JACKIE CHAN ADVENTURES

Ai-yaah!

Ah. Now things are getting interesting.

Now sit. Have cup of tea while you adjust.

Jackie! Why you not prepare tea?

This world full of treasure but also evil demons and malevolent spirits. Many years have passed and many disrespect magic as superstition. But never forget magic must defeat magic! Strength you have means nothing when enemies use dark chi!

One more thing...

World not important, chain is. You do what Uncle says, chain continues. It is time someone around here learn to make decent tea! And stay alive! You die, game over. Finally someone to watch the shop when Jackie is gone...

One more thing...

Sorry about that. No need to listen to Uncle. Except for that bit about dying. You will be spending the next ten years here though, facing dark chi, demon sorcerers, and mung-bean sandwiches. Be ready, though the world looks the same as yours on the surface, beneath the bright colours there is plenty of danger and magic is lurking just out of sight. Don't be too concerned by that; even should you die, you can keep everything you've gained to that point. Most importantly don't be boring, have some fun out there.

You just ignore Uncle!!

ONE MORE THING

You'll be granted a budget to give yourself an edge in the world. Points can be used to customize yourself, purchase powers, or just fun new toys! You keep all of your stuff from any previous journeys you've taken, of course!

1000CP
CHI POINTS

Origins

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This background defines your history in this world. This world isn't much different than home, but this choice can grant you basic knowledge it all the same. It can also provide plenty of helpful experience. These new memories you gain here can impact your personality and reactions to events, but you still retain control of all your choices. Every origin gives potential freebies and discounts later on. You have a home in San Francisco.

Age

Age varies by origin. If you wish, you may spend 100CP to select any age that could have been rolled for your chosen origin.

Gender

Your biological sex is not changed. If you paid to select your age, you may also change you gender free of charge.

Distant Relative — Free

+ You have no new memories to confuse you or cloud your judgement. You know you have clarity in your decisions.
+ People expect you to be a foreigner, and will not find anything unusual about you asking about the area.
- Your age will require you to attend middle school or perhaps high school. Keep those grades up or you might face disciplinary action.

You're given an energetic, youthful body that seems particularly capable of fighting for its age. People may assume that you are immature and you could face minor issues being a foreigner. You may choose to begin your stay at Uncle's Rare Finds for free, where you are left in the care of Jackie Chan and Uncle. Your age is 1d8 +10.

Agent — 200cp

+ Reliable relatively-high income, with the potential for bonuses. Familiar coworkers to help when you're working missions.
+ Access to all sort fun tech and various other powerful items confiscated from your organization's opponents.
- Dangerous work with very little recognition unless you truly excel. Having an excess of magical powers probably get you in serious trouble.

You may choose to work for Section 13, Valmont, or as an independent. If you choose an existing organization, you can begin at their headquarters for free. Though not quite a workaholic, you are very serious about your work and take failures poorly. You are also a fan of Elvis' music and James Bond films. Age roll is 1d8 + 25.

Chi Wizard — 200cp

+ Familiarity with spells and supernatural creatures. Should you encounter something unusual, you have a library of information to draw upon.
+ You will be able to teach the use of chi magic to others, depending on how you are in the craft.
- As an apprentice, you will be mentored by Uncle. He tends to be somewhat short-tempered and smells of mung beans.

You can choose to be either a young apprentice or an older master of chi wizardry. Either way, you will gain a peculiar fondness for tea and mung-bean based foods. You often come across as bookish and eccentric. Older characters get one free purchase of Experience. Your age is 1d8 + 40 or 1d8 + 25, if you begin as an apprentice.

Explorer — 200cp

+ Plenty of worldly experience from travelling the globe, and deep familiarity with histories and cultures.
+ Respected in your field for your abiliites, except perhaps when you accidentally trigger ancient traps that destroy valuable archeological finds.
- You will attract the attention of nefarious persons who want your unearthed treasures so they can sell them off on the black market.

For a freelance amateur archeologishist, you're quite talented. In your short time in the career, you already have a reputation. You can donate finds to museums or sell them privately for great profits. Many oppourtunities for travel and adventure exist, but you haven't encountered real magic. Roll 1d8 + 25 to determine your age.

Location

Arriving in this world, you gain a home in San Francisco, California, USA. However, you won't be beginning this adventure in the comfort of your home. Roll 1d8 to determine what part of the world you start in. Alternatively, you can pay 100CP to begin at anywhere you want, if you do so the location need not be listed below. Some origins provide free location choices without the need to roll or pay CP.

1

Uncle's Rare Finds

An antique shop in Chinatown. Though it has never made a succesful sale of it's various artifacts, the owner manages to stay in business by assisting others with magical activities and finding valuable artifacts abroad. It has a large library and plenty of ingredients for spellwork too.

2

Dark Hand Headquarters

You find yourself in a what appears to be a conference room with a view of the city below you. A large dragon statue decorates the room, it introduces itself as Shendu. In addition to speech it is also capable of fire-breathing. It may be best to find your way out before security discovers you.

3

Section 13 Headquarters

This secret government organization is hidden beneath San Francisco. Rolling this when you are not affiliated with Section 13 may mean you are in for some serious interogating, or perhaps they just want to take you on as a consultant. They have a great tech department.

4

Demon Netherworld

An alternate dimension with almost no land and less water where the rules of physics don't seem to apply very well. The only ground is floating bits of rock, and the sky is a firey orange. Demon sorcerers are imprisoned here, and are eager to torture you to relieve their boredom.

5

Nameless Middle School

A school in San Francisco relatively close to Chinatown. Though nameless, it does have is a cafeteria, basketball court, auditorium, and various classrooms for the education of its students. The staff has a very lax attitude when it comes to students bullying one another.

6

Shendu's Palace

An structure situated somewhere in China and relatively close to Hong Kong. Superstitions have kept away trespassers over the years, as there is still traces of dark chi here. But for the adventurous, there are still treasure to recovered from this ancient place, just be wary of curses.

7

Free Pick

You may choose any of the listed options free of charge, lucky you!

8

Fort Knox

Located in Kentucky, you will find yourself deep within the bullion depository, and the authorities are already well aware that the area has been breached. Escaping without conflict may be quite difficult, as this place is locked up tighter than... a very well locked place.

Special Abilities

The world is like ours, but there are exceptional people and powers that exist in it. By spending some of those Chi Points you recieved earlier, you too can gain some of these powers. You're already exceptional though, right?

When an item below is marked as discounted for your selected origin, decrease the CP cost for that ability by 50%.
When an item is marked free for your origin, you need not pay any points the first time you choose that ability!

Everyone is Doing It

You become proficient in onehand-to-hand combat style that is practiced in the real world. It's your choice, but we recommend some discipline of kung fu fighting.

100cp — Free

Backup

You can import up to two companions and provide them any origin you like for free. Chi Wizards and Explorers have 200CP to spend on perks. Distant Relatives and Agents get 300CP to spend on perks. No companion may select Backup. If you have no companions you can gain two by taking this perk. Each time you take this perk the number of companions it gives you is increased by two.

100cp — Free: Agent

We Must Do Reeesearch

You can dig up obscure facts, information, and even recipes for useful spells or potions when you put your mind to it. Lengthy research sessions will always provide usable results, though not always the results you expect.

100cp — Free: Chi Wizard

It Belongs in a Museum!

On sight, you can immediately detect any objects of archaeological significance. This allows you to identify the general purpose and value of the item, but will not reveal magical abilities or specific history.

100cp — Free: Explorer

Underestimated

People never expect you to be capable of much until you prove them otherwise. Even after you've proven yourself capable, the same opponents are likely to still underestimate after a few days away from you.

200cp — Discount: Distant Relative

Tech-Savvy

You can quickly learn how to use new technology. Unless the tech is specifically designed to bar your use, you'll quickly become capable of using it fully.

200cp — Discount: Agent

Experience

You can become a master of a single non-combat skill or become good at a particular job and the skills it entails. If you want to be an expert salesman, oil painter, or disco dancer, choose this.

200cp — Discount: Chi Wizard

And He Does His Own Stunts

You gain considerable acrobatic skill, and anything you pick up can be used as an improvised weapon or shield with little to no difficulty. Most flat objects can also be used to easily slide down rough surfaces too.

200cp — Discount: Explorer

Intelligence

You are an excellent problem-solver and can come up with creative solutions on the fly. It is easy for you to adapt plans for unforeseen complications. You can more quickly learn skills.

400cp — Discount: Distant Relative

Nonbeliever

Magic is simply less effective when used against you. You become more capable of shrugging off subtle spells like mind control and surviving destructive magical attacks.

400cp — Discount: Agent

Name?

You can prevent anyone from learning your name unless you expressly give it to them. People will inevitably come up with something else to call you. At your discretion, this can clear old records and make others forget your name upon taking this perk. This can even effect old aliases if you choose.

400cp — Discount: Chi Wizard

Slapstick

You gain the power to transform the harm dealt by attacks directly into comedy at the expense of the original target. You can easy make your attacks only harm the clothes of others, and as long as you give an embarrassing display of how stepping on those lego hurt you, it won't do lasting harm. Use sparingly however, as this ability can fail if used in succession.

400cp — Discount: Explorer

Rules Lawyer

When others instruct you to act a certain way or berate you for not doing things in a certain way, you can activate this ability. So long as you comply with their rules, they too must do so as long as their wording could reasonably apply to them. You also have a knack for exploiting loopholes in the wording used.

600cp — Discount: Distant Relative

Bonded

You gain superb skills in espionage. You are a master of avoiding notice, and a truly talented in escapes, forgery, disguises, interrogation, and tracking.

600cp — Discount: Agent

Magic Must Defeat Magic

Your spells and supernatural abilities cannot be fought off by mundane methods. Only things that are supernatural in nature can stop them.

600cp — Discount: Chi Wizard

Equipment

If destroyed or misplaced, any purchased item will return to your possession in perfect condition after 12 days.
If your item is stolen you'll need to track it down though, or you won't have it returned until you leave the world.

If you took the Explorer origin, you get 300CP to spend exclusively on talismans. Companions with Backup cannot purchase talismans.
When an item is marked free for your origin, you need not pay any points the first time you take that equipment!

Rooster Talisman

Grants its wielder the power of levitation and telekinesis. When combined with the powers of the Rabbit Talisman, it can allow for supersonic flight.

300cp

Rat Talisman

This powerful artifact allows you to grant life to inanimate objects. It gives the animated objects the personalities, powers, and memories that were intended by the creator of the object. The talisman's power can only be used on one object at a time.

500cp

Ox Talisman

Grants super strength and durability.

300cp

Monkey Talisman

Allows you to change the shape of any person, animal, or object into a animal of your choosing. You must say the name of the animal for the power to function. You can cancel the effect at will.

400cp

Dog Talisman

Provides immortality to the one that carries it - protecting them from any attacks that would outright kill them (but not the sensation of the injuries) and also giving a plenty of youthful energy.

600cp

Tiger Talisman

When the talisman is split, allows you to split into two bodies. Your traits will be dispersed between the two different bodies, usual in polar opposites, so one half is unlikely to get along with the other. Some traits may seem amplified due to the absence of other qualities. It serves to balance the power of the other talismans.

600cp

Sheep Talisman

Provides astral projection. In this form, the user can enter the dreams of others. A secondary power of this talisman is the ability to force others into an astral state. When you leave your body in spirit form, you can possess vacated bodies.

500cp

Pig Talisman

Grants you thermal vision and the ability to use laser-eye blasts.

200cp

Rabbit Talisman

This talisman grants the carrier with super speed. The carrier may also focus to grant super speed to other people or objects as long as they focus.

300cp

Horse Talisman

Grants the power of healing. When activated, it can almost immediately heal physical injuries or sickness, or even repair objects. It fixes magical ailments that damage health and relieves pain.

400cp

Snake Talisman

Grants the power of invisibility.

300cp

Dragon Talisman

Allows the wielder to unleash powerful blasts of fiery, combustive energy from the talisman. It also grants some pyrokinesis and heat resistance.

200cp

Passport

This handy travel identification will let you quickly arrange low-cost hassle-free travel to any location that could feasably be reached by your chosen travel agency. It grants you unsupervised access to sites of historic significance as well.

200cp Free: Explorer

Laser Baton

This collapsible weapon slices through most materials with ease. It is considered a deadly weapon, so don't expect authorities to be too happy about you swinging it around publicly.

Or you could just have a jetpack, if you want.

200cp Free: Agent

Research & Reagents

You gain a a large amount of well-preserved supplies that cover most most basic spellcraft. It comes with a small library of occult knowledge, which can give guidance for actually performing magic.

200cp Free: Chi Wizard

Complications

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Drawbacks you choose will last for the full 10 years of your stay, after which their effects will stop (unless you really want to keep them). The complications are not without some benefit though; with each one taken you recieve CP equal to the number indicated. Drawback effects that conflict with perks always overrule the perks.

You can take as many drawbacks as you like, but the most bonus Chi Points you can gain is 600.

sorryIllbringitbacklaterthankyou

You frequently have items borrowed from you against your will, often while you are using them. You will be stunned during the 'theft' and unable to try and retrieve your property until the 'thief' is out of sight. Usually they will be returned by the end of the day. If not, the guy who took it probably has good reason to have forgotten.

+100cp

Horse Screamer

For whatever reason, animals are completely terrified of you. They can sense you coming like a natural disaster, and will instinctively flee from you even before they can detect you. You have no ability to communicate with animals.

+100cp

One More Thing

There's a little voice in your head that always berates you for you mistakes. It will continue prattling on about how you could do things better, and will frequently pause - giving you a brief moment of relief that it is finally done - before setting in again with additional ways you are a fool. When it's finally over, the hallucination will give you a swift swat to the head.

+100cp

Yu Mo Gui Gwui Fai Di Zao

All of your supernatural abilities require a long chant before they can have any discernible effect. This includes the use of items that rely on any supernatural forces.

+200cp

His Name is Bruce

A stern, intimidating, man begins working against your interests for his own reasons, which he you are unable to determine. He is an unparalleled martial artist and well aware of all of your skills and the best way to counter them. Luck is most certainly in his favour, it seems as though the universe wants him to succeed. Won't Stay Dead applies to him, even if not taken.

+200cp

Won't Stay Dead

Your foes cannot be permanently killed. They will always survive to fight another day. If imprisoned or sealed away or otherwise permanently incapacitated, they will always return to their full strength in a year's time.

+200cp

Máscara de Quien Salta

You gain a cool Luchador mask! You always feel the uncontrollable need to wear it, and doing so leaves you feeling supremely overconfident. Should it be removed against your will, it will break your fighting spirit and everything seems hopeless. All you want to do is sulk.

+300cp

Rise of the Demon Sorcerers

One of the demon lords has gotten hold of a little thing called the Book of Ages, which allows them to alter time and space to their liking. They prefer a world in which all humans are slaves to them and their brethren. The book doesn't work for you, and anything you compel others to write in it similarly fails.

+300cp

Bad day bad day bad day bad day!

You are hounded by the worst possible luck. Villainous schemes hatch around you constantly and though you may not get dragged into the scheme directly you have to deal with the shootouts, collapsing buildings, rampaging monsters and other 'inconveniences' that they cause.

+300cp

Ai-yaah! Ten years already? Seem like just yesterday you visit Uncle and not get tea from lazy nephew.

The time to leave has come. When you leave there will be a void for a new power to fill, for good or evil. The portal is ready. Uncle has no control over your destination. It is a process of trial and error.

Mostly Error

One more thing... *Really this time.*

No, No More Things

Enough adventures. enough running around having to save worlds and protect billions of people who don't know well enough to see danger coming.

You return, waking up in the comfort of you home back on Earth. The real one, that is. You still can use all your gained skills and abilities, and all your possessions and allies will quickly find their way back to you.

Stay

This might not have been your first home, but you're more than happy to make it your final one. This place always has adventure, another challenge to face!

You remain in this world. Back home, it will seem as though you just went missing one day. Loved ones never get closure. However all the talismans are now safely in your possession, if they weren't already,

Yes, One More Thing

Just one more thing? Try thousands. There are still many universes left for you to explore, and you don't plan on quitting halfway.

You leave behind this world, like those that came before it. All of your powers, skills, items, and companions are still available to you should you ever need them. For whatever awaits, hopefully that will be enough.