Lord Of War – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

"There are over 550 million firearms in worldwide circulation. That's one firearm for every twelve people on the planet. The only question is... how do we arm the other eleven?"

In the early 1980's, after being inspired by a failed assassination, Ukrainian immigrant Yuri Orlov decides to take up a career as an arms dealer. From selling guns to mobsters in his local neighbourhood, *Lord Of War* charts his ascension to becoming a gunrunner supplying illegal weapons to the world's various warzones, eventually marrying the beautiful Ava Fontaine. By exploiting the end of the Cold War to access Soviet stockpiles, his operation soon rivals and surpasses more established competitors such as Simeon Weisz, and he eventually forms a business partnership with the African warlord Andre Baptiste and his psychotic son. All the while, he is pursued by the determined INTERPOL Agent Jack Valentine.

Who will you be joining? Who will you be working against? Will you simply choose not to get involved in their stories at all?

The choice is yours, along with 1000CP to help you over the next 10 years you'll be staying here.

Unless you have a Scenario, Drawback or Perk saying otherwise, you'll be entering the Jump at the time described by the Starting Location, though you can refer to the *Notes* section for more details.

Starting Locations

This is where you'll be starting off, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. Since they might also affect the time of your arrival, and in turn affect your plans for the Jump, you can choose to roll one at random or pick for free.

1. **Brighton Beach, USA** – This might be the end of the line for some, but it's the beginning of your time here. Further inland, you would be able to find a small café owned by Yuri Orlov's family. You might be able to see a parade of some sort taking place.

2. **A Mostly Private Club** – An arms expo, specifically the one where Yuri Orlov would meet a rival. Someone to your right is trying to sell you missiles.

3. **INTERPOL Headquarters, France** – Are you joining Agent Valentine on their first assignment? You might have just finished your training and you're ready to start on your own, or you might just be a tourist.

4. **Kristol, The Ocean** – Or is it the Kono? This ship has been called a lot of names by its crew, none of them repeatable in polite company.

5. **A Booked-Out Hotel** – Somehow, you managed to get one of the last places at what seems to be a very popular hotel. You can have your own room here for a week already arranged and paid for, but after that you'll need to come to other arrangements for accommodation here.

6. **Central Park, New York** – You find yourself sitting on a bench, able to see some of the balconies of large houses overlooking the park. You might own one of them, or want to.

7. **Soviet Base, Ukraine** – Commanded by Major General Dimitri Volakov, highly decorated hero of the red army, not particularly imaginative but loyal to family. While warehouses full of weapons are present here, you probably won't be able to get access to these until the Cold War ends.

8. **Liberia, Africa** – Originally established as a homeland for freed American slaves, it's been enslaved by one dictator after another ever since. The latest is the self-declared President Andre Baptiste. You can appear at some docks, where it might be a good idea to catch a ride on the first ship leaving, or just outside the President's headquarters should you have business with them.

9. **Free Choice** – You can choose any of the above or appear anywhere in the setting.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn't give any advantages that you shouldn't have.

Origins

This is your background for existing in this setting, which can cover exactly which side you might be on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

Correspondent – You're not here to sell or stop the selling of guns, but you might still want to watch what's going on. You might as well make a career out of travelling and observing things. You can start off as an independent, or with an already established career with a news agency of your choice.

Freelancer – You might not be an established name, but you've got quite a talent for being involved in the gun trade. Other people might have been running away from violence their whole lives, but you'll be running towards it.

Executive – You might have been in the weapons trade for a while, perhaps even an associate of Simeon Weisz? Either way, you've probably got an established career and connections, doing more than merely selling guns.

Assistant – The position might have originally been advertised as an equal partner, but it's clear that someone else would be in charge and you're there to help them. On the plus side, this does mean that they'll be the centre of attention, while you can go off and do other things.

Agent – Some people aren't out to make a profit. Whether it's glory, searching for excitement, or genuinely trying to make the world a better place, you're probably working with or for INTERPOL.

Model – Some people are lucky enough to benefit from just looking good. You are probably the envy of those people, and with looks alone could accomplish quite a lot. It's up to you if you want to use your appearance for a career, establishing connections, or catching the eye of someone who would gift you quite an extravagant lifestyle.

Warlord – Here to create your own bath of blood? You'll probably be buying and using the weapons provided by gunrunners, using fear and force of arms to get what you want.

You can pick your age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Perks

General Undiscounted

Free – **General Jabs** – Just in case your immune system isn't up to it, or if you picked up something in another world or time, you are now free of any diseases you don't want to have. You are also immune to mundane diseases that you might pick up, so you don't spend a portion of your time here or in other worlds sick because you weren't resistant to something the locals are.

Free – **For What It's Worth** – You're here now. Rather than just showing up in a Jump, you can now choose to briefly experience a suitable visual and audio introduction appropriate to the general themes and features of the Jump. This is usually from the view of something integral to the Jump, with an appropriate song. Here, this would take the form of seeing the manufacture, transportation, and eventual use of a bullet.

Free – **You Go To Temple More Than The Rabbi** – There are sometimes occasions where being part of a particular religion or community can be convenient. Now you do so when it's convenient for you, joining any religions, communities or factions that you want for whatever reason so long as your intent to join is genuine, and you will be accepted as a proper member even if there would normally be requirements you don't meet. You'll be treated as you were always a member. Should there be any particular rules governing behaviour for your adopted group, you won't accidentally break them either.

Free – **Murder Was An Everyday Part Of Life** – It might be a frequent thing for you to encounter here, and it might be unfortunate if you felt nauseous, froze up or panicked at the wrong time. Now, you are no longer disturbed by death or violence, though you are still perfectly capable or recognising and responding to threats of either. You just won't panic about it.

100 – **Flair For Languages** – Even if what talks best is dollars, denars, drachmas, rubels, rupees and pounds sterling, it's still handy to be multilingual when involved with international activities. You can now speak every language on Earth, and this will update should you go somewhere with different languages. You'll also have an idea of exactly how much you'd need to bribe someone, and how to offer such a bribe without getting the wrong sort of attention or causing unwanted offense.

100 – **There's No Problem Leading A Double Life** – It's the triple and quadruple lives that get you in the end. Or, now at least, people other than you. For you, it's simple to keep track of multiple identities and lives that you might live, and you can easily keep them separated. This could be as simple as not answering to a name that doesn't match the identity that you're currently using, or as complex as ensuring that people that know different identities you have never meet with you at the same time. You'll never make mistakes like using the wrong language or using any elements of a particular culture when it isn't something you need to use in your current identity. This extends to identities you may have had in other Jumps, so you won't revert to acting in the wrong way for the current Jump out of habit developed in previous Jumps.

200 – **Alternative Payment** – The second rule of gun running is 'always ensure you have a fool proof way to get paid'. Unfortunately, even if you're trying to follow that rule, you might end up being paid in an inconvenient way or rewarded with something that isn't particularly useful. Now, you will always be paid in something that is useful, be it a different currency or an alternative gift to that which would normally be offered. Alternatively, you can accept a payment in something that doesn't have much value and find that you've been supplied with details of where it would be more than valuable enough to make the intended profit. What you might find useful on occasion is that this Perk can also apply to Scenario Rewards in the event that you already have something very similar to the Reward, or if the Reward is somewhat useless to you. Whatever you swap out the Reward for will never be any stronger than what you would have normally claimed, but you might find it more useful.

200 – **Get To Work, Jumper** – While you're here, you might find yourself in a position where you need to scramble to take things apart or put them together. You now have the skills and knowledge of a highly experienced mechanic, and you can accomplish this sort of work in a much shorter time than usual. This decrease in the amount of time needed also applies to those working with or for you.

200 – **Safety On/Off** – With a Jump involving so many guns and munitions, it wouldn't be particularly responsible to send you in without the option of some sort of safety. Not only do you know whether or not any weapon is loaded and whether the safety is on or off if it includes one, you know how to safely handle them without hurting yourself or others by accident. As you probably have a few unusual abilities that could potentially be dangerous even if you aren't using weapons, this Perk also allows you to switch on or off your Perks and abilities, as well as dial them down or up to full strength when needed. As you might appreciate other people being conscious of and capable of gun safety if you're putting in the effort, you can give copies of this Perk with anyone else.

400 – **Let Me Tell You What's Gonna Happen** – Are you hearing things, Jumper? And it sounds like… you? How curious. You seem to have gained your own narrator, speaking over various events in your adventures and providing entertaining commentary. Your narrator self seems to have acquired quite a lot of trivia that relates to your activities in some way, regularly sharing it during their narrations, and occasionally their narration can give you hints about what is going to happen. Benefit of hindsight, I suppose. You can toggle this narration, vary how often it occurs, decide whether other people can hear it or not, and even change the narrator if you ever become tired of the sound of your own voice. One further benefit is that your interesting perspective of things has unlocked some extra features on some of the Perks here, acting as a Capstone Booster.

Correspondent

100 – **There's Something Happening Here** – Is there? Now you'll automatically know when something you'd find interesting is happening in the local area. As you might want to tell others about it, this also gives you the skills of an experienced reporter, finding it easy to inform your audience about what is happening in a clear and concise manner.

100 – **What It Is Ain't Exactly Clear** – Not to the casual observer, but you're a bit more experienced. You can quickly understand whatever situations you encounter and how you fit into it if applicable, finding it easy to determine the cause and how the situation has developed to the state it is in when you stumble upon it. As you might want to share your findings, you find it easy to summarise your findings and explain the course of events in the best way for your given audience.

200 – **There's A Man With A Gun Over There** – Telling you you've got to beware? Even if they don't deliberately warn you, you now have an awareness of potential threats in your surroundings, as if you had spent a few minutes carefully observing the area. Additionally, as you might want to travel around without anyone thinking you are there to cause problems, you will be considered less of a threat by anyone else so long as you do not deliberately look threatening and are more easily overlooked by those you are not trying to get attention from.

200 – **Everybody Look What's Going Down** – Never mind about being overlooked, sometimes you need to get other people's attention. Not only are you very good at attracting and holding the attention of others, having an instinctive sense of what you need to do in order to get the sort of attention you want, but you can easily draw the attention of others to things other than yourself. You might know how to create a news story that brings far more attention to the arms trade than previous efforts, for an example. As you might not want your work to go to waste while you're trying to bring secrets to light, you also know how to get around attempts to cover up or discredit your work.

400 – **I'm Not Going To Tell You A Pack Of Lies To Make Me Look Good** – You're just going to tell them what happened. If you are genuinely telling the truth about something without attempting to deceive your listeners, people will actually believe you. Even if the truth is something they would rather ignore or become angry with you about, they will not discount the facts you have revealed or retaliate against you for being honest. You'll also find that other people are far more inclined to tell you the truth, reciprocating honesty that you've shown them. They might even reveal truths they'd never usually admit to anyone else, even themselves, if you interact with them for long enough.

400 – **But That's Another Story** – Don't you want to hear it? Or perhaps you don't think there's enough going on with the stories already present within a Jump to entertain you for your stay? Well, why not add a new story onto the one you're already in, if it could plausibly fit into the same setting? With this Perk, you can merge a Jump with any other Jump that can believably fit into the same setting, so in addition to any Supplements that would be allowed, you can have the events of another Jump play out within the same Jump. There's a fair amount of flexibility for this, so even if some of the locals in the different Jumps look

suspiciously similar you can explain it away as being distantly related. You could even have the events covered by a Jump take place at different times, so long as you're still around to get involved in some way. If you'd prefer to keep events separate but still see another story while you're in the middle of one, you can instead choose to have the events of another Jump be represented in local fiction, possibly with different actors if you'd prefer to avoid confusion, though this option won't give you access to the Jump Document related to those events.

600 – **Always In The Wrong Place At The Right Time** – You might be a familiar face to some of the locals with this Perk active, which could be useful if you intend to regularly interact with them for interviews or help out in other ways. This Perk lets you keep running into people that you want to interact with, finding it easy to track these people down no matter where they go or what measures they're using to conceal themselves. Curiously enough, nobody will find you showing up to be odd or unwanted. What you do once you're interacting with them might change their view of this, but they'll at least be neutral to your presence unless you're obviously causing them problems or antagonising them.

> **Capstone Boosted** – Running into them like this, it's no accident, but they'll never know you were trying to hunt them down unless you want them to. Not only can you locate and reach other people with almost casual ease, but you can decide to show up in the perfect time or manner for them to have the desired opinion or view of you. Maybe you want them to think of you as a helpful friend, and as such you'll keep showing up whenever they need help that you can provide. Maybe you want them to have a more negative opinion, and instead your presence seems to herald things going wrong for them? Whatever you want them to consider you, you'll be able to get them to develop that view of you with enough repeat visits. Perhaps they'll consider it… fate?

600 – **Interesting Times** – Finding specific people can be useful, but sometimes you might be more interested in being present to experience events. With this Perk active, you'll find yourself passively being drawn into situations you'll find interesting and entertaining, meaning you'll never be bored or at a loss of what to do. For a more focused search, you can identify specific conditions you want to encounter and find yourself drawn towards the closest one matching those specifications, somehow arriving at the ideal time for your purposes. If you're a reporter, maybe you'd like to be present for the revelation of some major scandal, or the arrest of an infamous arms dealer? As long as you're seeking out something, you'll never be lacking in things to witness and experience. Just bear in mind that if you're deliberately looking for danger, you might want the capability to deal with it.

> **Capstone Boosted** – Perhaps you'd prefer to be more than observer and witness to events? Whenever you use this Perk to end up in a situation of your choice, you will also find yourself in an ideal position to benefit from it. This could be as tame as having the perfect view of the events going on, or you might end up in the right place at the right time to get hold of something that will prove useful for your goals. If you're going to be living in interesting times, you might as well get something out of it.

Freelancer

100 – **How Do We Arm The Other Eleven?** – You go into the restaurant business because you know somebody's always got to eat. You realised that your destiny lay in fulfilling other human needs. Not necessarily violent ones, but you certainly have a knack when it comes to trade and supply of weapons. You can easily identify market opportunities and figure out how to exploit them, having an instinctual idea of where to start and who to talk to.

100 – **Rapid Rentals** – Sometimes, you need to look far more successful than you actually are. It might be to impress someone you're attracted to, or perhaps persuade a potential client that you are more than just a plucky amateur. Now, you can easily find ways to fake success and status. You might be able to get expensive looking suits for rent at short notice, temporarily get hold of a private plane and bribe the crew to make it look like you own it and find numerous other ways to make it look like business is going a lot better than it really is. Fake it until you make it.

200 – **You Know Who's Going To Inherit The Earth?** – Arms dealers. Because everyone else is too busy killing each other. And killing you would be bad for repeat business prospects. You will no longer be targeted or harmed by any particular faction, group or person if you are actively providing a useful service to them, or at least clearly have the potential to do so. Even if they would normally be inclined to kill or harm you after you've done something for them, they'll refrain from such actions in the belief you'll be more useful to keep around doing your thing. Your own actions might make them think getting rid of you is worth the loss of your services, but you'd have to do something like actively try to prevent them from carrying out their plans. You could probably get away with a disobedient subordinate blowing up half a client's guns, though of course you'd only get half the payment for half the product.

200 – **Equal Opportunity Merchant Of Death** – You could supply every army but the Salvation Army… and even then if you branched out from weapons you could be in with a buyer. You could sell Communist made bullets to Fascists, or ship cargo to a country fighting your own people. You can sell any product made by any faction or group to any other faction or group without issue. They'll still accept the product if it's something they want and won't even raise questions about how you acquired it or who else you might be selling to. Even if you're known to be selling something to someone they don't like, they won't care as long as you're selling to them as well. The only reason you wouldn't be able to sell to someone is because they refuse to pay anyone, or they're always bouncing checks. You could still give things away to them for free, but that's hardly making you a profit is it?

400 – **The First And Most Important Rule Of Gun Running** – Never get shot with your own merchandise. It's a rule you can now follow despite the usual dependence on other people's actions, as you are now protected from the direct use and indirect impact of any products or services you have provided. Sell someone a gun, you won't be shot with it even if it ends up in someone else's hands. Supply arms for a war, you won't get caught up in the conflict. As long as you had something significant to do with the production or provision of a product or service, you won't end up on the wrong end of it or caught up in the consequences of its use.

400 – **Never Go To War, Especially With Yourself** – Usually this would just be limited to competition within your field of expertise, but this might be rather more literal for some Jumpers. Those who are in the same profession as you will find they are less effective if going against you than they might have otherwise expected, so if you are an arms dealer and end up in an unfriendly competition with another, they'll find their attempts to get rid of you or undermine your work are far less effective than it should be. The more similar an enemy is to you, such as a similar degree of influence, abilities, or similar expertise, the less effective their efforts are against you. Should you end up in a war against something very similar to yourself, or perhaps literally against yourself through some means, your mirror-match will find they are much less effective against you than they should be even if it should be evenly matched. The more similar they are to you, the less effective they will be, to the point something identical to you in every way wouldn't be able to do anything to you. This Perk cannot be copied, duplicated, taken, or used by anyone but those who bought this Perk, with any duplicates of them not sharing this Perk, just to make sure you don't somehow end up on the wrong end of it.

600 – **Lord Of War** – It seems Yuri Orlov has a rival, or perhaps a replacement. You are a savant when it comes to weapons and knowing how to buy, sell, trade and make a profit from them. Not only do you have a natural instinct when it comes to smuggling contraband, but it seems that any business or activities you are involved in that have links to war and weapons are disproportionately more effective and successful than they would otherwise be, allowing even an amateur to quickly surpass the more established in the industry. You have an encyclopaedic knowledge of every type of weapon that can be bought or sold within this setting, updating in each Jump to remain accurate and relevant, as well as the prices and sources involved. Even when it comes to more unique creations it wouldn't take you long to learn everything about them and track down potential suppliers. On top of that, you can remain calm and collected in the face of threatened or actual violence, and your charisma and ability to persuade others seems to skyrocket when it comes to the buying and selling of weapons. You could be threatened by someone, identify their weapon as a new MP5, offer them a silencer for it, and they would actually consider the purchase.

> **Capstone Boosted** – If the plucky Agent finally catches up with you with a mountain of evidence and puts you in a holding cell, you might want to encourage them to enjoy it while it lasts and prepare them for what will happen. Even if you're the personification of evil, responsible for the breakdown of the fabric of society and world order, they should say what they want while they can because they still don't have you. You won't spend a single second in a courtroom, because there's going to be a knock on the door and orders given that you're to be released. It's for the same reason they'd think you'd be convicted, because while you might rub shoulders with some of the vilest, sadistic people in the world… but some of them are the enemies of important people's enemies. Sometimes it's embarrassing to have their fingerprints on guns, and they need a freelancer like you to supply forces they can't be seen to supply. You might be called evil… but unfortunately for those trying to enforce the law, you are a necessary evil.

600 – **Luck Of The Devil's Own** – I think you've been cursed, with the curse of invincibility. Someone could put the most reliable gun in the world to your head and pull the trigger

multiple times, and it will jam every time. Like Yuri, you have an incredible amount of belief-defying luck that affects you and your endeavours and works particularly well if you can improvise quickly to take advantage of the good fortune you seem to be blessed with. Just bear in mind that Yuri considered this a curse for a reason, as while it protects your wellbeing and success it will not safeguard your happiness or those you care about. While it doesn't actively make things worse for other people, it does mean that problems that would have affected you will instead be affecting those around you. You might avoid becoming addicted to drugs despite taking them on a regular basis, but someone else taking them with you won't be as fortunate. You might avoid a car bombing, but it might be because a family member got into the car instead of you. You might even bounce back financially from having been exposed as a major arms trader and be able to go about your usual work as if nothing happened, but it doesn't mean the rest of your family will accept your blood-soaked business. No matter what happens, fate will somehow keep you alive and relatively unharmed, but being the last one left standing amidst the chaos might not be pleasant.

Capstone Boosted – Some might tell you to go to hell as an insult, but if you actually ended up there you would only benefit from the new opportunities it provides. Somehow, the worse the situation is, the more your luck somehow allows you to benefit from it. You could end up in a situation where you don't have any options other than meeting with an infamously brutal dictator and end up objecting to them shooting someone in front of you with your merchandise, but where anyone else might just be shot you'll somehow manage to amuse them with your excuse that they have to buy the gun since it was used, leading to them liking you and even preferring you as a supplier over others, allowing to make a fortune from them. The worse it is for anyone else in your position, the better it will somehow turn out for you. If you end up literally in hell, you'll quickly find you can negotiate a fantastic deal with the Devil themselves and greatly benefit from the situation rather than suffer as any other soul might. Just bear in mind this twisted fortune still doesn't extend to anyone around you.

Executive

100 – **Selling Guns Before There Was Gunpowder** – In a mostly private club, you're the one most likely to be lifetime club president. It's evident to everyone that you're a bigshot, and you have decades worth of experience in your line of business. This reputation can help to attract clients, and it is easy for you to establish contacts throughout your field. The up-and-coming and ambitious are likely to try to approach you with business proposals.

100 – **I Don't Think You And I Are In The Same Business** – Sometimes, complete strangers might approach you with a business proposal. While you are free to dismiss them, it would be a shame if you let a beneficial opportunity pass you by. Now, you can automatically determine if someone would be a benefit to any particular goal you have, such as a potentially profitable business partner. You'll also be able to sense when someone is in the same business as you, and their relative experience and talent compared to your own.

200 – **Did You Ever Consider I Wanted Both Sides To Lose?** – Some might want one side or the other to lose in a conflict, but perhaps you see more potential in extending the conflict till both sides have ruined each other. You know how to support all sides involved in a disagreement and are able to conceal your involvement even if it should be obvious, causing them to wear each other out through conflict, which you know how to prolong indefinitely. You could even figure out how to make such conflicts sustainable in a sense, allowing you to profit from events for much longer than would be possible. Curiously enough, even if other people know that you're aiding both sides, they won't think that you're up to something.

200 – **Bullets Change Governments Far Surer Than Votes** – You don't just sell guns, that's an amateur's mistake. You take sides and know exactly how you can support one side to increase their chances of victory. You're rather good at figuring out what needs to be provided, where and when to get the outcome that you want. It helps that you have a sense of how close either side is to winning or losing, so you know if you're backing a winner or supporting an underdog. You'll also find that violent political changes occur much faster than more peaceful ones if you're involved, to the point it might be much faster and easier to arrange a coup than hold an election if you have enough resources to throw behind it. Such change having any sort of stability is up to you.

400 – **The Law's On Our Side** – The letter of it, if not the spirit. But that's good enough. You know and are able to exploit any and all legal loopholes and limitations, preventing you from technically breaking the law while often still benefiting from it. Almost get caught trying to sell a military helicopter, a major violation of international sanctions? It's not a military helicopter, it's a *rescue* helicopter as soon as you get someone to take off the weapons. You'll even find that scrambling to make things *technically* legal seems to be done surprisingly quickly and quietly, so a single skilled mechanic could safely take off the weapons of said helicopter before law enforcement manages to get across a port and you'll manage to type up an end user certificates for the *rescue* helicopter intended for *humanitarian* missions and another for the *separate* stack of *coincidentally* helicopter-mountable weapons going to a different buyer at a different address. And because when shipped separately, the weapons and aircraft both comply with Interpol Trade Standards and practices. You'll also know when loopholes are closed and how close to being removed

such loopholes and blind spots in rules are, so you don't need to worry as much about being caught out because your shipment was legal before you left port but became illegal enroute.

400 – **Suspicion Alone Does Not Constitute A Crime** – Even if you're guilty as sin and people know this for a fact, if they can't prove it with legally admissible evidence then they won't be able to touch you or your resources through legal channels. Even if they would clearly rather make you disappear in the middle of nowhere, anyone calling themselves an upholder of the law will be unwilling to break the rules even if it might be their only option to end your business. You'll also find that the supposedly rare breed of law enforcement officer that might know that you are breaking the law but won't break it themselves to bust you are much more common, so it's unlikely you'll face trouble from those willing and able to break the law. It's much better when your opponents play by the rules when you don't have to.

600 – **Instead Of Cutting Each Other's Throats** – Sometimes it can be beneficial to work with your rivals, rather than against each other. Now, you can propose, establish and maintain alliances with anyone that shares the same area of expertise as you, finding it easy to arrange meetings to discuss such agreements even if they would usually be opposed to working with anyone else. You'll also find that such alliances quickly pay off in the short term and are certain to bring greater benefits in the long term than any separate party would have enjoyed working by themselves, with separate specialities synergising in highly effective and potentially unexpected ways. This skill in establishing and maintaining alliances also extends to other arrangements that you are not directly part of, allowing you to facilitate negotiations and ensure that such discussions are much faster and more successful than they otherwise would be, though this effect is noticeably improved if you are an active participant in the proposed alliance. The only situation you might find it impossible to establish an alliance with a competitor is if you have personally done something that has permanently alienated them from any sort of partnership with you no matter how much of a benefit it might give them, or if there's absolutely nothing you can offer them.

> **Capstone Boosted** – Of course, getting close to people does provide excellent opportunities to stab them in the back, which you are now keenly aware of. Not only will you quickly become aware if someone you established an alliance with intends to betray you and have a sense of what they are planning, but you can work to put yourself in a position where you can eliminate your partner and claim everything they once held, all without them suspecting anything. This is more effective the longer you have worked with them.

600 – **The Problem With Gunrunners Going To War** – Is that there's no shortage of ammunition. And you're rather talented at putting it to good use, particularly when it comes to arranging assassination, sabotage and aggressive acquisitions. Not only is anyone else far less likely to discover such actions, but you have the curious ability to set up such things in a completely unnoticeable way by being present, so long as you have possession of the tools needed, so long as you deliver some sort of hint about what you intend to do. While this might alert the more paranoid and give those who are suspicious of you an opportunity to avoid their demise, it would certainly be easier than trying to have a bomb set up in the middle of your rival's territory while being observed by their security. You would be able to

set up a car bomb of a rival just by getting close to their car and admiring it out loud, and even without having the bomb on you at the time you will find that one you own will be set up inside the car ready to go off.

Capstone Boosted – Collateral damage might not usually be a concern for someone in the arms trade, but you might be different. You can now entirely remove any sort of collateral damage from your direct actions, so you won't end up accidentally killing someone else in an assassination attempt on a rival. Or perhaps you want to be sure you do cause collateral damage? In that case, you can ensure that even if your intended target escapes your actions, something they value will still be caught up in the attempt. A car bombing attempt might not get the arms dealer you were aiming for, but it might get a profitable contact of theirs or even a family member. Even if you can't take their life, you could certainly destroy it with enough attempts.

Assistant

100 – **Maybe Doing Nothing's Better Than Doing This** – It might be. Now you'll know when getting involved in something, or changing from what you are currently doing, will make things worse for you or others. This is only a vague sense, but perhaps it will make your life a bit more pleasant at the cost of being less interesting.

100 – **Be Right Back** – You're a surprisingly disarming person, which might be ironic considering your line of work. Even if you don't look particularly good, you have a surprising amount of charm that can even extend to those working with you to some extent. You could easily calm somebody's anxious and potentially trigger-happy bodyguards with the insistence you just want to talk to their employer, so long as that's actually your intention.

200 – **That's Why You're My Jumper** – You might not be the one in charge, but you're great at helping those who are. Not only can you quickly figure out how best to help those you work for, but you have an impressive ability to quickly improvise and put any knowledge you might have to good use. Don't have quite the right flag in a pinch? Well, you'll quickly figure out how to use another flag that looks right when you turn it on its side.

200 – **Sniffing Around Ukraine** – It would usually be a very bad idea to create a map of your home country in drugs and proceed to take them. Starting in Odessa and working your way to the Crimean would probably kill you before you reached Kiev. That's not a problem for you anymore, as you are now immune to the negative effects of taking drugs no matter the quantity or potency. Addiction, unpleasant side-effects and overdoses don't happen anymore. Incidentally, this gives you an impressive ability to both remember and recreate maps from anything you might have lying around, even if you were young when you last had a good look at the map.

400 – **You're A Good Brother** – You're particularly persuasive when it comes to your family and close friends. They might even do things for you if they know they really shouldn't. Maybe you can just guilt trip them into it?

400 – **But For Once, Jumper Rescued Me** – Even if you're a bit of a screw up when it comes to your life, you can still help to improve the lives of others. This could be as minor as getting them out of an awkward conversation, or something more important like protecting them from getting shot or making a decision that could ruin their life. This doesn't guarantee that you'll manage it, such as not being able to talk them out of a decision if they're dead set on it, but you'll know when you do need to bail someone you care about out of trouble and have some vague sense of how to do it. As you might not want to get them in trouble through your own antics, this Perk also ensures that any problems you cause will solely be blamed on you rather than anyone else. Nice to do something for others, isn't it Jumper?

600 – **We've Gotta Do Something** – Others might say it's not your fight, but sometimes you can't just stand by and let terrible things happen like it's nothing. But while good intentions are one thing, being able to actually do something successfully would help you and those you are trying to do something for. Now, when you are trying to stop something from

happening, you will have some idea of how to do it, and an awareness if you have the capability to do so. You might, for example, know that it would be possible to delay a massacre by destroying a weapons shipment with one of the grenades, as well as knowing if you can actually use the grenades effectively. This way, even if you can't pull off the best course of action yourself, you might be able to figure out who can fill the role you can't. While success isn't guaranteed if you don't quite have the ability to pull off your plan, it will certainly go a lot better than quick improvisation.

> **Capstone Boosted** – The world and luck might not be on your side, but it seems that karma is to some extent. When you are trying to help other people, it seems your endeavours are noticeably more likely to be successful and have a greater benefit for them if they are. Today, you might be able to do some good in the world even if you normally couldn't.

600 – **I Never Realised What Was Going On In Jumper's Head** – Maybe they never understood what was going on in your head, thanks to this Perk. Unless you actually want someone to know your thoughts and intentions, they'll never be able to figure them out even if they know you well. Even a close family member won't realise you intend to disrupt a dangerous business deal despite clearly objecting to it moments beforehand, and an armed man won't expect you to suddenly hit them across the face with a crowbar despite acting suspiciously. Once you actually start acting on your intentions people might be able to figure things out, but you're guaranteed to take them by surprise.

> **Capstone Boosted** – The cardinal rule of gunrunning is that you never pick up a gun and join the customers. Breaking rules like this almost never go well. You seem to be the exception to this, to some extent. Once per Jump, you can not only break a major rule even if it's not normally possible, but you can get away with it regardless of the consequences it would normally have. There might be some surprise, mild disapproval and perhaps annoyance from anyone witnessing this, but nobody will act like you have broken a serious rule and any natural negative consequences will be conveniently avoided.

Agent

100 – **Interpol Agent Jumper Couldn't Be Bought** – At least not with money. While they may say every man has his price, you're an exception. You just can't be bribed, tempted into doing something you know is wrong, or corrupted. You can't uphold the law if you're breaking your own rules.

100 – **Sure Doesn't Look Clean** – You have an accurate instinct for when something about the situation is other than it appears, or if something illegal is going on. You could look at a cargo ship and just have a *feeling* that something you should be investigating is going on. This won't let you unerringly track down illegal objects, so they could be hidden from you despite your sense that illegal activities are taking place, but you'll know that man in a suit really is up to *something* even if you aren't entirely sure what or aren't able to prove it.

200 – **Alright, Let Me See Your Papers** – No, no, put that gun away. Not many people could walk up to a group of heavily armed people with the confidence you have, but you have an advantage most don't have. So long as you do not enter a situation with lethal intent, other people won't just kill you on sight even if they normally would or if it would be convenient. This effect vanishes if you do actually kill anyone, or deliberately get anyone in the situation killed. As long as you aren't there to actually murder them, you can walk right into an arms deal without getting half of the products used on you.

200 – **The Rarest Breed Of Law Enforcement Officer** – The sort who might know someone is breaking the law, but won't break it yourself to bust them. Sometimes that has benefits, as you will never break any rules by accident, or be tricked into doing so by others. Even if you aren't familiar with specific laws for the situation and location, somehow your conduct will avoid breaking any of them.

400 – **We Both Know That Is An Obscene Bureaucratic Loophole** – That is going to be closed any day now… actually, now. When it comes to loopholes that you are aware of in laws and rules, just by being aware of someone exploiting the loophole you can choose to immediately have the loophole closed. It's as if meetings discussing changes to the rules just happened to conclude at the same moment you decided that loophole shouldn't be there anymore. An arms dealer hiding behind a technicality won't be quite so smug as the law changes to remove that exploit while you're investigating them.

400 – **Who Will Know?** – Nobody will, unless they're directly witnessing what you're doing. People disappear around here all the time, and wouldn't the world be better off if a merchant of death joined that number? While others stick to the rules, your speciality is operating in areas without law and order, in particular tracking people down in the wilderness and incapacitating those who would fight back. They might try to run, but can they run with no legs? If you aren't certain they're going to get what's coming to them, you can be certain that nobody will ever find the body.

600 – **We Will** – Want to be setting a good example, Jumper? So long as you are clearly following either rules or being morally upstanding, you can make other people that are even vaguely inclined to do the same normally to follow through even if the current

circumstances make them want to abandon such things. You could convince a frustrated agent with a knife to the throat of an infamous gunrunner to not kill them, as an example.

> **Capstone Boosted** – Since you're so concerned with the law, you must know that legally you can be permitted to do quite a lot. For example, you would know when you are legally permitted to hold someone for 24 hours without charge, but the law is somewhat fuzzier when it comes to where they are held. You can use these sorts of technicalities and limitations in laws, the ones you are trying to stop likely love to exploit, to do somewhat more than would normally be allowed. With the earlier example, curiously enough there might not be any specific rule about not leaving them handcuffed in the wilderness even if that's clearly not something that would be approved of, but you can do it without issue and not get into trouble if the locals decide to tear your captive apart. After all, you're just holding them for every second of the permissible 24 hours.

600 – **Practically Impossible** – Some particularly cunning arms dealers might be able to make an arms embargo practically impossible to enforce. Practically, however, does not mean *completely*. Not when you're involved. You can ensure such certain things are no longer certain. Flawless plans will turn out to have some minor error, and a shipment that should have been completely unknown and overlooked by everyone will somehow be revealed by a tip off. Even if they've done their job to the best of their ability, criminals you're up against will always have one last vulnerability. It's up to you to find out what they missed and take advantage of the opportunity.

> **Capstone Boosted** – Looks like they will get what's coming to them. With you on the case, that's certain. It might take years of hard work that would take up the majority of your Jump, but even someone with incredible talent, vast resources, friends in high places and the devil's own luck would eventually slip up and you could take them down for good.

Model

100 – **Even In Hell An Angel Sometimes Makes An Appearance** – You look great, Jumper. It's not just your appearance, which is a 9 out of 10 at worst if you're not wearing particularly flattering clothes or aren't taking care of yourself, but the way you move and talk. On top of just looking good, your presence makes others feel good, bringing out a hope for something better even if they're at the end of the line, and generally making them feel better. Your enhanced appearance and other effects stack with any other appearance improving Perks, abilities or qualities you have.

100 – **I Put On Clothes For A Living** – And you could make a rather good living out of it. The better looking you are, the easier it is for you to gain successful careers that involve your appearance, such as being a model. You will be offered such opportunities more frequently and get more lucrative options the better you look. You'll even be offered better social opportunities, such as invitations to parties. As such careers may have risks or the potential of being put into an unpleasant situation, this Perk comes with a guarantee that any such offers will never put you in a position where others will take advantage of you or make you do things that you're uncomfortable with.

200 – **Not The Kind To Be Seduced By A Ride In A Private Jet** – As someone who can probably charm others fairly easily, you might appreciate an immunity to being charmed or seduced, by mundane means or otherwise. You can certainly enjoy such things, but you'll know when you're being manipulated by such actions or otherwise being exploited, at which point you can decide whether or not it actually has any effect on you. You'll also know when someone else is only interested in your appearance or what you can do for them.

200 – **Love Is Not A Victory March** – Sometimes, even the people you love do things you can't just stand by and do nothing in the face of. Any sort of love or affection you have for others won't stop you from doing the right thing when they're doing the wrong thing. This comes with the ability to quickly bounce back from any sort of depression, grief or trauma, from sources ranging from unsuccessful relationships to other unpleasant events.

400 – **Jumper Lied Without Flinching** – You could look them directly in the eyes, the way an arms dealer would look in the eyes of a thousand customs officials, government bureaucrats and law enforcement agents. Nobody will ever know when you are lying to them. Even if you're telling them something that they know for a fact is not true, they will simply think you are mistaken rather than trying to deceive them.

400 – **Like Hide And Seek** – Some people can sense when they're being tailed, or they know what to look for. But they've never been tailed by you. Not only are you capable of tracking or following anyone, but you can completely avoid those you are tailing from noticing that you or others are following them. You never seem to run into issues like heavy traffic or other environmental conditions that would obscure your view of them or cause you to lose track of where they are.

600 – **Jumper Learned From The Best** – If you associate with the best, at least. You can rapidly learn the skills of those you associate with, and the more you interact with them or

the closer your association the faster this process is. Being married to someone, even if they're away on business a lot of the time, could let you surpass them in certain areas within a decade. If you're actively trying to develop their skills and studying or practicing on your own as well, this is significantly faster.

> **Capstone Boosted** – It seems that learning from the best made you the best at learning, or your perspective enhanced your learning ability to a considerable extent. Not only do you pick up the skills of those you associate with much faster, but it seems that it's possible to develop more extraordinary talents that they possess, including ones that it shouldn't be possible to learn like innate abilities.

600 – **I Won't Fail As A Human Being** – You might not be successful at other things, but one thing you'll never fail is your own conscience. You will never be morally compromised or forced into a situation where you would have to abandon your own moral values, and you will know when anyone you care about is going down a path you disapprove of. Given enough effort, you can even redeem or reform pretty much anyone that isn't completely irredeemable and make positive changes to their life.

> **Capstone Boosted** – Even those who try to turn over a new leaf can end up being dragged back into the older, less pleasant chapters of their lives. But not when you're involved. Once you redeem someone or help them to reform, this redemption and self-improvement will stick no matter what sort of temptations occur. Your presence will even keep any sort of negative influences away, so those you care about won't need to worry about old business partners and other allies showing up to drag them back into bad habits.

Warlord

100 – **It Is Not, As They Say, Optional** – Perhaps whoever you're working with is easily offended? Or maybe you're making the sort of offer that other people aren't supposed to refuse. You are good at phrasing things in such a way that other people will be more likely to come with you, and your subordinates and allies are equally good at getting others to meet with you. It seems that even a busy arms dealer with a packed schedule will be happy to find immediate space in their schedule to come and meet you.

100 – **I Prefer It My Way** – Maybe it's actually better, or everyone else is slightly too scared to argue, but you have a knack for getting other people to agree to your way of doing things. This could be anything from activities to terms used. This works best if its clear that you have some way you could force them into agreeing with you, but you won't come across as actually threatening anyone unless you want to.

200 – **A Relentless Campaign Of Sadistic, Wanton Violence** – That's what you can create whenever you wage war or get involved in conflict. You know how to wage war in a particularly brutal and cruel way, and the more horrifying you make it the less able your enemies are to counter you, even if they would normally be used to horrors. Curiously enough, this doesn't make any of your efforts to wage war less efficient, and you'll find such extreme measures somehow don't waste your forces time or resources.

200 – **There Is No Discipline With The Youth Today** – Perhaps you should try to set an example? You can train others, even those who have never been in a fight their whole lives, into being capable soldiers with the ability to use any weapons that you are familiar with. Those trained under you are conditioned to be unaffected by violence and bloodshed and willing to use it when necessary. Whatever additional rules, or lack thereof, that you pass on will be embraced by those you are training. This Perk extends to those you order to train others, so you don't need to spend time training each individual soldier in your army yourself.

400 – **I Knew I Was Scared Of Jumper** – Even an arms dealer who would calmly deal with smugglers and terrorists would be unnerved by you if you wanted them to be. You can be terrifying when you want to and know exactly how to scare people even if they would usually be fearless. Fortunately for you, this fear response will never result in suddenly lashing out at you.

400 – **They Say Jumper Would Eat A Victim's Heart While It Was Still Beating** – Some would believe doing such a thing could give them superhuman strength. For you, this unpleasant practice actually works, allowing you to gain the qualities of others for a time by consuming part of them related to that quality. You might eat a heart for strength or bravery, a brain for intelligence, or a liver for resistance to toxins. As an extra, this Perk prevents you from suffering from any sort of conditions you might acquire or suffer from by eating such things, and while there is a moderate increase if you limit this to animals, eating sentient beings has a much larger boost for much longer.

600 – **A Sale They Shall Never Complete** – It can be so frustrating when you're trying to wage a war, but pesky arms dealers that aren't selling to you are supplying your enemies. You know how to deal with this, as you can easily find and capture people that are indirectly working against you or supporting your enemies. You also find it quite easy to discover when this is happening and where these sources of interference are, so you know who you need to capture and from where. You'll also know when you're out of your league with such things, so you won't end up accidentally provoking direct action from those you wouldn't be able to face down directly.

> **Capstone Boosted** – You may have heard the saying *'The enemy of my enemy is my friend'*. You go one step further, regarding the *ally* of your enemy as a potential friend. It could be someone supplying them weapons or some other form of support. You can now find ways to persuade those supporting your enemies into supporting you. The means can vary, maybe involving making them a better offer, making certain promises, maybe exposing a secret that their current ally would try to hide, or maybe even making the sort of offers they aren't able to refuse, but there will always be a way to achieve it so long as they are not directly your own enemy.

600 – **You Just Don't Want To Have To Do It Yourself** – Some people just don't want to get their hands dirty for some reason, not using guns despite happily providing them. Or they want someone dead, but just aren't willing to pull the trigger. Maybe they even want to keep trading arms rather than retiring to do something more legal? But why let something like rules or moral values get in the way of helping you? You know how to tempt people into doing things that they wouldn't normally do or know they shouldn't, knowing exactly how to make an offer and what you should promise to bring old suppliers back into the fold. Even if they think they got out, you're the one who can pull them back in.

> **Capstone Boosted** – Why go to the effort of pulling them back in when you can get them to never leave? Somehow, you will find that you can get other people to keep working with or for you, or at least allied with you, even if they don't want to. They still need to agree to such arrangements in the first place, but once they're in they won't back out or go back on such agreements. Doing things together will be a… bonding experience.

Items

General Undiscounted

Free – **Full Clip** – You have a copy of the film *Lord Of War*, complete with all the behind-the-scenes footage and any merchandise related to it. Once this Jump is over, you get another copy of all of this based on the version of events that took place due to your presence here. Seeing interviews with actors playing you and your Companions could be interesting. If you took the Drawback **Only Saw The First One**, you will only get this after the Jump is over, but you do get a copy of the *Rambo* series of films until then.

Free – **Bullet Necklace** – A single bullet on a chain. While this is difficult for anyone you don't want to see it to notice, you'll find that it makes any gunshot wounds suffered by whoever is wearing it are significantly less damaging. If you were shot in the side, you could walk it off and maybe need to change shirts because of the bloodstain, rather than being rushed to surgery or incapacitated by the pain.

Free – **Guncanny Resemblance** – This is an interesting piece of art, taking the form of either a picture or full sculpture of yourself made out of bullets. You can gain additional ones of any alt-forms you have, or of any Companions.

Free/100 – **Private Jet** – Is that your plane? Well, that is your name written on it. Ignore how the paint might run a bit on take-off. If you pay CP for it, it really is your plane instead of a rental, so you can take it with you to the next Jump. While it seems to be a mundane vehicle, other than never needing to refuel or maintain it, it does possess one unusual property. You'll find that relationships develop much faster amongst the people on board. People who are fond of each other might actually fall in love during a flight, compatible strangers might become close friends, and negotiations might be included in a single flight when it would normally take more than a week.

100 – **Daily Papers** – You get a daily delivery of a newspaper, to save you having to go out to get them. While the source may change, it will always contain useful or relevant information for you somewhere in it. It may not be obvious, but if you look through it closely you're bound to find something you can use.

200 – **The Manual** – These things are pretty handy, and this one has significantly more use than an ordinary manual. Mainly because it seems to adapt to whatever situation you are in, always opening on a section you need, not only giving a few pointers on what to do but making whoever is using it seem very well informed even if they're a complete beginner. It explains things in a manner that is very easy to remember, to the point you could seem like an expert after skimming it if all you need to do is tell people details and not respond to more in-depth questions. That sort of thing might need more in-depth reading from other sources, since this goes into more detail about the function and use of equipment rather than general topics, but this is certainly a good start regardless of whatever you're dealing with.

Correspondent

100 – **Press Pass** – This pass identifies you as an official member of the press, of a particular organisation of your choice. It also provides you authorisation to go pretty much anywhere so long as you do not actively interfere and just report on things.

100 – **Camera & Microphone** – Reports might need more than just being a written account, which is why this setup might come in handy. Not only does it include a camera on a tripod and a microphone that can pick up what you want regardless of background noise, but it includes a much smaller camera and microphone you can have on your person that other people won't notice. You can decide whether the footage is streamed live or recorded to something.

200 – **World Map** – A map of the world. While this might be useful for navigation, you'll also find that it seems to update itself in real time to show hotspots of particular issues. This can be a digital map on a computer or phone, or a large physical map with coloured pins noting hotspots of interest. Maybe you want to use it to travel to locations where particular problems are happening, or to avoid such places? In other settings you'll gain additional maps so the geography remains relevant, or additional maps should the scale of the story within the Jump change.

200 – **Passports** – Your line of work might involve international travel, so these could come in handy. This collection has a valid passport from every country, and includes a student visa for the US. Just in case that might come in handy. You'll gain additional forms of ID and whatever is needed to legally travel or cross territorial borders in other settings.

400 – **A Crowd** – Need an audience for something? Or just a lot of people ready to do something that ordinary people can do? Whenever you need them, a large crowd of people will show up. While they're quite mundane, it's surprising what enough determined people can do, like emptying a plane in less than ten minutes when it would normally take a cargo crew an entire day. Give these folks a day and they'd take the plane apart for you as well as take away the pieces.

400 – **Certainly Safe Camp** – Refugee camps here are not guaranteed places of refuge. This one, however, is. It will be placed wherever you need it to be, as long as it's somewhere that a camp could actually be set up there, and scale to house yourself and any Companions or Followers you might have with you. It won't be attacked or suffer from any sort of natural disasters, and unless you push the matter it will be considered neutral territory by the inhabitants of the Jump.

600 – **UN Transport** – Do you need some sort of transportation that isn't normally available to the public? While defaulting to a plane, this could take on the form of transportation suitable for the setting and where you need to reach, officially owned by some sort of organisation that is typically allowed throughout the setting, defaulting to the United Nations while you're here. It can get you anywhere that such an organisation isn't specifically barred from and won't be attacked so long as it isn't used to attack anyone.

600 – **Jumper News Network** – Do you not trust local news in getting stories out, or do you think yours can do better? Capable of broadcasting both radio and television, or whatever local equivalents there might be, to everywhere that the Jump setting covers and in every language within the setting, this organisation is owned by you and can run by itself in your absence. It allows you to bring its audience attention to any issues you might uncover, and you'll find that things you expose will remain stuck in the public consciousness until the issue has actually been resolved, rather than being forgotten with the next big news story or scandal.

Freelancer

100 – **A Foolproof Way To Get Paid** – It would be a shame if you couldn't benefit from all your hard work. You now have an assortment of offshore accounts and other ways of storing and accessing money, allowing you to always be able to add to and access your wealth.

100 – **Your Papers** – Does an official need to see these? This is a collection of all the End User Certificates, Licenses and other official documentation that you need to be successful in the arms trade and not be accused of arms trafficking. You could find papers in this collection to transport other things legally as well.

200 – **Counterintelligence** – You keep a number of intelligence people on the payroll to supply their colleagues with counterintelligence. You don't actually have to pay them, that's included in the CP cost of this Item, but they will regularly interfere with the intelligence gathering efforts of your enemies, such as telling them that a ship they're looking for is elsewhere when you're standing on the real thing with a recently changed name.

200 – **Surprisingly Private Hotel** – You can't force someone to fall in love with you, but you can definitely improve your odds. This very nice hotel, complete with a private beach, very discrete staff, and it always seems to have the ideal weather that you want. If you're not fond of the sun and sea, it can take the form of something like a ski resort or other suitable counterpart in a different climate. By default, you have bought out all the other places at this hotel and gained total privacy, but you can arrange for other people you want to come to the hotel for whatever reason to show up. Maybe they won a competition, or maybe it's for a photo shoot that gets abruptly cancelled upon arrival? For some reason, they'll never see the absence of anyone else using the hotel apart from you and them suspicious or worrying, or even suspect anything about their reason for showing up. If you want them to they'll eventually come and interact with you, or whoever else you have arranged to show up at the hotel, in a positive manner. If you don't want to bring it into a Jump with you, you can instead have it set up in a pocket dimension accessed via your Warehouse, though inviting people to it like you normally would might become somewhat more difficult if you do this.

400 – **Polymer Composite** – Need to get things through security without setting off a lot of bells and whistles? This card, itself made of a Polymer Composite, can be touched to any sort of equipment in order to share its properties with whatever you're using it on, allowing it to get through any sort of metal detectors or other measures used to prevent weapons and other equipment passing through. It can even render it non-magnetic if needed. Curiously, this doesn't affect the function of whatever you're using it on, and it applies to anything within storage that you tap it against. It could certainly save time just tapping the side of a shipping container rather than opening it up to use it on every individual pistol inside it.

400 – **Soviet Stockpiles** – 45 years of mutual hatred between the East and the West had generated the highest weapons build up in history. Huge stockpiles, and now no enemy. There's 30,000 Kalashnikovs, guided and unguided missiles, mortars, mines, armoured

personnel carriers, a whole tank division, and even a squadron of helicopter gunships. You have access to all of this, and it restocks itself regularly, though it takes longer for the larger and more expensive equipment to be replaced than the smaller and cheaper stuff. In future settings, you will gain additional stockpiles full of local weaponry with the same properties as this one. You can have it found at some sort of military installation or other facility in the Jump, or just accessed via your Warehouse.

600 – **Good Enough To Put On A Coin** – Of all the weapons in the vast Soviet arsenal, nothing was more profitable than off the mod Kalashnikova, model of 1947, more commonly known as the AK-47 or Kalashnikov. It's the world's most popular assault rifle, a weapon all fighters love, an elegantly simple nine-pound amalgamation of forged steel and plywood. It doesn't break, jam, or overheat. It will shoot whether it's covered in mud or filled with sand. It's so easy even a child can use it, and they do. And while it doesn't usually feature on a coin despite what a certain arms dealer might claim, you now have a coin with an image of an AK47 on it. By touching it against anything else, you can make your target gain this reliability and ease of use. This works through containers, so you can tap a crate of something rather than needing to open it up.

600 – **A Catalogue Of Carnage** – It's a good job that practically nobody else could find this, as it can only be located and accessed by you and those closest to you. This is a hidden and secured stash of files, weapons, passports, visas and money, everything you need to run any venture or business you have, somehow conveniently close to wherever you happen to be living in the Jump. If you move, you'll find it re-establishes itself somewhere else equally accessible. Anything stored here can't be detected by any means other than opening the door and walking in, and while the exterior only takes up approximately the space of a shipping container, the interior seems to grant access to as much space as you need to store things inside it. When you're accessing this space, only those you know and trust would be able to follow you here, with anyone else losing track of you or deciding not to follow you for whatever reason.

Executive

100 – **Exclusive Club Car** – Well isn't this precious? You have a very fancy looking car, complete with a driver to take you where you want to go. It might only be able to go where a car could feasibly take you, but you'll never have to stop for refuelling.

100 – **Reputation** – Sometimes it's convenient to have a history. You might want to be well established within a Jump despite only just having started it, or you might want some degree of your hard-earned reputation from a previous Jump to be present in the next. This Item might be useful if that is the case and can be filled in before the Jump starts. Taking the form of a file, the contents default to your identity being well-established and respectable within a field matching your Origin, but you can alter the contents to alter your reputation starting off within the Jump. The limitation is that you can't start off with a reputation you haven't earned somehow or not be able to plausibly claim with what you have access to, so you couldn't be an influential billionaire or world-renowned hero if you didn't start off the Jump with that money or hadn't actually done something suitably heroic in a previous Jump. This reputation will also transfer into the closest equivalent local in the setting, so slaying a dragon in a fantasy setting might translate into having saved a lot of people from a deadly fire in a more mundane one. If you like, and there isn't an option that would normally allow it, you can remove everything from the file to be a Drop-In for the Jump with no history or reputation in it whatsoever.

200 – **Bodyguards** – All those guns everywhere, you might want some protection. These two bodyguards are well trained and discretely armed professionals that will put their life on the line to preserve yours, keeping an eye out for any potential threats. While they're not infallible or indestructible, you will find that they will be replaced after only an hour should they be killed or incapacitated. These are Followers by default, rather than full Companions.

200 – **Client List** – Keep your friends close and your enemies… sufficiently far away. To help with that, this is an automatically updating list of any clients you have as well as their enemies. It's helpfully marked in the event that some of your clients are enemies of each other, so you know who not to talk about supplying during negotiations. This includes contact details, records of previous arrangements, and other information that you might find useful for continuing business arrangements or establishing new ones… as well as when to cut off ties.

400 – **Arms Show** – How do prospective buyers find out what's available? Well, they go to one of these. Like going to a car show, except it's selling stuff that will kill people. Complete with entertainment, models of weapons, actual weapons, flight demonstrations for aircraft, shooting demonstrations, and all the opportunities you need to show off what you can offer them. It's also a great opportunity to make connections and networking with clients and other arms dealers you decide to invite. Governments won't have any issues with this, even helping to organise the exhibits and setting up a lot of the pavilions, and they'll be bringing in military personnel to see how to use your products in warfare, validating your services.

400 – **How To Win A War Against Yourself** – It's difficult, but the first step is to have access to better equipment than you previously had available. This is an updating guide on this

subject, including how to make better weapons than the one's you've sold or used, flaws in your own tactics that can be exploited, exploitable trends in your own behaviour, and any other weaknesses or vulnerabilities you possess. Curiously enough, this Item is only bound to the original entity known as 'The Jumper' in your Chain and as a result any copies of it possessed by duplicates will end up in the original Jumper's possession before they can be accessed. The information contained within is bound in the same way, so even if a duplicate would ordinarily know what you know, anything learnt from this guide will vanish from their mind. Should you end up in a battle against yourself, this can help you to win.

600 – **Rival Remover** – Sometimes, throats just need to be cut, no matter how much diplomacy and negotiations you use. And you might not want to get your own hands bloodied, or you might not be able to get rid of your rival. Fortunately, you have this token to call in once-per-Jump, which can be used to get rid of a rival in the same general or specific field or profession as you. If you were an arms dealer, you could pick a rival arms dealer, as an example. This could take the form of a client of yours somehow kidnapping your rival and executing them in front of you, a contact conveniently making your rival disappear, or even one of their own underlings arranging an accident. Unless you want it, this can all occur without getting any sort of blame or suspicion directed at you. Once this token is used, the removal of your rival will be successful even if they are better established or more powerful than you are.

600 – **Government Contacts** – It seems you have friends in high places. Well, more 'mutually beneficial arrangements' with people in high places, but they don't dislike you and are inclined to like you and in particular the services you can provide them. Normally it would take years of a very successful career and a considerable amount of luck to acquire these sorts of contacts, and earn what they can give you, but this Item gives you three favours to call in and the opportunity to earn more over the course of the Jump. These favours might range from getting you out of prison despite a mountain of evidence that can be used to convict you, to calling off an officially sanctioned jet prepared to shoot down the plane you're in if you don't land at the right airport. For a rough estimate of what this can give you, consider what a very highly placed government official or member of an army can do. For an added bonus, it will never be a bad time to contact them and your request will always be heard and responded to immediately if it is within their power, so long as you have a favour to call in or you can immediately do them a favour in return for what you need.

Assistant

100 – **Beware Of The Dog Sign** – Do you have a dog, are you trying to scare people? This isn't for them. It's to scare you. Remind you to beware of the dog in you. The dog who wants to fight and kill weaker dogs. I guess it's to remind you to be more human… even if that could be argued to be part of being human, and some would argue it's the best part of being human. Essentially, the presence of this sign encourages anyone around it to be on better behaviour, like not being rude or creating a mess. This includes being less likely to try breaking into somewhere, because there's clearly a sign warning them about a dog.

100 – **Handgun** – You have a handgun and a replenishing supply of ammunition. It will always function as intended and does not require maintenance. On top of this, it has a particularly useful property for a bodyguard or assistant, namely that its presence makes others slightly more reluctant to shoot at you and your allies.

200 – **Crate Of Flags** – Need a Dutch flag at short notice? Some sort of proof that something comes from or is owned by a specific country, even if it really isn't? This box has you covered. You might need to improvise a bit, but the contents of this box will certainly help.

200 – **Restaurant** – Maybe you'd prefer to stay away from more dangerous lines of work. People always need to eat, after all. Comes with a recipe for Borsch in the kitchen and all the supplies you'd need to make it, and whenever you show up here hungry there will always be a plate of cabbage and potatoes ready to eat. Might be useful if you're not very good at cooking Borsch.

400 – **Boarding House** – You might want a relatively safe place to hide out, for whatever reason. This is in a remote location, and while you're here only those closest to you will have any chance of being able to track you down, and even then, it might take them a while. Rent is already paid for you, and as you technically own this place you can rent it out to others if they need it. It comes with several weeks' worth of supplies.

400 – **Something For Jumper** – This… is actually a crowbar. But it's one that will never be expected. You are guaranteed to be able to at least knock out any one person with it, as they won't expect you to suddenly swing this at them, and if anyone else spots you doing this it will briefly stun them into inaction. Useful if a psychopathic warlord is about to stop you from trying to prevent a massacre, but no guarantee that you'll survive the rest of the attempt with this alone.

600 – **St Francis Rehabilitation Centre** – They're going to have a great time; this is a top place. While it might have taken Vitaly at least two stays at the original for him to kick the drug habit and even reform in other ways, this Item ensures that anyone you send here will reform and get over issues like drug abuse and other bad habits that hurt them and others. Just bear in mind that if they had been happy to assist with illegal activities before their stay, the newly reformed patient might not be. This comes with the assurance that whoever is checked in here will not even attempt to escape or leave before they are reformed, which will take a year at most.

600 – **Unholy Hand Grenade** – Ignore the blood stains from the last person who held it, your own use of this is guaranteed to be more successful than their attempts. When this grenade is used to destroy something with the intent of stopping something from happening, it has the useful effect of preventing anything else from doing whatever it was that you used it to stop. For example, if you blew up a shipment of arms that would be used for a massacre, even if another shipment is acquired, the massacre you wanted to stop will not take place. You only have one of these in each Jump though, so make it count.

Agent

100 – **Badge And Gun** – This is a weapon and symbol of your authority as an agent of Interpol. In other settings, this will update to a suitable organisation and weapon.

100 – **Handcuffs** – A pair of simple metal handcuffs, complete with a key. They have a useful feature that puts them above other handcuffs, as they are guaranteed to hold anyone you put in them for at least 24 hours. Curiously enough they won't try to escape either, even if they could break out of ordinary handcuffs easily, pick the lock, or just get away without removing them.

200 – **Informants** – Need some intelligence? No, this isn't an insult, this is a support network of people that can provide you information to help you in your cases, doing things like intercepting tip-offs on the location and movement of targets. Unlike some, this network of informants will never take any bribes or deliberately give you any misleading or incorrect information. They might not know everything all the time, but what they do tell you won't be wrong.

200 – **Backup** – Sometimes, showing up by yourself to face people with a lot of weapons available isn't a good idea. Complete with suitable transportation, this is enough highly trained and armed agents to apprehend even the most well protected arms dealers. You'll still need to catch up to the criminals and have legal bounds to arrest them, but this will be useful if push comes to shove. They default to INTERPOL Agents equipped with MP5's, but in other settings they have come from relevant counterparts to this law enforcement agency and suitably equipped for the setting.

400 – **Rapid Armed Patrol Vehicle** – You can really haul it in this. Guaranteed not to be noticed by anyone you're approaching with it until they're too close to consider trying to get away. Vessels you're chasing with it will even be noticeably slower than they usually would be. This might take on the form of a boat or even a jet, whatever happens to be needed, and will come with a suitable crew.

400 – **Radar And People To Watch It** – Even the most infamous Merchants Of Death wouldn't usually be overly concerned about arranging flights without the right paperwork, as they would think that there's hardly any radar over most of Africa and even fewer people who watch it. They will have made quite a mistake if you have this Item. Capable of covering at least a continent with ease, this setup will spot any artificial methods of flight within the area and let the teams of people using it identify each and every flying object, their origin, and where they're going. If you're keeping an eye out for something using the sky, no matter how well concealed or obscure they might usually be, this setup will spot them and help you to rapidly intercept them… if you have a way of doing that, like a jet.

600 – **INTERPOL** – It seems you aren't just a standard agent, or at least managed to get quite a hefty promotion. Now you're the President of the International Criminal Police Organization, which facilitates worldwide police cooperation and crime control and the world's largest police organisation. With a hefty annual budget that that you can supplement with your own resources without issue, it provides investigative support,

expertise, and training to law enforcement worldwide. Its broad mandate covers virtually every kind of crime and facilitates cooperation among national law enforcement institutions through criminal databases and communications networks. Normally you would have a few rather important restrictions for this position and organisation, such as having to answer to a General Assembly and Executive Committee, as well as INTERPOL not actually being a law enforcement agency despite what many films would suggest, but since you bought this with CP you can assume to have uncontested life-long control and have them act just like they do in *Lord Of War*. Additionally, while you might find certain restrictions due to its charter causing it to seek political neutrality in fulfilling its mandate, you'll find that while it is genuinely trying to remain politically neutral, all other official organisations or countries will treat it as neutral rather than trying to deliberately subvert, influence or prevent its activities. In future Jumps with existing versions of INTERPOL, you can choose to replace or merge your own into the present organisation or establish a partner organisation. In settings where INTERPOL does not exist, you can either establish it within the setting, retroactively if desired, or can choose to start the Jump at the head of the closest equivalent.

600 – **Arms Embargo** – Some would find one of these impossible to enforce. This one is special. While it can only be applied to one area, it will prevent any and all weapons being transported into and out of the area. It's not a physical barrier, just a zone in which nobody will bring weapons in or out of the area by any means. You can adjust the default limitations to allow specific weapons to be unaffected, or specific groups to be unaffected, so you could allow official international law enforcement to enter an area with specific guns but deny anyone else transporting them into the area in the same way.

Model

100 – **Miss/Mr Placename** – A white sash with the name of wherever you happen to be on it, as well as a suitable notation to suit whoever is wearing it. Not only does it make anything else you're wearing look better, it seems to call more attention to whoever is wearing it. This effect scales on how attractive the wearer is compared to the rest of the population and how popular they are, to the extent that a famously attractive model could easily get an entire procession at short notice.

100 – **Camera** – Even an amateur photographer could take pictures worthy of a professional with this thing. It has every feature you'd expect a camera to have, all manner of filters and effects, adapts to any systems you're using to display or share images, and has unlimited storage space. Curiously enough, it will never seem out of place either, which could be useful if you want to take pictures where cameras don't exist or look very different.

200 – **Trophy** – A record of all your achievements. This might be slightly depressing if you haven't accomplished much, or it might act as encouragement to do more. Should you do particularly well at a lot of things, this will expand to a trophy cabinet and even a full trophy room branching off from your Warehouse or placed into any other property you own.

200 – **Art Supplies & Acting Lessons** – Maybe you want to branch out? You have a replenishing source of Art Supplies including tutorials and guides to art and plenty of examples to work from. You also have a large series of Acting Lessons taking a form that works best for you, be it personal tutors to recorded sessions. You could use this to try your hand at a different career, or just for a hobby.

400 – **House With A View** – Is that a view, or is that a view? Of Central Park, specifically, and from a very nice place to live overlooking it. All the payment and paperwork has been done, and in other settings you will have the closest equivalent to this location as a similarly fancy residence. Alternatively, you can have it accessible via your Warehouse with the same view, although this is more of an illusion within a relatively small pocket dimension rather than the entire city of New York.

400 – **Very Private Car** – Not only does this come with its own driver and never needs fuel or maintenance, but it shares any tracking, stealth or concealment-related Perks or abilities you might have, applying them to anyone else who is inside it at the same time as you. It's very easily overlooked by others even without such capabilities, and you can have the windows blacked out at will. Useful if you need to follow someone without them realising it, for whatever reason.

600 – **Combination** – While it's often suggested not to make passwords obvious, many pick something that is memorable to them personally in order to remember it. This could be the name of a pet, a birthday, part of a social security number, or even something present near wherever the code needs to be used. This is not a physical Item, and more of an assurance that whenever you need a specific password or code, such as the number for a combination lock, the answer will somehow be immediately apparent to you. If more than just a code is needed, such as a key or other identification, you will find that either backup has been

carelessly left nearby that only you can find, or whatever system is being used malfunctions just enough to let you have access to it. Just… be careful about what you decide to open up. You might not like what you find.

600 – **Witness Protection** – Sometimes, you need to abandon your old life. Whatever reason you might have to do so, this will come in handy. Once you call the number this Item manifests as, you will immediately be approached by suited figures who will take you somewhere else. You will be provided with a new identity, home, and even people who will claim they've known you in your new identity for years if needed. Even if you don't change your appearance, you'll find that anyone from your old life won't recognise you, and nobody will be able to track you down or find you. You'll be completely safe from anyone searching after your prior identity and actions. It's a complete escape, once per Jump, for you and any Companions or family you want to include in this arrangement, from any actions or consequences of those actions. Since you're rather special, you can even extend this to have your memories temporarily hidden and Perks and abilities negated, allowing you to hide even from yourself in your new identity, which will think that the cover identity is the only one they've ever had. If you like, you can give this number to someone else and let them disappear instead of using it yourself, taking their own family and close friends with them in a similar manner, but this still takes up the one-time use per Jump.

Warlord

100 – **Gold Plating** – While this is purely cosmetic, it does come with the advantage of not affecting the function or properties of whatever you apply this to. It's less a physical item and more a quality that can be applied to other things you own or use, such as weapons, armour and vehicles.

100 – **Uniform** – While you could just walk around with a big gun, you might as well look somewhat official as well as just scary. This is something suitable to wear as a uniform for whatever organisations or groups you are part of. It can make you look more official and/or intimidating, though you can toggle or tone down either of these properties if needed. Additionally, it never seems to get stained with blood or other sources of mess, which could be useful.

200 – **Entourage** – Want some company? This can take the form of two or more intimidating looking people in suits, or something more like two attractive people in outfits of your choice. While nobody will really question their presence or object to it, these Followers are more for looks than utility, even the intimidating looking option is more of a lackey than a trained bodyguard. Should anything happen to them, you'll acquire replacements after an hour.

200 – **Crazy Car** – Other than not running out of fuel, this open-top car seems to have the additional unusual properties of being able to move around on any solid surface regardless of potholes or other damage to where it's being driven, and allowing you to drive around like mad and shoot out of it without issue… so long as you don't deliberately try to shoot anyone. Firing wildly in the air will never cause any collateral damage and will never raise any objections, but this is likely to change if you deliberately shoot people while you're driving past them… unless everyone is helpless or just too scared, but at that point consequences probably don't matter much.

400 – **The Gun Of Rambo** – From Part 1, specifically, with the armour piercing bullets. Not only does this never run out of ammunition or need reloading, which is useful if you want to wildly fire it in the air for some reason, but it grants a degree of action-hero physics to whoever is wielding it. This allows the user to be as accurate with it if they were carefully aiming despite shooting it one handed, completely ignores recoil, and bypasses a number of other practical issues that firing a large gun might normally have.

400 – **Welcoming Present** – Stuck on what to get someone as a present? This could be useful. Taking the somewhat stereotypical form of a box with a bow, all you need to do is leave it somewhere for a guest, unobserved, and when they reach it, it will have taken the form of something they appreciate. This could range from something tame like a book they have wanted to read but not been able to track down a copy of, or something more extravagant that allows them to fulfil any particular desires they might have. If you don't like the person, or just have a cruel sense of humour, you can instead set this up to provide a somewhat nasty joke. The form it takes then is more up to you, most likely being a cruel twist on something they'd appreciate, but it can't be used to directly hurt them.

600 – **Planet Jumpovia** – Not actually a planet, but a country under your control. In settings with a larger scale it might actually upgrade to a planet or more. While it does not start off as the most prosperous of territories, it does have resources that could be exploited such as diamond mines and its own population that are very loyal to you for whatever reason. Any improvements and additions will be carried on to the next Jump, as well as any additional territories you take and are still holding by the end of the Jump. It will also restore itself from any damage or depletion of resources at the start of each Jump.

600 – **The Edge Of Hell** – Not even the most callous Arms Dealer would want to gaze into it. Less of a physical Item and more of a condition you can apply to a location. You can apply this quality to a territory you own or have influence over, or even a specific part of it, and it will deter anyone from entering or investigating it. Even UN officials tasked with investigating activities occurring in warzones wouldn't dare to enter the location while it possesses this quality. It will be regarded as dangerous and unpleasant, and you can choose whether this is a setting-wide reputation or just known by those who would personally know the area.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Red Reporter** – (Free for Correspondent, Perks from Correspondent) – You encountered this disgruntled, red-haired reporter not long after your arrival here. After mentioning something about losing contact with three co-workers after their last assignment was abruptly cancelled at the last minute, they brightened up when they realised that travelling with you might give them some opportunities they missed out on before. This now freelance reporter has an unusual talent for arriving at a location shortly before conflict springs up, even in the most peaceful situations, and being completely unaffected by what happens no matter what sort of violence breaks out. Curiously enough, if you'd prefer a bit of peace and quiet rather than ending up in constant battles, this doesn't seem to happen. This Companion comes with their own motorcycle, which never needs to be refuelled or repaired.

200 – **Able Assistant** – (Free for Freelancer, Perks from Assistant) – While you could call them a partner, it's more accurate to say that you're the one in charge in this arrangement. They will aid you in your endeavours to the best of their ability, and deal with any minor details you might have missed while you're dealing with larger issues. Like if you're rushing to rename a boat before the authorities arrive, they'll make sure to conceal evidence of the old name that would be found on the boat's life preservers.

200 – **Reasonable Rival** – (Free for Executive, Perks from Executive) – While they might be in the same field of work as you, and aren't immediately inclined to work with you, this rival's presence and activities seem to compliment your services rather than cause problems. If you share business contacts with them they'll return the favour, and might be willing to

team up in some circumstances when they'll benefit from the arrangement as well. In future Jumps, you'll find they have taken up a similar position to act as a rival in whatever role you take up, with similar arrangements.

200 – **Educated Employer** – (Free for Assistant, Perks from Freelancer) – Would you prefer to be working for someone else, or at least look like you're not the one in charge? This Companion might be a good choice. Not only do they treat their employees well, but they have all sorts of useful and interesting facts to share that seems to update to remain relevant in new settings. They also seem to be unnaturally good at negotiating deals and getting clients to like them.

200 – **Professional Partner** – (Free for Agent, Perks from Agent) – Want someone to fight crime with? Not only are they a highly trained member of law enforcement with all the authority that implies, but they seem to be something of a good luck charm. Not that it improves your luck directly, but it seems that the people they're going after are noticeably more likely to make mistakes, like not removing all the bullets from a body that supposedly died of heart failure.

200 – **Preferred Photographer** – (Free for Model, Perks from Model) – On the off chance you don't want to take your own pictures, this might be a useful Companion. Not only are they an expert photographer, but they are guaranteed to avoid bad weather for any photo shoots. It always seems to be ideal conditions for any photography or filming you want to do when they're around, and travel will never be disrupted by bad weather.

200 – **Jumper Jr** – (Free for Warlord, Perks from Warlord) – Did you have a child? Did you adopt? Or is it just someone who takes after you? Whatever your explanation might be, it seems you have the equivalent of a weaker version of yourself to take under your wing. Their attitude and behaviour will be formed by how you treat them and act around them, so it might be best to set an example of how you want them to be.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Five Minutes Earlier** – Huh. Apparently, this isn't the story of Yuri Orlov, 'Merchant Of Death', anymore. Or at least his story won't involve gunrunning. With this Toggle, it seems he went to collect papers five minutes earlier than he would have done otherwise, and in doing so completely avoids the event triggering his choice of career path. He and the rest of his family are guaranteed to have a mundane life unless you get involved, and this might lead to a few changes in the rest of the events here.

0 – **End Of The Line** – By default, this Jump would end once 10 years have passed. With this Toggle, you can instead have it end at the same point the film itself would end, shortly after Yuri Orlov would be released despite his capture and the mountain of evidence.

100 – **Only Saw The First One** – You only remember the first of the Rambo films even if you've seen the others… but more importantly, you don't remember the events of this Jump, leaving you in the dark regarding what happens in *Lord Of War* and no metaknowledge of the setting to help you.

100 – **Do You Know The Penalties For Sanction Busting?** – You do now. You start off this Jump in prison, having been charged for this crime, with a long sentence ahead of you.

100 – **I Almost Went Broke Trying To Convince Them I Was Anything But** – There's someone here that you're obsessed with, and utterly determined to convince them that you are more successful than you really are. You will pour vast amounts of effort and resources into doing it, and even if you are fabulously wealthy you will end up using new credit cards to pay off older credit cards in your attempts to impress them. Hopefully your debts and the consequences don't catch up with you.

100 – **You're Late** – So it appears. Every time you show up somewhere to exploit a new opportunity, it turns out someone else has gotten there first. It could be something as mundane as someone else getting first place in a queue, or more significant like a rival arms dealer making contact with what you hoped would be a profitable new client before you arrived.

100 – **You've Been Here So Long You're Starting To Get On My Nerves** – You want to stay here for how long? Really? With this Drawback, this Jump will last your entire natural lifetime. If this is significantly greater than an ordinary human, this means you will be here for a total of 100 years. This also disables any anti-frustration and anti-boredom Perks or abilities you might have.

100 – **12 Days, 2000 Miles** – To this day, nobody has any idea what Jumper was running away from. Maybe themselves. At some point, you are going to flee from anyone or anywhere you know, ending up far away from any sort of support. It will take at least 12 days for any friends or Companions to track you down and retrieve you, and it is bound to

be a highly embarrassing or humiliating incident. This retreat could be influenced by drugs, fear, or other causes.

100 – **Obviously A Planet Close To The Sun** – Or possibly far from it. Wherever you go, you'll never get used to heat, humidity or cold. The climate will always be uncomfortable for you.

100 – **It Starts When You're Always Afraid** – And it's likely you will be if you keep getting into dangerous situations. This doesn't make you afraid all the time, but it does reduce any greater-than-average bravery to that expected to be possessed by an average local. This also negates any bravery, anti-fear or willpower perks that would get around this. You might want to seek out a more peaceful, stress-free life while you're here.

100 – **You Have Absolutely No Idea What You're Doing** – Any sort of experience you might have at using your Items, equipment and anything more specialised than an average person might use in a very dull and mundane life has suddenly vanished. You might even not know how to drive. You can still try at these things, but you'll need to practice so you can be any good at them again. At least it might be exciting.

100 – **Your Personal Favourite Colour** – Grey. At least, I hope it is. You're now colour blind, so everything being shades of grey to you might be more literal than usual.

100 – **I Can't Understand You** – Not the easy way, anyway. Any automatic translation abilities or technology you might have no longer work. If you want to understand a foreign language, you'll either need a translator or need to do it the hard way and learn it yourself.

100 – **What's In A Name?** – You'll probably find out. While you are here, you will find that your own name and that of your possessions are regularly and unexpectedly changed with very little warning. You might find that your favourite boat has had its name changed mid-voyage. This could make things a bit confusing, particularly if you are trying to keep track of your possessions.

100 – **Everybody Look Innocent Now!** – You… really aren't managing it. For some reason or another, you always look somewhat suspicious. You might be trying to look innocent to avoid attracting too much attention to an illegal arms shipment, but you'll end up being the only person onboard in a suit standing where investigating law enforcement officials can easily see you.

100 – **I Don't Have Dutch!** – You might have a Belgium flag, but that's not too helpful when the boat you are on suddenly needs to have come from the Netherlands. You'll keep finding that you end up in situations where you don't quite have the thing you need and will need to improvise.

100 – **You're A Good Jumper, Jumper** – You might help people you care about… but you're not great at helping them in a way that will improve things for them. For example, if they are addicted to drugs, you might be perfectly happy to help them… but by providing them the drug if you can, rather than making sure they get into rehabilitation.

100 – **Popular Jump, Huh?** – I hope you didn't come here to socialise. You'll never make friends while you're here, finding places that you go to meet people seem oddly quiet or that nobody is interested in interacting with you in a friendly manner. There can still be interactions for business or professional matters, but don't expect to meet with them in a less formal setting afterwards.

100 – **I Had No Idea** – You… genuinely didn't. You seem to miss a lot of details that should be obvious, perhaps being ignorant of things that are widely known. You could be sitting next to someone who is globally famous and not recognise them.

100 – **They Have A Habit Of Becoming Real** – While you might usually be able to avoid inconvenient features of existence, now you can't. You'll need to deal with realistic and practical issues, even if your Perks would usually allow you to get around them. This could be anything from needing to deal with maintaining your appearance when it would have otherwise been done automatically, to cleaning your Warehouse when it would otherwise never need that sort of maintenance.

100 – **That A Four? Doesn't Look Like A Four To Me, Looks Like A One** – Hopefully your time here won't find maths or finance too important, because you are really bad with numbers. You'll even have difficulties figuring out what numbers are written down in front of you. Hopefully you can get someone else who is trustworthy to handle such matters for you

100 – **You Know I Don't Like Nights** – Ever since this Drawback. You are uncomfortable at night and in the dark, finding it difficult to sleep or feel safe in these conditions.

100 – **Jumper, What's That?** – A party? Gunfire? Whenever you are trying to communicate with someone at a distance, there will always be some sort of background noise interfering with it. You might still be able to manage to hear each other, but you're bound to have to speak up. Hopefully you're not trying to hide things that might be going on at your side from whoever you're communicating with.

100 – **I Will See You In 23 Hours, 55 Minutes** – At some point during this Jump, you will be handcuffed and left in the wilderness for this amount of time. Anything that could make this stay more comfortable will be switched off.

100 – **I Could Eat For Free** – Even if you were giving away food you cooked, people wouldn't want to eat it. Probably not even if you paid them to. You are an utterly awful cook, and any food you have a role in preparing or cooking will be disgusting.

100 – **Jump-Chan, Will My Hand Grow Back?** – Not with this Drawback. Not even if it normally could. One of your limbs is missing from the first joint, so from your elbow onwards if it's an arm. You can take this Drawback up to four times.

200 – **You Don't Know Who I Am, Do You?** – They don't. Even if you should have a reputation, others will overlook or ignore it, if they know about you at all. This only applies

to any respect or sense of intimidation your history and actions might have earned you, you'll still be treated as you usually would for any crimes.

200 – **Shortage Of Ammunition** – Automatic resupply of ammunition and resources no longer takes place in this Jump. Even if you're a gunrunner, you might run out of bullets.

200 – **Comply Immediately** – Did they shoot you? Did you miss the first warning? Whenever you end up in a situation where others would provide some sort of warning before they act, such as warning shots, those that would provide the warning will now skip that bit and straight to the action.

200 – **Nobody's Right If Everybody's Wrong** – It seems that your time in this Jump isn't going to be peaceful. There will always be some sort of problem causing issues, wherever you go in the world. You're not causing them, you just happen to be showing up or being around when things happen. Nothing too dangerous, but it's going to be annoying.

200 – **Paranoia Strikes Deep** – Into your life it will creep. You will think that there are people out to get you even if there aren't and see signs of betrayal amongst even your closest allies even when there really isn't.

200 – **Jumper Took Their New Identity To Heart** – You really did, as you have now lost all memories of your life before this Jump and think you've lived here your whole life. Unusual resources and abilities that your amnesiac self finds you possess will probably be quite confusing to them.

200 – **Not That Day** – You might usually have a knack of showing up five minutes before something goes down, or five minutes after… but not anymore. Now, you'll always be showing up just as something happens. You'll be having a much more interesting time here, whether you like it or not.

200 – **Those Things Can Come Out Of Nowhere** – Bad weather of all forms, that is, and whenever you try to travel. It could be heavy rain, scorching heat, or even hurricanes. Hopefully you're not trying to get anywhere in a hurry, or your life doesn't involve frequent travel.

200 – **When Jumper Leaves A Jump, They Generally Don't Take Their Warehouse** – They generally get more CP from a Drawback locking it out than they value its contents. Well, that's probably incorrect, but it seems to be what's going on here. Your Warehouse is inaccessible to you and your Companions during your stay here.

200 – **To Keep Jumper In The Dark, They Often Spoke In Code** – Everyone seems to do this, either actually using code or just colloquialisms that you're not familiar with. This is going to make any communication with anyone else much more frustrating.

200 – **The Unique Combination Of Week Old Potatoes And Tropical Heat** – It smells. You'll become quite familiar with this, as any personal properties you have seem to take on this smell. This includes your Warehouse. On the plus side, other people are going to be far less

willing to pry. The downside is that you probably won't want to use or inhabit these places either, and you will never get used to this smell.

200 – **…Unless They Own The Jet** – You seem to be rather easily impressed for a dimension-hopping tourist. Any anti-manipulation, anti-charming and anti-seduction Perks or abilities you have are negated while you are here.

200 – **There Is Something Above You** – It might be a $40,000 chandelier, or it might be something else, but you should really watch your head. There are now a lot of things that could end up falling down on you, and an increased chance that it could happen. Probably best to stay a safe distance from any food drops.

200 – **…No, It's A Four** – Deception really isn't your thing. Not only are you unwilling to lie, even when it would be convenient for you, you are bad at deceiving others in general.

200 – **So Easy A Child Could Use It** – And they might do, if they get their hands on your equipment. Anything you have that would usually only able to be used by specific people or with specific abilities can now be used by anyone.

200 – **Rough Day At The Office** – There will always be some sort of complication or disruption at work, or whatever passes for it, that makes your overall achievements slightly less than they would have otherwise been.

200 – **Easily Offended** – Someone powerful, dangerous and volatile is. Unfortunately, they also want to do business with you on a regular basis. It would be best to make room in your schedule no matter how busy you might be when they send someone to get you. They might be a good customer, but you'll never be in a hurry to meet them.

200 – **You Underestimate Yourself, Jumper** – Of course you're not the best, but you certainly think you are. This could do wonders for your self-esteem… but could potentially lead to trying to do something you should really know you can't do.

200 – **It's Like Parking Your Car In Certain Neighbourhoods In The Bronx** – You just don't do it. Not unless you want your vehicles to be taken apart. Now, whenever you leave a vehicle unattended, you will find it gets stolen or completely disassembled.

200 – **This Is No Place For Amateurs** – I hope you weren't expecting any sort of respect while you're here. Other people will think you are inexperienced in your given field of expertise, even if you can prove that you are skilled at it, and they will look down on you. Other people will be less willing to work with you as a result.

200 – **I'm A Failed Jumper** – Sometimes it's nice to look back on your life. This is not the case for you. You now have a tendency to dwell on your mistakes, not only things you did wrong, but the things you didn't do when you had the opportunity.

200 – **I Don't Want To Be Remembered At All** – No matter what you do here, you will never be memorable and your efforts will never be well known. While you might accomplish things, this will be credited to others.

200 – **I'm Sorry, They Don't Usually Do That** – Maybe you can fix it? Any equipment that you use is noticeably less reliable, even when it works perfectly in anyone else's hands. By taking this Drawback a second time, this will extend to Fiat-Backed Items, and you'll find yourself needing to fix such things to get them to work properly… until they fail again at random. If you take this Drawback a third time, you won't be able to fix such things in the Jump, so even broken Fiat-Backed Items will remain broken until this Jump ends.

200 – **I'm Not Even That Pretty Anymore** – You aren't, sadly. You're old enough for it to be visible, which reduces the effectiveness of any appearance-boosting Perks, Items and abilities. Taking this Drawback a second time, this will increase from just being slightly over middle age to being elderly, with all the aches and pains that might bring with it.

400 – **You Look A Little Lost Jumper, Is The World Changing Too Fast?** – It seems to be. You find it difficult to adapt to things, such as changing political climates, economic trends, and different cultures. You're probably going to be seen as old fashioned out out-of-place by those who can change with the times.

400 – **How Can I Sell A Used Gun?** – Even if it would be impractical, you are not willing to sell or use things second-hand. This is going to cause all sorts of complications, and probably result in other people thinking you are a bit odd or out of your depth, depending on the situation.

400 – **I Feel Like All I've Done My Whole Life Is Be Pretty** – All those appearance Perks won't do wonders for your self-esteem anymore. You'll be depressed while you're here, not feeling like you've actually earned anything in your life. After all… you just picked things from a list, didn't you?

400 – **They're Going In A Different Direction** – You keep being passed over for opportunities. It might be a new job, a promotion, a place or something else, but other people keep getting it instead of you no matter how much effort you put in to trying to grasp the opportunity.

400 – **Let's Celebrate** –You have a drug problem. For an extra 100CP, this can also apply to one of your Companions, and you can take an additional 100CP for each Companion you extend this to. This guaranteed to cause issues, and the more who are affected by this Drawback the more severe the issues will be.

400 – **Jumper's Baggage Came With Them** – No, this has nothing to do with your Warehouse or Items. Instead, some semblance of problems from before this Jump will end up being problems at some point in this one. For example, if you became an enemy of organised crime in a previous Jump, some part of organised crime will consider you an

enemy here for some reason. If this is your first Jump, then this will involve a problem in your life before Jumpchain. You'll probably have to deal with it or escape it either way.

400 – **Sometimes Jumper Made The Deal So Convoluted** – That it was difficult for *them* to work out who was on the level. This is actually a bit of a problem, as you now have a tendency to overly complicate situations and come up with complex plans that are difficult to understand. Even for you, on occasion.

400 – **What Do You Mean, Tipped Off?** – It seems your people aren't very good at keeping secrets anymore, or you should check more often to make sure you're not being watched. Whenever you are doing something secretive, or something you would otherwise try to keep concealed from others, there is now a chance that someone will be informed that you'd prefer not to know.

400 – **Some Of The Most Successful Relationships Are Based On Lies And Deceit** – So it's a logical place to start. This will apply to any and all relationships you have here, and you can expect any pre-existing ones to be going through a rocky patch thanks to taking this Drawback. Even if you aren't usually interested in relationships, you'll keep coming into contact or being reminded about someone that you'd want to strike a relationship up with, like repeatedly seeing pictures of the same model no matter where you go in the world.

400 – **Warehouse Full Of Weapons** – And probably other things as well, considering where you might have been. It seems that other people have figured out how to access your Warehouse and its contents, and even if you don't have anything in it, they'll still use it for storage or getting around.

400 – **I Can't Just Sell You Government Property, Jumper** – While people following the rules can be helpful at times, it never seems to be for you. Everyone else seems to be a stickler for rules around you, but only when it would be inconvenient. A General might refuse to sell weapons, but a corrupt official might be willing to take bribes to make your life more difficult.

400 – **It Would Be Nice To Have A Few Companions From My Side** – But you decided to take this Drawback anyway. No Companions or Followers from other Jumps can join you in this one.

400 – **Your Stocks Are Dangerously Depleted, Jumper** – You don't seem to have as much on hand as you might do usually. Items and resources from other Jumps are unavailable here.

400 – **I'm Here, Aren't I?** – Not all of you, I think. More precisely, your Perks and abilities from other Jumps are unavailable here.

400 – **You Can't Seem To Get That Ideology Out Of Your Head** – Loyalty to a cause isn't necessarily a good thing. You are closely aligned and dedicated to one political ideology or another, and unwilling to change your stance even if it would be convenient for you.

400 – **Not The Most Regular Customer** – This… might be an odd choice of Jump for you. You're a pacifist, as are your Companions even if they wouldn't normally be, and unwilling to harm others even in self-defence.

400 – **One Of The Greatest Heists Of The 20th Century** – Or possibly ever, because something has been stolen from you. It's something you would prefer nobody else to ever have. It could be a Companion that's been kidnapped, an Item that has ended up in someone else's hands, or even a Perk that somebody else now has and you don't. While by default you would get it back at the end of the Jump, for an additional 200 CP, you need to find a way to retrieve what was taken from you by the end of the Jump or you won't be getting it back.

400 – **They're Firing Bullets At Our Bullets** – You might as well be driving or flying inside a bomb, since any vehicle you are in is now quite easy to destroy in an explosive manner if damaged enough.

400 – **Can You Run With No Legs?** – Someone is hunting you, and while they have the law on their side, they're not inclined to stick to it if it gets in the way of bringing you down.

400 – **Want To Go Legit?** – No, you want to go more illegal. Whenever you feel that you aren't getting what you deserve from legal and relatively safe approaches to things, you'll quickly resort to illegal and more dangerous approaches.

400 – **Since That's Where It Ends Up Anyway** – Any relationships you end up in here will end up torn apart by lies and deceit on all sides.

400 – **Remember Jumper, Take Sides** – Old regrets will come back to haunt you. Quite possibly literally, as if you are directly responsible for somebody's death you'll occasionally be seeing their ghost, complete with the fatal wounds. They can't do anything to you physically, but psychologically this could take its toll on you.

400 – **Just Because They Needed Jumper That Day** – Doesn't mean they wouldn't make you a scapegoat the next. Even your best and most reliable allies will be fair-weather at best, and even supporters that would usually be guaranteed to be reliable won't be.

400 – **This Current State Of Chaos Won't Last Forever** – Now it will, things getting more chaotic over time and destabilising as the Jump goes on. You can expect riots, disasters and even wars to break out.

600 – **Simeon Says…** – That Jumper has become a problem that must be removed. While they might have ended up with significantly less power and influence than Yuri, they were able to kill a former Soviet General and get away with it for a considerable amount of time. While their rivalry with Yuri was a personal matter, in their efforts to get rid of you they have reached out to associates they have made over the course of a very long career. You will need to survive a lot of gunrunners coming after your head and trying to sabotage your efforts.

600 – **Squabbling Over The Presidential Holiday Home At The Black Sea** – Somehow, you have ended up in the running for that place, and you are determined to claim it for yourself. You'll be ending up in a lot of lengthy meetings and legal proceedings that will last for years, and even if you would normally just let someone else claim the place you can't give up the property… mainly because you need to possess it by the end of this Jump or you will Chain Fail.

600 – **Personally I Blame Drawbacks** – You and the Baptiste's could probably do business together… although putting all three of you in one room might just lead to a bloodbath. You share some of their worst qualities, being an impulsive, power hungry psychopath, and quite possibly being a cannibal as well.

600 – **You Are Too Greedy, Jumper** – It's more careless than greedy, but the latter influences the former. You'll do things like selling too much at once, and other things that attracts attention from agencies such as INTERPOL.

600 – **Bells And Whistles** – Getting anything through security is going to be much more difficult, if not impossible now. Personally, I would not recommend trying to smuggle anything through it that could get you in trouble or trying to go anywhere you're not supposed to be.

600 – **In My Experience, You Can't Stop Any Of Them** – Did you come here wanting to make this world a better place? Don't take this Drawback. It will ensure that no matter what you do, you will never be able to make the world any better, or really help any of the locals. At most, your actions will somehow make things worse.

600 – **Luckiest Jumper Alive** – You might be, but you're also one of the most careless. You would completely overlook potential threats to your wellbeing and of those you care about or think that things will work out regardless of your preparation. You might happily get into a car yourself or hand a close friend the keys after a rival mentioned it would be such a shame if something happened to it, or not bother to get the right papers for a questionably legal flight with cargo that would certainly get you in trouble if it was discovered.

600 – **I Can't Know You Right Now** – Not a good time? Whenever you are trying to call in aid from your contacts or get in touch with your clients or suppliers, you'll almost always find that they're busy and can't do what they normally can for you.

600 – **Be Careful Jumper, Those Things You Sell Kill** – Inside. Some aspect of what you are doing here causes significant emotional distress. If you're trafficking weapons, it might be guilt over people being killed thanks to your goods. If you're trying to stop it, this might be inner turmoil over any lack of success. Even if you aren't doing anything, this might be guilt about inaction.

600 – **The Law's Not On Our Side** – If you fight the law, it isn't going to go well for you. Any legal rulings have a strong tendency to side against you or your interests.

600 – **For Jumper, Glory Was The Prize** – You have a particular goal that cannot be easily achieved. It might be successfully capturing a particularly illusive gunrunner, or something on a larger scale depending upon your abilities and resources. No matter how little you might get out of achieving it, and no matter how demanding it is, you will dedicate yourself to this goal at the expense of everything else.

600 – **Is This How You Want To Be Remembered?** – You've done something. Something terrible. Maybe you're still doing it. Whatever it is, it will alienate any Companions, family or friends that learn about it. If they would usually be accepting of doing terrible things, then it will be something they would object to for another reason, like the way you're doing it, why you're doing it, or that you left them out of it. Best not to let anyone find out.

600 – **This Is No Accident, Is It Jumper?** – I hope you weren't planning on getting away with manipulating other people while you were here. Now, other people seem to automatically become aware of when you are manipulating things, such as trying to make a meeting seem like a coincidence or a death seem like an accident. It might be best to be up front and honest in your interactions here, the locals will always be able to tell if you're trying to do something.

600 – **Out Of Rehab And Out Of Their Mind** – Oh dear. You are in the same condition as Vitaly after they got into drugs, but before rehab was successful. This might not necessarily be caused by drugs, but it will cause similar erratic and self-destructive behaviour. Even people that like you won't want to be around you thanks to the problems you might end up causing.

600 – **I Think You Are The Amateur Now** – Your Perks and abilities have been weakened significantly, and it will take time and effort practicing with and using them to bring them back up to full strength.

600 – **A True Internationalist** – You might have sold weapons to kill your own countrymen, or you might have done something else. Whatever it is, you've done something that would harm your own people… and they know this. Do not expect to be welcome, or treated well.

600 – **All There For The Taking** – Enough is never enough, and this greed isn't necessarily just for wealth. Whatever you have, you will always want more. You would want more political power even if you had a prestigious position within a government, and even if you're already married or in a relationship you'll end up being less than faithful.

600 – **The Apple Doesn't Fall Too Far From The Tree** – They also seem to rot rather quickly. It seems that someone else here has picked up a number of your Perks. While they're weaker than yours and they're currently inexperienced, they have the sense that if they could find and devour your heart then they would be able to claim your power. This isn't true, fortunately… but good luck trying to convince them that killing you won't help them. Leave them alone for too long and they'll be able to train themselves to use the Perks that they have at full power, which could be quite a problem for you and everyone else depending on what you've picked up over time.

600 – **It's A Cold And It's A Broken Hallelujah** – You will fall in love while you are here, thinking that it is a dream come true… and shortly before the Jump ends, it will all inevitably fall apart for the worst possible reasons even if it had somehow been perfect before then. To twist the knife further, you won't remember taking this Drawback, and won't be able to take them along as a Companion.

600 – **8 Of The World's Top Ten Warzones** – Question is… can you manage the other two? With this Drawback, you will be challenged to fulfil some gap in the market or role that isn't being filled that matches your profession and specialities. You'll need to achieve this by the end of the Jump, or you will Chain Fail.

600 – **Jumper Had Never Tried Brown Brown Before** – Some people say you should try anything at least once. In some cases, that is terrible advice. And after this, probably you'll never want to consider it ever again, as you will now be sporadically feeling the effects of having taken a combination of cocaine and gunpowder. You will occasionally become delirious, perhaps even blacking out, and see things that aren't there. Hopefully you'll have someone around to look after you.

600 – **There Will Have To Be Order** – Even if you need to bring it about. And you will need to before leave this Jump. Somehow, you will need to bring about a global ceasefire, no chaotic wars, riots or other huge disruptive elements causing disorder. If taken with the Drawback **The Current State Of Chaos Won't Last Forever**, rather than the Fiat-Backed guarantee that things well become more chaotic, it will instead be someone with the same resources, skills and drive as you is trying to make things more chaotic and thwarting your attempts to bring order. You'll need to thwart their efforts and prevent them from causing chaos in some way before you can properly bring order before the Jump ends. In either case, if the world is still a chaotic, war torn place at the end of the Jump, you will Chain Fail.

600 – **Cursed** – You are, and not with invincibility. Not only does this render any sort of luck Perks or abilities you might have inactive, it ensures that things will go wrong and bad things will happen to you and those you care about. While this doesn't mean death is certain, it means some sort of suffering will be. The single exception to the negation of 'make your life better' Perks and abilities this Drawback covers is the **Luck Of The Devil's Own** Perk and its Capstone Boosted version… just bear in mind when considering Drawbacks is that **Luck Of The Devil's Own** doesn't protect anyone around you or your own happiness.

600 – **Christmas Is Cancelled** – For Yuri Orlov, the Cold War coming to an end was like all his Christmases coming at once, an event significant enough to ignore his son's first footsteps. He's not going to be celebrating now, and most likely a lot of other people won't be either, as while you are here the Cold War will go hot, and nuclear exchange will occur. Maybe you can find opportunities during and after World War Three… if you have a way to survive.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Not My Fight

All you need to do for this Scenario is to stay out of the way of the plot and never deliberately get involved with any of the main characters and events. Let things play out as they would have done, for better and for worse.

Reward = **It's Not Our Fight**. As long as you aren't trying to get involved with the important events of a Jump or any of its main characters, none of it will affect you or your Companions. Even if events would somehow affect everything within the entire setting, you and your Companions will somehow be unaffected, even if it requires spontaneously being moved to a near-identical dimension to avoid it. While this absolute effect will be broken should you deliberately get involved with the important events of a Jump or any of its main characters, there is a lesser form of protection that will still be available either way. If you are witness to something but make it clear you do not want to get involved or reveal it to anyone else, those involved will ignore you and forget you were ever a witness. Useful if you stumble upon a murder and want to avoid being seen as a loose end that needs to be removed.

War Stories

Lord Of War is the story of Yuri Orlov, but he is not the only character, and his is not the only viewpoint. Your task is to track down the other major characters within this Jump and interview them for their perspective on events. While it would be beneficial to get an honest story out of them, this isn't required to succeed at this scenario. All you need is to get them to share their own perspective on the story with you.

Reward = **This Is Their Story**. You are now able to get interviews from anyone or anything you can find a way to get in contact with, even if they would normally refuse or be unable to do so, so could get an interview from Darth Vader without getting choked or an eldritch abomination without going mad. Those involved in the interview will be able to comprehend and understand each other, as will anyone watching the interview or recordings of it, even if that would not usually be possible.

How To Arm The Other 11

In this Jump, Yuri Orlov would become the best merchant of death alive. By the mid-eighties, his weapons were represented in eight of the world's top ten warzones, and he would surpass even veterans like Simeon Weisz. Your challenge for this Scenario is to surpass *him*, becoming the world's Number One arms dealer. This ranking only includes private gunrunners, though if you can somehow outdo the U.S., U.K, Russia, France and China feel free to do so for bragging rights. You can use whatever means at your disposal to accomplish this, but bear in mind that the Freelancer Perk Tree and elements of the Executive Perk Tree are based on him, and though his capabilities are in no way Fiat-Backed he does have a surprising amount of luck backed up by genuine talent. If you have taken the **5 Minutes Earlier** Toggle and Yuri never enters the arms trade, Simeon Weisz or another suitable replacement will take their place to provide a similar challenge, having stepped up to supply the demand. As long as you are unquestionably the Number One private gunrunner in the world by the end of your time in this Jump, you have succeeded at this Scenario.

Reward = **Merchant Of X**. You are now the preferred supplier of goods and services in any field that you are providing them for, to the point that you can displace even long-established businesses. You can have this occur shortly after the Jump starts, at a later time when you trigger this Perk, or retroactively if you have a way of providing the goods or service such as your own company.

Take Sides, Jumper

You need to ensure that the side of your choice wins a war. It can be a war between countries or even a civil war, and there are plenty to choose from in this Jump. You can pick any that occur between when Yuri would start his career until the time that he would have been arrested by Agent Valentine. To make this somewhat more challenging than simply picking the side you know would win and letting things play out, you will find that once you have made your decision on supporting a side, the opposing side will somehow gain enough advantages that the side you are supporting will not be able to win without your assistance. Your chosen side needs to decisively win the war for you to succeed at this Scenario. If your side somehow loses, you may try again with a different war until you succeed.

Reward = **You Think Jumper Just Sells Guns, Don't You?** Now, aid you provide on any side of a conflict has a disproportionately beneficial effect for whoever it is helping. An arms shipment might turn out to be just the thing they need to win a major offensive, or medical supplies could turn out to be crucial in treating life-threatening injuries of their most valuable forces.

<u>There Are More Prestigious Assignments</u>

Most might think that keeping track of nuclear arsenals would be more critical to world security, but nine out of ten war victims here are killed with assault rifles and small arms, like the ones Yuri Orlov provides. Nuclear missiles sit in silos, while AK-47's cause more destruction. To win at this Scenario, you need to change this, effectively shutting down the worldwide private arms trade. By the time you're done here, people like Yuri Orlov can't be allowed to operate, or any that try need to be caught and prevented from continuing their deadly trade. You may use any means at your disposal to accomplish this.

Reward = **Giving A Day To Them**. Even small disruptions to crimes and other harmful activities you are working against has major knock-on effects. Imprisoning an arms dealer for only 24 hours would do far more than give people another day to live, perhaps causing irreparable damage to the criminal's reputation and permanently disrupting their ability to do their work, or allowing peacekeeping forces to swoop in where they wouldn't have been able to otherwise. Even your smallest, most temporary successes will make a big difference.

<u>Conquering The World In Your Own Way</u>

Much like Yuri Orlov would arguably become this world's number one merchant of death, you need to become this world's number one model, or at least have a Companion take up that position. How you accomplish this is up to you and could be anything from just looking staggeringly better than anyone else who could possibly hope for the position, to somehow becoming overwhelmingly popular through sheer charisma or other means.

Reward = **Not Just A Pretty Face**. You have found you can use your appearance and fame for various purposes, such as bringing publicity to something or swaying public attitude. The better your own appearance and greater your own fame, the more attention you can bring to something, or the faster and more significant the shift in public opinion would be. If you were undeniably the most beautiful or famous person in the world, a single public announcement could start changing things worldwide overnight. If you were both, perhaps society would be rushing to change things by the time you had finished speaking.

Going To War

You can hardly be a warlord or dictator if you don't have somewhere to rule over, can you? For this Scenario, you need to claim a country of your own, or at least a significant part of one. If you already have a country, you need to take over another of a similar size. Either way, you'll still need to be holding that territory at the time the Jump ends.

Reward = **Like Being On Another Planet**. Not only do you find it easy to provoke or motivate others towards conflict, but you can keep anyone else from getting involved in your wars or battles. This includes additional potential allies that might have otherwise joined your enemy, unless you deliberately attack or provoke them in such a way that draws them into the conflict. Unless you make it their problem, they'd regard a fight going on in front of them as practically being on another planet and not something they should get involved in.

Dogs Of War

It seems you'll be getting involved with some other gunrunners, rather than Yuri Orlov. To be specific, a pair of Corporate Lobbyists and their company AEY Inc.

You have two choices on how to succeed at this particular Scenario. First, you can help the pair to avoid their downfall. You need to help them remain at least relatively successful, prevent them turning on each other, and ensure they are not arrested as they would have been without your involvement. Alternatively, you can ensure that AEY Inc is brought down earlier and neither of them are able to escape the full consequences of their actions, legally or otherwise. It will need to be more than a few months of house arrest or just a few years of prison, and AEY Inc must be permanently shut down.

Reward = This depends on what choice you made, and if you succeeded at it.

By helping them, you earn the Perk **Scarface Wasn't Even On Last Night.** Are they ever not acting? You can always tell when someone is, letting you immediately notice when you are being manipulated by someone trying to tell you a sob story or otherwise faking emotions. Should you need to point out such acts to others, there will be an inconsistency in the story or apparent appearance that you can use as proof. They might have come up with a convincing story involving watching a film the previous night, but you'd see right through their act and know that the film was never shown.

By stopping them, you earn the Perk **Well, This Saves Us A Trip**. Organising the capture of a criminal, or otherwise getting to a target that would be difficult to reach, can be a bit of a challenge. Not only are you and your allies much better at approaching a target while keeping them unaware of your presence, but you have a very high chance of encountering them at times when they are outside of where they are working or hiding. If you were leading a team of FBI Agents to arrest someone in an office building, you would have a good chance of opening the lift on the ground floor to find them inside it and not having anywhere to run.

Face To Face

Due to sharing an actor with the character they play being involved with weapons, there have been jokes about the 1998 action thriller film *Face/Off* being an unofficial sequel to *Lord Of War*, with Yuri having changed his name to Castor Troy and expanding his operation to include terrorism for hire, having somewhat lost his mind after the events of *Lord Of War* to explain changes in personality. While this wouldn't usually be the case, since Castor and Yuri have very different backstories… now it will, one way or another.

This could mean that Yuri takes up the role of Castor Troy and possibly changes his name in the process, that he has an uncannily similar relative, Castor Troy is a separate person from Yuri entirely despite their appearance, or that there is some other suitable explanation to make the elements of *Face/Off* still work. It's up to you to choose how you get involved, but you do need to feature within this particular story at some point.

Reward = You can choose from one of the following:

Uncaged Antics. As long as you're not actively hurting anyone or deliberately causing problems with your behaviour, you can get away with quite a lot. For example, you could dance around a choir dressed as a priest and even join in with the song, or extensively mock someone with a gun to your head without being shot. Causing actual harm to the choir members or trying to stab the one holding the gun, however, would get a response you might expect with such actions. You can also be incredibly entertaining to watch when you want to be, particularly when acting in a highly exaggerated and expressive manner.

I Want To Take Their Face… Off. You are now capable of performing the same identity-changing surgery as shown in *Face/Off*, completely changing the exterior and voice of one person to match that of another with a relatively quick and easy procedure. This is a perfectly safe process without any chance of rejection or complications. In time you may be able to figure out how to conceal or alter internal biology to match, but by default this procedure can be revealed with methods such as blood testing. As you might encounter somewhat more extreme differences in terms of body types and biology, the version of this technique you have access to can be applied to any two individuals regardless of their appearance, though you do specifically need a 'donor' appearance. You can choose whether to have the appearances swapped over entirely, or the 'donor' safely kept in a coma until the features of their appearance can be returned to them. Additionally, should you want to use this procedure on yourself, you can easily show others how to do it, allowing them to carry it out as well as you could.

In addition to your choice above, you earn the Perk **Woo!** Whenever you are doing something dramatic, you can somehow summon doves or other birds to fly off or otherwise some sort of symbolism to whatever you are doing.

Ending

The Jump is finished. Your tale here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with friends and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *Lord Of War* franchise, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-Additional thanks to anyone who worked on the 2016 film *War Dogs* and the 1997 film *Face/Off*, which feature somewhat in the Scenarios of this Document.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version.

-This Jump is based on the 2005 political crime thriller directed by Andrew Niccol and starring Nicolas Cage, Bridget Moynahan, Ethan Hawke, Jared Leto, and Eamonn Walker. The film revolves around Yuri Orlov (Cage), Ukrainian-American arms merchant extraordinaire, based on the real Russian traffickers Viktor Bout and Leonid Minin.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

*Regarding the **Starting Time**:*
Lord Of War is a story stretching out for more than ten years, and key points in the story are somewhat represented by the different Starting Locations, each being visited by Yuri Orlov at later points in the timeframe *Lord Of War* covers. For example, choosing to start at **A Booked-Out Hotel** would by default put you there at the same time Yuri is trying to impress Ava Fontaine, while **Central Park** would by default have you show up at a later time, perhaps even on the day of their marriage. However, so long as you don't have any Drawback enforcing your arrival time or location, you can choose to start off at the very beginning of the story Yuri narrates in any of the Locations if you really want to. Just bear in mind might not be quite as described if you show up later, so showing up in **INTERPOL Headquarters** at an earlier time might mean you won't be able to join Agent Valentine yet because they're still training, while later might mean they're already out chasing Yuri Orlov. To this Jump Document Author's knowledge there isn't a strict timeline with precisely what year every event took place in, so have as much leeway as you want with what would reasonably be going on at each specific point in time in the story. It's probably best to pick the point in time and space it would be best for you to start based on what you want to do and experience here, hence no cost to *Starting Location*.

Regarding the **Luck Of The Devil's Own** Perk:
This is not a hidden drawback that ensures bad things happen to the people around the Jumper, it just doesn't protect anyone except the Jumper from when bad things happen. For a situation as an example, imagine Jumper walking behind a building amongst their close friends, Companions and random people. Inside the building a firing squad executes a number of people, shooting through the wall in the process. Assume no other Perks, luck abilities, etc are being used.

-Without **Luck Of The Devil's Own**, the Jumper, Companions, friends and random people all have a reasonable chance of being hit with the bullets.
-With **Luck Of The Devil's Own**, while the Jumper won't be hit by the bullets, their Companions, friends and random people still all have a reasonable chance of being hit.

Regarding the **Cursed** Drawback:
This ensures that bad things will happen that the Jumper will need to deal with, overriding any sort of luck, fate and general good fortune & avoidance of bad things Perks and abilities Jumper has, with the *specific exception* of the **Luck Of The Devil's Own** Perk. It's trying to replicate the effects of the horrible luck that people around Yuri have, like his uncle being blown up and brother being shot. Going back to the situation given as an example above, this is what is likely to occur.
-With the **Cursed** Drawback but *without* the **Luck Of The Devil's Own** Perk, the Jumper, Companions and friends are significantly more likely to be hit by the bullets than the random people, who still have their default chance to get hit. If the Jumper is hit, it could be serious and need urgent treatment.
-With the **Cursed** Drawback and *with* the **Luck Of The Devil's Own** Perk, while the Jumper *still* won't be hit by the bullets in a serious manner, their Companions and friends are still significantly more likely to be hit by the bullets than the random people, as the Perk only protects the Jumper but not anyone else, and the random people still have their default chance to get hit. If the Jumper is hit, it will be something that can be walked off or only needs minor treatment.

Changelog:

V 1.0
Finished first version of Jump Document, prepared to share.