Nadia

The Secret of Blue Water

Introduction

It's the year 1889. The world is on the pinnacle of great discoveries in technology. In mankind's grasp for the future, a sinister foe known only as Gargoyle, obsessed with restoring the former Atlantean empire to the glory it once held, begins his plans to take over the world. A young girl with an unknown past somehow gets entangled in those machinations. Nadia, who wears a mysterious blue stone, with the help of a young inventor, Jean Roque Lartigue, and Captain Nemo of the submarine Nautilus, must fight to save the world from Gargoyle and Neo-Atlantis.

Your 10 years start the moment Jean meets Nadia.

You get **1000cp**

Age and Gender

Roll **2d20 +10** for your age or to choose for free. Keep the gender from your last jump or change for free.

Location

roll **1d8** for location or choose for free.

1) Paris, France: The city of love.
2) LeHavre, France: A little picturesque french town. Home of Jean.
3) The atlantic Ocean: You start somewhere in the middle of the atlantic ocean. I hope you have a boat of some sort.
4) Secret island: An island that serves as a base of operation for the secret society of neo atlantis. They've been constructing a tower of babylon, a weapon of mass destruction here for the past 13 years.
5) London, UK: Capital of the biggest empire in world history. At least the ones known to humanity...

6) Atlantis: The burned and sunken city of Atlantis at the bottom of the ocean. Once a wondrous place it now only serves as a grave for countless atlanteans and crewmembers of the Nautilus

7) Remote island: A remote tropic island. There's little food here, so you'll have to get creative. Beware: if you stay long enough you'll find yourself sucked into the infamous filler arc, with noticeable and horrific drop in overall quality

8) Free choice

Backgrounds

Drop in (free): You drop into this world just as you are or where in your last jump.

Thief (free): You are an experienced thief, specializing in some sort of price like jewelry. You may be part of a crew, like the Grandis Gang or a solo criminal.

Submariner (100): You are a submariner with at least 10 years experience. An impressive feat given that non-man-powered submarines were just recently developed. Of course, you could also be part of a group or crew with access to much more developed submarine technology. You can choose whatever position in the submarine crew, save for captain.

Conspirator (200): You are part of some secret society undermining entire governments, markets and nations to further whatever goals you deem appropriate. Your own position in this secret society depends on your further purchases.

Race

Human (free): You are a normal human being. Nothing wrong with that.

Atlantean (100): You are an actual descendant of the people of Atlantis, who are a spacefaring alien race having arrived on earth some 2 billion years ago. You look just like a human, with brown skin and you're otherwise not really different from them physically or mentally; you can even procreate with them. What makes you stand out however is a long and proud or not so proud history and access to technologies and powers your ancestors reserved only for your kind.

Artificial Intelligence (100): You are either an artificial intelligence, created by atlanteans from scratch or you're the product of an atlantean or human mind being simulated within an artificial brain. Your age can be anything from 1 day to 2+ billion years, depending on your other choices.

Faction

Now you need to decide on whose side you're on. The fate of the world may depend on it.

Independent

You belong to no faction. You should be relatively safe for the remainder of the jump, as long as you don't hang out on the ocean for too long (and maybe stay clear of Paris for some time, ok?). You're free to do as you wish, but you can't expect any backup or help from one of the other factions. You can always change choose a faction later, but then you don't get any discount on their items.

Nautilus

You've joined the cause of captain Nemo (or did you take his place?). You are on the hunt for Gargoyle and the neo Atalantians, trying to foil their machinations whenever possible. You may start on board the Nautilus at whatever position you deem appropriate considering your further purchases.

Neo Atlantis

You work for Gargoyle (or you ARE him) and joined the global secret society called Neo Atlantis. By stealing and recreating ancient atlantean technology they plan to gain world domination and enslave humanity, making themselves as gods. You may start on any Neo Atlantean base.

Perks and abilities

100 cp perks and abilities are free and the rest are 50% off for the listed backgrounds

<u>Drop in</u>

Attractive (100): You are a very attractive person. People will start falling in love with you at first sight. This may also cause unwarranted or warranted jealousy from others.

Acrobat (200): Whether you've spent your whole life in the circus or whether this just comes natural to you, you have impressive parkour skills, amazing upper body strength, body control, agility and reflexes. You can't understate how useful a backflip can be to escape danger in anime settings.

Person of interest (400): You are important. To whom exactly you are important and for what reason may not really be apparent at first and maybe you won't even realize it yourself,

but you can be assured that wherever you go you will always cause quite a stir. This perk ensures that things will stay interesting for you, as you're always being dragged into the midst of major battles, intrigues and circumstances. This will put you often in key positions to take the plot into completely different directions or just change them slightly. You won't get any power or influence with this perk per se other than the knowledge that you're wanted. It will also assure that you'll stay relatively safe, at least for the beginning, up until the point where the potentially harmful goals of people regarding your person are being realized, but don't worry: Bad guys do tend to ramble and gloat, so you probably don't have to worry about any real harm until the end.

Inventor (600): You are a genius inventor and world class engineer. Like Jean, being able to build flying machines outclassing planes that would be built several decades later, or a helicopter among other things, all at only 14 years of age. Or like Hanson building an incredibly complex multipurpose tank, even surpassing modern tanks by far. Whatever the base technology level of your setting or faction is, you will be the one to push the advance to greater technological heights.

Thief

Expert driver (100): You are not only a world class chauffeur, you're driving skills could also embarrass most rally drivers. You can apply this skill to all ground based vehicles, no matter what type.

Good shot (200): You're an expert marksman. You can reliably shoot a target more than a kilometer away, on unstable ground, with a handgun.

Strong (400): Like Sanson (get it? Sa-n/m-son?) you are far stronger than you logically should be. As an otherwise normal human you could bend the steel bars of your prison cell to escape and wrestle a robot twice your size, used for heavy labor and still win. This perk scales with whatever form you chose, elevating your backgrounds base strength proportionally to those feats.

Hidden heart of gold (600): You aren't actually such a bad person, isn't that right? You are actually a very nice person, secretly helping and caring about others, despite what persona you project to the outside. As a result people will forget about crimes and evil deeds you did in the past and are much more inclined to trust you. Even if you happen to "relapse". And as a result of yourself secretly caring about others, others will do the same for you. With or without realizing it, people around you will secretly try to help you wherever they can and even become thieves just to see you happy.

Submariner

Home at sea (100): You can swim as well as an olympic swimmer and dive as well as a professional free diver.

Quick to adapt (200): You are exceptional when it comes to picking up new skills as well as to come up with creative new solutions to problems in general, be they how to fix submarine parts or how to best evade a massive submarine fleet attack.

Multi competence (400): You know how to fix a submarines' engine and you instinctively know how to fix and run an engine on an ancient alien spaceship with little training? Well, it's basically the same… You are able to translate any skills you have to a wide variety of subjects if they are just close enough to each other, even if only on the surface.

Captain (600): You are a born leader. You know how to lead and organize a group of people, bringing the best out of everyone, even complete newcomers to your crew. You evoce loyalty and respect even from people who secretly hate you, in which case they'll remain loyal as long as your overall goals overlap. You are accustomed to war and battle, keeping your cool in dire situations. You have a great strategic mind, especially regarding naval and submarine battles, constantly outmaneuvering your opponents; at least as long as the numbers and technologies aren't too uneven.

Conspirator

STYLE (100): Everything you do, from the way you dress, to the way you talk and posture yourself just has a very specific and intriguing style. Now it might be a very intimidating style just like Gargoyle or any other style you wish to emulate. Can be applied to your secret society as well.

Loyal henchmen (200): All your henchmen, creations and employees will always be incredibly loyal, willing to die for you, even if you just need to demonstrate a point to someone else.

Secret society (400): It's easy for you to recruit hundreds of highly competent and powerful people to your cause as well as common henchmen. You can infiltrate all tiers of society with your group of co conspirators and use them to spy, manipulate and generally further your goals.

Hidden bases (600): You'd think a massive multinational secret society testing giant death machines with ancient technology and enslaving and killing whole islands' worth of people would be hard to keep a secret. You'd be right, but with this perk you won't have to worry about that. You and your secret bases will only be found by people who know specifically what to look for.

Human

Curiosity (100): Your curiosity will always lead you to new and exciting places and to interesting personalities. You could learn a lot and uncover great mysteries just by following your nose.

The world belongs to humanity (200): Why are sci-Fi and fantasy races often so quick to proclaim the age of humanity, willingly letting their own culture die off, escaping or subjugating to humanity, even though they're much more powerful? It doesn't matter really, because, you guessed it: "the world belongs to humanity". This is basically a "passing of the guard" perk. With this perk you can be sure that whatever faction you belong to or you chose to profit from this perk, will be the next in line to claim rule over a world or dominion, should the old rulers abdicate in any way. This perk will also make the current ruling class or race much more willing to hand you the reins. This isn't absolute and you still have to prove your worth somehow.

Stagnation immunity (400): Despite having been here for 2.4 billion years Atlantean science hasn't advanced from that point on. Sure, you could chalk that up to the horrific genocidal global wars they had fought, but from your perspective it's just laziness and incompetence. Humanity always evolved further. Always became better. Sure there were some periods of technological stagnation or even regression in human history, but in general the human spirit pushed forward. You and all the civilizations and groups you belong to or who belong to you will never stagnate or regress in any form: technologically, culturally, spiritually etc. Only if you wish to remain at your current level, will it be so, but otherwise humanity will always push forward, eventually even surpassing their creator gods.

Promethean fire (600): Though humans were engineered to serve the atlanteans you never accepted the role intended for humanity. You shall steal from the gods and make yourself one or uplift all of humanity as a whole. You have an incredible ability to reverse engineer even ancient, but highly advanced technology, far beyond your current time. The scientific and technological understanding you gain from studying this technology can be applied to recreate some of those technological wonders directly or be combined with other technology you already have knowledge of. Of course if the technology you want to study is locked from access by some mystic crystal you'd have to get one of those first.

Atlantean

Heavy history (100): Your people have a proud history, but they also have a very shameful history. You won't be weighed down or be taken accountable for the crimes of your people, while still gaining all the respect your ancestors commanded.

Atlantean scientific knowledge (200): You have received a basic to intermediate scientific education. That wouldn't be all too impressive, if it weren't for the fact that you were educated in atlantean science, gaining knowledge and understanding of the nature of the universe and the forces that rule it far beyond modern humanity.

Eternal Atlantis (400): For more than 2.4 billion years atlantean culture and society has existed and remained relatively unchanged. Despite having lost their once great power and apparently having lost some of their technology, their overall culture and societal structures remained pretty stable. Sure, some may call it stagnation or statism, but you can only smile as your culture has endured and remained as thousands of human empires rose from the dust and returned back to it in a fraction of the time Atlantis has exited. Whatever culture you fund, rule or are part of, you can choose certain aspects of it, or it in its entirety and make

them culturally completely eternal and undying. Even evolutionary pressure will have a hard time changing your society. Atlantis may be destroyed, but it shall live on forever in you.

Royal blood (600): You are the heir to the throne of atlantis. As such you are the undisputed ruler of all atlanteans, living or dead. This also grants you full control over the blue water crystals and thus all of atlantis' dormant technology. In future jumps you'll always assume a role of power, fitting your background and your rule will be accepted by all beings and things created from your culture/society.

Artificial Intelligence

Cold logic (100): You are artificial and so are your emotions. You don't have to be cold and emotionless if you don't want to, but neither do you have to be slave to your emotions.

We came 2,400,000 years ago (200): You might be ancient, but it doesn't show. You won't ever suffer from boredom or deterioration of the mind in any way. You'll always stay sharp.

Royal blood like oil (400): Who said you need royal blood to wield the power of blue water? For you it suffices to simulate the brain of one. You are such a good impostor that you can even fool a supposedly all knowing "magic" stone and use its full power, with it thinking you're the rightful heir to the throne. You have the ability to fool any entity, mundane, magical or technological into thinking you are the actual chosen one or the only one with the right to wield certain powers.

Mind over metal (600): You are no mere automaton. No cold dead machine. Be it through your connection to others or by simply being a simulated mind of a strong willed person, you've gained self awareness and you've gained a willpower that has yet to find it's rival. When you need to save the ones you care about, your willpower will allow you to shortly completely ignore the laws of physics and logic. This is a power that could animate a robot without any powersource as a last act of defiance to save the one he loves. This perk will also give you minor psychic powers, allowing you to teleport small objects and telekinetically move stuff.

Companions

Canon companion (50cp each): You can take anyone from the show or the movie as a companion.

OC companion (100cp each): You can create a new companion. The specifics of their history and personality are up to you. They get 600cp to spend on background, race and faction choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Companion import (100cp for 1, 200cp for 4, and 300cp for 8): You can import up to 8 companions. They get 600cp to spend on background, race and faction choice, perks and items. They can't take drawbacks, but they do get all the appropriate discounts.

Items

100 cp items are free and the rest are 50% off for the listed backgrounds

You may freely import any items as long as they fit the one purchased here at least in function.

Drop in

Pet lion cub (100): An exceptionally intelligent lion cub. It is very loyal to you and will remain so even when fully grown.

Motorized monowheel (200): A very fast and agile monowheel. No there's no reason it's better than a motorcycle….if you don't care about style.

Glider boat (400): You possess a small boat that can transform into a gliding plane, capable of safely gliding over a big city like Paris.

Plane (600): A plane capable of impressive speed and reach even compared to WW2 planes. It can carry around 3 people without much issue and can safely land on land or water. Do not underestimate the value of such a plane in 1889.

Thief

Sunglasses (100): A pair of sharp looking sunglasses. Great for not being blinded by the sun and other light sources and also great for looking really cool. You'll never lose them.

Weapons arsenal (200): Guns, machine guns, bazookas, bombs and dynamite. Anything you can think of, that will cause general mayhem and destruction.

Thieving kit (400): You have anything a high profile thief needs: Several disguises, fake passports and other certificates, like academic grades etc., several tools to break into buildings like glass cutters, ropes and other climbing equipment; A cabinet full of various poisons and drugs; gold and money from different nations, totalling about 20,000 current US dollars worth (gotta spend money to make money).

Gratan (600): The Gratan, short for Grandis' Tank is a big agile multi purpose tank, with 6 wheels, complex grappling arms, telescope legs for difficult terrain. It can transform into a hot air balloon, a boat and a variety of other things. It possesses a main canon as well as other weaponry. Spacious enough for 7 or so people.

Submariner

Diving suits (100): You get a set of improved diving suits, capable of radio communication at great lengths, limited waterjet propulsion and an air tank that lets you stay underwater for 2 hours

Reef herb collection (200): A huge catalogue full of various reef herb and extracts. Interestingly, these herbs are capable of curing most natural illnesses and diseases.

Grave in Atlantis (400): Macabre, isn't it? We've already reserved a grave for you. Should you die and end up being placed in this grave, you might notice that this giant blue crystal in the middle of the graveyard lights up. Well, that's because it just absorbed your soul, saving you from true death. This serves as a once per 10 years 1-up. If you have the means to restore your soul to a body, you can go ahead and do that.

Nautilus (600): A highly advanced submarine. Outfitted with torpedoes, mines, powerful missiles, which move incredibly fast even under water. It also possesses a variety of anti-torpedo and anti-mine technology. It can hold its own against several of the neo atlantean garfish type submarines (if one has experience in commandeering such a vessel). Armored with space titanium, an alloy far stronger than any conventional steel alloy it can take a lot of damage. Since it was retrofitted from a atlantean starship, the Eritrium, it runs on a particle annihilation engine, once used to travel the stars, capable of incredible power output.

Conspirator

Creepy uniforms (100): You get as many uniforms for your society as you'd like. The design depends on you, but i hear faschist uniform with stormtrooper-KKK masks are very in currently.

Zeppelin (200): A big luxurious dirigible. It's not very fast, but it's at least pretty reliable and won't explode easily.

Islands of operation (400): You control several smaller tropical islands. They don't hold much economic value, but they're full with a decent amount of flora and fauna and some basic ores. You could build a great many things here.

Secret society (600): You are now the leader of a massive secret society, be it Neo Atlantis or not. A society of this size and influence could very soon hold great power over an entire world. For example the Neo Atlantians currently control the majority of steel and wool trade world wide to name just one of their various areas of influence. Will follow you around after the jump and seamlessly integrate into whatever setting you visit.

Human

Ample alcohol supply (100): You've got crates upon crates of top shelf alcohol of every kind.

Manor (200): A big manor fitting an aristocrat, regardless whether you are one or not. I hope you have the means to pay personnel to maintain it.

Funds (400): You're quite wealthy. You got enough money to fund a variety of enterprises and build whatever comes to mind. Equivalent of 1 billion US dollars currently.

Warship fleet (600): You get an entire fleet of pre-dreadnought class warships. If you take one of the dreaded submarines haunting the oceans by surprise you may actually manage to seriously damage them with a full assault of your fleet

Atlantean

Atlantean clothes (100): Fancy clothing reminiscent of hellenistic egypt.

Tektite (200): Some sheets of various sizes of the material tektite (or textite). It's thin, light, absolutely clear/see-through and incredibly strong, able to resist continuous fire of automatic weapons with ease. Comes with the knowledge and means to produce more.

Atlantean city (400): Apparently Tartessos wasn't the last city of the atlanteans. You gain a small city state with many technological and artistic wonders and most importantly a thriving population of atlanteans. While this city isn't actually built on top of a giant space vessel, like tartessos, and much of the old knowledge has been lost, you can still expect the average technology here to still be at least 200 years ahead of current times.

Blue Water (600): This "magic" stone is the pinnacle of atlantean technology. Looking like a big blue diamond with intricate patterns, constructed out of the material Orichalcon, it is virtually indestructible. It blinks when danger is near and can levitate the wearer and others as well as telekinetically moving great masses, mostly to keep its wearer safe. It allows communication with all manners of intelligent life even allowing you to (telepathically) understand animals, though the communication complexity depends on the level of intelligence of the animal. It can also sense, communicate with,store and even restore souls, bringing them back to life in whatever bodies that are available. It can emit a sphere of light that will turn anyone touching it, who isn't atlantean, into a pillar of salt. Only with it you can unlock and control already existing true atlantean technology, like arc ships, even from a great distance. In the future you can use it as a master key and remote for any technology you create or which rightfully belongs to you.

Once per jump or every 10 years you can sacrifice the crystal to revive someone, whose soul wasn't stored in the crystal to begin with, bringing their soul back to live. Also once every jump/10years you can revive yourself should the crystal have been near yourself when you died.

Unlike Nadia or Nemo, you get a complete version of the crystal.

During this jump only those of royal atlantean blood (or those who can trick the stone) can wield it's full power, which is the control over all atlantean technology and the ability to restore the trapped souls. After the jump the crystal will automatically accept you as it's rightful owner, allowing you to use all of its power willingly at any moment, while also enjoying its passive protection.

You can choose whether this crystal is full with the souls of the atlanteans or whether it comes "empty".

Atlantean technology and science manual (800): A digital file of immense value. It contains all the knowledge of the old atlanteans, even the knowledge of technology lost in various wars: Annihilation engines, Orpheus furnace and spaceship designs for Interstellar travel and FTL speed, knowledge of genetically engineering a variety of life forms like big, telepathic whales and kaiju size humans, creating true A.I. and very complex robots, mind-machine transfer, homing laser technology, tractor beams, artificial gravity and anti-gravity, machines that enhance psychic powers and even how to create atlantean crystals like Blue Water, soul storing and restoring technology included.

Artificial Intelligence

Artificial body (100): You get your own artificial humanoid body to house your mind in. You get two basic choices: 1) A classical mechanical robot body: It is much more durable and stronger than a normal humans'. Easily being able to ignore gunshots and strong enough to crush metal in your hands. It would be relatively easy for someone to discover that you are made of metal however, should they get too close 2) A body made out of artificial cells: Your body was made by taking inorganic materials and recreating a human body from the cellular level. While still very strong and very agile, it lacks the metal body's durability. A well placed gunshot would kill you, but it would be basically impossible for anyone to figure out that you aren't human

For an extra 100cp can be modeled after a specific person.

Additional bodies cost 50cp each, to which you can switch or copy your mind to. This process will require close contact with that body.

War bot (200): A warbot upgrade. A body at least twice the size of a normal human, with incredible strength and durability.

Thought upload machine (400): Stick this machine in your ear and you can remotely upload, send and receive thoughts, from simple commands to entire book pages. With enough bandwidth you could even remotely upload and transfer a whole mind, copying or switching bodies at great distances.

Vital energy engine (600): Turns out the vitalists were right: There is a cosmic force that uniquely affects and governs living things. This force called vital energy or animal magnetism permeates the entire cosmos and orders and energizes the chemical processes in living beings. Well, with the help of atlantean tech you can use this energy as well. You can draw

from the unlimited well of vital energy to power your body. As long as the cosmos exists and with it vital energy you'll never have to worry about running out of energy. Also unlike the imperfect artificial humans created by Dr. Whola you don't have to fear overcharging on vital energy, vaporizing your body in the process. You'll have total control over how much energy you draw upon.

Nautilus

Ocean maps (100): An extensive and detailed set of digital maps, depicting virtually every last square foot of ocean floor as well as every major water current. It also details things like average temperature, salinity, flora and fauna, and maybe most interesting for you: ways to atlantean ruins

Crew (200): You get your own crew, similar (or the same) as captain nemos crew. All of them are experts in all manners of things, like medicine, engineering, navigation, telecommunication etc. They are a multinational group of great focus, competence and determination that has at least 10 years experience in naval/submarine life, navigation and warfare.

Antarctic base (400): A subterranean arctic base with ocean access. Full with wonders like a world tree, ancient functional atlantean machines, which are great for repairing damaged ships, frozen dinosaurs and shapeshifting humanoid saurians (great for genetic sampling), titanic 20,000 year old sentient whales you can become friends with… and most importantly a whole room full with cute penguins.

New Nautilus (600): An atlantean warship, the Exelion, now named New Nautilus. Capable of interstellar FTL flight it can move within earths' atmosphere at about Mach 10. It possesses an electromagnetic shield, that can tank the full assault of one particle beam emitted by a tower of babylon. It possesses powerful laser cannons, strong enough to blow an atlantean skyship out of the air, in addition to homing tech laser systems. A bit bigger than the Eiffel tower, ca. 333 meter.

Blue Noah (800): The destroyed city-state and island of Tartessos. Actually an atlantean star ship and arc, just like Red Noah, but it was completely drained of power during the last atlantean war and subsequently cannibalized much of its technology. It looks like a bulky flying saucer, almost 7km in diameter. If you can manage to power it again it would be a mighty machine indeed, capable of similar feats as the Red Noah. Even if unpowered the Blue Noah holds incredible technology deep in its bowels and with time and the right know how you could recreate most of atlantean technology at its prime.

Neo Atlantis

Mind control crown (100): A crown which can control the mind of its wearer, making them subservient to whoever programmed and placed the crown on their head.

Garfish (200): A highly advanced submarine, very fast and agile, its shell is hard enough to easily rip holes into the mightiest battleships of that era and tank a full assault of its cannons for a limited period. Comes equipped with powerful cannons, torpedoes and mines. You get additional ones for 100cp each.

Atlantean skyship (400): A giant flying or better levitating base, with a three star shape. It comes with a magnetic tractor beam, which can be keyed to only attract specific alloys, strong enough to lift a submarine like the Nautilus from the depth of the ocean into the air, as well as a "normal" tractor beam, which is great for kidnapping people. It is also equipped with powerful atomic vibrator weapons, emitting electromagnetic waves that can crack most materials, when they find their corresponding resonance frequency. It also has its own electromagnetic barrier; a forcefield strong enough to stop most conventional weaponry from even reaching the ship. Its cannons and bombs can destroy an entire mountaintop. You also get one single gravity bomb, capable of completely destroying a large city.

Tower of babel (600): A particle accelerator capable of emitting a concentrated particle beam that can completely disintegrate a whole island. It has the form of the biblical tower of babel. Comes with a Lucifer satellite system: A system of satellites capable of redirecting tremendous amounts of energy, such as a particle beam being fired at it to any point of the globe. Beware of anyone tempering with the control crystal or power supply!

Red Noah (800): A starship as big as a small island, controlled by an ancient AI. It runs on an orpheus furnace, providing it with staggering amounts of unlimited energy. It looks like a bulky flying saucer, almost 7km in diameter. It can project massive visual and auditory holograms across the world, can fire particle beams with the same power as the tower of babel, in addition to powerful laser cannons and several laser turrets. Full with amazing atlantean tech, including genetic experiments, like Adam and starships of the same class as the Eritrium (the Nautilus before the submarine retrofit). It's electromagnetic barrier is extremely strong, easily tanking assaults from even the new Nautilus. The barrier can even be electrified with 1 billion volt to deal damage to anyone who comes too near.

Drawbacks

Can't show you those underage anime boobies (+0): There's a lot of accidental nudity in this show, mostly for comedic effect and fanservice. If you don't want to constantly see a nude 14 year old girl you can censor her and other nude underaged characters.

Resting bitch syndrome (+100): Why are you like this? There's no reason to be so mean to the ones around you, especially when they just want to help you. For the rest of the jump you'll be very bitchy in general and on occasion have even more exaggerated amounts of bitchiness.

Horrible dub (+100): Why does everyone sound so horrible? And what is it with those weird accents? For the rest of your stay most people will just sound..wrong.

Alcoholism (+100): You're an alcoholic. This will cloud your judgement and lead you to do stupid things in order to get more alcohol. For an extra +100cp this will evolve into truly

crippling alcoholism, where you'll start shaking and sweating even after a few hours of no alcohol.

Orphan (+100): A classic for an animated teenagers background. One or two of your parents are dead or missing. You experience much grief and angst, especially if you are still in your personality forming years.

Heartbroken (+100): You were deeply in love once, only to be horribly betrayed by them. It's difficult for you to trust others again.

Romantically oblivious (+100): You do realize that they were flirting with you...right? This drawback won't make you socially inept per se, but it will make it so that you are completely oblivious to any and all romantic things. You won't realize when someone has taken a liking to you and you won't understand how to behave to win someones' heart.

Prophetic Name (+100): You have a very prophetic name jumper, which was either given to you by others or you've given yourself. Just like Electra with an electra complex, Neo the king of Neo-atlantis, captain Nemo who wants to remain unknown, the true name of Gargoyle being literally Nemesis.. Your name will be very on the nose and fitting for whatever it is you intend to do and others WILL notice. It will be hard to convince people to trust you if your name is "Murderhobo M. Worlddestroyer"

Last of your kind (+200): You are the last one of your kind. This may apply to a race, country or faction. You feel an extreme emptiness and desolation because of it. You are truly alone in this world, with little hope to bring back what you've lost.

Filler arc (+200): Oh. Oh, no! You're stuck in a filler arc. For the next 10 years nothing will actually happen other than stupid nonsense, weird drug trips, out of character moments for everyone involved, personality regression and an overall extreme drop in storywriting and animation quality. You probably won't be in any danger, since you're basically completely removed from the plot (Your danger level will depend on where you are and what other drawbacks you've taken), but it won't be very fun.

Followed by thieves (+200): You are followed by a competent and very tenacious group of thieves. They will not only be impossible to get permanently rid off, they'll also constantly steal things from you, especially things you'd really need for certain situations. For an extra +100cp they somehow got access to your warehouse and start stealing stuff from there too. You can get stolen things back from them, but it won't be easy, and whatever they still have at the end of the jump they get to keep.

Shut up nerd! (+200): Nobody will take you seriously or will listen to you. No matter if you are a certified genius or not. You'll be constantly ignored, left to solve problems on your own.

Creepy old mans' love interest (+200): Aww, isn't it cute how this grown man cares for this little girl? Wait….he did WHAT? You are getting groomed jumper. This man won't really force himself on you, but it's just weird and feels wrong.

Romantic rival (+200): You are in love jumper, but sadly you have a romantic rival, that seems to constantly win your love interests heart over and get closer and closer with him/her

Chairbound (+300): Just like the quite literal puppet-king Neo you have no internal power source, should you be a robot or you are a paraplegic should you be a human or atlantean. Either way you're bound to a chair of some sorts and no matter your powers you can't leave

Militant vegetarian pacifism (+300): You can't harm any living being and you can't stand it when others around you do. You'll throw a tantrum when your starving companions catch fish or hunt pigs and you verbally attack people who just saved your life by killing your would-be assassin.

Hunted (+300): Just like the Nautilus crew or Nadia, you're being hunted by a foe much more powerful. While the Nautilus crew wouldn't be as tenaciously hunted if they'd just give up their sabotage attempts, you will have no such luxury. No matter where you hide, you'll be mercilessly pursuit

World War (+300): Somehow, probably because of some secret society's manipulation, World War started a few decades earlier and you're being dragged right into it. This will be gruesome and traumatizing and most importantly it will be very dangerous. Equipped by some secret society the weapons used in this war will be much more advanced than standard military equipment in 1889

Survivor guilt (+300): You suffer from severe survivor guilt, or better: genocidal killer guilt. Captain Nemo once sacrificed all of tartessos, killing hundreds or thousands, when he sabotaged the tower of babel to save humanity. You did something very similar killing the majority of your own people for some grand cause. You'll be tortured by constant nightmares and attacks of guilt, even literally hearing the lamentations of dead souls.

I think we rely on this machinery too much (+300): Ancient alien machines and technology are very nice to have, but you'll realize how much of a drawback they can be once the power is cut. Not only will important machinery break in pivotal moments, you'll also be constantly surprised that you didn't think of integrating any backup mechanical mechanisms for simple things such as opening doors.

Trapped soul (+600): Your dead jumper. Don't worry you won't fail your chain, but for the rest of the jump you'll be an incorporeal soul trapped inside a tiny blue crystal, together with hundreds and thousands of other souls lamenting their fate and wishing to be freed.

Return of the Atlanteans (+600): The original atlanteans from the M78 nebulae are coming! Turns out the majority of them never left their system. Now they'll land on earth as they once had, again with 3 Arc ships and many other marvels of their technology. They will hunt down and mercilessly destroy any opposition. They will hunt for you specifically.

Notes

This jump is based on the 39 part anime series "Nadia: The Secret of Blue Water", which was largely inspired by Jule Vernes' book "Twenty Thousand Leagues Under the Sea".

Some further information and background was also taken from the movie “Nadia: The Secret of Blue Water-the movie”.

Fun fact: The series was created by NHK, Toho and Korad, from a concept of Hayao Miyazaki, and directed by Hideaki Anno of Gainax. This project famously sent Anno into a massive depression, eventually leading to the creation of NGE. He also took several elements of Nadia and reused or reimagined them for NGE.

History lesson (SPOILERS):

2.4 millions of years ago:

-The atlanteans are aliens from the nebulae M78 (277.5 lightyears from earth) crash landing on earth unable to return to their home system (no idea why). They came with 3 arc vessels, giant starships, which turned into the moving islands red noah, blue noah and atlantis/Tartessos

-They created a highly advanced society on earth

-They genetically engineered massive, intelligent and long lived whales to be their slave race (no idea why they thought that would be a practical idea). Modern whales are descendants of them.

-Created humans, by genetically engineering chimps, as a more practical slave race. They created Adam the first man and others like him as a prototype, but he was way too big (basically godzilla size).

-They fought with one another and nearly wiped themselves out. The survivors colonized the second pangea(?)

12,000 years ago:

-Again they waged war and “toris magistos”, the philosophers’ stones’ or blue waters power was unleashed, destroying their civilization once again.

-During this last catastrophic war Atlantis (one of the star vessels) was burned and sank to the ocean floor, Red Noah lost it’s masters (the inhabitants) and drifted aimlessly through the worlds’ oceans, disguised as an island and blue noah lost all of its power/ability to fly and it became an inert island where the only survivors of the war founded the land of Tartessos where they lived relatively secluded and secretive until very recently.

13 years ago:

-Gargoyle, the current leader of Neo Atlantis was originally the Prime Minister for the Atlantean Royal Family at Tartessos and he entrusted himself into their family circle; he organized a coup d'etat and they take control of the country by assassinating the Queen, dethrone Nemo and place Neo, his son, at the helm, brainwashing the child into activating the Tower of Babel in order to use it as a WMD; Nemo sabotaged the test, by removing a part of the blue water controlling it, blowing up the Tower and sacrificing and destroying Tartessos in order to save the world. Unknown to Nemo his daughter Nadia survived, escaping with her part of blue water, as well as his son Neo (at least technically: Emperor Neos body is destroyed, but Gargoyle transfers his mind into a machine full with a robotic body). Gargoyle takes the remnant of his revolutionary army and creates Neo Atlantis with Neo as a puppet emperor of his new world order

Nemo collects some survivors of Tartessos and creates the Nautilus, while expanding his crew with people who suffered at the hands of the Neo Atlanteans. From that point on they try to stop them at every opportunity.

Combos:

-Promethean fire+inventor= you are exceptionally good at reverse engineering, combining technology and even improving it. For eg. you could take the formula for tektite and create a liquid version with which you could coat all different kinds of things like fine mesh cloth, giving it flexibility while still being sturdy. You can retrofit your cool tank to even house new laser systems cutting through thick steel like butter. How far you can take this really depends on the effort you put into study and the resources available to you.

-Promethean fire+inventor+atlantean science manual= With your brilliant mind and access to the entirety of atlantean knowledge you understand nature to an incredible degree. You'll even understand that all supposed magic, esoteric or mystic forces merely turn into scientific phenomena if you just study them enough. You will now be able to reverse engineer even magic effects, items and phenomena, although this will take you much longer than mere technology.

-A.I. background+any atlantean ship purchased: You can be the A.I. in control of that ship, turning the ship into your new body. This ship can still be upgraded with any body-related purchases you've made, like the warbot body, turning it into a bigger, more heavily fortified version of the ship

-Atlantean science manual+vital energy engine= Vital energy is the force that specifically animates and moves living beings. You now understand that you can use the control and use of the accumulation of vital energy to create artificial souls.

-Atlantean science manual+vital energy engine+AI background= Understanding how souls are just specific vital energy aggregations, you now know how to draw upon souls to power yourself. Upon contact you can absorb souls and burn them in your vital energy engine. Be careful: Powerful souls may overcharge you, causing you to get vaporized

-Atlantean science manual+AI background with artificial cells body(can also be taken from a companion): The amazing genetic engineering knowledge of the atlanteans combined with Dr.Wholas artificial cells allows you to perfectly mix and match flesh and machine. You're able to create perfect cyborgs being able to integrate biological and mechanical technology

-Atlantean science manual+AI background with artificial cells body+promethean fire: reverse engineer biological abilities and powers in order of integrating it into machines and make machines capable of such things as regeneration. Reverse engineer technology and remake them with biology, such as bio based starships.

-Blue Water+Grave in Atlantis= You can be brought back to life as many times as the Blue Water stone was near you when you died.

-Secret society (perk)+secret society(item)= The number of secret society members you start with is even bigger now and you'll find recruitment much easier.

-Captain+Royal blood= You are a born king and leader. Your regal charisma is so enormous that only very strong willed characters will resist orders you give them. It just feels right to everyone that you should be king and the one in charge.

-Stagnation immunity+eternal atlantis= You now have great control over the way your society progresses and changes with time.

-Stagnation immunity+eternal atlantis+royal blood= Societies completely change to your whim. You can change or preserve anything from language, ideals, economies, demographics, general attitude, religion, customs etc.

If you come up with any other fitting combos feel free to apply them in your jump and chain.

Miscellaneous

-The three arc- starships are the blue noah (=Tartessos), atlantis and red noah.

-Forcefields or "electromagnetic barriers" have to be shortly "opened" when you want to shoot out any missile or laser from the inside, giving your enemy room for attack. Some electromagnetic effects like the atomic vibrator or the electromagnetic tractorbeam can still pass through the barrier however

-Submariner background without Nautilus purchase?: You'll be part of another submarine crew with a submarine fitting whatever level of technology you have access to from this jump. If you've bought nothing that would advance your level of technological understanding from this jump, you'd be part of a submarine crew comandering something like the Nordenfelt IV, the most advanced sub in 1889.

-Atlantean Starships based on Eritrium, using an annihilation engine, are said to be as fast as light, not FTL.

-Atlantean Warships like the new Nautilus, or the Arc Ships like the Red Noah, using an Orpheus furnace (whatever that is) are capable of FTL travel.

Who are the backgrounds based on?

Although some backgrounds bleed into each other and there's some interaction, the backgrounds are generally based on the following characters:

-Drop in: Jean + Nadia

-Thief: The Grandis' Gang: Grandis, Sanson and Hanson

-Submariner: Nemo and crew

-Conspirator: Gargoyle, Neo and Neo Atlantis

-Human: well, humans like Jean the Grandis Gang, Captain Melville, Ayerton.., also includes (SPOILER) Gargoyle, though he doesn't know

-Atlantean: Nadia, Nemo and several dead Atlanteans

-AI: Neo, AI of Red Noah and the artificial humans from the movie

version 1.2

-HDManon