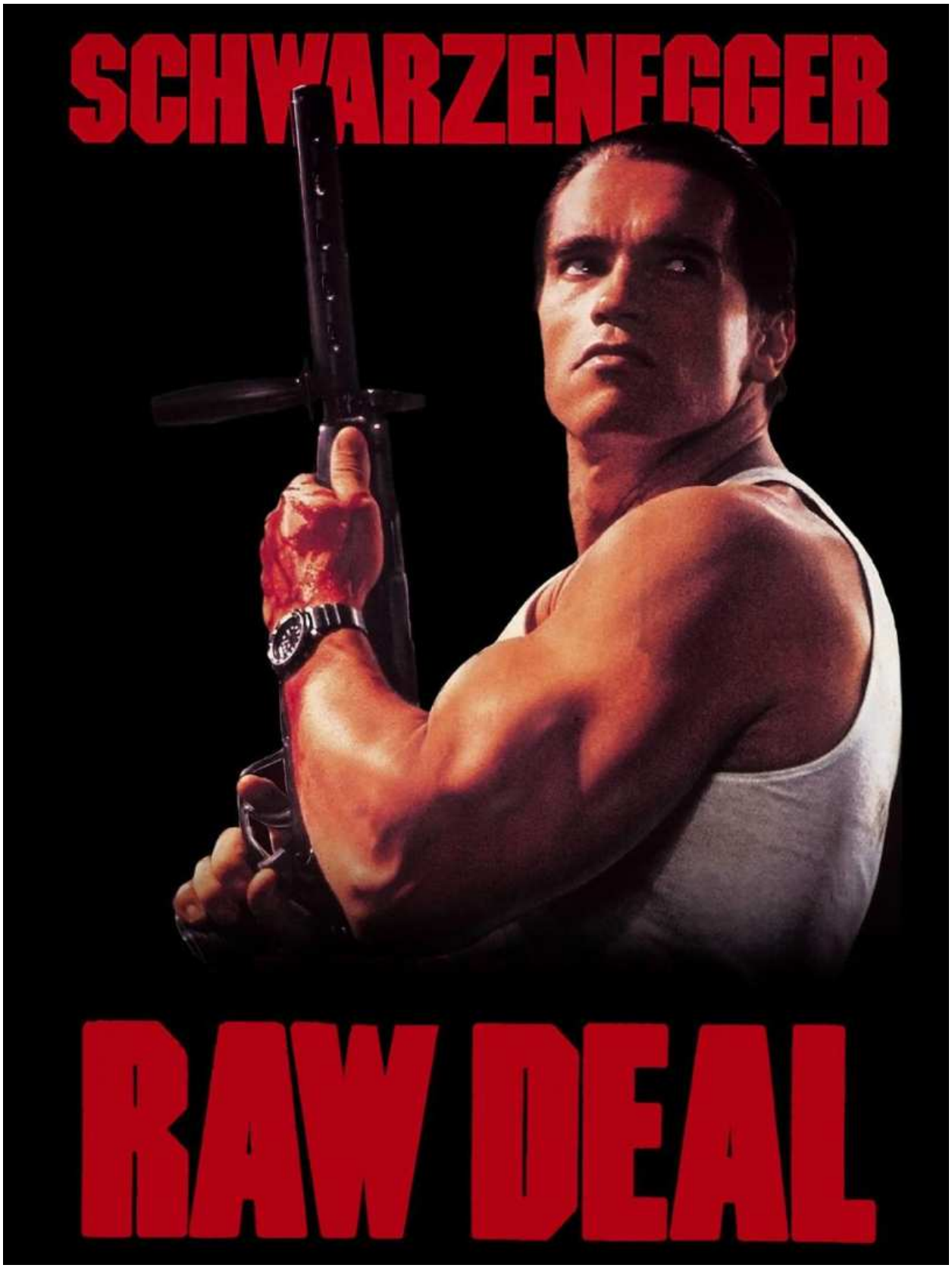


Spoilers ahead. You've been warned.
Directed by John Irvin, Starring Arnold Schwarzenegger
A Jumpchain Adaptation by EYouchen/MadaMada/Eli
1.0 - Original Edition

Welcome to Chicago, Jumper. The year's 1985, and Sheriff Mark Kaminski has seen better days. He's stuck out of town. He's been assigned to a dead-end post in a small town, and his marriage isn't holding up too well either. But there were better days. Five years ago, he was one of the FBI agents in New York. That is, until - well, he got a *raw deal.* After busting up a child murderer, he was prosecuted for police brutality. *Resign or be prosecuted*. He resigned, and now he's where he is now.

The FBI hasn't been doing all that well recently, either. They've been on a campaign of prosecution against the Chicago Mob, but their efforts have been dealt quite the blow. One of the key witnesses, hidden away in the wilderness and under protective custody, has been tracked down and killed alongside his protective detail. Among those killed protecting the informant was Agent Blair Shannon, son of FBI Chief Harry Shannon.

Obviously, Harry isn't happy about this. So he offers Mark a private deal of his own - infiltrate Patrovita's outfit and dismantle it internally, and he'll get his FBI job back. That's just as well since every attempt by the FBI to get an undercover cop into Patrovita's organization has resulted in another dead agent - someone inside's been leaking their plans to the mob.

So, we've got an action movie plot here. Bullets, explosions, car chases, and a muscular cop beating the crap outta a bunch of mobsters and shooting them up. It's where you come in. You arrive one day after the witness, Marcellino, and his protective detail were killed.

But before you do, though, there's something that was left in storage for you.

+1000cp

Location:

You, my friend, are starting in Chicago. The Windy City. It's next to Lake Michigan. There's a lot of mob activity going on here, but you could say that that's probably happening in most major population centers. Luigi Patrovita makes his operation here, and Mark's going to arrive here in a week under a false alias.



Age and Gender:

You keep your gender, and for age, you roll 24 + 2d8. For 100cp, you may determine both.

Background:

Who are you, and what side of the law are you on? It's pretty important - it could determine the life you've lived so far, your living conditions, and who you know. Each of these origins may be taken as a Drop-In.

Cop: You're a man of the law. Or a woman, or whatever you self-identify as. We aren't judgemental here. Maybe you're part of the FBI, a local officer, a detective, or just your everyday cop. The point is, you're one of the protectors of society, and you ain't one of the crooked ones, either. Do your job. Protect and Serve.

Criminal: Or perhaps you're on the other side of things. You're a bona fide made man, probably part of Lu Patrovita's gang. Or Hammer Lamanski, if you don't like Patrovita. You could also be an out-of-towner. You've got plenty of experience in the shadier sides of life, and you've been on the lam long enough to know what you're doing. Don't get caught, and don't get shot.

Citizen: Hold up. Who said you were involved in any of this dirty business? While you still very well could be, you're a normal person living a normal life. You've got a job, a house, and a stable living. While you might get involved in the crossfire, you're mostly a bystander and a nonpresence to both sides of the law. That's probably a good thing.

Perks:

All perks are discounted by 50% to the corresponding origins, with the 100cp perk being free.

Undiscounted:

100cp: "I Was Flattered." - That's what most people will think in some way when faced with you since you're one smokin' man, lady, or otherwise. You've got the looks and body of a movie star and the charm to match. It'd take some serious scruples for someone to resist you, and you're hot enough that if you pulled the right moves, you might get someone trying to seduce you in a honey trap to actually fall for you.

100cp: "Wrong Car, Pal." - You've got the skills of a professional driver, able to smoothly chauffeur anyone anywhere. But you're more than a chauffeur - you could be a racecar driver, with how fast you can weave and bob around traffic. Needless to say, you're good in a chase.

100cp: Can't Get No Satisfaction - Raw Deal (the movie) might not have been popular, but it had an okay soundtrack. Mostly comprised of guitar riffs, but still. You've got a personal track of kickin' tracks, a leitmotif if you will, and the movie's original track as well, including the Rolling Stones song this perk's named after. This will integrate with all other soundtrack perks if you've got them.

200cp: "I'm Not a Cop. I'm a Player." - Maybe you're a cop after all, or maybe not. Whatever the claim of your being a member of the police is true, you're certainly a player. The thing's just that you don't play games, but *people*. You're more than just a cop or a criminal, or regular - you're one hell of a manipulative bastard, a consummate liar without any tells, and a thorough snoop. If anyone needed a mole in an opposing organization, you'd be the right person for the job.

200cp: "Get Down!" - Odds could be that you're going to run afoul of somebody and get on their wrong side, enough so that they'd gun you down. These hits are generally timed for when you least expect it - right after you've got a meeting with somebody, as you're coming out of a church on Sunday, the like. You've been through your fair share of these, both as the assassin and the target, and you're good at both, whether it's discreetly ambushing and disposing of someone or spotting the signs of someone trying to do the same to you.

200cp: Poetic Justice - Sometimes, you're wrong, and you'll have to live by that. Revenge and violence aren't the answers, no matter what some may say. Sometimes, the slight might be accidental, or even justified depending on the circumstances, or the object of your ire isn't that bad. Other times, the person who wronged you could be truly a terrible person. If that's the case, and they screw up badly, fate and karma will contrive themselves so that they end up at your mercy. What you do from there is your choice.

Cop:

100cp: The Right to Remain Silent - You've got that right, but more importantly, you're licensed to read it to those who break the law. You're a cop, after all, and need to meet a set amount of requirements to earn that badge. You're fit enough to do well on the physicals, knowledgeable about criminal law, negotiations, procedure, and emergency aid, and of course, you've got Miranda memorized.

200cp: Specialized Services - Besides your everyday officers, there are many threats that the police protect against, which are complex enough to need experts in the field to address them. You've been trained and certified in one of these fields. Perhaps you're a detective, trained to investigate unsolved cases, or one of the bomb squad, or a K-9 trainer. Whatever it is, you're *very* good at it, and there'll be work aplenty to deal with.

400cp: "He molested, murdered, and mutilated her!" - Why is Kaminski out of the FBI? He broke half the bones in a suspect's body. He'll tear up a *lot* of stuff again, too, but since it was ultimately for a good cause, it's fine. Similarly, so long as you've been working for the greater good, your superiors are willing to write off misdemeanors you commit to complete your assignment. After all, Mark's going to steal cars, blow up an oil plant, drive a truck through a building, convince the mob to plant a bomb in a police station, and ultimately shoot up Patrovita's entire gang, all for the sake of his mission. Of course, this depends on each case - apprehending a first-time offender doesn't warrant such force.

600cp: Going to War - This is it. You are a badass, the baddest of badasses. You are Grade-A Action Hero material, with all the stuff to show for it. It doesn't matter whether you're up close and personal or in a shootout, because boy, have they picked the wrong fight. You're built like a brickhouse from head to toe and to say that you've got a huge wealth of combat experience is an understatement. You could knock out most people in a single strike, and on the off chance they get a lucky hit, you'll shrug it off like a raindrop. Your gunplay is just as exceptional, if better - it's a rare shot that you miss if being good enough to hit targets from hundreds of yards away while speeding by in a car and firing a submachine gun one-handedly is a feat to go by. You are an action hero, loud and clear.

Criminal:

100cp: Made - You've got experience aplenty, of the more unsavory kind. You're handy in a couple of different sorts of illegal activities, like pickpocketing, racketeering, fraud, and more. Of course, things get violent, and you're a part of that, too - you're a decent hand with a gun and in a fight, but nothing too special. Think of your average thug, and that's how good you are. Lastly, in any future jump where the Mafia or an equivalent gang exists, you may enter as a pre-established, initiated member.

200cp: "Clear the Building!" - You're a master of the con, the lie, and the art of intimidation. But more than that, you've got the capacity for destruction to back your claims up, being an expert in the construction of bombs and IEDs. Moreover, you've gotten good at impersonating others, and whether you've planted a bomb or not, you could certainly fool someone into it and come in as the "bomb squad."

400cp: "I Plead the Fifth." - For those not politically inclined, the Fifth Amendment protects citizens from questions that would force them to self-incriminate themselves. Citizen or not, this constitutional protection will follow you from world to world. When questioned, you may invoke it in some way, and most law-bound courts and officers will be compelled to follow it. The other parts are also in full effect, preventing you from being tried without a grand jury or being tried for the same crime twice. Of course, nobody working outside the law cares about that…

600cp: A Marching Band - Patrovita's got competition. Every crime lord worth their salt has probably buried that many people, if not more, and while you don't have that much blood on your hands, you've got the capacity for it. You've got just the right amount of charisma, ruthlessness, and judgment - in other words, the *je ne sais quoi,* to run your own mob and do it well. A life of crime has led to a wealth of knowledge on such affairs, from organizing the hierarchy of your gang, making contracts with other criminals, and finding ways to rake in the dough, to leading your soldiers in a war. In short, you've got everything you need to be the boss, or if you're ambitious, the boss of all bosses.

Citizen:

100cp: Five Years of Exile - Not everything in life's about cops, robbers, and the shootouts and car chases they engage in. Contrary to what you'd see, most people are ordinary folk with mostly ordinary lives, making a living through non-violent means. Among that number is where you're found, with about a decade's worth of experience in any one kind of occupation. You're pretty humble about it too, with a capacity to find contentment almost anywhere, and a knack for frugality.

200cp: "Place Your Bets!" - Living a nine-to-five life isn't for everybody. While it's stable, it's slow, and there aren't any big breaks or excitement. The ambitious turn to higher enterprises, risking much to gain more. It's all a gamble, and you're good at it - or at least, you're amazing at actual gambling. You're well-versed in virtually every game of chance out there and pick up those you don't know exceedingly quickly. Lady Luck herself seems to have a lot of favor for you, and more often than not, things go your way. Lastly, you've been around long enough to know when a game's rigged and can notice and point it out fairly easily.

400cp: "This Way!" - Try as you might, misfortune might see you caught up in the criminal game through no fault of your own. If you're unlucky, you'll end up on their bad side. An ordinary Joe or Jane like you isn't going to stand much of a chance against hardened killers, but fortunately, not everybody's an ordinary person. These sorts of people are drawn to you, and you're charming enough to get them to like you, in one way or another. In other words, while you might not be able to directly stand against mob hitmen and the like, there'll be plenty of opportunities to find a knight in shining armor to step up for you.

600cp: "You're Out of Excuses, Sweetheart." - You are free. Free from obligations, debts, from grudges, so long as you choose to live a normal life. Moving from one place to another to start a fresh life anew is surprisingly easy, and should you stay away from trouble, it won't come looking for you. No matter what you've done in the past, the opportunity to give it all up to live in safety and contentment will always, *always* be there, but of course, you have to give up what you were doing and retire. In case somebody *does* decide to track you down, you are remarkably competent at covering your tracks and living off the grid. This protection will lift if you ever do decide to get back into the game, for obvious reasons.

Items:

All items are discounted by 50% to the corresponding origins, with the 100cp items being free. If you're sharp enough to be reading this sentence, have an extra +200cp stipend.

Free: Raw Deal, the Movie - You didn't think we'd be leaving this out, did you? On one hand, the movie didn't do well at all. On the other, you're here. You have the movie in any and every format you'd like, from DVD to VHS to MP4 to an interpretive dancing puppet show. It's all signed by the cast. You also have a poster with lots of underboob, labeled "Study Hard." Finally, once this jump ends, you'll get a movie in the same style depicting your actions here.

Free: A Gun - It's an action movie. Action movies have guns, so it'd be a bit strange if you didn't have one of your own. You legally own a handgun; it may be any handgun civilians are allowed to have that exists in 1986. It comes with five clips of ammo that will not replenish.

100cp: Sleeping Pills - No, not actually. You've got something much nicer, and much classier, provided you don't overdo it. You have five bottles of Champagne and as many glasses for the stuff as you'd like. The bottles will replenish every week or so, and as a side effect, the drink seems not to inebriate the drinkers unless they want to be. Additionally, anyone who *does* have a glass of this can fall asleep quite easily if they want to, or do a *very* good impression of it if they don't.

100cp: A Set of Wheels - Pick any land vehicle that was in existence during the 80s. It could be an Oldsmobile, a Buick, a motorcycle, a school bus, or even a construction vehicle. Whatever it is, it's tough enough for bullets to ricochet off it and has ballistic glass. It requires no fuel to run, always seems to have spare parts there when needed, and will self-repair given a day. Try not to crash it anyway. If you are a police officer, this can be your squad car.

200: The Closet - This has nothing to do with storage, clothing, or nondisclosure. This is a set of a duffle bag and a suit cover, with enough guns and ammo for at least five or six well-armed people. By default, your stash is the same as Kaminski's arsenal, consisting of a Heckler & Koch HK94 Submachine Gun, an International Ordnance MP2 Machine Pistol, a Dan Wesson Model 15 Revolver, an Astra .357 Revolver, and a Mossberg 500AT Shotgun. Everything comes with hundreds of rounds for each firearm, which will be replenished weekly. Anything damaged, broken, stolen, or otherwise lost will also be returned and/or repaired in the same amount of time.

Cop:

100cp: Badge and Gun - You know, the basics. You've got everything an officer on patrol would be issued. A uniform, a two-way radio, a nightstick, and of course, your trusty badge and sidearm. Your badge number can be whatever you want, and the sidearm may be any double-action handgun made by a manufacturer approved by the Chicago Police Department and existed in 1986. Ammo replenishes daily at a rate of two full clips.

200cp: Falsifications - Going undercover is a lot of work, and it bleeds into espionage work. While you're not exactly a spy, these documents will help you a lot. You have an established legend, a fictional biography. Yours depicts you as a criminal with an extensive rap sheet, or whatever you want it to portray you as. You also have a collection of hidden recording devices and a tape recorder to listen to them. By default, it's an Olympus Pearlcorder S290.

400cp: Cabin in the Woods - A secluded cabin in the middle of nowhere. It can be used for whatever you want it to, but it's exceedingly well-hidden and unassuming, so it's incredibly unlikely to be found by any hostile forces unless they were tipped off in some way. It's got all the utilities available - electricity, heating, air conditioning, and running water are all available. There's enough food for a half dozen or so people, replenishing weekly. Finally, because of what happened to the *other* one, this cabin is well-fortified and easily defensible.

600cp: The Station - This is it. You're not the chief of police, but you've got a high rank as the Captain of your very own station. It's so important that it's capitalized. Don't shirk the responsibility. You're in charge of a sizable slice of the city and have about fifty or so officers of the law under your command. Your station receives a decent amount of funding and is fitted with everything you'd expect, including office spaces, cells and interview rooms for detained suspects, an armory, lockers and storerooms, and a large parking lot with a small fleet of vehicles. Again, this comes with great responsibility and is not something to be taken lightly. In future jumps, you may be in charge of a similar building involved with law enforcement.

If you are not a police officer, you simply have a high and prestigious position, like how Marvin Baxter is a Federal Prosecutor.

Criminal:

100cp: The Outfit - An actual outfit. You may be on the wrong side of the law, but that doesn't mean you can't have *style*. You've got a set of formal wear, defaulting to a suit, to wear, but it can be a jumpsuit, a dress, or something else. They're self-repairing and self-cleaning, and you'll *always* look good in them.

200cp: Coke - You have a hundred million dollars worth of cocaine. I don't think I need to tell you that you're going to get in trouble if the authorities figure out that you've got this squirreled away. For context, that's something in the range of five thousand kilograms. Maybe I'm exaggerating on that front, but that's what you have. That much. It replenishes every year.

400cp: An Enterprise - You own one of two properties. Both are quite useful but for very different reasons. The first is a hotel and casino, right in the middle of town. It's a classy place, and it rakes in a lot of cash legally, enough to make you rich. The *other* money-maker, though, is a huge secret basement below. Whether you want it to be a gambling joint, a speakeasy, a mix between the two, or something else entirely, it'll attract people of wealth and fame from around the city and beyond.

The second is a gravel pit, or if you don't want it, a quarry. While it doesn't generate as much income as the first option, it's probably more suited for *your thing*. Gravel can be mined here, so you've got a huge supply of it. You're unlikely to run out before the Jump ends, and if you do, there'll be more every ten years or when the next jump comes around. Whichever comes first. The less legitimate thing of yours. If someone were to… *disappear* here… there'd be no way any evidence would be found.

600cp: The Mob - You're the boss of your own organized crime racket. Your criminal empire. You've got hundreds of people working for you, and your revenue's probably in the hundreds of millions. Now, yours is a group limited to just Chicago for the time being, but it's new and vital, and you've got loyal members (provided you don't mess up) and a sizable amount of territory. The organization of your group is completely under your control, and your say is final - you can have it run under a strict hierarchy like the Mafia or something looser. You'll have to watch out for a lot of people, whether they're law enforcement or rival gangs, but you're the ruler of your little kingdom of darkness now, complete with a throne on the top floor of a skyscraper you own.

By default, your gang rivals the size of Luigi Patrovita's. For a reduced price of 400cp, it's closer to Martin "Hammer" Lamanski's smaller gang. Either way, neither of them will appreciate you muscling in on their business.

Citizen:

100cp: Money - That's right, that so very glaringly obvious item is here, too. This may be taken multiple times. For every purchase of this, you get a quarter million dollars ($250,000) to spend. It's quite a hefty sum, and however much money you've spent will be replenished every year.

200cp: Rotten Taste in Men - No matter who you're dating, or if you're dating at all, you've got a very nice set of jewelry. A few sets of earrings, a bracelet or ring or two, and a necklace. The worth of each piece by itself is thousands of dollars, and they look great on you. If anybody holds you up or robs you, they'll let you go unharmed if you give them these.

400cp: Friends in High Places - Connections and networking are helpful, even if you want to live a life of relative privacy. You've got a network of friends, allies, and people who owe you some favors. You're relatively well-known in the city's social circles, and when you've got need of it, they'll reliably help you out. While you don't know anyone really big or famous, your contacts might have relatively important jobs or positions of power. You'll find yourself with a new network every jump. If you're a drop-in, you'll quickly make one.

600cp: Freedom - For many, freedom is synonymous with the concept of flight, soaring through the skies, going wherever you wish to be. What better way to embody this than a custom private jet? This chartered plane has been cleared to fly anywhere, and will never experience turbulence, air traffic, or anything that might endanger its flight. It needs no fuel, self-repairs, and for it to go down, someone would have to purposely attack it. There's a skilled pilot, someone you'll get along with, whose been handsomely paid to be your personal air chauffeur for the duration of the jump. You may choose to take them with you as a companion. Otherwise, a new pilot will be hired for every jump.

Companions:

Aristotle said that friendship is something necessary in life, for without them nobody would choose to live, though possessed of all other advantages. His statement may or may not be true, but the benefits of somebody having your back are undeniable. The 100cp free companions are optional, even for that corresponding origin.

Free/100cp: The Squad - It's likely that you've already got friends of your own, *companions* who've traveled through and between many, many universes. It wouldn't be nice if they were left out of the action, so they can come too. Up to eight may accompany you, each getting 800cp to spend. Any more than that, and you'll have to pay 100cp per person.

Free/100cp: Someone New - Want to lock up thugs with Kaminski? Give Harry a new purpose in life? Start a new criminal empire in a new world alongside Patrovita or Rocca? Or maybe you're just interested in Monique. I wouldn't blame you. You can take anybody you convince to follow you on your journey, *provided* that it's with their *voluntary agreement*, and not coerced through any perks or other means of artificial decision.

100cp: The Partner (Free for Cops) - Every cop needs somebody to watch their back, and you're no exception. And neither are they. This is your partner. He (or she)'s got a personality that's almost the polar opposite of your own, passionate when you're calm, or methodical when you act on instinct. While you do bicker a lot, at the end of the day, they've got your back and you have theirs, and you're great friends. They're one tough old bird, and it shows, and they've got a lot of leeway with your superiors. **The Partner** has the first three perks & the first item of the **Cop** background, and **A Set of Wheels**.

100cp: The Underboss (Free for Criminals) - This enterprising individual is the Rocca to your Patrovita, or the Keller to your Rocca. The point is that they're your direct subordinate, loyal to the last breath. If anyone bothers you, they'll have to get through to your friend first. Though they'd prefer to be your lieutenant rather than an enforcer, that doesn't mean they can't handle themselves if things go south. They've also got a considerable talent for management that might grow into something more, given time and practice. The Underboss has the first three perks for the **Criminal** background, **A Gun**, and **The Outfit.**

100cp: Femme Fatale (Free for Citizens) - Or a homme de haute couture. This person's got an aura of intrigue, danger, and sexiness, and they just might be into you. They do seem to be involved in some dangerous stuff, but somehow, they've got it all handled - you suspect it's got something to do with that mysterious past they're hiding from you. Though they might pull you into all sorts of trouble, they genuinely care for you. The Femme Fatale has **"I Was Flattered," "Wrong Car, Pal,"** "**I'm Not a Cop. I'm a Player," Made,** and possesses **The Outfit** and **A Set of Wheels.**

Drawbacks:

We get it. You want more cp for those extra shinies. Well, here's your one-stop shop. You can suffer as much as you want - there's no drawback limit here. Take as many as you wish to, but don't let it be your undoing. Don't go crazy - or do. You've been warned.

+100cp: "Let's Go, Deputy Dawg." - For some reason, you keep on finding people who like to disguise themselves as you or an associate for their profit. They're relatively bad at doing the things you do and easy to track down, but they'll cause problems for you if left alone. Every time you bust an impostor, another one will pop up in a month or two.

+100cp: "We're like all the cows they raise around here." - Their greatest contribution… Well, we'll just let Amy Kaminski's cake spell it out. You're stuck in relative working a dead-end job in a dead-end life in the middle of nowhere, and boy, are you unhappy about it. It seems like there's no way out of this monotonous path, and it's just dull, boring, poor, and unpleasant.

+100cp: "You should not drink and bake." - You're an alcoholic. While your addiction isn't severe yet, your habitual drinking's making it slide that way very fast. Drinking too much, as one would guess, is bad for your health, and it'll affect you no matter what protections and/or immunities you have. If you grit your teeth and enforce discipline on yourself, you could stop it in its tracks before things get out of hand.

+200cp: Police Brutality - You're overly brutal. You're a believer in an eye for an eye and then some - your idea of the concept is closer to the decapitated heads of your enemy's entire family for your eye. That's a bit of an exaggeration, but you've got quite the bad temper and fly off the handler much easier than you would've without this. You'll lose your temper at least once during your time here, and each time you'll do something that you will come to regret.

+200cp: "Resign or be prosecuted. Any way you like it." - You've gotten in *big* trouble with the law, and you're on trial. While you might salvage some of your life in a legal battle, you are guaranteed to lose, even if you had the best lawyers in the universe. No matter what, you will be held accountable and punished by a Judge's order, and you will be forced to adhere to that punishment.

+200cp: The Marvin Baxter Drawback - It seems the people who you'd least like to will know your every move, and a good few secrets of yours if you've got them. This is because they do, as they've got moles - someone you trust is informing on you in some way, and you'll have to trust more than a few *somebodies* here. Your enemies are going to be well-prepared and know precisely where to strike to hurt you the most, and they'll see through almost every trick you try. If you don't have enemies, then it'll be the press, and they'll be very dogged about uncovering your personal business.

+400cp: Molested, Murdered, and Mutilated - The good news is that it didn't happen to you, but someone thought you did that to somebody else and broke half the bones in your body. If you

somehow don't have bones, you will be similarly crippled. It will hurt beyond words. You'll probably be screaming and writhing in pain for a long time. For the duration of the jump, these injuries cannot be fixed or healed in any way whatsoever.

+400cp: Powerloss - That's right, it's the other thing you see in almost every jump. It's been waiting for you here. I think you probably know the drill by now, but if you don't, you lose all your out-of-jump powers. That's the basic gist of it. We're tacking on the other drawback (which is sometimes merged) too, to shorten things. That means the cosmic warehouse will be sealed off and you lose all your stuff from outside this world.

+400cp: "Witness This." - You've gained the ire of somebody powerful. Maybe you were part of the hit that killed Blair Shannon, maybe you're an escaped death row convict considered to be highly dangerous, or maybe Patrovita's decided he wants you out of his hair. No matter who your foe is, they're skilled, dangerous, well-armed, and will be shooting to kill. They've also been provided a detailed dossier of your identity, powers, and potential weaknesses, and they'll go all out to play for keeps.

+600cp: Joey P. Brenner - It's not the real name or even the fake alias they're giving you. You've got somebody encroaching on what you do. They could be biting off little pieces of your business, or trying to steal your job. They'll take a lot from you - maybe the reservation they've got at a nice restaurant will be prioritized over the one you've got for months, and they'll likely get a romantic in with your significant other. They act all smug and condescending in this *infuriating* way towards you, too, but anything you might do to stymie or harm them will fail in the worst possible way for you, and they'll beat your ass for it in an extremely humiliating fashion for trying it - no matter how powerful you are, they're stronger and will always prevail in a direct confrontation. Give them enough time, and they might even steal your chain, becoming the new Jumper.

Scenario:

Want to get involved in the events depicted in the movie? You sure can, and you were probably going to do that anyway. But if you're willing to make it more difficult for yourself and more entertaining, there might be something special left for you.

Jumper in - Raw Deal:

The FBI's still around, and so's the rest of the police. The Chicago Outfit, too. As befitting of the nature of crime and law enforcement, these groups are inevitably going to clash. There's no saving Marcellino or Blair Shannon, but there'll certainly be avenging, or not depending on where you stand on the matter.

You'll find yourself dragged into this affair, on one side or another. Your allies are going to need your help to win the day because your opponents are going to be much more powerful than they were. You'll either need to help Harry Shannon avenge his son and bring Patrovita's mob to justice (or permanently put an end to it) or ensure the survival of the majority of the mob and its key members.

Siding with Shannon and Kaminski will see the mob rapidly expand its operations, bring in more people, and grow in power. Patrovita will reconcile and band together with his rival, Lamanski, together, they'll be very strong. They'll bring in gangsters from all around the country, from New York to Sicily, altogether bringing their numbers to about 3,000 people. Additionally, they'll *somehow* have a lot of things they shouldn't. Even the average soldier will have things like assault rifles and grenades, and if you really make them mad your foes will come at you with actual battle tanks and missiles. They are guaranteed to have some means to kill you. Furthermore, they'll have multiple inside men (whose identities you don't know), ensuring that they'll be almost untouchable by the law and know your every move. Whether you arrest them all or find other means, is up to you.

On the other hand, siding with the mob will see all that power concentrated in Mark Kaminski. Some cosmic turn of events (which we *had nothing to do with, trust us*) has empowered him to have all the powers, abilities, and gear of every single character or person who's ever been portrayed by Arnold Schwarzenneger. In other words, you'll be facing off against someone who's simultaneously a demigod and a terminator with all the powers of the super kindergarteners, and more. Someone with the skills of Conan, Dutch, Matrix, Jericho Cane, and more, with things like freeze rays, the turbo-man jetpack, and even some of the Predator's stuff which he got his hands on. Fighting off this composite-Arnold's probably even harder than going up against the combined Patrovita-Lamanski outfit, and you'll have to stave him off or at least convince him to spare the majority of the mob.

Reward:

Completing your scenario will net you one of two boons, based on who you sided with.

If you avenged Blair Shannon, you may optionally take Mark and Harry as companions. And Mark's wife Amy too, because he's unlikely to want to leave without her. More importantly, you get the perk "**This has nothing to do with the bureau."** If there are ever superiors or other barriers of bureaucracy or red tape obstructing you from your goals, fate will contrive itself to give you a way of achieving them in secret, off the books. You also get **Going to War** and **The Closet** for free, or the cp back if you already had it.

If you saved the mob, you may optionally take Patrovita and Rocca as your companions. They're more than grateful that you've saved their hides, and will integrate themselves into the underworld of future settings. The real kicker, though, is Patrovita's decision to gift you much of his wealth in gratitude. We'll call it **Luigi's Debts** because that's what it is. He's still keeping his mansion, though you'll always have a place to stay there. You do get a hunting lodge in Winsconsin, a winter resort in California, and no less than four Cadillacs. Finally, you'll get the perks **"Get Down!"** and **A Marching Band** for free, or the cp back if you already have them.

Future:

So, ten years have passed. That means you'll be presented with a choice. Odds are that it's a familiar one, but maybe you're new to this and it's not. Regardless, the time has come for you to make your decision on where you'll go from now. Choose well.



"Win or lose, it's your choice." - But you'll be doing it from home, not here. You return to your original universe, with everything you've gained in your journey. Your chain comes to an end. Farewell, Jumper.

Wherefore My Heart is Glad - This place isn't so bad, after all, and maybe you've decided you like it around these parts. You've elected to make your home here, to settle. Like the previous option, your chain will end.

Go to Rock Falls Airport - The way you're leaving is a little unconventional, but it'll work. If you choose to leave, you'll be sent a ticket to a mysterious flight that'll take you to the next world. You choose to move on and continue the chain. Don't worry about missing the *flight,* you will make it.

Notes

EYouchen/MadaMada/Eli Jump #17. Mada Mada Plus Ultra.

Made for the August 2023 Monthly Jump Challenge. This document is a send-up to AStrangePlayToMake's jumps.

For anyone not in the know, cp stands for "choice points."

On "I Was Flattered" - I think the line is "I was sort of flattered," but I decided to cut the "sort of" out of the perk name.

On Raw Deal - Here's a foggy image of the poster, if anyone's interested. I like the double entendre.



On Police Brutality - Kaminski does some crazy stuff in the movie, and this is partially based on him, but toned up to eleven. He's not as bad as the drawback describes you to be, and he's not a hotheaded guy.

On Molested, Murdered, and Mutilated - This is pretty harsh. By default, it's random, but alternatively, it can be focused on the legs, making you a paraplegic.

On Joey P. Brenner - The drawback-foe probably isn't Kaminski, though it can be if you've got the right background. Keller's a bad guy, but I feel a little sorry for him. He's still a thug and got what he deserved at the end. That's how this drawback got its roots. It was originally meant to be a +200cp drawback but changed when I decided to make it a scaling enemy drawback. It's probably scaling enemy +, though.

If you're a cop and don't want the partner option, you're probably a special agent or will be assigned a partner who won't follow you post-jump. I like "homme de haute couture" better than "homme fatale" so that's why it's there.

In no way does this document condone crime. If it wasn't clear. And neither does it contain cocaine. It is addictive, and if you are suffering from addiction, please get help.

I wish I could've used the ITC Machine font for section title text, but Google Docs doesn't have it and doesn't allow uploading fonts.

https://www.imfdb.org/wiki/Raw_Deal_(1986)
https://www.imcdb.org/m91828.html
https://www.reddit.com/r/identifythisfont/comments/13p7vin/anyone_recognise_this_font_as_used_for_the_movie/

Changelog:

- First made on August 19th, 2023.
- 1.0 published on August 31st, 2023.

Location Categories:

Total: 17

- Not Earth: 5 - Peter Nimble, Sophie Quire, Thor: Love and Thunder, Warhammer Fantasy: Empire of Man, Behind the Bookcase
- Earth, Unspecified: 3 - Toaster Dude, Giving Tree, Fire Punch

- Earth, Global: 4 - DCeased, Arthur Christmas, Superman: The Last God of Krypton, Roverandom
- Earth, Specific: 5
    - Canada: 1 - The Troop
    - The UK: 1 - Rise from Ashes
    - Japan: 1 - My Dress-Up Darling
    - The US: 2 - The Amazing Spider-Man, Raw Deal

Credits:

- EYouchen/MadaMada/Eli, the Jumpmaker
- The Jump-Elector Counts, my sounding board