Jackie Chan Adventures

Jumpchain by Rater202
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The year is 2000. Professional archeologist and kinda-sorta adventurer Jackie Chan has uncovered a shield, with a rooster-marked Talisman set inside, in a ruin in Bavaria and returned home to his uncle's antique shop in time just in time to learn that not only does he have a niece, but that her parents have sent her to live with him for a year. Shortly afterward, he finds himself being brought into a conflict with a group of men after the shield and then kidnapped by a squad of secret agents led by his old friend Agustus Black, who informs him that the men were The Enforcers of a criminal organization known as The Dark Hand, an international syndicate with ties to all aspects of crime who are seeking a set of antiquities for unknown reasons, and recruits him into Section 13, a clandestine organization backed by Interpol dedicating to stopping such criminal organizations. With the help of his Uncle, who it turns out is a wizard, and reluctantly his niece, Jackie must travel the world to retrieve twelve Talismans bearing the symbols of the Chinese zodiac before the Dark Hand does. Unbeknownst to our heroes, the Dark Hand isn't after the Talismans for their power or their monetary value but because Shendu, a Demon Sorcerer trapped in the form of a statue, has promised their leader Valmont treasure beyond his wildest dreams if only the criminal mastermind uses the Talismans to set him free.

This is the world you find yourself in. You arrive on the morning that Jade Chan first sets foot in Uncle's Rare Finds and will stay for ten years. Have 1000 Chi Points (CP) to settle in.

Age, Gender, and the Like

Generally speaking, I'd say to just be whatever you want… But it should make sense in the context of your choices here. You can't be an eighty-year-old Child for example.

Location

The heroes and villains both are mostly based in San Francisco, but if for some reason you want to duck out of the plot, maybe a vacation in a more mystical take on the modern world, you can appear anywhere on Earth.

Origins

Any origin can be taken as a Drop-In if you don't want memories or history in this world. If you choose to have memories and history here, you can choose to already have an existing relationship with the characters or organizations in this world, such as one of Jade's classmates, Jackie's colleagues, a member of Section 13, or The Dark Hand. The only hard rule is you can't meaningfully change the back story.

Child: A spirited but mischievous youngster, aged ten to twelve give or take. You have quite the talent for getting into trouble, but you're even better at getting out of it.

Scholar: As well as a gentleman and, when the time arrives, a warrior. You have extensive formal education, a knack for improvising in a crisis, and a bizarre form of luck.

Wizard: You also have an education, though in more esoteric subjects. There are a lot of different forms of magic in this world, at least one for every culture, but most of them are compatible and interchangeable. Just remember, you must keep up with your research.

Criminal: A phantom thief or an organized crime type. You're primarily the thieving kind, but if worst comes to worst you're more than comfortable enough in a "leg-breaking" scenario as well.

Big Bad: You have vast arcane power and eldritch knowledge, whether you're an ancient evil returned or someone from the new Millenium. Nefarious schemes are optional.

Perks

Each Origin receives its associated perks at a 50% discount, with the 100 CP perks becoming free.

General Perks

Cyu-oooot! (Free): You're gonna grab one of these eventually, might as well get one here. Your appearance is at least an eight out of ten, however you personally choose to define that, you can fine-tune your appearance as you wish, your skin and hair always look nice, you're always clean, you never have to deal with unwanted facial or body hair,

you never have bad breath or a foul body odor, and you don't have to worry about things like brushing your teeth.

Martial Arts (Free/100 CP): From Kung Fu to Krav Maga, from Lucha Libre to Sumo, there are countless ways in which one's body can become a weapon. For free, you have a prodigious talent for and the equivalent of two decades of regular training and experience, starting from childhood, in a single martial art of your choice. For 100 CP, you can either gain the equivalent of another two decades in your chosen style or the same amount of talent and experience in a different style. This option can be purchased as many times as you like. If you have multiple styles, from this perk or otherwise, you can effortlessly blend them together into a custom style with the combined strengths and minimized weaknesses of the component styles.

Chi (Free): A mixture of vital and spiritual energy, everyone has it, and it has many names. The healthier and fitter you are, the more you have. Chi has a number of uses, the most well-known of which is that several martial arts use meditation and breathing exercises to manipulate the chi in and around the body in order to ensure optimal performance. With this perk you've mastered such techniques to the point of using them reflexively, even if your martial arts form doesn't normally incorporate such things, guaranteeing that you always give the best physical performance possible. You may find other uses for your chi with time and practice, and several perks in this document grant new abilities to tap it.

Fitness and Form (Free): Tohru is 480 lbs but doesn't seem to suffer any of the expected health complications of such an immense frame, and Jade's short stature is only inconvenient to her when it's literally a matter of pure size. With this perk your physical form has no bearing on your physical abilities or fitness: You're always perfectly fit and perfectly healthy, with the greatest physical abilities you could have, or have had, for a given race—that is to say you'll have adult strength as a child if you've been an adult previously, but you won't have the strength of a giant when you're at normal size.

Dark Chi Vaccination (Free): Demon chi, oni masks, and a few other things offer great power but invariably corrupt those who wield them to power-drunkenness or evil if they aren't already. Just as a precaution, have free immunity to any external source of corruption or influence targeting your mind, your spirit, or your internal energy reserves. This includes energies that you take into yourself, entities that try to possess you, and objects with such effects on those in their proximity. This will also protect your body from being stolen by wandering spirits or astral forms should you be away from it for whatever reason.

Tiger Prowls Through Pudding (Free): Look uh, stuff regarding outer space, including entry and exit from the atmosphere and how well disconnecting and reconnecting an oxygen hose is likely to go for you are different here than in real life. Just on the off chance that you find yourself in outer space, it and you will behave as if under the most optimal combination of how it works in this setting, how it works in real life, and how it works in whatever reality you happen to be in at the time.

Hobby (Free): Jade and Captain Black are both pop-culture buffs and Uncle is a former mahjong champion, a lover of Chinese opera, and harbors a secret passion for oil painting. Choose up to two means of spending your free time. Not only are you very skilled in such regard, but you have a decent breadth of knowledge both trivial and practical regarding them.

Sound Track (Free): You may, at will, make the score of the show play, either just in your head or out of thin air. You may do the same with the entire discography of the band Wheatus, as they made the credits music but… Be very careful not to confuse "Chan's The Man" with "Punk Ass Bitch."

Lessons Learned (100 CP): Many episodes, particularly in the first season, have some theme to them, and one of the defining characteristics that distinguish the heroes from the villains is that the heroes tend to learn and internalize the message while the villains do not and suffer for it. With this perk, whenever there's a good lesson to be learned from your experiences or events you observe, you'll be able to internalize it and grow wiser as a result as well as apply it in the future. A *good* lesson, you won't have some epiphany about the emptiness of vengeance if you or someone around you ends up in trouble while seeking closure for a valid grievance, though you *may* learn another, more valid lesson if one applies to the situation like not letting your temper get the best of you.

Grow As People (100 CP): Related to the above, everyone grows over the course of the show, steadily becoming better versions of themselves over time. Jackie and Jade demonstrate previous lessons in later seasons. Tohru and Viper go legitimate, as do the Enforcers after a few false starts. Even Hak Foo seems to have had a humbling experience off-screen. It might not be easy, but you can always become a better person as long as you're willing to make the effort.

Uncle Has The Willies (100 CP): An obscure talent that some people have, which causes them to get a full-body shiver and a chill down their spine when dark magic is afoot, such as when unknowingly in its presence or when a powerful dark magic user is up to no good. In the canon examples, this was very specific, Uncle got it from Chinese dark chi magic while Tohru got it from Oni, but since you're paying for it yours works on

dark magic in general. Big Bads may optionally have it react to powerful good magic instead. This may be purchased twice to have both versions, effectively granting a general-purpose sense for otherwise unexpected or undetectable magic. You also tend to have at least a vague idea of what set the willies off

Formal Training (200): In espionage, that is. You've been trained as a secret agent, possibly by an organization like Section 13. And Section 13 is more "James Bond" than "CIA" in how they approach the cloak and dagger scene. Anything you could reasonably expect of a Hollywood Type Secret Agent is something you can do with reasonable competence.

Magic (200 Cp, Free to Wizard and Big Bad): In this world, magic consists of using incantations, rituals, implements, and reagents to focus and magnify one's energy (chi) to produce a number of effects. There are several kinds, and most of them are compatible or interchangeable—Uncle, for example, was able to improvise a chi spell to cure a curse of Mexican origin simply by incorporating a single key ingredient. You start with basic proficiency in one style, either a canon one like Uncle's Chi Magic, the vaguely European sorcery of the Magisters Circle, or so on, or else similar magic of your own design. You have a prodigious talent for it, however, and can grow it with both breadth and depth with time and practice. There does not seem to be an established hard limit on what can be done with the local magic, though even the powerful and experienced dark wizard Daolon Wong needed a lengthy ritual to perform a true resurrection, and it is unknown if he could have done it without the consent of their ghost.

Pressure Points (200 CP): Uncle is a master of these techniques, but others are shown to dabble as well. Simply put, there are locations on the body, such as nerve clusters or confluences of major blood vessels, as well as points and pathways on the body where chi flows and pools, that can be struck for maximized effect. Cause severe pain, temporary numbness, or so on with a well-placed poke or strike, break someone's grip by applying pressure to their tendons, or knock someone out cold with a more substantial strike to the nose, this perk lets you do it all and more, making your use of martial arts very efficient. With practice, you may find other uses for this knowledge.

Cat's Curse (200 CP): The Cat of Khartoum is an artifact of North African origin. Anyone who is scratched by its claws is cursed to become a humanoid cat while shattering the statue releases the cure. But there is some benefit to the curse, enhanced agility and reflexes, and the advantages of feline ears and claws. With this perk, you may, at will, assume the form of someone cursed by the Cat of Khartoum sans any downsides and may revert back to your true form at will.

Hard Work Pays Off (200 CP): Everyone in the show starts out at more or less normal human levels, given some narrative conceits, but as the seasons progress their skill and physical ability drastically improve: In the season 1 finale, Jackie with the Ox Talisman is still physically weaker than Shendu's base form, and yet in the Season 3 finale he's able to knock him over with an ordinary punch using only his natural strength albeit when Shendu was distracted. And Jade once ran twelve feet up a shear wall. This perk doesn't completely remove your limits, but it does give you more room to grow and remove any glass ceilings, diminishing returns, or bottlenecks on your potential regarding physical skills or attributes while also making the laws of physics a touch more forgiving with you, allowing you to train yourself to similar levels in a similar amount of time, showing massive improvement it just a few years. Should you have your limiters in such regard removed already, or have them removed later, you'll find yourself growing even faster.

Complexity (300 CP): People are complex. People can change over time, and people aren't easily shoved into simple categories. Tohru goes from being a common, and violent, criminal to a full-fledged wizard in his own right and one of the kindest of people in just a few years. For this jump only, you may select a second Origin. You count as both Origins for all purposes including discounts and may combine the different aspects of them, and how they affect your in-universe history if you have one, as you wish.

Origami (400 CP): The alias of an art thief who can transform himself into a form of living paper, you possess the same power. While in this state you can fold yourself into a number of shapes, which take on the properties of that which you are imitating: Fly by becoming a giant bird or shape your arms into blades for use in combat. You could also flatten yourself to slide under a doorway, and may find other uses. However, your folding can be used against you, and you can be incapacitated if you get wet while in this state.

Strong Like The Ox (400 CP): That's a proverbial strength, not literal, by the way. El Toro Fuerte lives and breathes Lucha Libre and takes its traditions very seriously. He *never* removes his mask… except for that one time. And like him, you have the unbreakable will needed to stick to your principles no matter what. And like El Toro, if you ever *do* voluntarily compromise on an important topic, people will understand that it's a big deal. This stubbornness will never be so great as to prevent you from growing as a person, however.

Anything But That (400 CP): The Oni all have a crippling weakness to onions. The Demon Sorcerers, as Shendu repeated more than once in the second season, can't

touch good magic without being burned. More specifically, Po Kong is always hungry and her Chi inflicts that, as well as her massive size, on those who absorb it. With this perk, you'll never have to worry about such things: You're categorically immune to all innates or racial weaknesses as well as weaknesses inflicted by powers you possess or energies you take into yourself or downsides thereof and can easily reconcile various energies and powers that would otherwise have trouble working together. Additionally, you can toggle on and off, or dial down and back up, any perks and powers you possess, or aspects there off, especially those that physically alter your body.

The Boss (400 CP): Section 13 is a massive moving operation with several divisions and the Dark Hand, before its collapse, didn't become a worldwide criminal empire by looks. With this perk, you are an absolute master of logistics and organization, able to keep large operations running seamlessly, balance a budget optimally, and give people orders in such a way that they'll follow them. You're also pretty good at motivating people in general, though how you do that is up to you.

How Many Lives Do You Possess? (600 CP): You're just, absurdly lucky. Not in an everyday sense, it's just, when in dangerous situations you tend to pull through more or less unharmed. You're honestly more likely to break your leg in a freak waterskiing accident than you are fighting a super-powered monster. Additionally, once per decade when by all means you should have died you'll miraculously survive unscathed. This perk recharges early if you ever have a particularly bad spat of mundane bad luck as if the universe is trying to balance things out… Though not if you actively try to instigate your own misfortune.

Monkey King (600 CP): Implied to be Sun Wukong, but far less heroic than any version you may be familiar with. Imagine the Genie from *Aladdin*, the Disney version, but completely sociopathic with a homicidal sense of humor and no rules forbidding lethal uses of his powers. You're not quite as powerful as he is, but you do possess a shard of his reality-warping powers, able to induce cartoony effects like making the ground bouncy, pulling mundane objects from hammerspace, or undergoing sudden costume changes. One of the Monkey King's greater demonstrated feats was making a volcano erupt with gelatin, so your hard limits to start would be along the lines of conjuring enough of the same to fill a large public pool. With practice, you could maybe become his equal, but it'll take a long time.

You Should See My Paycheck (600 CP, Requires Magic): Lo Pei was a wizard from nine centuries ago, and the one who sealed Shendu in stone. With this perk, not only do you possess knowledge of the spell that he used to do it, adapted to your personal system of magic if necessary, but you can with minor adjustments create a version that

works on **anyone** trapping them in stone and extracting up to twelve supernatural abilities from them in the form of talismans. You can release them at will, but otherwise, the only way for them to escape is for every talisman extracted from them to be set back into the statue they've become. However, spells like this aren't easy: Both Lo Pei and Uncle needed a small army of people chanting with them to work the spell. Talismans created in this manner can only contain discrete abilities, however, and will not extract natural abilities—Shendu kept both his fire-demon chi and his ability to cast spells, albeit limited by his lack of ability to move. Such talismans will work in other worlds, but you need to keep track of them yourself.

Bountiful Chi (400 CP): You possess an overwhelming vitality and a certain purity of spirit which means that your chi is plentiful, potent, and pure. Maybe, like the Eight Immortals, you earned this state, or maybe like Santa Claus you just naturally exist in it, but the effects are the same. You either don't age or don't suffer the effects of age. Any chi-based abilities you possess are at least ten times as potent and you have hundreds of times over the amount of energy to use. These effects even extend to chi or other life/spirit-based energies or abilities you gain from perks or powers in other jumps. Finally, this perk serves as a capstone booster.

Child Perks

Young Forever (100 CP): Each season takes place over roughly a year, with it being implied that several months happen between seasons. Despite this, Jade never seems to age or mature… And she lampshades it at one point. With this perk, if you wish to maintain a childlike form, or just flat out be physically a child, indefinitely you may do so. No one will question why you don't seem to age, and regardless of your form, no one will judge you for behaving childishly.

Scout's Honor (200 CP): Tch, like you were a scout. You're a rather mischievous child, but you rarely seem to get in trouble for it. As long as your actions are well-intentioned and within a contextually appropriate threshold, you'll face no consequences for lying that you'll stay out of trouble, promising to do one thing and then doing the opposite, or breaking into secure government facilities and stealing from the vault on the premises. Or anything else along those lines. If you have an excuse or a loophole—for example, trying to rescue someone or "you didn't say which uncle"—no matter how flimsy, your odds of getting away with something improve exponentially.

Respect (400 CP): Jackie tends to dismiss Jade as just a child, mostly out of concern for her safety, but others like various villains, allies outside the main family, and the like take her as seriously as someone with her track record should be with Section 13 even

formally categorizing her as the Ultimate Security Risk. With this perk, no matter your age or form you'll always be taken seriously and respected for your skill, accomplishments, or authority if it would be to your benefit.

Hi Jackie! (600 CP): Okay, are you a fricken teleporter? You're a master of getting from one location to another quickly and without being noticed. To an improbable, if not outright impossible degree. It's just that one second you're there and another second you're not. Not only does this make you very good at sneaking, but you're a master of the Stealth Hi/Bye to rival Batman and if you try to stow away on a vehicle, you won't get caught until it's too late to do anything about it.

She Can Be A Spy When She Grows Up (Capstone Boost): You have a prodigious talent for espionage, able to bypass the deadliest of traps with improvised equipment and a touch of athleticism, which you also gain, and guess passcodes from a single digit or a context clue. After a rough start, Jade was basically able to waltz in and out of Section 13's vault whenever she wanted and is considered the Ultimate Security Risk for a reason, so that's the level you get from this perk.

Scholar Perks

College Education (100 CP): At least up to the point of a master's degree. You're an expert in every aspect of your major, both academic and practical. An archeologist could both teach the subject and find work exploring ruins and studying artifacts. This perk can be purchased more than once, to upgrade the masters to a doctorate or to gain such expertise in other subjects, but only the first purchase is discounted.

Master of Improvisation (200 CP): When you need to defend yourself, you can use whatever happens to be on hand. You could be in a fight with three of the best enforcers of a criminal syndicate, each armed with a high-tech electrified sword, and defeat them armed with nothing but windshield wipers. You could even use an unconscious person as a bo-staff if you had to.

I'msorryI'llbringitbacklaterthankyoouuuuu! (400 CP): Sometimes you can't afford to take the time to secure the use of something through legal channels. As long as you desperately need it, or it's in pursuit of a higher purpose, you'll face no consequences for suddenly stealing something and running off. Additionally, non-consumable items you steal in this manner will find themselves back in the possession of their rightful owners, in the condition they were in when you took them, once you no longer have need of it. Even if it got totally wrecked in the process.

Baddaybaddaybadday! (600 CP): You do well under pressure. Very well, as if all of your skills are cranked up to eleven when you're in danger or suffering some form of misfortune. If you were a skilled martial artist in times of safety, you'd be able to outfight a small army of ninjas when pressed. And if you happen to have a priceless ming vase on your person at the time, you'll be able to keep it out of harm's way the whole time. You never seem to suffer long-term consequences from being in frequent stressful situations, either.

No Way He's Human (Capstone Boost): The above was merely improbable, but this stretches disbelief. With this, you could run across the top of a train that was plunging off a cliff and leap from the last car to safety with only a moderate bit of exercise. You're not blatantly superhuman, at least not with just this, but you could easily pass for a folk hero or the star of an action movie. While present to some degree at all times, this is most effective in situations that would trigger the base perk.

Wizard Perks

One More Thing (100 CP): It's important to be knowledgeable, but the true sign of being learned is being able to teach. You are able to lecture people on any subject you are knowledgeable in, and they'll listen and, for the most part, take it in no matter how long and rambling it gets. In addition, when you take an active role in someone's development, such as taking them as an apprentice, you're very good at drawing out their talents. If you were training someone who had a natural talent for your area of expertise then they could equal or even slightly surpass you in just a few years.

Just a Guideline (200 CP): Magic is like cooking, it's both an art and a science. There are rules, you can't just throw things together and expect it to work, but once you have a decent foundation in a given system of magic you can go crazy. Adjust ingredient ratios, add or subtract things, and fine-tune timing or instructions in order to maximize effectiveness and minimize drawbacks for a given spell or potion, improvise spells entirely based on knowing what the key ingredient in a similar spell or the secret weakness of a monster is, or make substitutions like using mayonnaise instead of eel saliva with no loss of effectiveness. This doesn't make magic completely freeform, there are some requirements that you just can't get around, but it does make it much easier to get the most out of it or achieve the desired effect.

Yu Mo Gui Gwai Fai Di Zao (400 CP): No matter what Uncle is trying to accomplish, this is the incantation he uses except on occasions where he had to use a *very* specific spell from a different magic system. This is despite it being established that spells in his library do in fact use other incantations. With this perk, you can establish a phrase, or

set of phrases, that you can use as a substitute for all incantations, chants, or mantras for any system of magic known to you.

We Must Do Research (600 CP): No one can know everything, and life is a constant journey. The modern wizard knows this and devotes time to keeping up with their studying. With this perk, any learning, studying, research, or training you do is 100 times as effective and takes one-tenth the time. You also have an intuition for where to look when trying to find information as long as you know what it is you're looking for.

An Open Mind (Capstone Boost): Uncle's flaw is his arrogance. In the fourth season, he dismisses both Japanese Chi Magic until it turns out that it must be relied on to defeat the Oni and the stronger tribes of Shadowkhan and fortune telling until he turns to a fortune teller out of desperation. However, he was humbled by those experiences, put a lot of time into researching Japanese magic when it became necessary, and seemingly adopted bits of astrology for his own use later on based on his comments on Bad Chi Stars. With this, not only will you never be too close-minded as to dismiss the importance of magic or supernatural forces outside of your wheelhouse, but you'll find yourself easily learning new forms of magic and adapting them to combine with the ones you already have, letting you blend entirely different systems of magic together seamlessly with enough work. Additionally, this augments the effects of the Magic perk giving you the basics of two other forms of the local magic for three total, though one will always take preeminence over the others.

Criminal Perks

Enforcers (100 CP): When you live a life of crime, you've gotta be comfortable in a fight and you can't afford to be fighting honorably because rival criminals won't. While the Martial Arts perk covers actual fighting skill, this covers street brawling, all sorts of dirty tricks like low blows, eye pokes, or using a hostage as a human shield, and using various weapons that aren't traditionally associated with martial arts. Like short swords that are more like electrified batons. Or implicitly firearms.

Angry Crow Takes Flight! (200 CP): You are very athletic. Not only are you at the absolute greatest peak of fitness you could possibly ever hope to reach, but you have a natural talent for all kinds of physical endeavors, allowing you to do things like leap several times your body length.

Super-Thief (400 CP): The more subtle side of crime. With this perk, you're a one-man heist crew, able to infiltrate even the most secure places and make off with the loot without getting caught. Not only can you evade even the strictest security measures but

you can do so with grace and a sense of style. If only the Dark Hand had people like you on the payroll.

Slapstick (600 CP): A life of crime is dangerous, so you've gotten really good at bouncing back. You can take a punch very well, know how to roll with the hits and how to fall safely, injuries never seem to be as severe as they should be, and you're honestly more likely to be embarrassed than maimed. No matter how bad it seems, as long as you're alive and in one piece you'll make a full recovery within a week, tops.

I Do Not 'Poof' (Capstone Boost): It's like you were carved from granite or something. While you still have everything from the base perk, you don't really need to roll with the punches anymore, at least against normal people. They'll hurt themselves trying to punch you. You're not invincible, far from it, but you can take a lot of punishment before you actually get hurt. This scales up proportionate to how tough you are under this perk.

Big Bad Perks

Chi Empowerment (100 CP): Every good villain needs minions, but you don't have to settle for ordinary humans. By infusing people with a small amount of your chi, you can grant them your powers, perks, racial traits, or aspects thereof. This process is quick, easy, and painless, and you can reclaim the chi and thus the shared abilities at will. The amount of chi it takes is negligible, having no overall effect on your own abilities. However, you can only empower a handful of people at a time, and only one discrete ability per empowerment. If you want to empower an army with all of your powers, it's going to take a **long** time.

Chi Consumption (200 CP): Like a certain dark wizard, you possess the ability to drain the chi right out of people, improving your vitality and strengthening your magic at their expense. Consuming all of someone's chi is implied to be fatal. This perk can also be used to transfer the effect of a spell from another person to yourself(though be careful not to grab a negative effect) or absorb a power or energy that is within a person but not inherent to them, like taking a Talisman Power from a living vessel, both of which are harmless to the victim. In other worlds this can be used to steal other forms of vital, spiritual, or mystical energy as well, causing whatever effects such deficit would cause normally.

Magic Must Defeat Magic (400 CP): And you are magic. Any spells or supernatural abilities you possess can only be blocked, negated, or countered by supernatural means. While not impervious to harm, you are resistant to attacks from non-magical

sources, and can not be killed or defeated by non-supernatural means. Mundane means can still be used to inconvenience you, however.

I Know A Multitude of Ancient Spells (600 CP): While the good wizards of the modern era train constantly to keep up with the forces of evil, you have the benefit of countless lifetimes already in your chosen forms of magic, possess an order of magnitude greater magical power than you otherwise would, and never forget a spell once you've learned it. For that matter, your memory is *incredibly* sharp, being perfect, fully retroactive, with perfect indexing, immunity to tampering, protection from harmful memories, and the ability to repress and restore unwanted memories at will.

Demon Sorcerer (Capstone Boost): You're not even human, are you? Did one of Shendu's siblings or Tarakudo's generals escape the fate of the others, or are you something else entirely? You have all the skill and power in your magic from this jump that you would expect from someone with millennia of experience, and your physical attributes are well beyond what a human is capable of achieving. You also possess a monstrous form that you can design for yourself, or else may give yourself exotic features, though Drago or one of the Oni is about as far from human as you can get. You may shift into an ordinary human form at will.

Items

All of these items can be merged with each other or similar items freely. If any of them are lost, destroyed, or stolen they'll return to you good as new either the next morning or when you next require them, whichever comes first. They will always retain whatever improvements or upgrades you make to them.

General Items

It's Good For You (Free): Garlic is packed with nutrients and has numerous health benefits. And if Uncle is to be believed, using garlic in magic is like using salt in cooking. This gives you an unlimited supply of garlic in any form you could want or need. Fresh garlic, dried garlic, garlic salt, garlic powder, garlic extract, garlic oil, garlic-*infused* (cooking) oils, anything. Of every variety. You can summon a handful or a vial from your stash to your hand at will.

Papers and Passports (Free): There's quite a lot of globetrotting in this show, so just to make things easier on you here's a set of valid, legal, self-updating IDs, passports, papers proving citizenship in whatever country you currently live in, and so on. You're on your own for plane tickets.

Iconic Outfit (Free): Design an outfit, something mundane like Jade's orange hoodie or something more out there like Daolon Wong's robes. You get one such outfit that self-cleans and self-repairs.

Documents and Diplomas (100 CP, Free to Scholar): A folder with infinite space inside. Reaching into it will always produce valid credentials to prove that you have the education and qualifications you have, whether you actually earned it the hard way or got it from Jump Fiat. Your degrees will always be accepted as valid, even if the school you graduated from doesn't exist in the reality you're currently living in.

Military Hardware (100 CP): While Magic Must Defeat Magic, Captain Black seems particularly eager to stress test that. For example, showing up with a squad of agents equipped with bleeding-edge rocket launchers to fight Shendu. We never see how well this would have worked, but if you want to try it yourself this purchase gets you a single heavy-duty automatic firearm or a man-portable bit of artillery or explosive ordinance, which self-maintains and never needs to be reloaded. This can be purchased more than once, for a different weapon each time

Armbands of Shiva (100 CP): A matched pair of artifacts from India. When wearing them, you grow a second pair of arms and instantly adjust to their use, including adapting your martial arts skills to include the new limbs.

Electric Sword (200 CP): An electrified shortsword/baton device, used by the Enforcers before the Dark Hand lost their money. Collapsable and easily concealed on one's person, these can be used to cleave cleanly through steel.

Backed By Section 13 (400 CP): Section 13 has international jurisdiction and a wide degree of authority, with Captain Black being able to pull strings to keep people out of prison, get people into prison for undercover operations, secure transport and equipment for international jobs at the drop of a hat, evacuate a town with bogus emergency reports to cover up the real emergency, and so on and so forth. Also, they have comprehensive insurance, including dental, other employee benefits, and every Thursday is donut day. With this purchase, you have the backing of Section 13 or a similar organization, able to get favors along these lines every few weeks as well as a reasonable income, enough to live comfortably. If you want you can have a job in international law enforcement.

Laser Cannon (400 CP): Section 13 has these dealies, an open-topped vehicle that carries a single pilot, equipped with a massive laser gun at the front end. We don't see what they'd do against vehicles or living targets, but Jackie was able to use one to

destroy the physical vessels of the Talisman Powers, which has otherwise only been achieved by Drago using his dragon breath… And he only took out one.

Eye of Aurora (600 CP): A gift from an Egyptian sorcerer to a princess of the same name, the Eye of Aurora allows anyone who is in physical contact with it to teleport to anywhere on the planet in the blink of an eye simply by saying “Return to” and then the name of the place you wish to travel to, though you should be specific.

Bootleg Talisman (600 CP): What you have here is an artifact similar to one of the Talismans of Shendu and possessing a special ability of roughly that level of power. You can make a custom artifact… Or you can have a copy of one of the actual Talismans, though that’s just it, a copy. If you have a pre-existing amulet or talisman of some sort you can use this option to give it more abilities.

Child Items

Cellphone (100 CP): Don’t get too excited, this is an early 2000s phone. Still, it’s indestructible, always has service, never needs recharging, updates to stay bleeding edge, and can’t be traced.

Soda Pop (200 CP): One episode… And *only* one episode… showed Jade as having a bad problem with excessive soda drinking and by extension excessive belching. Anyway, here’s an endless supply of cans of all your favorite brands and varieties of soda.

The Scroll of Hung Chao (400 CP): An artifact hidden in the Lotus Temple, whose imprisoned Guardian Jade befriended and helped free. Contained on the scroll are diagrams depicting glyphs that can be painted on one’s hands to gain specific powers. Chi blasts, levitation, animation of objects, and creation of miniature tornados. However, if the glyphs wash off, the power leaves with them making the glyphs less reliable than something like the talismans.

Jump World (600 CP): You’ve got your own sprawling amusement park, the kind that can have a handful of locations worldwide, with whatever themes, attractions, and concessions you want. Not only does this turn a rather massive profit, but it’ll follow you from world to world and as the owner, you and your friends automatically have super-double platinum VIP passes that let you skip the lines and get free admission and concessions. Never seems to have supply issues, and no matter how much you use and abuse those passes it never seems to cut into the net profit. Since you can’t expect

a kid to run this kind of thing by themselves, you have a full NPC staff who manages it to your satisfaction in your stead.

Scholar Items

Tools of The Trade (100 CP): You have whatever tools and supplies you need for your preferred career or careers in your chosen field or fields.

A Day Job (200 CP): You can't be an adventurer all the time, and honestly you might prefer not to be. Here's a job in your field, one with plenty of opportunities for travel and advancement, good benefits, a salary you can comfortably live on, and you won't get fired for taking months off at a time because you need to go track down a set of artifacts to stop a demon, wizard, or demon wizard from taking over the world.

Library (400 CP): A small personal library, which always seems to have whatever book you're looking for when pursuing research in your chosen fields.

Armor of The Eight Immortals (600 CP): One of the only non-cursed artifacts of the eight ancient heroes who banished the Demon Sorcerers millennia ago, this suit of Chinese Armor, when worn, will transform into a form-fitting outfit, not unlike a modern superhero's, that grants the powers of superhuman strength, agility, toughness, and flight. Enough that an ordinary human could fist-fight a much larger monster and shrug off being crushed by a boulder.

Wizard Items

Focus (100 CP): Uncle alternates between mummified lizards and blowfish, but we see other examples. It can be anything you can reasonably hold on your person and can both be used to fire off a blast of your chi and as a magic wand that makes conducting spells easier. Note, if you choose something that can be used as a weapon, such as a staff, such functions are more or less mundane.

Alchemical Stores (200 CP): Improvisation is all well and good, but sometimes you *need* the hair of a ewe for a spell. Or the octopus whose tentacles are the key ingredient in a potion *must* be from Japan. With this purchase, you gain a set of cabinets and cupboards that always contain a wide variety of common ingredients and whatever rare reagents you happen to need at the time, all ethically sourced.

Jumper's Rare Finds (400 CP): You've got your own shop, Jumper. The majority of the ground floor is taken up by the shop proper and store room, which just sort of stocks

itself with whatever it is you want to sell, but it also contains an office and a reasonably sized library of arcane lore and laboratory for all of your research and magic experimentation needs. The top floor contains an apartment and a few spare bedrooms, enough that three grown men and a child could live here comfortably. If you don't want to run the shop yourself, NPCs can be summoned up to run it in your place which will generate you a tidy income. The utilities are always taken care of for you, you have any and all documentation proving your ownership, and you'll never have to worry about robberies or break-ins.

Arcanum of Chi (600 CP): An orb created by an ancient chi wizard, who then split it in half and hid it in two separate locations. When the halves representing Yin and Yang are united and then held by a wizard it will magnify the effects of any chi spell ten times over. You have both halves, and since you're paying CP for it its magnification effect will work on any spells you have.

Criminal Items

Seeking Device (100 CP): A small clay sculpture of four dragons mounted atop a torchlike handle. The original device was used to find the Talismans of Shendu, with the eyes and mouths of a given dragon glowing red to point their direction when one was nearby, but your version can be used to find whatever it is you happen to be looking for at the time.

Criminal Empire (200 CP): Maybe you're the boss instead of just a mook? This is a globe-spanning criminal organization with ties to every form of crime that you can bear to have on your conscience. You can manage it yourself, or let it run on its own which will generate a small fortune in net profit for you. You can also employ it to provide NPC mooks or do specific crimes you order.

Emerald of Killarney (400 CP): A cursed emerald from Ireland, roughly the size of a fist. Whosoever gains possession of it will be inflicted with terrible bad luck—bank errors resulting in you becoming bankrupt overnight the second you gain ownership of it bad. The only ways to be rid of the curse are to willingly pass it on to someone else—if the emerald is stolen the curse stays with you—or to return it to where it belongs which breaks the curse entirely. In your case, you. You and your companions are immune to the curse, but anyone you give it to will suffer such problems, and so on and so forth until the gem returns to your possession. Your emerald will always find its way back to you eventually and since you're paying CP for it you can summon it to your hand at will, breaking the curse in the process, and will immediately know if it comes into the possession of someone you would rather not be cursed.

Opal of Anglee (600 CP): A massive opal from Bhutan, kept by an order of monks who are for some reason willing to lend it out to a museum. While the material value of such a large gemstone is unquestionable, its true worth is in its magical power. One can fuse their hand into it, causing the opal to change shape into either an energy cannon or a massive mace at the end of the wielder's arm. Or both at the same time.

Big Bad Items

Implement of Darkness (100 CP): A magic focus, similar to what a Wizard gets. But whereas theirs is merely a tool, yours is a source of power in its own right, magnifying the potency of your spells to a degree. Of course, the trade-off is that you need an actual spell to use Chi Blasts with this, it's not automatic like the other option.

Lair (200 CP): Shendu has a palace in China. Daolon Wong has a castle in Bhutan and a mansion in San Francisco. Now you have a comparable base of operations for yourself. With all the room you could need and with luxurious furnishings, you can perform your villainy in style and comfort from here. You either have fully paid utilities or a magical substitute for them and if it's at all relevant any and all papers proving you as the legal owner of the property.

Dark Chi Warriors (400 CP): Closer to the original Trio than the Enforcers, which is to say they don't talk and seem to have no will of their own. This is an original set of three, whose appearance and weapons are up to your design. They possess low superhuman levels of physical abilities, psychokinetic control of their weapons, can levitate, and when mortally wounded they poof into smoke and reform unharmed elsewhere. You can summon and dismiss them at will. They count as followers.

The Demon Archive (600 CP): Supposedly written by the Eight Demon Sorcerers themselves, though the symbol on the front is that of Tarakudo, this is the ultimate book of dark magic and demonology in this world. While the original was penned in an ancient and obscure dialect of Chinese, you can understand its text perfectly and without issue. This represents quite a lot of potential power… But it has another potential use as well. The mark of Tarakudo on the front? Anyone branded with it becomes a King or Queen of the Shadowkhan, able to summon dozens of the demonic projections from any ambient darkness with a thought in order to do their bidding. By default, a King or Queen will summon the Ninja Khan, but since you're paying CP for it you can choose which tribe people branded with the mark become the ruler over. Judging from Jade's example, a King or Queen's control supersedes that of a General.

Companions

Import (100 CP): For a flat 100 CP you can import up to eight pre-existing companions or create some whole cloth, or a mixture of both. Companions get an origin, 700 CP to spend, and can take personal scale drawbacks for extra points.

Canon (Free): If you can convince one of the locals to join you on your trip across the cosmos, then your benefactor will provide fiat backing for them, their equipment, and their abilities at no charge.

Antler Action! (100 CP): Super Moose is a fictional character, but don't tell him that. This living doll has all the abilities of the fictional character he's based on, that is to say, he's a flying brick with the ability to track magic by scent. He's also a colossal ham.

A Jolly Following (200 CP): At some point in the past you did a favor for old Kris Kringle and now this squad of six elves follows you around. They have reasonably powerful magic and are excellent craftsmen. They're followers by default but can be imported as a group companion in future jumps, sharing a CP pool and dividing perks and items between themselves.

I Was a Teenage Oni (200 CP): Exactly what it says on the tin, an adolescent horned demon of Japanese origin. He, she, or they are up to date on Japanese pop culture, possess physical abilities slightly beyond the peak of human ability, and have a decent grounding in Japanese Dark Chi Magic. They're not a general, however, and so do not have their own Shadowkhan.

Mermay (400 CP): Who says that Shendu is the only Demon Sorcerer with an adolescent, plothole-inducing child who may or may not exist naturally in the current timeline? Mermay is the daughter of Bai Tza, the water demon. Like Drago, Mermay is a smaller, weaker, more humanlike version of her demon parent, but like Drago, she's mastered her elemental powers to a greater level than her parent. It's a bit hard to guess just where she falls on the alignment chart, so to speak, but she's very curious about the human world and thinks that you're as good as anyone to learn about it. Other OC Demon Children can be created for the same CP cost but each is a separate companion.

Scenarios

You can take as many scenarios as you like, as long as you don't prevent them from being possible. Failing a scenario does not fail the jump or your chain.

The Search For the Talismans

If you choose to take this Scenario, it starts immediately upon jump start. Jackie Chan and the Dark Hand are racing for the Talismans of Shendu and your goal is to join that race yourself. There are three ways you can approach this:

First, join Jackie and ensure that all twelve talismans are secured in Section 13's vault with the Dark Hand never getting away with a single one. Should all twelve be safely stored by the end of your first year here, that completes the Scenario.

Second, Join the Dark Hand and aid the Enforcers in capturing all twelve Talismans. The scenario is complete when Shendu is restored to his true form.

Finally, you can observe the events of the search without being noticed by either side, studying them, and then when Shendu is revived… Take Jackie's side when he fights to defeat him, then the Dark Hand's place looting the Talismans after Shendu's execution.

Reward: First and foremost, regardless of the route you chose you'll receive your own personal copies of **The Talismans of Shendu** as fiat-backed items.

If you elected to join the heroes in their quest, you get your own personal copy of Section 13's **Vault**. Not only is it spacious, secure, and with a deadly trap inside if all else fails but anything you have stored inside at the end of the jump becomes fully Fiat Backed.

If you elected to side with the villains, however, you gain the legendary **Lost Treasure of Ching Xi Hung**. Shendu promised this treasure to Valmont but withheld it on a technicality that doesn't apply here, and since he felt the need to justify his betrayal with a technicality, as opposed to just stabbing Valmont in the back, that suggests that the deal was in as close to good faith as the dragon gets. Regardless, this treasure represents gold and jewels far beyond the wildest dreams of a man practically defined by his lust for wealth. If you know the right people, this represents virtually unlimited wealth in the form of ancient coins, jewelry, and antiquities and is restored to its original volume and value once per jump or every decade, whichever comes first.

If however, you elected to merely observe the hunt for the Talismans until the last minute, you gain the Perk **Treasure Hunter**. Having observed one of the greatest treasure hunts in history from beginning to end has taught you a thing or two about this kind of adventure, giving you a preternatural ability to almost literally smell out the

locations of lost tombs, temples, and so on holding valuable artifacts or potent magic items, and a talent for getting the goods. Any item that comes into your possession as a result of these quests becomes fiat-backed if it remains in your ownership at the end of a Jump.

If you remain neutral, then what you do with the original Talismans after obtaining your personal copies is up to you but I recommend either redistributing them or turning them over to one faction or another. If you side with the bad guys, keep in mind that Shendu plans to summon an army of dragons and raze all of Asia to the ground just to make absolutely sure he kills all of the descendants of the wizard who sealed him away so… If you don't want mass genocide on your conscience you might want to get on that.

Eight Portals to The Demon Netherworld

When Shendu was defeated, Jade Chan just straight-up executed him. This proved to be a mistake because now existing as a mere astral form, Shendu was able to travel at will between the human world and the Demon Netherworld letting him cut a deal with his siblings. He would return to the human world, possess a human, and use them to open the portals by which the sorcerers were banished millennia ago, freeing them from captivity. In exchange, they had to use their powers to restore him to life. His siblings agreed but did not trust him: After all, he managed to escape the Netherworld several centuries ago but did nothing to help the others. So they used a spell on him so that he would be unable to leave the first vessel he claimed as insurance against betrayal. He meant to take Jackie Chan as his host but ended up possessing Valmont by mistake.

Like before, the scenario is as simple as getting involved in the conflict and choosing a side. You can choose to help the heroes Banish the demons, finishing with exorcising Shendu and sending him back to the Netherworld in disgrace, without the case of any of the demons getting far from their portals or anyone getting dragged into the Netherworld with them upon banishment. Or you could help Shendu free his siblings and keep them from being banished until all eight are free.

Or… You could lay in wait outside of one of the portals and then when it's opened, either to free a Demon Sorcerer or send them back, slip inside during transit. The Demon Netherworld is a massive void with a red sky and floating rocks instead of ground. The neutral route of this scenario is to explore it, without being killed by the demons inside, and find the location of all eight portals on this side. Not an easy task, as there isn't much indication that the portals physically exist when not open, but at least the first one is done for you. Mayhaps you can strike a bargain with one of the sorcerers?

Reward: Regardless of how the scenario is resolved, you receive the **Pan'ku Box**. This large blue puzzle box is composed of the purest good magic. It has eight valid configurations, each of which reveals a prong shaped like one of the eight trigrams. The original box would then reveal the location of the Demon Sorcerer's portals, but yours can reveal the location of any eight pre-existing portals or gateways per jump. Additionally, as it is made of pure good magic merely touching it will cause excruciating pain to any demon or being of dark magic on contact. You're immune to this if it's at all relevant.

If you sided with the heroes, you gain the perk **Master of Banishment**. Even if you don't have any magical ability whatsoever, you can always devise a spell to banish extradimensional evil back to where it belongs, or else return the inmates of an extradimensional prison to it. If you do have magic, then you're instead particularly talented at the same.

If instead, you set the Demon Sorcerers Free to reclaim the world, they will, with great reluctance, reward you with access to **The Book of Ages**. A giant book that constantly updates with history as it unfolds, by writing, or rewriting, the book, one can determine the future or change the past. Now, this is something that the Demon Sorcerers themselves are wary of and so there are some restrictions on your use of it: You can only make one change to history per decade, you cannot rewrite anything that happened prior to the start of a jump, and you are limited to six months in the past for how far back you can reach for changes. This is partly for your safety, limiting unintended consequences, and partly because the Sorcerers don't even trust themselves with the book. You always remember the original history and can control who does and does not otherwise.

If you ignore the whole thing and explore the Demon Netherworld, you gain the perk **Gatekeeper**. With this, you can open or close any pre-existing portal you happen to be near, regardless of what requirements it might normally have to open or close or even if it can be opened or closed at the time. You just have to be nearby and know it's there.

Heirs of The Twelve Nobles

The Dark Chi Wizard Daolon Wong, after several encounters with The Chan Clan and learning that the Talismans of Shendu were all in one convenient location, broke into Section 13 in order to steal them believing that they would magnify his powers. Simultaneously, The Dark Hand broke into section 13 hoping to reclaim the Talismans for themselves.

In the struggle, Jackie used one of Section 13's laser weapons to destroy the Talismans, hoping to keep their powers out of the hands of evil forever… Only to be informed by Uncle that all he did was break the vessels and that the powers would have to go somewhere. While previously believed to be Shendu's natural abilities, the Talisman Powers are here revealed to have originally belonged to the Twelve Noble Animals of the Chinese Zodiac and they would now return to the noblest of their descendants. In short, all Jackie did was start the hunt for the Talismans all over again and so the Chan Clan was forced once more to scour the world before the forces of darkness—in this case, Daolon Wong and the Dark Hand's Enforcers, who he forcibly converted into Dark Chi Warriors after Uncle sealed away his original trio.

Complicating the matter is that dragons are extinct in the mortal world: With no other options, Daolon Wong will resurrect Shendu who will inherit the power of the Dragon Talisman by default as literally the only possible vessel.

As before, there are three routes you can pursue toward the completion of this Scenario: Assist the Chan Clan in obtaining all eleven of the extant noble animals without allowing Wong to capture even one Talisman power for himself, then help them defeat Shendu yet again. Or join Daolon Wong in his pursuit, allowing him to gain all 12 powers and shielding him from Shendu's sudden but blindingly obvious betrayal. Finally, you can attempt to collect the Talisman powers for yourself.

Reward: Regardless of the Route you chose to follow, you gain the perk **Mystic Beast Sense**. Simply put, you can intuitively tell when a creature possesses supernatural abilities that are not typical of its species and it requires little work to identify them. This is most useful with otherwise mundane animals, but it works, to a lesser degree, with sapient beings or supernatural creatures as well.

If you help the Heroes, then you pick up Jade's talent for **Creature Taming**. It's very simple, you just have a prodigious talent for pacifying, befriending, and training various animals, especially ones with magical powers.

If however, you joined Daolon Wong, then you gain the Perk **Dark Chi Jumper**. Technically, he most likely would have turned you into a Dark Chi Warrior before this point, but this fiat backs it. All of your physical abilities are noticeably enhanced, enough that you could accurately refer to your current self as version 2.0 if your previous self was 1.0. Additionally, you gain the ability to levitate, a powerful but simple magic weapon, melee or thrown, that you can summon and control with your mind, and if mortally wounded you'll vanish in a puff of dark smoke and reform unharmed elsewhere,

effectively making you immortal. Once the fiat-backing takes effect, you are severed from Wong's control and become immune to any unknown downsides of the transformation. The cosmetic effects, tanned skin and orange hair mostly, can be toggled on and off.

If you took the powers for yourself… Then that's it. You get **The Powers Of The Twelve Noble Animals of The Chinese Zodiac**. All 12 Talisman powers and they become fully fiat-backed once you have the full set. Unlike the Talismans you get from the earlier scenario, these are the real thing and so your having this *will* affect the plot going forward because the Chan clan won't have access to these abilities for their fights against Tarakudo or Drago. Note: If you do both this and the season 1 Scenario, that will mean that you could hypothetically double up on Talisman powers.

The Outside Context Problem

While Jackie and Co encounter magic and villains from all over the world, most of the major villains are Chinese in origin. Excerpt for one: Tarakudo, King of the Shadowkhan and Lord of All Oni, who hails from Japan. He's completely different from what they're used to, he and his forces need Japanese Chi Magic to defeat which is similar to Chinese Chi Magic on the surface but completely different in practice. Even his behavior is distinct: The Demon Sorcerers are cruel and treacherous, and Daolon Wong was evil for evil's sake. Tarakudo, on the other hand… If he wasn't trying to take over the world and enshroud it in eternal darkness, he'd be the kind of person you'd like to sit down and have a beer with.

Luckily, Tohru is Japanese and grew up with surprisingly accurate folk tales of the Oni, so when Daolon Wong accidentally awakens Tarakudo in a failed attempt to escape prison and the demon lord conscripts the Enforcers to help him gather the nine masks in which his Oni Generals, the leaders of the Nine Tribes of Shadowkhan, are sealed, they're not *completely* screwed.

…Of course, they don't know that bringing all nine masks together will break the spell binding the generals.

You should know the drill by now: You can help the J-Team gather the Masks and defeat Tarakudo, you can help Tarakudo gather the masks and conquer the world… But the neutral route is a bit different.

You can help either side, or sit back and just observe, but Tarakudo must be defeated and sealed away in the tenth mask, along with his generals. Then, you must steal the

Mask of Tarakudo and don it, which will throw you into a mental battle with all Ten Oni. Literally. In the material world only a moment will pass but you will experience an extended battle against all ten demons in an arena in your mindscape. Luckily, they have enough of a sense of honor to only come at you one at a time, from weakest to strongest, concluding with Tarakudo himself. Victory will see the mask breaking and you will absorb the essence of all ten demons. Failure… Well, luckily the heroes already know the spell to get the mask off of you.

Reward: Regardless of the route you choose, you gain the ability to **Sense Weakness**. The Oni of this world all have a crippling allergy to onions. The mere smell can hold lesser Oni at bay, and Tarakudo himself loses all composure when threatened with one—even in his incorporeal state onions cause excruciating pain on contact, particularly in his eyes. With this perk, you can intuitively guess any similar weakness that other supernatural creatures may possess. You'll also know intuitively if such weaknesses will fail to work for whatever reason—Ratso was immune to onions when he wore an Oni Mask because he was still half human and his human half likes onions enough to eat them raw like an apple.

If you helped the heroes, you get the perk **Face Stealer**. You gain the ability, even if you don't have spellcasting ability, to create spells to seal supernatural creatures into masks. When such a mask is worn by someone they gain access to the supernatural abilities of that being. Unlike the masks of the Oni Generals, there's no risk of influence or corruption and the wearer can remove the mask at will. Any masks you make that you wish to keep become fiat-backed.

If you aided Tarakudo, then he rewards you generously with the perk **Oni General**. You gain physical enhancements similar to, and which combine additively with, those granted by the Demon Sorcerer perk and either an Oni Form or an appearance like a King or Queen of The Shadowkhan. You also gain a tribe of Shadowkhan of your own—either creating your own custom one along the lines of the canon examples or usurping one of the canon tribes if you can justify it—maybe Ikazuki's bad luck caught up to him during the final battle? Or maybe you donned one of the masks yourself and there was an unexpected reaction to the spell breaking while you wore it? You have all the power over your tribe as one of the other generals does, though it may take time before you can summon enough individual Shadowkhan to drown out a ninth of the word in eternal night.

If you don the Mask of Tarakudo, defeat the King and his generals in battle, and claim their power for your own then you become the new **King of The Shadowkhan and Lord of All Oni**. Or Queen/Lady, or other such titles. This is more or less identical to the

previous reward, but your physical enhancement is ten times as great, and you gain authority over all nine canon tribes of Shadowkhan. Your power will eventually scale to be able to enshroud the entire earth in eternal darkness if you were so inclined. You can additionally imbue people with the Oni General Perk, only Nine at a time at first covering the canon tribes but eventually you'll be able to make more generals for original tribes, which will naturally give you more options as well. Your generals become followers if they aren't already companions.

Relics Come Alive When The Stars Align

The Eight Immortals each used an object that was their personal symbol—a fan, a lotus pod, a flower, a drum, a flute, a gourd, castanets, and a sword—as part of the spells that banished the Demon Sorcerers, but in the process, each symbol became tainted with the chi of the demon in question. Millenia later, when the "Bad Chi Stars" come into alignment this chi activates and risks corrupting others into lesser versions of the Demon Sorcerers. When this happens, Drago, the son of Shendu from a possible future who had previously been imprisoned at Section 13 after failing to secure in the past the artifact he was trying to use to free his father in the future, escaped with the intent of claiming the Chi of his aunts and uncles in order to grow strong enough to take the Big Bad role for himself, betraying his father in the process.

And if you haven't seen the pattern by now, it's yet another McGuffin Hunt. Help The Chans collect and store the demon chi and defeat Drago, or help Drago collect the chi, or claim it all for your own with Drago's own fire demon chi being taken last.

Reward: Regardless of which route you choose, you'll gain the perk **Read The Stars**. Simply put, you have an intuitive sense of when cosmic alignments would activate, summon, or empower creatures or objects of dark magic. You'll get this sensation at least a week in advance, but no more than a month unless it's gonna be something BIG.

If you helped the Heroes, then you gain **The Chi-O-Matic** and **Chi Containment Unit**, magitech devices that can be used to store all kinds of dark magical energy safely, though the Chi-O-Matic can only hold two discrete energies at a time and the containment unit has a finite volume. Any energies that happen to be in the containment unit at a Jump's end become Fiat-Backed, if you decide to use what you're storing.

If you helped Drago… He had no need to find the Sword of the Immortal who banished Shendu, as he had his own Fire Demon Chi. So he rewards you by retrieving the sword and allowing you to absorb the power within, giving you **Fire Demon Chi** roughly equal to his own: This enhances your strength, speed, and toughness while also giving you

the ability to breathe a potent blast of flame. Be careful that the Ice Crew, who only have a fraction of Drago's Chi, don't get jealous.

If you seized the Demon Chi for Yourself… Well, that's its own reward. With the **Demon Chi of Eight Sorcerers**, you have powers over all eight of the attributes of Earth, Wind, Fire, Water, Sky, Thunder, Moon, and Mountain. And, as in canon, having all eight means that they can never be removed from you under any circumstances.

Note: The canon ending of this season was that Drago absorbed the Chi and in order to defeat him Uncle released Shendu and later returned the Talismans to him. When even this wasn't enough to defeat Drago, Uncle and Tohru used the mother of all reversal spells to banish them both to the Demon Netherworld, without a portal that could be used to escape later, sending both the Talismans and the Demon Chi beyond the grasp of anyone on Earth forevermore. Depending on your choices in this world, especially if you did other Scenarios, that might not be an option for you.

Drawbacks

Fanfic Mode (Toggle): What if Jade became the Queen of the Shadowkhan again? What if after Drago's defeat the imprisoned essence of the Gods of Olympus was set free? There have been a lot of creative fans proposing their own what-if scenarios so if you wish to visit one of those worlds instead of the canon show, you can do so with this.

Way Out Of The Way (Toggle): The Kid's WB block had a number of bumpers and trailers and other ads showing various characters from shows that aired on the block interacting with each other. If you so desire, you may visit a world where the stories and characters from other shows that aired on the programming block coexist with the JCA cast. Be careful how many and which ones you merge in though: I don't want you to come crying to me when you get roped into escorting Jade to her first Duel Monsters tournament only to get sidelined when Jack Spicer accidentally causes a herd of Tauros and Miltanks to stampede through the city and also Batman is there and Fred Jones is trying to take Daolon Wong's face off because he thinks he's a man in a mask. If you want, this can be used to treat a single Jump Document for an applicable franchise as a supplement for this one.

Only Five Seasons (Toggle): The Show only lasted that long, so if you want you can cut out early. After five years, or when the plot is fully resolved, whichever would be longer. I'm not gonna say that you *can't* use it to cheat around other drawbacks, but your Benefactor most likely will so think long and hard before you ask them.

Post-Script Season (+100 CP): If you'd like, you can extend your time in this world by ten years. This can be taken as many times as you'd like.

TV-Y7 (+100 CP): This is an early 2000s kid show, so… Yeah. For the jump duration, you physically cannot say swear words worse than "crud" or "drat." Even if it's obvious that someone is dead you can't just come out and say it, you have to use euphemisms. There can be no blood or gore resulting from your actions. You can't engage in any sexual activity, kiss anyone on the lips, or give non-platonic hugs and romance can only be implied.

Ow! (+100 CP): Whenever you say or do something wrong, someone will strike you on the forehead. It'll never do any real damage but no matter how tough you are it'll always sting like the dickens.

Thank You Angry Crow (+100 CP): You must call your attacks, and the names must be clearly descriptive. Your more intelligent enemies will take advantage of this, though you might still be able to trick them.

Wrong Turn At Albuquerque (+200 CP, requires Way Out Of The Way): Now not only is this a shared world, but villains from the other shows will take an active interest in the various McGuffins of this show and vice versa, while the protagonists of those shows will sometimes accidentally get in your way.

Many More Things (+200 CP): You have a habit of rambling when explaining things to others, often listing off individual points that could have been grouped together and speaking in a way that would imply that you're almost done when you in fact have several more items to discuss. It can be a bit annoying to others at times.

The Magus Bloodline (+200 CP): You're a descendant of Simon Magus, the wizard who defeated Spring-Heeled Jack, a rhyming troll with extreme agility. Or at least Jack thinks you are, anyway. Unfortunately, his stone prison is much less secure than Shendu's. He can be returned to stone with salt but unfortunately, if you take this drawback, he keeps getting out and prioritizes you above any and all other potential descendants of the Magus family. If you're reasonably competent and on your toes then he's a minor annoyance at worst, but he's a frequent one. Even if you kill him he may turn up to torment you in spirit form.

Trouble Magnet (+400): No matter where you go, you always seem to run into supernatural occurrences that you have to set right. At least once a week you'll run into

a demon, wizard, or the like equivalent to one of the one-shot villains on the show, though never when you're doing something "plot heavy."

A Darker World (+400 CP): Canonically, the Dark Hand has ties to **every** aspect of crime. Daolon Wong is implied to be a quasi-cannibalistic serial murderer with dozens of bodies to his name. Both the Demon Sorcerers and the Oni Generals have beings among their members who enjoy eating humans, and the whole business with "Seymour" could have gotten *icky*. With this drawback, all of this is treated much more seriously and goes the way you'd expect it to go without the trappings of a children's cartoon. The world is a lot darker and a heck of a lot more dangerous, and to make matters worse no one has plot armor anymore.

Glued To The Rails (+400 CP): First, you are required to actively participate in the plot. You *will* be in every "episode" in some capacity. Second, the only way to change the events to any meaningful degree, for better or worse, is to take a Season's Scenario. Otherwise, the main thrust of the season will happen no matter what you do, and all the side episodes that aren't directly tied to the plot will go the same regardless.

Jumper Is A Moron (+200 CP, Requires A Darker World and Glued To The Rails): So now instead of everything being fiat-backed to always turn out the same, it's your responsibility to make sure that all the good guys come out alive and unscathed on significantly darker and more dangerous versions of all of their adventures. There's no penalty if you fail, other than maybe having to take someone's place to keep the plot moving, but do you *really* want that on your conscience?

Perks Not Important (+600 CP): You better hope that Uncle's right about that, because any and all perks and powers you have from outside of this jump are sealed away for the duration barring anything that's part of your body mod.

Warehouse Not Important (+600 CP) This one takes away your Warehouse access and all out-of-Jump Items, you'll get them back later.

Welcome To Demon World (+600 CP) Instead of the 'real' history you'll start in the timeline that exists after Shedu erased the original defeats of the Demon Sorcerers by rewriting the Book of Ages. You start in Hong Kong and have roughly two years before Jade "wakes up" with her memories of the true history. However, the Demon Sorcerers are a bit craftier in this version: If you don't help her, Jade will fail to rally the J-Team, defeat the demons, and change things back to the way they're supposed to be. Failure to set right what once went wrong will see you spend the entire jump duration in this

mockery of true history. Naturally, this is incompatible with the first two scenarios and possibly the others if you fail.

Monkey King's Game (+600 CP): The Monkey King has escaped his imprisonment in the form of a puppet and is utterly convinced that killing you will free him from captivity permanently. The bad news is, he won't be satisfied until you're dead permanently and at his hands so don't try and cheat this with one-ups or by faking your death. The good news is, he has no way of tracking you. Even if you defeat him and return him to his imprisonment or otherwise seal him away, he'll escape after a few months though if you somehow manage to kill him—and good luck if you want to try, he's The Genie mixed with The Joker—he won't come back. Of course, there is that whole "balance of good and evil, evil power vacuum" situation to keep in mind as well.

The End

Well. you made it to the other side. Did you have fun along the way? Regardless, all of your drawbacks are rescinded and any effects that would compromise your ability to make an informed choice are broken: You have three options now: You may **Go Home**, return to your own world after your magical adventure while bringing home all the goodies you picked up along the way with you. If you choose this then time starts moving forward again and your affairs are resolved to your satisfaction in every other world you've been to, including this one. Or you can **Stay Here**, which is much the same except that this world, essentially a more magical version of your home, is where you rest and your home world is among those that your affairs are tended to in. Or you can **Keep Jumping**, perhaps in search of more adventure or perhaps something else. But of course, the adventure never really ends, does it? May the Balance of Good and Evil always tilt in your favor.

Notes

Before we get to the Notes proper, a brief recap of stuff that a Jumper needs to know.

Talismans/Noble Animals

Rooster: Grants the Powers of Levitation and Telekinesis. You seem to be able to float as fast as you can run and run off of buildings without falling but no maximum altitude from the Rooster alone has been established. In terms of telekinesis, Jade was able to relatively easily lift up the nearly 500-pound Tohru and Eggbert, the current "rightful" heir of the power, was a dead even match for Tarakudo's spirit form.

The Ox: Grants the power of super strength, proportional to the base strength of the user. An ordinary human is able to one-hand lift an armored car and toss it an impressive distance with upper limits of strength including slicing mountains in half or collapsing an entire building with a single blow, though one could still be overpowered by Shendu. On one occasion, the Talisman gave Jade Chan hulking muscles and an oversized upper body, and while it's not explicitly stated circumstantial evidence suggests that it also grants a degree of superhuman toughness. The strength appears to be a form of kinetic energy augmentation rather than direct muscle power, though Jade's Hulk-Out muddles that.
Snake: Simply put, it grants the power of Invisibility. It does not, however, cover sound or body heat. Furthermore, trying to use it to turn something invisible doesn't guarantee that something inside the object will be—make your car invisible and it'll look like you're floating there in the street.
Rabbit: Grants the power of supersonic speed. Jackie Chan with this was able to run too fast to be seen by the naked eye and a space shuttle empowered by it made it to the moon in mere moments.
Sheep: Grants the power of astral projection, allowing one to project their consciousness from their body in the form of an invisible, inaudible, intangible spirit with the powers of flight. Travel the world to spy on people, possess empty bodies, or enter people's dreams. It's all possible with this. It can also be used to forcibly eject the souls of others. Note that while the Noble Sheep retained his powers in Astral form, as would presumably someone else who absorbed the power, in the form of a Talisman the power stays behind.
Dragon: Despite depicting an eastern dragon and being Chinese in origin, the noble dragon's power is that of combustion. Primarily it's used to fire a blast of orange energy from either the hand of the user or the face of the talisman (or, one time, Jade's tongue) which causes an explosion on impact. Shendu has also used it to conjure fireballs and is implied to use it to supercharge his demonic fire breath. Probably the single most destructive of the Talismans, a blast from this is the only thing that's been shown to be able to inflict a noticeable injury on someone wielding the Dog Talisman when Jackie blasted a huge hole clear through Shendu's chest.
Rat: Brings life to the lifeless and motion to the motionless. Sometimes it merely animates them, other times it transmutes them to flesh and blood. This talisman is the most important for Shendu, as this is what allows him to "break" the enchantment sealing him in the form of a statue. This is probably the most powerful of the Talismans, as what it brings to life has all of the knowledge, skill, and power of the being it resembles: A statue of a wizard will have the knowledge and power of the wizard. A statue of a **god** will have the knowledge and power of a god. The Talisman can only reanimate a single object at a time and is effectively absorbed into it, but the Noble Animal has no such limitation.

Horse: Expels alien powers from the body. This is to say, it purges diseases caused by harmful bacteria, viruses, poisons, potions, curses, and other things along those lines. Even if you've been completely transmuted to inert stone it can still fully restore you, though it's unknown if it can return the dead to life. It instantaneously cures all symptoms and reverses the damage as well. As an extension of this ability, it can also heal wounds to flesh and bone and repair inanimate objects that have been otherwise broken beyond repair. However, it can't fix you if there's nothing wrong: Valmont could not be returned to an adult form when Daolon Wong cursed him into the form of a child because that was neither damage nor sickness.
Monkey: Allows the user to instantly transform themselves or others into any animal while retaining their normal mental faculties and intelligence. It should be noted that it seems that the user's mental image of the animal in question seems to have an influence on the form, as Jade transformed Jackie into a kangaroo with a pouch despite his being male and herself into a lion with a mane despite being female. The use of the power on inanimate objects has mixed results, either turning it into an animal or merely reshaping it into a sculpture of one.
Dog: Man's best friend, gives you the good kind of immortality. First, it arrests the process of aging and compensates for all the wear and tear you've acquired over your life. The food you can't eat anymore is safe again, all the aches and pains of a lifetime vanish in the blink of an eye, stiff joints become limber once more, and you remember what it was like to be a kid and can thus better relate to the young people. Additionally, the Noble Dog continuously replenishes your youthful and vital energies, which combined with the physical compensation allows one to function as though they were in the prime of youth and health with the stamina of a man at the top of his game. Finally, the talisman protects one from physical harm, physically preventing them from being killed, maimed, or suffering any injury at all. This nigh-invulnerability is not absolute, however, as Jackie Chan was able to inflict a mortal blow on Shendu with the Dragon Talisman, though having most of his organs and part of his spine vaporized didn't seem to negatively impact Shendu in the seconds before the power of the Horse kicked in. Furthermore, even if the injury is prevented you may still suffer pain or other consequences, as Uncle was knocked unconscious after being shoved head-first through a sturdy brick wall, and electrocution seemed to be exactly as painful as you'd expect for Shendu. Conversely, being engulfed in Shenu's fire breath didn't seem to even make Jackie uncomfortable. The invulnerability additionally seems to extend to one's clothes. Finally, while not explicitly stated, Uncle is much more active in later episodes and is shown to be alive a decade or two in the future despite the Dog Talisman's introduction suggesting he was nearing the end of his life, suggesting a permanent, albeit slow and/or internal only, rejuvenation effect.
Pig: Heat vision. No idea why the pig gives heat vision, it just does. This is both kinds of heat vision, by the way. Yellow blasts of energy at whatever temperature is the perfect

temperature for melting cocoa to make chocolate, as well as the ability to see heat in order to see the invisible or in the dark. Note that you can't see and blast at the same time, and the blasts are likely to destroy any eyewear you have on.
Tiger: Spiritual Balance. This ability is vaguely defined, with a number of different applications. Primarily it allows someone to split into two aspects of themself, usually yin and yang but not always. Jade has also used it to track the other half of a friendship pendant. Its true value however comes from the fact that it allows you to reconcile the other powers with yourself and each other, allowing you to use them all simultaneously, use them passively or reflexively, or combine them to create greater powers—rabbit and rooster to create true flight being the go-to example.

Additionally, it is implied that having a full set of twelve makes the individual powers stronger to an unknown degree and that the powers we see are only scratching the surface—Daolon Wong seemed to believe that having the full set would magnify his magical powers, for example, though the Talismans are explicitly far from the end all, be all of the magic power in this world. Assume based on the Ox's example and implications about the Dragon that they'll combine with and enhance other, similar abilities.

Demon Sorcerers and their Chi

They're more or less interchangeable in personality. Despite being Chinese in origin they were based all over the world.

Shendu: The one who gets the most focus, possibly the most powerful as he was able to escape the Demon Netherworld, seemingly without using his portal. As a fire demon, his power is fire breath. He's based in China with his portal being in Hong Kong. He takes the form of an anthropomorphic dragon that blends eastern and western traits. He was banished with a sword.
Po Kong: The mountain demon, physically the largest, her power seems to be possessing more strength and toughness than other demons and the ability to eat and digest anything, however, she experiences constant hunger. Her massive size may also be a power, as her Chi is the only one that makes its host grow. She was based in Japan, with her portal in Tokyo. She is an obese humanoid and was banished with a drum(though it was the sticks that were tainted by her chi.)
Xiao Fung: The wind demon. He can exhale powerful gusts of wind and has on occasion used this to fly, though people with his chi have also created wind by belching or from their hands. He's also one of two Demon Sorcerers known to be able to assume human form and is the most affable of them. He's based in North America and his portal

is currently in a Maximum Security Prison at an unknown location in the United States. Resembles a monstrous frog, he was banished with a fan.
Tschang Zu: The thunder demon. Not only can he generate potent blasts of thunder and lightning, but Drago has absorbed naturally occurring lightning to grow stronger while using his powers. Based in North America, his portal is in Hollywood. He resembles a reptilian ogre with cloven feet, and he was banished with castanets.
Tso Lan: The moon demon, with powers over gravity, an elongated tongue, and possibly telepathy or psychic vocalization as he doesn't move his mouth to talk. His power over gravity was enough to, after bathing it in his dark chi, move the moon which he attempted to do to terraform the earth to his liking, though users of his chi are presumably much weaker. He could also levitate himself with his gravity control, and survive in space. He resembles a tall humanoid form with the head of an anteater, mandibles, and two pairs of arms, one humanoid and one insectoid. His base of operations is unknown, but his portal is on the moon and he was banished with a lotus.
Gai Gui: The earth demon, horned and capable of quickly burrowing through the ground, though those with his chi have also shown geokinesis. Effectively a minotaur. Based in Spain, his portal is in Pamplona. He was banished with a flower.
Hsi Wu: The sky demon. Human-sized, with powerful wings allowing for high-speed flight… Though he's the physically weakest, he's shown able to assume human form. He resembles a batlike imp or gremlin with a lizard-like tail. Based in North America, his portal is at the *exact* location of the door to the women's restroom room at Fenway Park. He was banished with a flute.
Bai Tza: The water demon, she can manipulate any liquid with her thoughts and has complete control of it, though she does not innately possess the ability to summon or conjure it and requires a spell to do anything more than pull small amounts out of the air. She's physically less durable than others, but reflexively transforms into water when mortally injured, which she can also do at will partially or in whole for various effects. She's also an absurdly fast swimmer, can breathe underwater, and has prehensile head tentacles. Effectively a giant, monstrous mermaid though more serpentine than typically seen, her Kingdom was Atlantis, her portal was in the Roman coliseum, and she was banished with a gourd.

Oni and Shadowkhan

Only Tarakudo and Ikazuki, the general of the Samurai Khan, are named in the source material. The Wiki has names for the others but gives no source, and as the names are literally just the Japanese word for the color of the Oni I find them dubious. Other than the Mini Khan, all of the Tribe names are fan terms used here because otherwise, this will get confusing.

Tarakudo spends most of his appearance as a floating, ethereal head with telekinetic powers equal to those granted by the Rooster Talisman. His true form is a humanoid who lacks such psychic powers, however. With the exception of the Generals of the Ninja and Mini Khan, all of the Oni physically resemble their Shadowkhan minions and share similar powers.

Tarakudo is highly affable, genuinely, but is a self-admitted sore loser though it does take quite a lot to get him to act on it. Based on his interactions with Jade after realizing that she was a former Queen of The Shadowkhan and Paco when he wore an Oni Mask Tarakudo implicitly has the desire to take a parental or mentorship role towards young demons. Ikazuki has undying loyalty to Tarakudo and a great deal of pride but despite his fearsome power and implied talent for magic, and role as Tarakudo's second in command, he has terrible luck and is regularly the butt of jokes… Once literally, when his mask was animated with the Rat Talisman and then got stuck to the seat of Finn's pants. The others are loyal but their exact personalities and nature are never gone into.

The Shadowkhan appear to be some kind of construct made of pure darkness made physical. They have no will of their own and instead merely react to the thoughts of their summoner. Those branded with the mark of Tarakudo, and therefore presumably Tarakudo himself, seem to have greater control than the generals as Jade being Queen of the Shadowkhan prevented Shendu from using them, and he summoned them via the mask of the Ninja Khan's general. However, Jade only seemed to be able to summon a few dozen at a time while Mask users could conjure much larger numbers and the Generals could collectively summon enough Shadowkhan to blot out the sun across the planet.

Common traits among the Shadowkhan include ashy pale blue-grey skin and glowing red eyes, though Jade's metamorphosis into a Queen suggests that under the glow their eyes are humanlike with red irises, at least for the more humanoid tribes. They tend to either wear black clothing or have black coloration on their bodies. Most of the humanoid ones dress like ninjas but only a couple of tribes qualify in the traditional sense. Shadowkhan can phase through walls, travel in the form of shadows, access the shadow realm, appear via reflections or in dreams, and transport others using at least some of those abilities. When mortally wounded, the Shadowkhan vanishes in a smoky cloud of pure darkness. Jade was able to levitate as a Queen of the Shadowkhan, but Tohru was not able to do so as a King and no other Oni or Shadowkhan demonstrated that ability, except Tarakudo in spirit form, suggesting that that was a "Jade" thing.

Ninja Khan: The first tribe we see, serving Shendu. Other than their skin and eyes they seem identical to humans, having no special resistance to magic or unique abilities.

They are however masters of ninjutsu, are armed with a variety of traditional Japanese weapons, and oddly enough make good domestic servants and can give a competent mani-pedi. Jade's were able to provide her an all-black variation on her typical outfit, and a black and purple dress though it's unknown how.
Razor Khan: Essentially an upgraded version of the Ninja Khan, trading ninja weapons for long talons and bladed feet. They can climb shear walls and are the only Shadowkhan confirmed to be resistant to non-Japanese magic, all others being fought after Uncle and Tohru upgraded their standard chi blast spells. Surprisingly competent at baseball.
Bat Khan: Highly anthropomorphized bat demons with the power of winged flight and clawed hands and feet.
Sumo Khan: Roughly the size of Tohru, the Sumo Khan possess superhuman strength and superhuman toughness—they've only ever been defeated with the help of the Talismans. They are also, oddly enough, highly capable office drones.
Samurai Khan: The minions of Ikazuki. They wear black Samurai armor and carry katanas that can cut through almost anything, but other than an exclusive focus on swordsmanship and being very tall seem identical to the Ninja Khan and pose just as much a threat.
Squid Khan: The name is misleading, they more resemble fat serpents with four tentacled arms. They're creepy and possess highly elastic bodies. They're also the only Shadowkhan whose faces we see and the only words that accurately describe it are "hideous" and "Lovecraftian."
Crab Khan: Humanoids in a back carapace with asymmetrical bodies. One hand is the pinching claw of their namesake, the other the stabbing claw of a scorpion. Able to function when split in half, though the half that gets the head obviously has the better go of things and the two halves can merge into a whole at any time.
Mini Khan: Also called Leach Khan by fans. Small, adorable, eyeless blobs on tiny, stylized insectoid legs... Until they devour someone's shadow, which renders the victim comatose and Shadowkhan larger, becoming more monstrous in the process and eventually growing a massive fanged mouth, the largest we saw the size of a large building. Destroying or unsummoning a given Shadowkhan returns all the shadows it has devoured. The only Shadowkhan officially named in the source material.
Mantis Khan: Basically a black and red carapaced, slightly anthropomorphized mantis, albeit missing a pair of arms. Has a centaur-like body plan, nothing else is known about them.

Beyond that all Shadowkhan are deadly. Some just have more specialized purposes than others.

And now the notes proper:

First, everything in this jump combines additively with each other or similar perks or powers from other jumps unless stated otherwise.

Origin Inspirations: Child, Scholar, and Wizard are just straight translations of Jade, Jackie, and Uncle though I had to fudge the Wizard's last Item. The Criminal is based mostly on The Enforcers though one perk is based on Viper. Valmont and the Ice Crew fill out their items. Big Bad is a composite of Daolon Wong and Drago for perks with items being things generally associated with The Big Bads.

If you have Formal Training and She Can Be a Spy When She Grows Up then you're basically a memetic super spy. Add Super Thief to the mix and you'd effectively be a ghost as far as security measures are concerned.

Nothing is stopping you from just collecting the talismans/oni masks/immortal relics yourself in jump without doing the scenarios but they won't be fiat-backed unless you do something extra. Also, there's no meta knowledge for where the Sword of The Immortal who banished Shendu is since Drago had no reason to seek it out in the show.

For the record, the Magic perk covers spells, potions, rituals, general arcane knowledge, making magic items, and even making magitech. If you have the Magic perk then any magic you learn in this world is fiat-backed, not just what you specifically get from the perk. You can study magic without it but things beyond basic chi applications might not work in other worlds without it.

You're on your own for how the various drawbacks that affect The Plot or the Tone of the setting interact with each other.

TV-Y7 does not mandate heteronormative behavior. You don't see many openly LGBTQI+ people in children's programming from this era but I am *not* forcing people into the closet.

For the record, if you take Bountiful Chi it may be best to control who knows. Daolon Wong has been known to seek out beings with large concentrations of good chi in order to take it for his own and supernatural creatures like Chinese vampires that feed on a victim's chi are known to exist.

…Still Here? Cool.

Secret Bonus Scenario: Project Dark Jade

Yes, this scenario is named after the fanfic collection. You must elect to take this scenario prior to the start of the jump, and it requires you to take all five normal scenarios as well. And you cannot, deliberately or by accident, prevent the events of the episode “Queen of The Shadowkhan”

You see…. A lot of people were fans of Jade’s Queen of The Shadowkhan persona and wanted to see more of it, which led to quite a number of fanfics exploring the concept and variations thereof.

And, well... Despite being all but explicitly stated to be the Chosen One of the Ben Shui Order and thus an immense force for good should her latent powers ever activate, the girl has a dark side. She’s rebellious, looks up to a thief, has a great criminal mind of her own, executed Shendu in cold blood once he was no longer a threat, did not hesitate to try it with Hak Fu, and seemed a little… *Eager* to become the Queen of The Shadowkhan again when it looked like she had a justification before Jackie vetoed it and Tohru was volunteered instead.

Were you perhaps one of the people who wanted to see more of The Queen of The Shadowkhan? Were you disappointed at all the hinting that she'd relapse in season four only for it to be denied? Or maybe you're just as curious and ignorant of when you should back off as Jade herself is? Do you want to see her embrace her dark side just to see what happens?

This scenario is simultaneously rather simple and rather complex. Simply enough it starts with doing the "hero" routes of the Scenarios that correspond to seasons one and two, which are adapted somewhat: You don't need to have all twelve Talismans for a year, you merely need to get all twelve before Jackie's "dark side" is convinced to turn them over to the Dark Hand. At the same time, you must make a genuine effort to form a genuine friendship with Jade. ***Genuine***, if you and Jade don't have a functional two-way emotional bond this won't work, you *can't* just be manipulating her. This will, naturally, be easier for some Origins than others. If applicable, taking on a mentorship role or encouraging her more rebellious tendencies would also be helpful but aren't required.

Where it gets hard is during Season 3. You must continue to aid the heroes and cultivate your friendship with Jade, but at the last minute, you need to switch to the neutral route and claim all twelve talisman powers for yourself. Your betrayal must be so sudden that no one sees it coming, but not so much that you burn your bridges with Jade entirely. It kinda sucks, but the turmoil of conflicting emotions is necessary to stir up the latent dark chi residue in her otherwise potent good chi.

Now, since the Chan Clan has no Talismans to fall back on they're at a distinct disadvantage during Season 4. You need to be actively pursuing the Oni Masks yourself, not to collect them, but to be present when the Chan Clan is so that you can ensure that they still get all Nine and defeat Tarakudo. Naturally, they aren't going to be happy to see you since you kind of stabbed them in the back, so you might spend as much time fighting each other as the Enforcers and Shadowkhan. At best, your relationship will be aloof at this time. Still, taking the time to reassure them that the betrayal wasn't personal can't hurt. Especially Jade. If you get a moment alone with her, any olive branch or reassurance that you still consider her a friend you can offer her will be of big help. Needless to say, you have to mean it.

Once Tarakudo and his generals are sealed, however, you must steal the Mask and don it, the neutral route of that Scenario, and complete the Scenario in that manner. Once you have the neutral Scenario reward, and if your emotional bond with Jade is strong enough and genuine enough, you'll be able to establish a brief sympathetic connection and, as it was stirred up, reactivate the latent dark chi, transforming her back into a

Queen of The Shadowkhan with authority over the Ninja Khan. This does not count against your initial limit for generals, you can still have a Ninja General. However… Tarakudo is dead, he only exists in the form of part of the power you gained from a scenario perk. Thus, he has no… Influence over Jade. So to speak. She doesn't get corrupted into the same Queen who ordered the death of her beloved uncle because her "new friend" Shendu said so. She's much more likely to embrace her dark side and is almost certainly going to be a little power drunk at first, but she's still more or less the same person.

You have to convince her to come with you, then and there. To trust you after that betrayal. Failure to do so fails the scenario, though note that a stronger Jade means that the lack of Talismans might not be an issue next season which should be a reasonable consolation prize.

(Naturally, you also fail if you aren't able to induce the transformation to begin with or otherwise fail at one of these steps.)

If you can convince Jade to join you, you have the time until the Dark Chi Stars align to try and… You know, make up for the whole "stabbed you in the back" thing and form a stronger friendship. Once the Demon Chi becomes active… It doesn't really matter which route of the Scenario you complete. All that matters is that you complete the Season 5 Scenario without Jade being reverted back into an ordinary human and without her leaving your side, either to become independent or to rejoin her family. Do that, and the bonus scenario is completed.

Reward: As should be obvious, you get **Queen Jade** as a Companion. Now, I know what you're thinking, you could have just bought the Demon Archive, taken her as a companion the normal way, and then given her the Mark but ignoring that Jade's not immune to corruption, this version of Jade comes loaded with all of the Child perks, all of the free General Perks, Magic, Bountiful Chi, Magic Must Defeat Magic, and We Must Do Research/An Open Mind. Additionally, her powers as a Queen of the Shadowkhan will expand over time, once the Scenario is complete, letting her summon more and from more tribes until her authority over them is second only to your own. Her Martial Arts perk represents the form of Kung Fu that she learned from Jackie, and her Magic is primarily the Chinese Chi magic she self-taught from Uncle's Library with Dark Japanese Chi Magic and her abilities as the Chosen One, whatever those may be, taking the other two slots.

…That's it. The end for real now.