

Well, you've wound up in a place that looks a lot like the one you started in. No, not the one with stupid children cockfighting with monsters. The one you were born in. No originally born… whatever! Of course there are several exceptions. Pet cats can have the intelligence of a child. Archaeology is much more dangerous, given that the inhabitants of burial mounds will rise as horrible skeleton warriors and defend their resting place. Werewolves run through the streets of Pasadena just getting exercise, not committing a bloody rampage like a proper lycanthrope should. And if you act up at the DMV, you'll find it's actually descended from the Department of Minotaur Violence. It's a strange world full of surprises, secrets and one really big jerk who always seems to win. Welcome to Dan Versus.

You now have +1000 CP.

Starting Area -

Roll 1D8 or pay 100 CP to choose your starting area. You may switch your gender for free.

1: Pembroke - Once known as the home of the dance, this formerly great cultural center and Metropolis has devolved into a Rust Belt town inhabited by an elderly dance instructor and dance fighting subhuman cannibals.

2&3: Casa Paraíso Apartments - If you wanted to get involved in the plot, this is the place to do it. You are now a neighbor of Dan's, so... good luck with that. Misanthrope may choose this area for free.

4&5: Burbank, California - A nice suburban neighborhood. Certainly not any quasi-governmental secret agents in this part of town!

6: New Mexico - You have arrived in the field where they host the New Mexico hot-air balloon Festival on the very eve of the human sacrifice/bacchanal. Have fun!

7: The Canadian Wilderness - You find yourself in the shadow of the great Canadian Glacier, about two days before Dan arrives to blanket the entire country in ice.

8:Hell - You find yourself suddenly popping into hell. You'll be either constantly on the run or constantly tormented by demons.

Origins -

Starting age for all origins except Drop In is 28+1D8. Drop In does not modify your age.

Drop In - Free!
You have simply appeared into this world with no previous connections, memories, or changes to your age. If you arrived in a apartment or starter home, you'll have your rent/mortgage paid through the month.

Pushover - 100CP
You are a very loyal friend. Levelheaded, strong of body if not willpower, and you have a decent income from a long string of jobs throughout the day. However, what little free time you do have is taken up by helping your best friend with his elaborate and improbable revenge schemes.

Secret Agent - 300CP
You're a highly trained agent for a secretive shadowy quasi-governmental organization. You've honed the skills of stealth, survival technology, martial arts, and acrobatics for most of your life, and are a match for any marine fire team in this world.

Misanthrope - 1000CP
Hate. All you really have is hate, but you have it in abundance. Your life has been one of misery and alienation, and you have very little attachment to anything. The world is one target after another for your boundless rage.

Abilities -

Aren't You That Guy? - 100CP, Discounted for Drop In.
You have a knack for finding employment despite any qualifications - or lack thereof - you may have, and for being at least physically close to any plot points that might be going on. This does not offer any special protection from said plot, nor from being fired due to gross incompetence, but you will be able to spring back and get another gig almost immediately.

Common Sense - 100CP, Free for Pushover.
You have common sense. You know when a plan is likely to backfire. Additionally, you are always clear on where you stand morally with things.

Above Top-Secret Clearance - 100CP, Free for Secret Agent, Not Available for Misanthrope.
Due to your nature, you are cleared up for top-secret and below information. If there's something you want to know or somewhere you need to go, this should let you in. Comes with a free license to kill! Additionally, if you should travel to another dimension, you'll find you have similar privileges.

Amazing Crazy Quilt of Knowledge - 100CP, Free for Misanthrope.
It's tough for anyone to pin down exactly what you do or don't know, even yourself!
There's a decent chance that any matter of public knowledge, or even tidbits from specialty education, is somewhere within your knowledge.

High Functioning Sociopath - 100CP, Free for Misanthrope.
You have been blessed with comedic sociopathy. You'll never have to worry about feeling down for doing terrible things, worry about the future*, or feel bad because of empathy or pity ever again. Also increases pain tolerance, boosts outside the box thinking, and massively increases ruthlessness. (*The future will still affect you and will not change because of this.)

Just Let Stuff Be Copacetic - 200CP, Discounted for Drop In.
You're very mellow and very hard to bother. At most, someone telling you they're going to blow up the place you're working at will elicit only a "harsh man" and a leisurely evacuation.

You Never Ask Me About My Tomato Garden - 200CP, Discount for Pushover.
You have a green thumb. Not literally of course, but you do find it much easier to grow and cultivate mundane plants.

We've Talked About This - 200CP, Discounted for Secret Agent.
When you have discussed something previously with someone, and you and them have agreed about it previously, you will have much less trouble getting them to agree on it again.

Strict Vegan Diet - 300CP, Discounted for Drop In.
You stick to your principles, so long as you set forth a code for yourself and are willing to follow its tenants. No amount of convincing or other mundane methods of persuasion on earth can make you break it. (Note: Only works for personal codes, not other things governed by willpower.)

Canadian Heritage - 300CP, Discounted for Pushover.
When someone you care for deeply is in mortal danger, your ancient ursine lineage takes over, transforming you into a powerful man/grizzly abomination so that you may rise to their defense.

General Athleticism - 300CP, Discounted for Secret Agent
You are olympic level for fitness and agility, with the knowledge of body weight dynamics and an impressive muscle memory to help you better learn just about any kind of routine physical routine you can imagine, with the motor skills to match.

Good Karma - 600CP, Discounted for Drop In.
You abide and the universe will provide. Whenever you're part of a system or large organization being targeted, you will most often be conveniently overlooked as part of it. This doesn't quite work if your role in the organization involves direct combat, but if you're the checkout guy at a health food store and a certain jerk declares war on vegetables, you're most likely not going to receive any specific attention from him. (Note: This does not protect you from splash damage, it merely prevents you from being directly targeted in the first place.)

Cast-Iron Stomach - 600CP, Discounted for Pushover, Requires Shenanigans.
You're able to safely digest and metabolize nearly anything, from a pair of high heels dipped in shampoo to the poisoned meatloaf your misanthropic best friend made. Sure, you may faint for a good ten hours, but you'll be back to normal the next day or so.

Advanced Ninja Training - 600CP, Discounted for Secret Agent.
You're one of the best of the best when it comes to stealth subtlety and slicing. There's hardly a facility in the world you can't infiltrate, nor a baseline human you can't defeat in a fight. Hell, you could probably defeat an infantry company by your lonesome. You might have to do it slowly and stealthily, but you could most certainly pull it off.

Skyward Scream - 900CP, Free for Misanthrope.
The world has wronged you and you will have your vengeance. At least once a year - with a cooldown proportional to the amount you have suffered and how much bitterness, rage and resentment you have accumulated - you may scream the name of a person, place, thing, or abstract concept that has wronged you within the last seven minutes. Once you do you are locked into planning vengeance against them. Your chances of gaining revenge and how much revenge you get are proportional to your anger, how hard it is to hurt this entity, and how much you have been wronged. Unless you are being purposely misled by another party, you will almost never misidentify the source of your rage, unless you were purposely misled. However, if you do misidentify your target, this will instead turn on you. This works by giving you a luck bonus proportional to your anger as well as decreasing the luck of your target by an equal amount.

Gizmology - 500CP, Only Available for Secret Agent, Only Available for Purchased/Import Companions.
Your technical ability borders on the unrealistic. With the proper tools and equipment, you can engineer pretty much anything your local laws of physics and energy supplies will permit. But don't count on being able to re-create it or knowing exactly where or when such inspiration will strike. These items are usually highly unstable and you have very little influence over what this technical inspiration gives you insight on how to make.

Items Section -

Descriptive T-Shirt - Free for Everyone.
This is a T-Shirt in your size cut to your number of limbs, bearing the safe for work word that best describes you written in simple white on black letters. Should you undergo a major personality or karmic shift, you'll receive a new one in your warehouse with the appropriate word on it. Additionally, should you outgrow, gain or lose weight or limbs, etc, you will find a new one cut and sized appropriately in your warehouse within three hours. It's very comfy and will satisfy whatever criteria you have for “good T-shirt” aside from design. Additionally, should the shirt ever be destroyed, you will find a new one in your warehouse.

Money - 50CP
It's a briefcase with thirty grand in unmarked non-sequential bills. Don't worry, no one's going to want it back. That's about ten years rent for a cheap slum like Casa Paraíso.

Population Control Johnny Collection - 50CP
This is a collection of every officially licensed video, comic book, and toy featuring the only semi-popular but still very prevalent and culturally relevant Population Control Johnny. This is the darkest, edgiest, goriest, most twisted series about a guy named Johnny that has ever been created anywhere. And it's all yours! Updates with a new issue of the comic every week, and a new line of action figures and a new movie every year.

Ninja Dave's Cookies Sampler Box - 50CP
This is an assortment of three dozen cookies, crafted from ancient Japanese recipes at least 8000 years ahead of their time, from one of the best bakeries in the US. Refills weekly. If you can wait that long. About as nutritious as an average cookie, so don't plan on living on them entirely. Although the taste might make you want to.

Handler - 100CP, Free for Secret Agent.
You have a anonymous contact, whose face you will never see. This person will regularly give you exciting and dangerous missions, as well as updates about any potential threats. Just remember to do as they say.

Ninjatō - 100CP, Free for Secret Agent.
This is a eighteen body blade, forged by thirty masters of Japanese swordsmithing over a period of no less than twelve years. Made with only the finest possible materials, sharpened to smaller than a hair's breadth, and honed and tempered to perfection. You will not find a finer sword crafted by mundane means and modern technology anywhere.

Family Crest Ring - 200CP Free for Pushover.
You've got a big family, bigger and more diverse than you'd like to admit or know about. At least one time in one hundred, if you're in a fight and you're losing, when this ring is visible your opponent will discover that they are actually a distant relative of yours and give you the opportunity to back down without further conflict.

Wally's Discount Hardware & Explosives Preferred Shopper Card - 300CP, Free for Misanthrope.
This is a preferred shopper card for Wally's Discount Hardware & Explosives Emporium. With this card you no longer need a background check to purchase high explosives or normally restricted tools, firearms, etc, as well as gaining a 20% discount and points toward further rewards. Additionally, after this jump you will find there is a Wally's in every world that accepts your card just outside of whatever your starting area is. Never worry about finding an arms dealer or hardware store again!

Offbrand Filipino Car - 200CP, Free for Misanthrope, Requires My Ride!
This is the AK-47 of automobiles, as in able to be serviced by half trained guerrillas and fixed with any kind of vaguely similar part. There is very little that will make this car break down entirely, and even less that can't be fixed easily. Has a huge manual in the glove compartment detailing not only how to fix most every kind of car trouble you will encounter, but also instructions on how to machine produce nearly every part. You could easily knock out a copy of this car with a solid month of work if it wasn't still under copyright.

Captured Flying Saucer - 800CP, Discounted for Secret Agent.
This is a advanced alien or perhaps postcursor spacecraft that crashed in the Nevada desert sometime in the late 40s. It runs on solar power and is immune to all but the heaviest of modern weaponry. This thing packs enough firepower to level a city in half an hour. The controls are pretty complex, though, and the manual in the glove compartment is written in a language unknown in this galaxy.

Smart Kitty - 100CP/400CP
Pick an animal known and proven to real life zoology no larger than a great Dane. You gain a companion in the form of an intelligent version of this animal, able to communicate at human level through the sounds such an animal would make. You will understand them, though no one else will. They gain great insight into any flaws and oversights in your plans, and can be an imported companion, but cannot belong to an extinct species. For an extra 300CP, you can instead have your companion created or imported as something more fantastic, but still within the bounds of biology, like a minotaur or a dinosaur.

Somehow, You Managed To Make At Least Two Friends - 400CP, One Purchase Free for Misanthrope, Discounted for Itself, Discounted for Drop In, Discounts Stack, Minimum 50CP.
Either you make two friends here, each with 500CP and either the Pushover or Secret Agent background, or you may import existing companions and give them a free background of your choice - except for Misanthrope - and 500 points. Note: Can only be taken three times.

Drawbacks -

You may take as many drawbacks as you like, but may only gain +600CP total.

Shenanigans + 0CP, Mandatory for Misanthrope.
Wow, things around you sure seem to get out of control and wacky a lot. Maybe maniacs break out of the asylum just as you're going on a camping trip. Maybe undead Egyptian pharaohs demand to crash at your place until they can get back on their feet on pain of the mummy's curse. Maybe that new gym your best friend and his wife signed up for is run by robots who are going to enslave them in order to make them power their stationary bike generators so that they can conquer the world. Maybe you will literally be imprisoned on a reality TV show. There's no limits to the kind of hijinks that will ensue!

Lactose Intolerant + 100CP
You are now lactose intolerant and unable to consume any dairy products without experiencing horrible agonizing stomach cramps and diarrhea.

Ran Afoul of a Ninja Clan When I Was Fourteen + 100CP, Not Available for Drop In.
you ran afoul of a ninja clan when you were fourteen. Ever since then, they've been gathering strength waiting for you slip up and reveal yourself, now they have found you and will strike at the point you are most vulnerable within these ten years ars, of course they are significantly below average deadliness for your usual ninja clan, think double the effectiveness of 80s action movie ninjas.

I'm New Here + 400CP.
All you and your companions have in this Jump are your particular set of skills from this jump, (and whatever Body Mod gave you). No items, no warehouse, no perks.

My Ride! + 200CP. (Mandatory for No CP for Offbrand Filipino Car, Does Not Count Towards Limit.)
For whatever reason, the universe hates your vehicles. George Washington will come back from the dead to chop down the cherry tree next to your car, werewolves will carelessly scratch the paint job on your motorcycle as they jog on moonlit nights, and gray aliens will tag your orbiting spaceship when you are planetside. You'll even have a greater tendency to step in animal waste if you decide to wear shoes.

Jumper* +400CP
Well, it looks like someone's impersonating you. They have roughly your abilities and are generally going around acting contrary to your beliefs and interests, even if they don't initiate conflict with you directly. They bear a striking similarity to you and folks are going to mistake you for them. Note: This does affect your companions, who will also have their own doppelgängers aligned with your counterpart.

Revenge of the List + 500CP/800CP, Note: 800CP Version Raises Maximum CP Total to 800CP.
For some inane reason the people/institutions/abstract concepts Dan has gotten revenge on have all unanimously agreed that you are to blame for his actions and have teamed up to gain revenge on you. They have all regained their full strength and will stop at nothing to get their revenge on you. For an extra 300CP, they are joined by a rogue's gallery consisting of the most dangerous individuals, nations, and institutions you've screwed over from each and every last one of your previous jumps.

Stay

Go Home

Move On