues turning out to be a sleeper agent who's now shooting up the lab) you'll have an easier time of getting out of the way of it. Not an *easy* time of it, mind you, but easier; things will line up to give you opportunities to stay out of the line of fire and escape. More important than that, though, is that once you get done surviving that initial wave of eliminations… there won't be any more. Not for you, anyway. Whoever tried to kill you will, for one reason or another, overlook you as a loose end. Perhaps they'll assume you're no threat. Perhaps they'll assume you don't know enough to interfere with their plans. Perhaps your name is simply mixed up with someone else's, and the powers-that-be assume you died.

Improvised Pharmaceuticals [400CP, discounted with Expert]: Ever wanted to do science on a budget? Now you can. With this perk, your ability to improvise access to lab processes is enhanced to allow you to carry out experiments, perform drug manufacturing, and do other complicated things in what you might consider *adverse environments*. Useful when you're on the run from a conspiracy and don't have access to a fully equipped CIA-funded laboratory! What's unique about this ability, though, is that it runs on a little bit of its own suspension of disbelief - the improvised processes are always going to be slower than doing it 'properly', but the better you can pass it off to the average moviegoer, the faster it'll go. Yes, it's true: by creating a set up that the median consumer that barely passed high school chemistry will assume would work, you actually *can* make advanced retroviral drugs

in a garage. With only what you can scrape together, you might be working at five or ten percent the speed you would be at a real lab, but if you can scrounge together something that looks good enough to a hypothetical layperson, you can reach fifty, seventy five, or even ninety percent of the normal rate.

Supreme Supersoldiery [600CP, discounted with Expert]: Ever wanted to do science with an *unlimited* budget? Okay, this perk doesn't actually give you the money, but it does give you the knowledge to run the program if you *do* get the requisite resources. This purchase gives you an understanding of human biology and psychology above and beyond any other single individual in the Bourne franchise. You can develop new and exciting (and unsettling) ways to modify and upgrade humans - albeit with a bit of a catch, which is that this works better the less the change diverges someone from a conventional human appearance. Setting up a project to reprogram the human brain? Child's play. You could almost literally design the protocols in your sleep. Modifying the human genome to improve their physiology and neurology, without overt changes to their body? Harder than just working with the mind, since these changes could pop up on a genetic test, but certainly possible. Adding new tissues or organs liable to show up on an X-ray? Even harder than that, and pushing the envelope on what you can accomplish. Making overt changes, like giving someone gross musculature or reptilian slit eyes? Practically unreachable. On the other hand, modifications that have no tells are ideal for spywork…

Items

Unless otherwise mentioned, all items can be purchased more than once. Followers purchased as items start the Jump in your Warehouse.

Universal Items

A Cabin In The Woods [400CP]: A place to hide out, off the grid, in a rather harsh environment (whether that's Alaskan tundra or the Sahara desert or somewhere else is up to you). Staying there might not be comfortable, but comfort isn't the priority. Safety is. It's extremely difficult to uncover this location for anyone you don't want to, to the point that their best bet is to follow you to the front door, but even that will be quite difficult given the unfriendly terrain around the site. More peculiar than that, any effort to send assets in by air or by ground is liable to run face-first into extreme weather events that do their utmost to keep the intruders away - a drone trying to enter the airspace over the tundra might be caught in a freak blizzard, or a helicopter delivering a kill-team to the desert might encounter a massive sandstorm. This mechanism of defence will never impede you or your allies, who will be able to find safe paths through with ease (if the weather even bothers to show up, which it simply may not do if there's no threats in the vicinity). However, this defence *is* solely meteorological in nature. More unusual means of approach can bypass it (eg. teleporting straight through it, tunnelling under it, etc.), and someone so tough that they can simply wade through a tornado like it's nothing isn't going to have much trouble either. Still, against anything less than that, the cabin offers a safe place to lay low for operators, directors, or scientists being pursued by their enemies.

Agent Items

Direct Action Capability [100CP, free with Agent]: Also known as 'a gun'. This one looks like any handgun of your choice from the 21st century, but performs like any other single handgun of your choice from the 21st century. If you *really* like the SIG Sauer P226, but you appreciate the enhanced armour penetration of the FN Five-seveN, you can now cheat and get both in one weapon! You can change either half of the weapon, its appearance or its performance, at the start of each Jump, with your choices expanding to include any handguns (or handgun-like weapons) from that Jump and all prior ones. The weapon also requires minimal maintenance and cleaning, it'll reappear fully-loaded under your pillow or by your bedside next time you wake up should you lose it, and there's always more spare ammunition for it in the Warehouse (or Warehouse analogue). Always.

Chips and Phones [200CP, discounted with Agent]: The CIA has a ridiculous amount of signals intelligence available to them in these films, and they're not even the SIGINT guys! That's supposed to be the NSA! Thankfully, with this purchase, you can stay under their radar. Should you need to reach for one, there'll always be a burner phone somewhere in your belongings that can make calls anywhere that has any kind of signal, in a manner that is completely undetectable to any would-be signal snoopers. Along with that, you can remove the back of the burner phone to reveal a bit of kit that looks strikingly similar to a device for cloning SIM cards. It's not, but you'd be forgiven for thinking it is - instead, it's a tool that lets you clone the data and protocols from any communication system in the same

way as cloning a SIM card. This lets your current burner phone listen in on signals transmitted to and from the tapped device, and you can freely access any data that was on the tapped device at the time of the tapping, even if it's encrypted. That being said, the burner phone is a flip-phone from the early 2000s, so you're going to struggle to look at things like video transmissions. To solve that problem, you can use the cloner kit to link your burner to another device you have on hand, like a tablet, and stream any signals you're snooping on to that other device. The link is one-way, so you don't need to worry about the eavesdropped becoming the eavesdropper. Do keep in mind that if you lose it there'll be a replacement in your belongings when you reach for it again - but it's a burner phone for a reason, so it won't be the same phone, and any taps or links established on a prior phone won't exist on the new one.

Resource Network [400CP, discounted with Agent]: A good agent doesn't need more than what they have on them to execute their mission, but a *really* good agent will make their own job as easy as possible by using every advantage available. This purchase gives you another one of those advantages, in the form of a set of distributed caches and safehouses containing spy gear appropriate for the era of the Jump. Here, that means spare IDs, foreign currency, concealable firearms, and so on. You could have every resource available to you in a country burned, hop the border, and start from square one with everything you need to continue your mission.

Augmented Assassin [600CP, discounted with Agent]: There are easier ways to become an elite killer than having your mind cracked like an egg and its insides scooped out, and these green and blue pills are proof of that. The green pills improve your physiology, making you stronger and faster, and improving your stamina. The blue pills, meanwhile, are powerful nootropics, giving you heightened reflexes, sharpened senses, better balance and coordination, and faster, more alert cognition and memory recall. Ah, but, to be clear, these aren't really the pills that Outcome used - they just look like them. The difference is that these ones don't care about your actual biology, or genetically improving it in some sensible, scientific way. No, these just take your baseline, and elevate each of the areas affected by the pills by the proportionate amount, no matter what your baseline is when you take them. Sure, if you're a normal person, you'll become the equal of an Outcome agent, but if you're *already* the equal of an Outcome agent without taking the pills, you'll get even better. This remains true even if you're strong enough to throw cars like baseballs or smart enough to think a hundred times faster than a normal person - taking the pills is *always* an advantage, for as long as you keep to the regimen. Stop taking them, and you'll suffer withdrawal, with each of the affected stats plunging to somewhat below your normal baseline. They'll recover in full, but it'll take a couple of months to happen. At the start of the Jump, and each month after that, you'll receive enough pills of each colour to sustain exactly two people for that month (which means you may want to keep some spare in case you're placed at risk of missing a dose). Once a Jump, starting with the Jump after this one, you'll receive two doses of retrovirus (one for each colour), which can be injected into a subject to (after putting them through a very unpleasant fever and some heavy fatigue) permanently apply the effects of the corresponding colour of pill. Once someone has been viralled off a given colour of pill, additional doses of that colour of pill or associated virus have no effect, so don't bother wasting doses trying to stack them.

Mastermind Items

The Position of Power [100CP, free with Mastermind]: Having to work your way into a position of authority 'manually' is annoying and takes a lot of time, but cheating your way in with powers and having people look too closely can be even worse. Not to worry, though; with this, you can purchase the relevant position directly! In this Jump, and all subsequent Jumps, you can modify your chosen Origin to have involved an ascension to an appropriate position of power as part of your life history (which makes this process incompatible with Drop-In Origins, of course). This doesn't have to still be the case - you might have spent a few years as a project leader in an intelligence agency, for example, and then stepped back into a consulting role with fewer responsibilities and less pesky prying eyes paying attention to you. It also doesn't have to be all that high a position, if you don't want it to be. You can be CIA middle management, if you really need to be. This doesn't work if it's completely incompatible with your background; it's improbable that a sixteen-year-old Jumper has ten years of experience as Chief of Defence Intelligence.

The Dossier [200CP, discounted with Mastermind]: The collective efforts of a number of imaginary, hypothetical intelligence analysts. This dossier actually starts completely blank and empty, but upon selecting a target at some point after the start of a new Jump, it will immediately fill in with detailed records, combining wiretaps, direct observation, and HUMINT. The result is a complete profile of everything publicly known about the target, followed by progressively deeper and more intrusive, but less numerous details on their movements, relationships, activities, and so on. The less evidence there is of a given detail - where 'evidence' means people having seen it in passing, fingerprints left at a scene, a body left in a bag somewhere, and so on - the more likely it is that the detail is missing from the dossier. That being said, if you're willing to look deeper yourself, the dossier will automatically update in real-time to include any new details you, or your assets, discover about the target, keeping it all in one place in an easy to reference format.

The Team on the Ground [400CP, discounted with Mastermind]: Sometimes when the chips are down you need someone in place with the right tools for the job and a sufficient lack of moral compunctions to do what you need them to do. Buying this Item gives you a phone number, or other relevant contact address, that allows you to use your choice of communications device (eg. a mobile phone) to activate a direct-action unit in proximity to a target or objective. This unit is made up of a handful of field operatives befitting your current branch, or befitting a branch from the current world if you're not part of one; they're the current Jump's equivalent of a Bourne Franchise CIA field team, and willing to complete any mission you give them at any cost to themselves, to the point that if it comes down to it, the last man standing will drag himself across the finishing line with bullet wounds and no surviving teammates. They come kitted out with appropriate gear, but they *are* a direct-action team - they can't be summoned to do deep-cover spying or even a stake-out, but if you need them to snatch a VIP, tie up a loose end, or deep six some documents at risk of exposure, they'll do their job and do it well. When they're activated, they'll appear out of appropriate places (such as crowds or appropriate observation points), and when their mission is complete, should they survive, they'll leave by similar means (vanishing into crowds or around corners). Once used, it'll take a month before their contact number goes 'live' again, by which point a fresh team can be called in, regardless of the fate of the prior team.

The Program [600CP, discounted with Mastermind]: Behold, the power of amoral government spending and a distinct lack of oversight and accountability! You are now the director of your very own blackbook program, embedded in some government somewhere (or other group, if you'd rather go private, or… non-profit, somehow?). This program is fitted to your specialty within the wider organisation (so it's likely to be something like Treadstone or its derivatives if you're in an intelligence agency) and is at your personal disposal. It has resources and assets at a similar scale to the programs in the movies, and a similar level of obfuscation, making it extremely unlikely that even your colleagues in the organisation it's working under will have any idea the program exists, let alone people outside of that organisation. It'll embed into an appropriate organisation of your choice in each new Jump, adjusting to fit the new setting, but it's always loyal to you, even if you're not part of the organisation in question.

Expert Items

Trauma Kit [100CP, free with Expert]: A lot more than just a trauma kit, actually. Sure, it has the usual - dressing, tourniquets, sterile wipes - but also stuff for a bit of a broader range of injuries, like burn dressings, haemostatic sprays, and even a medical stapler. Tucked away in one corner of the kit are painkiller doses, too, which'll at least keep you functional (though if you use them to do strenuous things while injured, you're still likely to make those injuries worse). The kit will always be somewhere nearby when you need it, generally closer the more heavily injured you are, so it'll never be unreachable.

Blood-O-Matic [200CP, discounted with Expert]: A handy portable electric syringe-gun designed to extract and analyse blood samples. Great for studying a patient's genetic profile, since it can sequence a genome and perform the relevant analyses in all of about ninety seconds. Also handy to see what sort of substances and microbes are floating around in their bloodstream, perform a full blood count, that sort of thing. Fully functional on non-human blood, too! That last part might be useful for someone who wanted to, say, study the biology of some other unusual species, to make superspies out of the findings. Hypothetically.

A Sheaf of Papers [400CP, discounted with Expert]: The entire contents of the Bourne Franchise's numerous programs in paper form; effectively a blueprint for behavioural and genetic engineering. This *is* confined to just what's been completed in the setting, and it'll probably be pretty hard to take one of those processes and retool it to do something else (if you want to do that easier, try the Expert capstone perk). It also doesn't come with any of the resources to carry out the protocols. Still, getting the resources has always been the easy part for the people who matter - and now you can skip the hard part, and make your very own superspies.

Research and Development Facilities [600CP, discounted with Expert]: 'Facilities,' plural. This purchase is divided into two locations which can be adjoined or in distinct (but accessible) locations (or, after this Jump, they can become Warehouse attachments if you don't want to import them). The first location is for research: a laboratory suited to a program of your choice, with all the relevant equipment for experimentation in the associated fields. An Outcome-like program might require the tools to do biochemistry and genomics research, while a Treadstone-like program might instead have a laboratory dedicated to subjecting the

human mind to various processes intended to study the way they reshape it. Should you choose to bring a project to a terminal conclusion (or just transfer it elsewhere), it's relatively easy to retool the lab for a new project, and even easier if the new project is a derivative building on the work of a previous one. On the other hand, you're going to find it rather inexplicably difficult to use this lab for programs not along the lines of those in the film; curing cancer is great and all, but it doesn't benefit national security or the elimination of ~~dissidents~~ dangerous terrorists. Anyway, that's the first location; the second one is for fabrication. A production facility, again suited to your program of choice - to use the two prior examples, Treadstone's 'factory' is 415 East 71st Street, a place for them to break down subjects and build them back up as elite agents, whereas Outcome's factory is in Manilla, and an actual factory, producing their greens and blues to supply to field agents. As with the lab, it's pretty easy to rip everything out and replace it with the means to fabricate the products of a different project, so long as that project is of the right sort. The sting in the tail here is that one of these two locations will unavoidably be substantially more capable than the other. Upon purchase, you make the choice - do you want a better lab and less expansive factory, advancing your program faster but producing its products in only limited quantities? Or do you want a better factory and a less capable lab, advancing your program more slowly but churning out its products at a much higher rate? You can switch your choice at the start of each new Jump.

Companions

All companion options can be purchased multiple times except for the named options, which are each, of course, unique.

Import [200CP]: For each purchase of this option, you can import one of your companions into the setting. They receive a background, and get the freebies and discounts for that background as normal. They receive **600CP** to spend on their own options, though they cannot take companions or drawbacks. Alternatively, you can create your own companion suited to the setting, with the same benefits.

Mass Import [400CP]: For Jumpers looking to bring larger groups, this option allows you to import a full eight companions complete with **600CP** and a background each, though they still can't take companions or drawbacks of their own.

Canon [200CP]: Oh? You'd rather take someone with you? Sure. This option allows you to select a canon character. You're guaranteed to encounter that character in your travels, and make a good first impression, and if by the end of the ten years you can convince them to come along with you, they will become a companion for future Jumps.

'Foxhound' [200CP]: Known only by his codename, this is an unassuming agent of British origin, and probably better described as a chameleon. While he fights, plans, and acts at the level of a Blackbriar agent, his real skill is in disguise, false identities, and sniper rifles. He'll get to grips with any precision weapon you give him in under a minute, and outside of this Jump, his accuracy will exceed that of any mortal man, while his social concealment will improve to allow him to, with some work, blend in even among unfamiliar civilisations and alien appearances.

If you're an Agent, Foxhound is a mercenary contact you have some positive history with (or, if you're Dropping In, one you'll very quickly gain some history with). If you're a Mastermind, Foxhound is an asset you secured during your climb to your position, with loyalty more to you than your organisation. If you're an Expert, Foxhound is a subject of your work, and one with a closer connection to you than his handlers or the other science types maintaining him.

'Duchess' [200CP]: Technically *not* known only by her codename (her real name is Alice, though the surname is covered in black ink, like much of her file), Duchess is an agent of Scandinavian descent. Despite her rather normal appearance (which is *not* the same as being mundane; she's actually quite striking) she's the subject of a program experimenting with 'transitory physiological augmentation' - her body's cells produce a wide variety of adrenaline analogues under stress. Outside of combat, she's an exceptionally well-trained individual. When the shooting starts, tailored drugs fill her system, pushing her to be faster, stronger, and more aware than her counterparts in other programs, while enhanced clotting and wound responses stifles injuries that might get in the way of her combat performance and her reflexes become almost instant. Unlike her counterparts, though, her body stops producing those substances after a relatively short period, as cellular resources start to deplete and her system starts to suffer under the strain. In other worlds, Duchess's modifications expand to include new benefits derived from the new setting, making her an ever-more-lethal combatant.

If you're an Agent, Duchess is an ally or grudgingly friendly rival from another program (or one who will swiftly become as such to you, if you're Dropping In). If you're a Mastermind, she was recruited to your service after her program was terminated, as you decided she'd be more useful to you alive than to her old handlers dead. If you're an Expert, her program is one you had some tangential involvement with, and after it was terminated, she went into hiding with your assistance; you're the only one who knows she's alive, and you both know she owes you a debt, which'll be handy should you ever need her to return the favour when the black SUVs show up at your place…

Jones [200CP]: A man of Canadian descent, he's past his days as a field agent, though unlike some others in his position, he never let himself go; he's just as sharp as he used to be, and, if anything, even more dangerous than in the old days, given the resources now at his disposal. Jones is officially a consultant in a military intelligence agency, but his actual role is in leading particular *counter*-intelligence efforts. His project trains and inserts sleeper agents into the armed forces of his own country, who keep a vigilant eye on their compatriots, looking for those who are at risk of being turned - or those who have turned coat already. If need be, his agents can be activated to kill or capture those traitors… or carry out any other mission he needs them for. In new worlds, Jones will find himself in a similar position, with eyes and ears in the armed forces of an appropriate organisation.

If you're an Agent, Jones works closely with your handlers, and you're his favoured choice for when he needs an asset from outside his own program (or you may rapidly end up like that if you're Dropping In). If you're a Mastermind, you and Jones worked together during his days in the field, and you've remained staunch allies in the time since. If you're an Expert, then you might instead be working on his program, or part of some new program he's setting up.

Juno [200CP]: A sharply-dressed woman of Italian descent. After a stint doing wetwork for a domestic intelligence agency (and all the morally questionable acts that entails), and then spending a period in the private sector as a contractor for a certain firm (and all the even more morally questionable acts *that* entails), she ended up back in government intelligence, where she now oversees a program of her own. Juno is ruthless, intelligent, driven, and has in her position a stream of disposable psychologically-modified agents that come out of four weeks of intense conditioning with all the skills and capability that it takes a normal spook years of experience to attain (though they tend to less mission-critical parts of themselves in the process…). Beyond this Jump, she'll retain her program, ending up in a similar position in an appropriate organisation, and she'll have little difficulty integrating new rapid enhancement processes into her cheap and disposable supersoldiers.

If you're an Agent, Juno's program offered some supporting manpower to yours during one of your prior missions, and she took a liking to you as one of the ones better able to effectively utilise her teams (even as a Drop-In, you'll likely have a run-in that leaves her appreciating your skills and potential). If you're a Mastermind, you met her during her days as a contractor (and perhaps were even the one to encourage her to come back out of the cold), and she owes you a favour for helping her program during an incident in Prague that neither of you have discussed since. If you're an Expert, you may have helped design the behavioural engineering protocols that made her program possible, or perhaps you're assisting in improving and refining the protocols she's currently using.

Leonardo [200CP]: A wiry man of Brazilian descent with an affinity for cellular engineering, Leo's talents have earned him a place in a blackbook project designing what he calls 'changelings'; agents that, should his research pan out, will be able to spend a rather unpleasant few hours altering their own features using a special drug regimen. Putting the convulsions and fever aside, the agents his work will produce will be able to change everything from hair, eye, and skin colour to facial bone structure and more. It won't be as easy as simply copying someone, but his changelings will be able to assume new false identities on a level that other agents would kill for - literally doing recon in one identity then infiltrating the same place for the assassination phase as a different identity. Leo himself is quite cheerful about his work, foreseeing a world where such freedom of identity will be available to the people, not just the agency's killers. In future Jumps, he'll easily get to grips with new means of modifying tissue and designing new cellular organelles, pushing them beyond what others can achieve with the same techniques.

If you're an Agent, Leo may be working in an adjacent program, or have been tapped to work on your program, and his boundless optimism seems to have grown on you (or will do, when you encounter him soon after Dropping In). If you're a Mastermind, his project may be one you're overseeing, and he appreciates at least being able to carry out his work with spooky levels of funding, even knowing what it'll inevitably be used for. If you're a fellow Expert, you may be working in the same program, or you may simply have gotten to know each other at an agency mixer while obligatorily beating around the bush as to what you each do in your research.

Yasmin [200CP]: A slender woman of Jordanian descent, Yasmin's studies of neurology and its second-order effects on psychology landed her in a dual-purpose program exploring

deep-brain modification for alternative interrogation methods and direct adjustment of an agent's processing of the flow of information. Truth serum is old fashioned; Yasmin's work means, at great expense and with machines somewhat like MRIs, a subject can simply be *electromagnetically convinced* to divulge information. In the opposite direction, an agent's very way of thinking can be rewritten, so that they process information more efficiently, so that they follow orders and only afterwards think about whether they should, and more. In future Jumps, she'll experience the same ease in studying less human neurologies, or things derived from human neurology, like connectome AI.

If you're an Agent, then you were involved in extracting Yasmin for one arm of your agency when another arm decided to terminate her program (or, if you're Dropping In, you'll be in a position to help her flee her program's liquidation soon after you arrive in-Jump). If you're a Mastermind, you may have been the one to order her safe extraction, seeing her as far more useful working under you than ending up in an agency bodybag. If you're an Expert, you may have been extracted with her, or you may be part of the program she's been transferred to.

Drawbacks

You may choose as many drawbacks as you think you can handle. Overlapping drawbacks may be more difficult than expected.

Groundhog Bourne [+100CP]: Not actual time travel. Every time you wake up, you do it with no memories. No understanding of who you are, or where you've been. Every morning you feel like a whole new person, a blank slate. And then, within sixty seconds, it all comes back. An unpleasant experience for that sixty second duration, and, I'd imagine, quite disorientating even after it for most Jumpers, but it doesn't actually leave you without memories for any significant period.

Sore Thumb [+200CP]: You just passed a traffic camera! Now all of China knows you're here! Not really, but that's what it's going to feel like. For the next ten years, you'll find that you act almost like a beacon to surveillance systems, making you stand out to those systems' operators and their superiors. This spans the low end (a lazy guard monitoring CCTV will happen to look up from his donut at the exact right time to spot you passing one of the screens) all the way up to the high end (say anything even slightly suspicious in range of a phone and ECHELON will flag it to Five Eyes). It doesn't necessarily incriminate you - if you've not given an agency any reason to pay attention to you, they'll overlook you - but if you're already incriminated, then you'll need to be, y'know, *off the grid* levels of off the grid to avoid notice.

Blacklisted [+400CP]: The CIA has deemed you a threat to national security, which may or may not be true, but they're not going to be convinced otherwise. You'll need to survive the efforts of a number of assassins and wetwork teams over the course of your time here, including some from Treadstone or its derivatives. They may coordinate with agencies in other countries, or even tap the DOD's programs, like Outcome. Expect to face not just Blackbriar and eventually LARX operatives, but also whatever successor programs eventually come after that before your time is up. While the agency doesn't know much about you other than the fact that you're a threat, they'll learn quickly, so expect them to use any means available to them to try and counter any powers or technologies you use not just against them, but anywhere they might be able to hear about it.

Knife to a Gun Fight [+400CP]: Whoops, your gun jammed. Oh, that spell destabilised and fizzled out. Don't try firing that Death Star, it's going to end really badly. For the duration of your time here, you'll find that no ranged attacks function properly for you - nothing that reaches beyond, well, arm's reach, will work. Things will jam, misfire, or even explode, and only ever in ways that harm you personally, instead of others. You'll need to rely on hand to hand and melee weapons to get you through your time here. Agents tend to be pretty good at that sort of thing, though, and Masterminds and Experts will surely never be in a situation where they'll need to be the ones doing the fighting, right?

Unfamiliar [+600CP]: Sorry, Jumper, there was a clerical error on the Benefactor's end. You've lost all your memories from before this Jump, your out-of-Jump abilities are sealed, and you can't seem to find your Warehouse key. But hey, that's okay, right? I'm sure you can make it through ten years with just what you got from this document.

Operation Zenith [+600CP]: Someone must have slipped the intelligence agencies of this world some secrets, because they now have access to *everything* you do - technologies, non-unique powers (eg. Force sensitivity, psionics, spellcasting, etc.). It might take them a little bit to get off the ground, but within the first week there'll be project outlines being drawn up all around the world, and within the first couple of months there'll be experiments running to outfit special operators with these new unusual powers and pieces of equipment. Chief among these will be Operation Zenith, a new Beta Program piling as much of it as possible onto agents working for the CIA; Zenith agents will be to the present day like Treadstone was to the nineties, leapfrogging Outcome, LARX, and the other successor programs to become the most effective black ops group the world over. They don't actually know anything about you personally with only this Drawback in play… but depending on your powers the CIA might be setting up squads of clairvoyants or the like, so you might not be able to stay under the radar for long.

Scenarios

While these Scenarios are not *technically* mutually exclusive, I would be extremely impressed if a memory-wiped Jumper being hunted by the CIA was able to even notice Subject Zero exists in time to do anything about them, let alone win either Scenario. It is recommended to pick only one.

Scenario: Born Again

Prerequisites: **Must** take the Agent Origin as a Drop-In; **must** take the 2002 start date; **must** take the Blacklisted Drawback; **must** take the Unfamiliar Drawback for **no points**.

You don't know who you are, or *what* you are. You just got fished out of the Mediterranean Sea by fishermen, and as soon as you make landfall, you'll start picking up on signs that something is wrong.

The CIA knows you. They know you're a Jumper, they know your history, they know what you're capable of at full power. For the past year, they've had you confined and studied, your abilities suppressed. A containment mishap led you to your current situation, and the team put together to manage you desperately wants you recaptured or dead, given the danger you pose - and they have all the resources available to the agency to make it happen.

You, of course, know none of that.

Rather than the base Unfamiliar Drawback, in this scenario, the Drawback is modified: you retain any solely psychological, behavioural, cognitive, and skill-based perks (eg. Instinctual Assassin from this Jump), though superintelligence will be heavily muted to ensure you're simply mildly superhuman, rather than capable of instantly resolving the scenario. That would be no fun.

To complete this scenario, you need to achieve three goals.

First: to survive. Obviously, death will fail the scenario, though if you have One-Ups blocked by Unfamiliar, one of those will kick in and preserve your Chain. If you don't Chainfail, you will instead lose the modified Unfamiliar Drawback, regaining your full memories and powers, and proceed as normal.

Second: to discover your nature. There will be signs; evidence of things you did in the time it took the CIA to capture and confine you in the missing year. The evidence will suggest you did actually do things (even if you would normally go to ground or something), and will also suggest you didn't do too unbelievably overt things (such as obliterating a city with magic).

Third: to avoid recapture. Your powers will begin to return, albeit as fragments and in increments, and with them, flashes of memory (both from this Jump and previous Jumps), which may assist you with the second goal. They'll take long enough to come back that you'll only cross that overtness threshold around the start of the final month (ie. no obliterating cities with magic for the first eight years and eleven months), at which point they'll rapidly

climb back to their baseline power. Until your nine years are up, you'll need to use those fragments and whatever you got from this Jump to evade or destroy the various teams and assets the agency deploys against you.

This version of the CIA is more capable than even the version from the movies. There will be more Treadstone derivatives, more augmentation projects, and the products of those programs will end up arrayed against you. Worse, thanks to their studying of *you*, they'll eventually start fielding subjects of Operation JUMPER with slivers of your locked-away abilities. It'll take long enough that you'll have your own fragments starting to come back to you by the time your derivatives start showing up, and they won't scale above the overtness threshold, but they may well be able to keep up with you until then.

Thankfully, their ability to suppress your powers in the field was a one-off - but if they manage to capture you and get you to their facility in Maryland, you'll be reconfined and fail the scenario (and, once they kill you to dissect you for later, you're either going to Chainfail or burn a One-Up to lose the modified Unfamiliar Drawback, as mentioned earlier; feel free to go to town on them with your full powers at that point).

Throughout your attempts to escape their pursuit, you're likely to encounter all sorts of interesting people who might help or hinder you. Experts escaping liquidation, Masterminds intent on using you for their own ends (and killing you afterwards), and, of course, Agents, including some not involved in the effort to capture you - broken weapons or those on orthogonal missions.

Bourne will not be one of those broken weapons. In this timeline, faced with the sight of Nykwana Wombosi's family, he didn't hesitate. Once you've been fished up, Treadstone will be one of the programs tapped for agents capable of putting you down, and Bourne is the best of them. Should you evade pursuit long enough that they spend a few years without managing to pin you down and try killing you, Bourne is going to be transferred to Operation JUMPER, as a prime candidate for modification. At some point before the overtness threshold is crossed in the last month of the Jump, you'll face down a version of Jason Bourne willing and capable of using all the same fragments you've unlocked by that point - and he won't hesitate this time, either.

Reward: Should you succeed in escaping the CIA's grasp, and avoid dying to Bourne at any point, you'll make it out of this Jump with the following reward perk:

Embedded Capability [Free, Scenario Reward]: Like Bourne, you'll keep certain capabilities even when everything else is ripped away. Select one Perk you purchased from this Jump: it becomes permanently accessible (part of your BodyMod, if you're using one), persisting in Gauntlets and ignoring depower Drawbacks. Using the perk will become instinctual, if it isn't already, though if there's any Jump mechanism at play affecting your memory, you won't necessarily understand how or why you're capable of what you're doing. Still, the ability will be there when you reach for it.

Scenario: Epidemic

Prerequisites: **Must not** take the 2016 start date.

Outcome was ultimately derived from Treadstone - which was technically derived from Emerald Lake, but we won't talk about that - but as it turns out, there was a missing link. At least in this Scenario.

Operation Bronze could be considered Outcome's 'prototype', and it was a concept that got shelved until LARX: attempting to combine early Treadstone techniques with direct physiological modification. Officially, of the ten subjects tested in Operation Bronze, all perished during experimentation. In reality, six died from rapid-onset metastatic tumours as their modified cells went completely out of control, and three lost their minds completely as a result of the simultaneous psychological conditioning. Bronze was cancelled, and Outcome was initiated.

The sole survivor of the prototype program, labelled Subject Zero by those who remember Bronze, was perfect. Augmented just like Outcome's agents would eventually be, they passed every examination with flying colours. They were psychologically stable. Obedient.

Except, of course, they weren't. They'd quietly, coldly, calmly snapped, and bided their time until an opportunity presented itself to kill their way out. The subsequent manhunt was quiet enough that it never reached the press, and lasted thirty six hours, before Zero perished in a building under attack by CIA wetwork agents - the building burnt to the ground, and their corpse was found charred to the bone, unrecognisable.

That was a decoy, obviously, but the agency had believed the building surrounded and inescapable, so they fell for it. Bronze, and Zero, were written off while Outcome started up (the psychological conditioning was left out until Blackbriar worked out the kinks and made it stable).

Zero, meanwhile, remained under the radar, deciding their own objective: to destroy everything that isn't like them.

There are relatively few ways to end human civilisation, especially within ten years, but something like Zero could manage it. The obvious choice is instigating nuclear war.

What do you think? Could one incredibly capable agent manage that inside of a decade?

How about more than one?

See, unlike Outcome and their pills, Bronze started with the viral gene therapy. The retrovirus isn't contagious (the body tends to successfully fight it off within six hours of infection, after the virus finishes its work modifying the host's genome), but Zero knows how to make more of it, and their version makes the subject more vulnerable to conditioning. After infecting someone, Zero needs only six to eight hours with them, and they'll end up with identical capabilities and identical goals (though they won't be able to replicate the conditioning like Zero can).

Bronze agents are outwardly indistinguishable from normal people, and they're exceptionally good at imitating their old selves. There are still *some* tells - any genetic analysis will

immediately raise red flags, and there are distinct biomarkers in their blood - but other than that, they can blend in with ease.

With enough of these agents, Zero could assault an objective in force, with a squad or even a platoon of augmented psychopaths. On the other hand, do they need to? How many people around a world leader do you need to turn before the leader themselves is vulnerable?

You have only two objectives in this Scenario.

First: kill Subject Zero, and terminate any surviving Bronze agents afterwards. Without Zero to perform the conditioning, the number of agents won't increase further - but even just one is extraordinarily dangerous, so don't expect them to make it easy for you. They'll continue trying to execute their plans, so you won't need to worry about one of them going off to hide in a jungle somewhere for the duration of the Jump. However, they might settle on a long-term strategy that means they don't make more obvious moves until years after Zero's death. If you let your guard down, the first sign an agent has made a move will be them punching launch codes into a stolen nuclear football.

Second: thwart Zero's plans. Killing Zero is no good if it's done at a launch silo to the backdrop of a megaton nuke entering the ascent phase - though that *would* be very cool. If more than a hundred million people die as a reasonably direct result of Bronze agents' actions, the Scenario fails. Oh, and it's worth keeping in mind that, as much as nukes are the easiest way to achieve one hundred megadeaths, there are other ways, too. Biological weapons could do the job, as could good old-fashioned strategic bombing, if they manage to set off a severe-enough war.

Operation Bronze comes to fruition and produces Subject Zero shortly before Bourne goes overboard in 2002; by the time you arrive at that start date, Zero is already under the radar and beginning their work. If you pick the 2004 start date, then congratulations, Zero has had two full years to do their work, and may well be on the verge of executing a successful plan very soon after your arrival. Zero has some deep-seated sense that they need to achieve their goal within ten years of your arrival point, though they don't know who you are or why they know they have only ten years.

Reward: Should you succeed in defeating Subject Zero, and preventing the mass destruction they seek to wreak, you'll make it out of this Jump with the following reward perk:

Extreme Conditioning [Free, Scenario Reward]: You know the secrets of Operation Bronze, now. Pick one Perk from this Jump; you'll be supplied one dose of retroviral once per Jump which, when injected into a living sapient subject (human or otherwise), confers to them a copy of that Perk over the course of a few hours. During that time, you can also, should you choose, use harsh means to modify their mind to align with your goals. How much of the original personality is preserved and how much is replaced by cold calculation is up to you.

The Final Choice

Congratulations, Jumper, you've made it through your ten years. I'm sure you've got lots of stories to tell of your time here, but now it's time to go. Or perhaps not? Make your choice.

- **Go Home:** Ah, decided you've seen all there is to see? Take this option, and you return to your home world, keeping everything and everyone you've accumulated during your Jumpchain.
- **Stay Here:** I suppose it's not the least pleasant world to spend your life in. Take this option, and you will stay in this world, and your chain will end.
- **Move On:** Places to go, people to see. Take this option, and move on to your next Jump, keeping everything you've gained so far.

Notes

Jason Bourne is my least favourite film in the series and it's stuck in my head the least compared to the others (it probably shows in the doc). Feel free to make up whatever you want about what exactly IRON HAND is supposed to do. I've also not seen the *Treadstone* show, so nothing from that series is included here.

I've not read the novels, and this Jump is based on the film continuities, but I'm sure you could probably fit the purchases from this doc to the novels if you wanted to.

There are five programs shown in the Bourne films: Treadstone and Blackbriar in the original trilogy, then Outcome and LARX in *Legacy*, then IRON HAND, Spectrum, Hourglass, Rubicon, Spearfish, and Emerald Lake in the fifth film. Emerald Lake is clearly based on Operation Silverlake, the precursor to Treadstone in the novels, which trained Rangers and other elite units to infiltrate the US armed forces and identify communist spies, beginning in the Korean War.

On the topic of the programs, though, can we talk about Outcome? I really need to talk about Outcome. Okay, so Aaron Cross - that's Renner's character in *Legacy* - is an Outcome agent. He's got the blues and greens, he's mildly superhuman, yadda yadda. At one point in the film, though, he explains to Shearing (Rachel Weisz) that he can't afford to miss a dose of the blues. Not just because he'd lose the mildly superhuman cognition it brings him… but because he'd go far below the median line even if there weren't withdrawal effects as well. Basically, Cross had to have *twelve points* added to his IQ to meet the minimum requirements to join the Army. The US armed forces don't actually use IQ, they have their own separate test (ASVAB), but the passing score on that can be mathematically compared to about 92 IQ, which would put Cross at 80 on the dot. That's just barely over the line of the level where a subject is considered significantly impaired; it's why he's so terrified of losing out on the blues. But these pills didn't just make him functional, they made him a superspy. Now, obviously, he's not necessarily academically gifted as a result of the pills, and he's not got the knowledge to suddenly go and become a mathematician or something - but that's still such an enormous jump in cognitive ability that it's kind of ridiculous.

Why are you giving these pills to spies? Why aren't you forcefeeding them to your scientists?! Why aren't you, the director, taking them yourself? I mean, maybe they just *set* your IQ to 120 or something, and they don't actually do a *huge* amount if you're not kind of dim as a baseline, but we don't get any indication either way from the film. Maybe they were worried about side effects? I don't really have any point to make here other than that those pills are crazy.

The Bourne Legacy technically retconned both Treadstone and Blackbriar into being Beta Programs that augmented their agents, instead of being limited to only the psychological conditioning. I find that uncool for various reasons, like the fact that Bourne and the other early agents show no sign of any use of pills except in one off-handed mention. There's a cut mention of pills in the original script of *The Bourne Identity* in the following exchange between Bourne and the Professor:

PROFESSOR: *...pills, right? Treadstone had those pills…*

BOURNE: *What is Treadstone?*

PROFESSOR: *...what did you do?...you must've really fucked up…*

BOURNE: *I think so.*

PROFESSOR: *...someone said caffeine -- for a headache...doesn't seem…*

In the final movie, the only mention of any pills is, again, from the professor.

BOURNE: *What is Treadstone?*

PROFESSOR: *Treadstone… said pills… they said go to Paris...*

BOURNE: *Is Treadstone in Paris?*

So it's at least possible that it's true and they had some kind of chemical augmentation going on, but it's clearly not the focus of the first three movies and clearly not the same kind of plotpoint that *Legacy* had going on with Outcome. You are welcome to make something up about them having combat stims or something, but the document is written under the assumption they don't, and that that's only introduced with Outcome and LARX.

Killing by Proxy is intended to reward both the use of complex plans issued directly (eg. those from **Asset Placement**) and, separately, the use of Bourne Franchise obfuscation to *not* be doing stuff directly (eg. as is permitted by **Tail-Shedding**). If you can look at what you're doing and it's leaning hard into either of those, assume **Killing by Proxy** will activate at a high level.

Yes, **Improvised Pharmaceuticals** would let you experiment with a cure to a zombie virus in a post-apocalyptic environment.

Supreme Supersoldiery really leans on the sci-fi parts of the Bourne Franchise even at its base level without any stuff from any other settings. You can look at any of the programs mentioned in the Companions list and assume you can figure out how to apply those (though not with the extant benefits unique to the Companions, like Duchess' ability to automatically upgrade her augments). For some other ideas…

- You could have a reverse Manchurian Candidate agent; rather than brainwashing an enemy and burying a sleeper agent trigger, you could brainwash one of your own agents, burying their real self in the subconscious while their cover story becomes their conscious mind. They could sit in an interrogation and honestly, genuinely believe they're a baker who's been married for ten years, then get home, hear a trigger phrase, and have their real self emerge while the cover identity fades into the memory it should be.
- A Lasser agent, named for the Lasser Glass of *Oculus*, whose perceptions can be detached from their conscious awareness. These ones could sit in an interrogation

and honestly, genuinely believe they had a conversation with a senator hours before, even reciting the exact words spoken, when in actuality while their conscious mind had been hallucinating a conversation, their subconscious mind had been strangling the senator to death.

- Modifying genes could create an agent whose metabolism is directly tied to caloric intake. They don't easily gain or lose weight; rather, when they have more calories available, they speed up, or, when there are less calories available, they slow down. They can go into hibernation for months while waiting for recovery from a deep-cover mission and be revived none the worse for wear afterwards.
- Another genetic program might produce agents who are no stronger or faster than the norm, but have enhanced recovery - the sort to walk off a gunshot wound after a night's rest, allowing them to keep up dangerous field operations for longer than their unmodified counterparts.

Chips and Phones is based on the trick Bourne pulled in the embassy in *Supremacy*.

Foxhound is totally not based on the Jackal from *The Day of the Jackal*.

You're welcome to pick a different encounter or relationship with any of the original Companions to better fit your narrative. It's your Chain.

Operation Zenith is technically not quite the same as the fragment stuff happening in **Born Again** - it includes technology and stuff like that. You can take it with **Born Again** if you want to, to make it even harder.