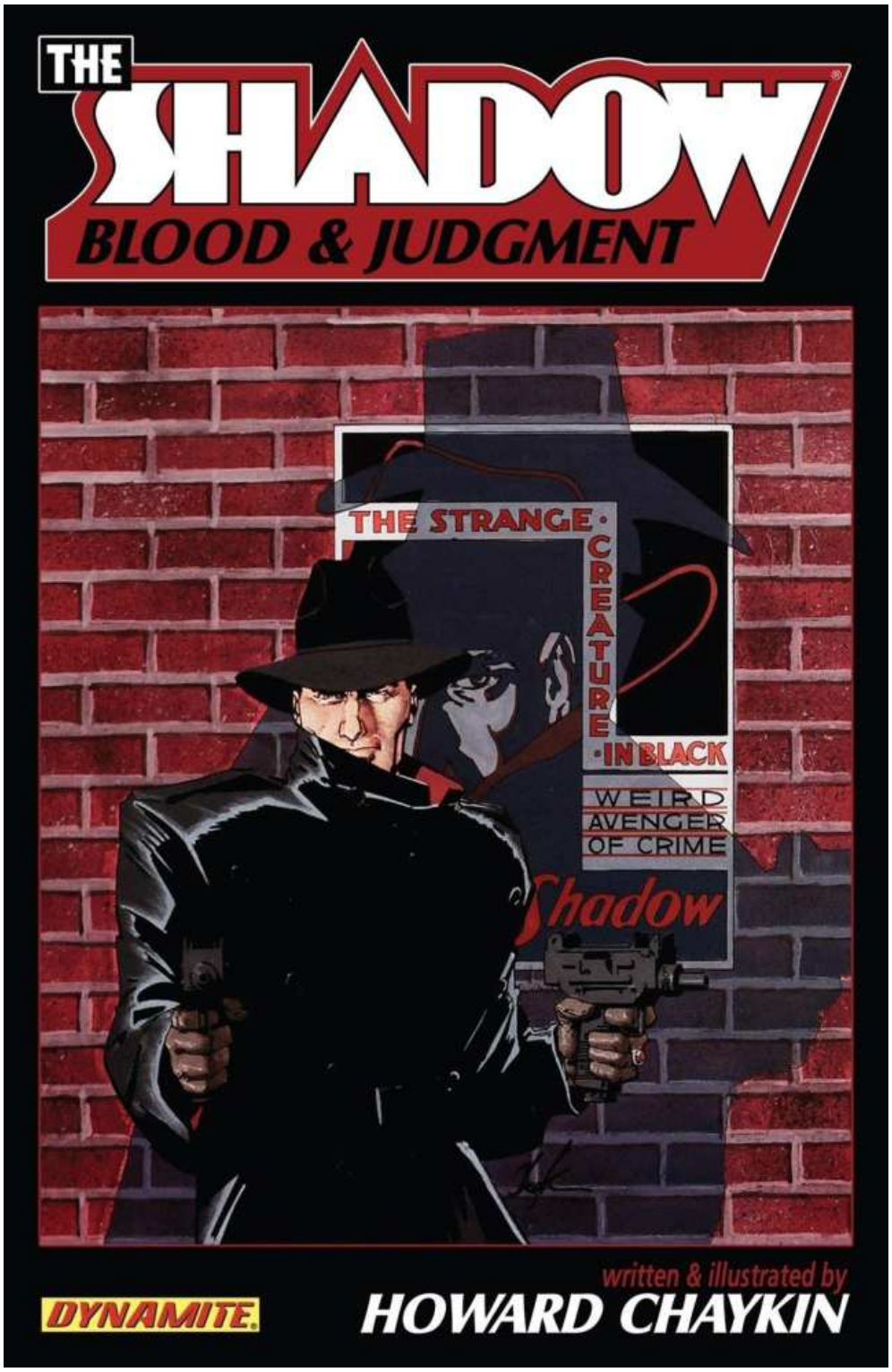



The Shadow - Blood and Judgement
Jumpchain by Cthulhu Fartagn

# The Story Thus Far

"Who knows what evil lurks in the hearts of men?  The Shadow knows!"

Thirty five years ago, a single man waged a war on crime.  He gunned down mob bosses, petty thieves, insane cultists, assassins, and made his name synonymous with the fear of getting caught that criminals feel.  He was The Shadow, and for the last 35 years, not a single peep has been heard from him.  The scum have grown bold in that time, and in more recent years a number of deaths have occured.  With all the allies of The Shadow having grown old, someone has begun to hunt them down in a brutally sadistic manner.

The reason, unknown.  The means, ever changing.  The pattern, unnoticed.  Until now.  The year is 1987, and after thirty years of silence, The Shadow is returning to do battle with a criminal mastermind from his past who is hunting down his allies to force him to show himself.

Stay on the sidelines or get involved, it matters not to me.  Either way, I wish you luck.

+1000 cp

## Origins
Pick One

### Drop In / Agent
An ordinary person. The most interesting thing about you was the five minutes of relevance you had to The Shadow's crusade against crime back in the day. Or possibly the relevance of one of your parents. Regardless, an opportunity to make your own mark is coming up - I suggest you make the most of it.

### Paladin
A warrior monk, a cryptic mystic, none have ever figured out who The Shadow was or how he did the things he did. According to him, he was trained by the most advanced civilization on earth, the mythical city of Shambhala by them. It seems you either share his fate, or are from said city.

### Technician
To the rest of the world, Shambhala is a city of magic, of seemingly impossible things. In truth, it's simply science the rest of the world hasn't figured out yet. And you are one of the people with the potential to change that. Technology marches ever onwards, and it does so to your tune.

### Criminal
Scum. Lowlife. Waste of flesh. Backstabbing sonofabitch. You're a criminal, someone who is the enemy of The Shadow simply by existing. Your breed has long since forgotten their fear of him, and with his return, you ilk plan to show that fear was always misplaced.

## Age / Gender
Your age is 4d8 + 20, and your gender is the same as last jump. You can choose both for 50 cp.

## Discount Rules
100 cp perks and items are free to respective origins, and the remainder are 50% off as appropriate

## Location
Agents and Criminals start in or near New York City. Paladins and Technicians start there as well, or may pay 100 cp to start in Shambhala.

Perks

Drop In (Agent)

100 cp - You Seen What Passes For Law Enforcement These Days?

In the grandest tradition of old people everywhere, you have now learned the secret art of bitching about every little thing. Not that complaining is much of a secret art, but for some reason you're just better at it. Almost like you're dissecting their every word and action to rip out every flaw and painfully expose them to the world at large. On the flip side to this, you're also surprisingly good at giving advice, condensing the wisdom of the ages down into a witty phrase or a rambling speech about the gold old days. Just, uh. Try not to mention the good old days if you aren't actually old, or you'll get some very strange looks.

200 cp - I've Been Attacked Myself, Fought Em Off

Old age has a tendency to do a hell of a number on the human body, and that's assuming you take care of yourself as you start to slow down. Luckily for you, it doesn't have much of a grip on your life as you no longer suffer from the vast majority of issues that it tries to bring with it. You can still die of old age, but short of that? You'd have the vitality from when you were thirty even if you're pusing eighty. Alzheimer's, arthritis, hearing and vision problems, those are something that happen to other people. As a bit of a side effect, this causes people to underestimate you - someone so old and feeble would obviously be easy pickings, right? And that's when you whoop their ass.

400 cp - Secretary, Personal Assistant, Coffee Fetcher

By the name you'd probably think that this was a downgrade to whatever job you already had, but that's mostly a matter of priorities. Sure, it's not quite as glamorous or well paying, but with this you can subtly modify your job prospects to place you somewhere with easy access to loads of information. Unimportant in the long run, but places you in the perfect position for sabotage or information gathering. The secretary controls the schedule, the personal assistant knows all their likes and dislikes, and the coffee fetcher could quite easily slip a little something extra in there. It's a very soft power, but it is power nonetheless. You can be promoted or transfer into a more normal position if you like, or you can have your 'promotions' be into a very similar job somewhere more impressive, better paying, and with more secrets to ferret out.

600 cp - Anyone, Anywhere, With Any Face

...Can make a difference, given the right set of circumstances. And luckily for you, those circumstances have actively sought you out. Every year, you'll get a phone call. There's a woman on the other end, with a truly beautiful voice. She just wants a small favor from you, just this little thing. Grant her request, and you'll find in the days to come that a major drug raid went off without a hitch, or that a mob boss died in such a way that his organization self-destructed. Maybe a bunch of evidence of a politician's untrustworthiness came to light. Through one phone call and a simple favor, you will have made the world a better place. Whether The Shadow will exist in future jumps, I cannot say. But someone is clearly carrying on his good work. All you really have to do is answer, Agent.

Paladin

100 cp - Hero Of A Lost Generation

Kent Allard started life as a pilot for the US military, and possibly a spy as well. When World War One ended in 1918, Allard stayed in Europe and continued to fight, selling his skills to the highest bidder. He was many things during those years, and most of them were illegal. You might not be the same as him or have walked the same paths, but what you do have in common is an uncanny ability to find your way into just about any kind of depravity or deep dark pit where the light of god does not shine. And of course, to fight your way back out. Beyond that, you also have a single skill that made you stand above the rank and file of the US Army, such as a skill for piloting or disguise. Beyond simply being skilled, this also grants you a level of insight into more advanced variations, such as piloting a spaceship or magical illusion powers.

200 cp - It Worked Then Too

You might have moments where you're an utter bastard, but there's just something about you that's inherently likable. Maybe it's your smooth flirting, you rugged features, your psychic powers that make you incredibly charismatic… Yeah, it's probably that. Your limited psychic talent grants you two similar abilities, for you to understand a person better so as to tailor your arguments and reasoning to be more effective, and it's counterpart to subtly force part of your understanding upon them to make someone more receptive to your words. Combine the two together, throw in a dash of the natural charisma you have, and you could have someone just short of utter loathing eating out of your hand inside of a day or two. Or even in your bed, if you were inclined to do that sort of thing.

400 cp - A Lifetime of Lying

The Shadow was a single man, but damn if he didn't have enough fake identities to pretend to be an entire army. Why, given how little he's changed over the years, he even pretended to be his own son! Or will, rather. But in order to pull something like that off, you would need a truly absurd amount of skill at basically every walk of life in order to realistically pretend to be a humble janitor or a simple farmer. A skillset you now have. By observing someone in action or consuming a decent amount of supplemental material, you can temporarily grant yourself that skill. This won't last for very long, anywhere between hours and weeks depending on how much effort you put into gaining it and into using it, but if you need to suddenly be competent at statistics and wine tasting, well, now you can.

600 cp - Path of the Shadow

The Paladins of Shambhala are a work of art, and The Shadow is either the greatest or most half-assed work they have ever made. Regardless, you're pretty damn close to being his equal, otherwise known as the strength, speed, durability, stamina, and so forth, that surpasses the greatest of 'normal' humans five times over. On top of that, you have what may be your second psychic power, the ability to cloud the minds of others. As for what that means, well, I'm pretty sure it's illusions. People looking at you see you blur and distort, if not outright dissolve into mist when you concentrate. Even when not concentrating, your image takes on an odd quality where you seem to be overlaid with colored echoes of yourself, and your voice echoes with a slowly changing distortion. While this is active it's also incredibly, incredibly easy to push their minds towards overwhelming and not entirely irrational fear.

Technician

100 cp - Large And Sort Of In Charge

In Shambhala, intelligence and vision are the defining traits they look for in a person. It is a city designed specifically to be choc full of the smartest people in the world after all. And while you are smarter, that's not the only blessing you can expect. You're also quite the looker, the star of every party, the girl with the voice of an angel… Well, at least one of those things. I'm going to let you pick, after all. Want genes that simply won't quit, a voice that makes men weak in the knees, or just a massive rack? Take your pick, it's not like Shambahala doesn't have the means to make it happen, naturally or otherwise. In addition to that, while you aren't technically much of a leader, you're excellent at managing things, making sure everybody ends up with all the resources they need or that all your secret agents are accounted for and are reporting in on time. Perhaps you'd make a good secretary?

200 cp - Inept In Our Society

Another fairly basic psychic power, with similar means but a rather different outcome in mind. While a Paladin would be able to determine what views a person holds in order to understand them better, you yourself take a look at the bigger picture - how deep these views are embedded, how difficult they would be to break, if they can be trusted or not. Not terribly useful for determining how to sway someone to your side, but more so for whether they're trustworthy in the first place. More importantly, you can also use this power to sound out certain ideas and plans without them being consciously aware of it. Things like how they'd react to being given psychic powers of their own or access to some of the technology of Shambhala. Or just if they personally have any compatibility with a medical procedure, to make it more or less risky to use on them. It's not a terribly strong talent, but information is probably the only power you have any interest in.

400 cp - Modern Day Magician

Human society has always been defined by its advancements. Fire, the domestication of the wolf, the discovery of superior farming techniques, and even the advent of the atom bomb. These things continue to change the world with every discovery. And you, my friend, are someone who stands heads and shoulders above other men when it comes to these discoveries. You aren't an inventor, nor a visionary, but you still hold a mastery over science that few can claim to match. Pick a field to command, and short of comic book super science shenanigans like Shambhala utilizes, none will be able to match you in your field of expertise. This also comes with official recognition of your talent and knowledge in future jumps, if you wish it, and will also make teaching your field of expertise slightly easier, with students seeming to grasp the concepts a tad bit quicker, or remember things for longer..

600 cp - Done Before Lunch

The best and brightest of the mortal world are children, barely having begun to dabble in forces that they do not understand. Forces you have long since mastered. Whatever knowledge of science you may have, you now find that your understanding of these arts only serves as the key to unlocking the potential of other avenues. The paths this will lead you down are rarely safe and barely sane, but somehow you make them work. No, better than that, you seem to specialize in making them safe and sane. Oh sure, you know how to unlock a person's psychic potential, rebuild them from a pile of meat as long as they aren't 100% dead just yet, or even give them super strength, but your real gift is doing these things with none of the side effects that one might expect them to cary. Taking a risky produce and turning it into something that can be used on just about anyone, that is where your true talents lie.

Criminal

100 cp - Making A Comeback

Preston Mayrock, real name Lamont Cranston. Lamont Cranston, real name Kent Allard. Old allies, old foes, allies again, foes again. A real thorn in the Shadow's side, but a useful one for a time. Sadly, when Allard retired, Preston was free to return to his wicked ways, and oh boy did he ever. Much like him, you are… Remarkably difficult to be rid of. Anything that doesn't kill you just gives you more spiteful drive to return to the top, to rebuild your criminal empire, to regain everything that your foes would try to steal from you. In short, you're a spiteful son of a bitch with the survivability of a cockroach, and unless they go out of their way to put a bullet in their head, you're probably going to come back for another round out of sheer rage at the gall they had to win against you. Or you could chill out and use that unending hate to slowly destroy everything they ever worked for. Either way works.

200 cp - Cutting Off The Loose Ends

After The Shadow discovered that he'd failed to kill the real Lamont, he instead recruited him. A convincing body double, a decent font of information, and utterly expendable. But, it also put him into contact with a few other agents of the Shadow, confirming the identity of a few and providing hints to a few others. And with those hints and enough time, you can begin to set up the total collapse of his support network. Oh, it will be slow going to find the one suspicious phone call taken by a guy who works in a call center, but you're patient when it comes to your revenge. It might even take years, but your planning only gets better the more you hate someone, and eventually you'll be able to just pull the whole thing apart in a few simple tugs. Though, maybe you should let one or two live? Someone needs to tell the story after all, or they wouldn't be good bait.

400 cp - The Old Cranston Luck

The Shadow was never in the habit of letting his enemies live, but every now and then one of them slipped through the net and got away before he could either shoot them or trick them into shooting themselves. You on the other hand are the kind of guy who walks away from being thrown off a cliff once or twice, and gets either underestimated or forgotten by the people who want you dead. ...Mind you, you're going to be recovering for quite some time from being thrown off that cliff, but you're lucky enough to survive the fall and be found by someone willing to nurse you back to health. Oh, and this is actually an inheritable trait, though not in full force. Your kids will have a weaker version of this, if you ever have any.

600 cp - 25 Years and 35 Million

Shambhala, for all that Mayrock called it a paradise and never wanted to leave, was something he was forced to give up and never managed to reclaim. He wanted an army to arm with it's weapons, but never found his way back. He wanted the power of the Paladins, but grew old and feeble instead. He wanted their psychic powers… and actually managed to get them. And you either stole his research or cheated your way there yourself, because you can now utilize telepathy to project your consciousness into the bodies of others. This works best on idiots and morons, but in theory it works on anyone you can force your will onto. Being a technique made out of jealousy, you'll also find it easier to replicate the psychic powers of others… Albeit at an incredibly slow rate. This did take 25 years to get the wrong thing after all, though you at least can do it in the timespan of a single jump.

# Items

Drop In

100 cp - The Shadow Knows

You know what you need? A nice set of wheels. This van serves as a cross between a mobile base and a mobile home. It has a very small stash of supplies for use in combat, and is also surprisingly livable, if somewhat tight. It also has a simple kit of magicians parlor tricks for some reason. Regardless, that's not the van's true purpose. No, the true purpose is bait. On the side of the Van is a small mural bearing the likeness or perhaps the catchphrase of an individual of your choice that you hold some affiliation with, such as the Shadow. People who want to hurt them will instinctively target you first, the most obvious of all his known allies. If you don't wish to be targeted, then don't drive this around. But, if you do wish it, then it makes it easy to lead someone into a trap, never thinking that the target of their ire might merely be bait to draw them in.

200 cp - Fine Dining And Fine Company

This club is invitation only, and luckily you have one. Maybe it's yours by dint of assloads of cash, or perhaps it's something you inherited with the family jewels. It would be a bit odd, but maybe you were simply vouched for by someone with clout here? Well, it doesn't matter. No, what does matter is that people of importance have a tendency to frequent this place. So while you eat your utterly exquisite and overpriced meal, you can listen in on the latest in politics from the mouth of politicians, who oddly enough are a tad bit freer with their words than you'd think they ought to be. If you want to, you can have a job here so that you can listen in full time, but at that point you're going to have to balance listening with actually working.

400 cp - Intelligent Agency Employee

Put on your suit, don't forget your ID badge, and get to work Jumper, you now work for the CIA! Or the FBI. Or the NSA. Look, there are a lot of alphabet soup intelligence agencies, the point is that you have a job with them, and either a job or the fast track to a job with a similar agency in later jumps. You can be a fieldworker if you like, a professional spy or lawman, but while that might be where all the action happens, it's not actually the most useful place to be is probably the archives or the room with all the hackers and the big screen. Well, the most useful place for you to be to help The Shadow which you might not care about, so go ahead and take your pick. And no, Director is not a valid job. You work for them, they don't work for you.

600 cp - Kept In Trust

A long long time ago, this was The Shadow's own house. And truth be told, it's more akin to a small mansion than just a house, because it was HIS house, not just one of his many false identities. As a result, the house is riddled with secret passages, weapon caches, a variety of drugs both medical and otherwise, and even has a Rolls Royce in the garage. ...What do you mean "It has a garage?" You've lived here how long and you don't know that yet? Well, regardless. The house has so many tricks up its sleeves that basically any situation you might find yourself in, it has something squirrelled away that might help with the problem at hand. Finding them is going to be the real issue, though I will point out that the place seems to willingly surrender it's treasures to the caped crusaders and the super men.

Paladin

100 cp - Casting A Shadow

So, funny story, as part of their training most Paladin's will wear blindfolds for extended periods of time as part of a plan to enhance their psychic abilities. You have, amongst other things, one such blindfold that does in fact provide noticeable assistance with your training in that area. Beyond that, you have a small selection of coats, scarves, hats, and a few different kinds of guns with which to build a signature outfit from. Or to eternally wear a 'close enough' copy to throw some doubt on any connection between your civilian identity and your vigilante tendencies. Or possibly even between yourself in one city and yourself in another. You were wearing a different coat after all, obviously you were just a copycat instead of the real deal.

200 cp - False Identity

Well now, what have we here? It's your driver's license, passport, and birth certificate, the three most common forms of identification. And also your other set. And your other other set. And - well, you get the picture. You have a veritable pile of documents, each one claiming that you're someone different. All of these are of the highest quality and would require an in depth investigation of your everything to determine that they aren't real. As for which one is real? ...I have no idea, honestly. It's buried in that pile somewhere. Probably. Each identity also comes with a small house, a simple car, and a modest income to make the whole thing seem more realistic. Just try not to use assets from one while going under a different name.

400 cp - Ticket To Paradise

The Paladin's of Shambhala would normally have little to no business outside the walls of their fair city. Once or twice a decade they'd drop off an idea of a small piece of technology for the lesser scientists of the world to claim as their own, but other than that? The Shadow was the only one to leave for any length of time, and even he returned to the end. This item may not actually have a physical component, depending on the jump. Still, it's an invitation of sorts, guaranteed entry to a place you can forget about the world and just relax. For now it merel grants you passage back into Shambhala despite it's closed borders, but a similar if lesser location will make itself known to you in later jumps.

600 cp - Voice of an Angel

Somewhere in the city of New York there is a woman named Lorelai. She has a phone, and the numbers to hundreds of men and women who are perfectly placed to do a small favor for you. Multiply that by the hundreds of them that there are, and even a small favor can have a massive impact. You may or may not have Lorelai herself, but you do have a woman with a network of spies both here and in future jumps. There are very few criminals that can keep a secret from an entire city, and that's before they're actively being hunted down. Just be careful not to call upon them too often, lest that one or two small favors get them in trouble. Oh, they won't hold it against you, they're too loyal for that, but it will impact their ability to help you.

Technician

100 cp - Ring of Enlightenment

The fashion of Shambhala is something that evolved completely independently of the outside world, and is thus utterly unique. And noticeable. This ring is the culmination of that, a rather gaudy red gemstone marked with a simple sigil. The symbol of Shambhala, something that commands a great deal of respect despite it's supposedly mythical status. Your ring can be customized if you wish, showing another symbol, such as the crest of the House of El or the rings of Will. Anyone who sees the ring will automatically assume you to be a particularly important member of whatever organization the symbol belongs to, and will continue to hold that belief until a truly staggering amount of evidence to the contrary is presented to them. Or they know it to be flat out wrong, but why would you want a sigil you have no claim to?

200 cp - Business Monkeys

I really want to say that the name is a joke, but no. You do in fact have a pet monkey. Two, actually. Both of them are trained in a role of your choice, such as nurse or detective. Or maybe they're just lab assistants, depending on your needs. Don't ask me how or why someone thought this was a good idea, I don't know. Maybe they've been upgraded with Shambhalan science to be more intelligent than your average monkey? They're certainly competent enough for me to believe that, being equal to a . Just make sure to keep them well fed and you'll have a pair of loyal minions that society will skip right over.

400 cp - Autodoc

A fairly simple machine according to Shambhala, but an important part of the Paladin creation process nonetheless. The Autodoc is a mechanical tube which performs operations upon anyone placed inside. It can be set on automatic, hence the name, for simple surgeries and whatnot, or controlled manually for more complex procedures. By itself it can almost completely reconstruct a man from a pile of flesh and broken bones if he's reached fast enough, though if your own skills are high enough you might want to control it manually anyways. Sadly this doesn't actually come with the materials to make a Paladin (though if you get your hands on them and know how to use them then it can be done), but any medical operation that needs less than a dozen people or drugs worth literally millions can be performed with ease. It also restocks it's supplies regularly, no need to worry about it running out of power or painkillers.

600 cp - Shambahalla

Deep in the mountains of Tibet lies a mythical city. Supposedly a city of magic, the truth is that it was founded in the 1200's by Kublai Khan and Marco Polo and a retreat for the intellectually inclined. Alchemists and mystics at first, but with so many smart people in close proximity it was inevitable they would discover something more solid - technology. Hidden away from the world by shields of science, it is paradise on earth. It's population is small, but is composed of some of the smartest people in the world, with the occasional strongest in the form of the Paladins. Always ten years ahead of the world at large, Shambhala is the definition of a miracle of science. And it is now yours. Medicine that leaves the rest of the world in the dust, cars and other vehicles that can fly and some that can reach space with ease, and of course the absolute and somewhat literal mountain of stealth tech that prevents it from being found. All yours. Try to use it responsibly will you?

Criminal

100 cp - Fallback Plan

The one problem with being a criminal is that people keep trying to arrest you. And if you get caught, they do their damndest to take everything they can from you. Don't they understand that you're a perfectly legitimate business man selling an illegitimate product? Well, luckily for you, it seems that they missed something. Or will miss something. You have a small stash of illegal materials hidden away that no one can find. Might be guns, might be drugs, but it's a few hundred thousand dollars for you to spend on a rainy day. When your empire is crashing and burning, you'll still have this.

200 cp - Seedy Bar

Congratulations, you now own a small bar. It's dirty, in ill repair, has shitty booze, and is the favored gathering spot of today's criminal population. They're a bunch of ill mannered thugs wearing some absolutely atrocious outfits, but they now represent the beginnings of your workforce. They're a bit trigger happy, and don't particularly understand stealth and subtlety, but if there's anybody that you need dead quickly then your patrons would be more than happy to do the deed at some of the lowest rates around. They'll even handle anyone asking awkward questions for free, though you may want to consider calling them off lest that cause even more questions.

400 cp - Research Project

Mayrock spent a great deal of time and money trying to return to Shambhala, and an even longer time trying to replicate the powers of the Paladins. These notes are the culmination of two decades of research on that project. Two serums, along with the means and method to create more. One grants weak psychic powers, the other creates a person on par with a Paladin in physical might, if not better. Sadly, neither of them are usable with the other at the moment, and both of them have mildly deleterious effects on the opposing aspect - the serum that grants psychic powers makes you weaker, while the strength serum takes a few iq points off the top. The effect isn't nearly as bad as the versions the Mayrock's have, but it's still present and noticeable.

600 cp - Nuke In The Penthouse

Moving up in the world, are we? Or is that just the elevator in this high rise? Well, either way, you seem to have played and won a game of monopoly, because you have hotels all over the board. I mean the country, you have hotels all over the country. While they bring in a pretty penny all by themselves, they also pull double duty as distribution points for a thriving business in a variety of drugs and have plenty of 'unattached' and 'available' women on staff that don't seem to have a specific job but to stand around and look pretty. You can guess what their actual job is, right? On top of all of that, we have your own personal penthouse where you live, and also it has a small nuclear warhead in the living room. Maybe don't actually use that, nobody wants World War III.

General

50 cp - Andrew, Ulysses, And Benjamin

If you don't know who those men are, then let me tell you - they're three US Presidents, specifically the ones on the twenty, fifty, and hundred dollar bills. If you can't gather the context from that, well, you have a couple thousand dollars in assorted denominations. Not exactly untraceable, but stupidly hard to do. Call it your allowance if you like, be it from an investment ages ago or straight up from Shambhala. In the event that you actually spend this money down you'll find additional bills being slipped to you via various means every few weeks. What? I did say it was your allowance, didn't I? Of course you get more. This isn't likely to be big enough for any major purchase, but it's not really supposed to make you rich.

50 cp - Radio Shows And Comic Books

You know, it's very rare that a superhero will actively make their own media. But it seems that The Shadow, in the midst of his war on crime, turned to one of his agents to record and publicize the process in the form of a series of radio shows, and later a handful of comic books. You have a complete collection of these materials, as well as a handful of notes on the process of 'writing' these adventures - and more importantly, the details that were left out for having been deemed irrelevant or a poor idea to share. They have a subtle effect that makes a person more afraid of The Shadow after listening to or reading them, but that's unlikely to matter in the long run.

Companions

50 cp / 300 cp - Companion Import

With how many minions Mayrock and Allard have, I shouldn't need to lecture you about how useful they are... or about how mistreating them can be an incredibly poor idea. Instead, I'll simply offer you the chance to import your companions into the role. Or perhaps they ought to by your dragon instead? They're probably a tad bit too powerful to be a simple minion. Each companion costs 50 cp, and receives 600 cp to buy perks and items with. They may not take drawbacks or buy additional companions. If you import a full set of eight, you can take a slight discount of 300 cp for the lot of them.

50 cp - Companion Export

Yes, this is the option that lets you companion people. I'd just like to point out that game show hosts with a fetish for violence do not make good wives. Beyond that, you're free to companion anybody you like. There's a 100 cp surcharge for people from Shambhala unless you paid to have it's presence a part of your origin, but other than that go completely wild. Anybody from The Shadow's history is valid, so long as they're still alive after all this time.

100 cp - The Next Generation

Congratulations, Jumper, it's a boy. Or a girl. Or whatever horrifying abomination of science and magic you call a gender, if you've been at this for a while. But, that's not actually very relevant. What does matter is that at some point between The Shadow's vanishing act and his reappearance, you had a kid. This kid has a lesser version of your build - if you're a Paladin, they aren't quite as strong as you, if you're a Technician then they aren't quite as smart. For now, anyways, they've got time to measure up. If you've taken the drawback "Time Marches Ever Onward", you may take a single purchase of this for free. If you've taken the drawback "The Imperfect Pair", then your child may be a clone of you and have an opposing skillset instead of a matching one. You cannot take this for free twice.

# Drawbacks

+100 cp - Upstart Snob

Ahem. Did you just… Insult me? HOW DAAAARE YOU! Don't you know who I am, how much richer than you I am, how I'm descended from someone important! No? Well, if you don't know about me then it's probably because you're too busy yelling at others to listen to me complain about your own disrespect. Which, there's a lot of. You have something of a hair trigger temper for people being anything less than completely polite and respectful, since you obviously deserve said respect. On the flip side, you also give very little of it, saying whatever you want and who cares if the lady is insulted you told her to get back in the kitchen? You're too important to be wrong, so why would you apologize?

+100 cp - Sex and Death

Right, I'm just gonna come straight out and say it. There is something very very wrong with your sex drive. Some people like chests, some like ass, some like feet or bulging muscles. You? You seem to like violence. Action movies are like porn for you, all those explosions and dead people. This does make things awkward for you in the bedroom, because if you aren't strangling them to death (or vise versa) you probably aren't enjoying yourself. Maybe you could replace the sweet talk with them promising you to go out and murder someone afterwards? You also don't handle being turned down particularly well. Try not to shoot them, they don't actually deserve it.

+100 cp - 35 God Damn Years

That's a very long time to go without contact. Not a phone call or even a letter, just absolutely nothing. It makes sense that there would be friction in your teamwork, mostly revolving around "where the hell have you been all these years!?!" You have a similar problem, but on a significantly smaller timescale. Your friends and allies start getting angry at your lack of presence in their lives after days, not years. By four days they're very likely to refuse to acknowledge you or require an excessive amount of bribing and cajoling to get back to a working relationship. Leave them alone for a week and some of them might completely forget who you are. Or maybe they're just pretending because they feel bitter and spiteful about how important you don't seem to think they are.

+100 cp - Dangerous In Your Society

But not so much in the city of the future where everybody has superpowers or psychic powers or both, and oh would you look at that the city guards have been poisoned and the princess has been kidnapped. How about that. Much like the citizens of Shambhala, you have an unfortunate tendency to drop the ball when it comes to your skill judging the characters of others, or thinking out the long term impact of giving an outsider access to your tech. You are really really bad at judging people's character. This is going to shoot you in the foot on a semi-regular basis, because the people you trust either won't follow through on their promises or will straight up stab you in the back. I would suggest trusting nobody, or having someone double guess all your major decisions. And maybe who you let cook dinner.

+200 cp - The Imperfect Pair

I'm sorry, Mister Jumper sir, I'm afraid that your wound will never fully heal. What wound? Why, the one that's crippling you of course. Whatever powers you may have, whatever talents you've picked up, a full half of them are now missing. You can pick between everything that involves your strength, the prowess of your body, or everything that involves your intelligence, the prowess of your mind. I would

normally set this to whichever you have more dependency on, but in the event that it's about equal I'll let you choose between being utterly average if not slightly below in body or in mind.

+200 cp - Time Marches Ever Onwards
Well now, were you one of The Shadow's original allies - or maybe even an enemy that survived? Well, one thing is for certain, and it's that you're now old as dirt. Whatever you rolled for age is irrelevant, because you are now pushing 80. This comes with a number of smaller problems, a general slowing down of your body and mind, maybe the fading of your vision, but in all honesty it could be worse. In fact, it is actually going to get worse as time goes on. I hope you don't mind spending your last two or three years in the jump confined to a bed, or that you have an absolute ton of money to throw at doctors if you want to stay on your feet.

+200 cp - Don't Taste The Merchandise
There's bad ideas and then there's BAD IDEAS. Putting your trust in someone likely to betray you is the first, but doing so while high as a kite is the second kind. You have something of an addiction to a particularly nasty substance, the kind that has a fatality rate when it's properly administered and in the correct dose. You also have absolutely shit self control when it comes to not taking it by the bucketload and an unfortunate tendency to drop a few IQ points while high whilst remaining utterly convinced that you're a genius. A particularly nasty combination, wouldn't you say? Suffering through withdrawal to get away from this is possible if highly unlikely, but actually succeeding will simply cause you to indulge in a different vice and acquire a different addiction.

+300 cp - Peston Jumperock II
Congratulations, Jumper, it's… Your evil twin except they're not related to you whatsoever they just happen to look like you and hate your guts. That's kind of disappointing, honestly. Anyways, this guy (or girl, it mostly depends on you) has weaker versions of most of your powers, or has stronger versions that have some sort of malfunction to them, and a penchant for suborning your allies and support network due to the similarity between you. And as already stated, they kind of hate your guts for some reason. Not sure why, maybe you killed their parents or something? On the off chance you don't have any powers of note, then at bare minimum they're below average intelligence, and can survive falling out of a skyscraper. Anything past that depends on you.

+300 cp - The World Is An Ugly Place
And it seems it's up to you to fix it. With the death of The Shadow's allies, normally he would return to new york to mete out justice. Normally. Now, the rulers of Shambhala have decided to let him stay retired and to elect a new champion. You. Not only do you have to clean up Mayrock's mess, but by the orders of Shambhala you must meet a quota equal to the amount of good The Shadow did in the world before your stay in this jump ends, or your chain will be ending. And given that The Shadow was active for somewhere around thirty years, you have your work cut out for you. The world is an ugly place, and you'd better damn well do something about that.

The End

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