

National Treasure Jumpchain

Version 1.0 - By WeylandSmith

Introduction

A treasure! A treasure beyond all imagining. A treasure that had been fought over for centuries by tyrants, pharaohs, emperors, warlords. And every time it changed hands, it grew larger. And then, suddenly, it vanished. It didn't reappear for more than a thousand years when knights from the First Crusade found hidden vaults beneath the Temple of Solomon. You see, the knights who found the vaults believed that the treasure was too great for any one man, not even a king. They brought the treasure back to Europe and took the name... the Knights Templar.

Over the next century, they smuggled it out of Europe and formed a new brotherhood known as the Freemasons, in honor of the builders of the Great Temple. War followed. By the time of the American Revolution, the treasure had been hidden again. By then, the Masons came to include George Washington, Benjamin Franklin, Paul Revere. They knew they had to make sure the treasure would never fall into the hands of the British, so they devised a series of clues and maps to its location. Over time the clues were lost or forgotten, until only one remained.

And that was the secret that Charles Carroll entrusted to young Thomas Gates.

Welcome to the 21st century! This world is one that is quite likely to be very familiar to you,save for one thing. While on the exterior it seems like a relatively mundane modern day setting, underneath the surface lies vast treasures and secrets hidden long ago - waiting for someone to discover the end of each hidden trail of secrets to claim the fabulously valuable prize that lies at the end. And it is here that you will be spending 10 years, most likely engaging in a bit of treasure hunting yourself.

In order to help you out with that, take these 1000cp, and be sure to not butt heads with Benjamin Gates too much!

Origins

Volunteer (Drop-In)

You were a normal person, living a normal life, until a call to adventure appeared, drawing you out of your mundane existence in order to take part in the great treasure hunts. Or, perhaps you just appeared one day, with only the clothes on your back and a few documents proving your existence. Whatever the means, you have little to no contact with the archaeological, historical, or treasure hunter communities.

Cryptologist

A seeker of modern myths and a solver of riddles. You have a sharp mind and enough knowledge to follow the series of clues that lead to treasure in this world. Be sure not to get too caught up in the ancient conspiracy stories though!

Academic

While others may search for treasures for personal reasons, you yourself are an academic, more interested in research and preservation than the others. Whatever your field, you are most probably a respected member and well-known contributor to the greater knowledge of history.

Treasure Hunter

Not for you are the concepts like the preservation of history or the discovery of lost knowledge. No, you are interested in turning a profit, whether that be through legal or illegal means. You probably have a full outfit ready to take part in what others would call rash treasure hunting expeditions, but you know that the big prize is out there somewhere - you just have to take it for yourself.

Time and Place

You may enter the jump at any historically relevant location within the continental United States, at a location that would make sense for your Origin.

Age and Gender

Your gender is left to you to determine. Your age is set appropriate to your origin.

Perks

100 cp perks are free for their respective origins, and the others of that tree discounted by 50%.

[100 cp] - Degree

Each purchase of this perk grants near-mastery of a single field of study. Whether Cryptology, History, Computer Science, or something else, you gain skill equivalent to that of a leading authority in this field.

Volunteer (Drop-In)

[100 cp] – Comic Wit/Quick Quip

You are quite a funny individual, always ready with a joke or engaging comment. This might even allow you to make friends faster! Or not, sometimes it's hard to tell beyond the influence of the screen.

[200 cp] - Talent for Espionage

Despite all signs to the contrary, you find yourself surprisingly skilled at varied forms of spy-craft. While lacking any experience, applying your knowledge and other skills to heists, kidnappings, and other similar ventures is unusually straightforward.

[400 cp] – Pull of the Unknown

Not for you is the cubicle. Whatever your current standing, you may selectively use this ability to engage yourself in 'plots' of varying complexity and interest. Upon using this ability, you will be presented with the opportunity to become involved in an adventure of some kind. Although adventures located through this ability may be life-threatening, they are guaranteed to never be boring. Whatever else may happen, you can always find something new and interesting to involve yourself in. However, your safety while partaking in these adventures is not assured.

Cryptologist

[100 cp] – Loose Thread

There are an inordinate number of cryptic trails and hidden secrets in this world, leading to treasure and fame. It's only natural in this world that such things exist. For you, however, such trials and trails seem to be obvious. If a modern myth exists, you can be sure that you'll have the chance to find out about it, and get at least a hint of it's veracity and worth.

[200 cp] – Gate's Luck

For some reason you always seem to be able to get away. Whether another piece of evidence, a hint that things aren't right, or something else, your luck has improved noticeably. Why, it could even be said that your life seems to follow the plot of an action-adventure movie!

[400 cp] – Mind for the Hidden

Trails of secrets and legends of hidden treasure – such things are your bread and butter. You have a mind like a steel trap, able to reference obscure knowledge and cryptic in-jokes to solve complicated puzzles. Riddles and enigmas fall before your march, and your talent matches that of Benjamin Gates himself. Furthermore, you'll find that when following the footsteps of history there is always a way forward. Whether another clue, a carelessly hidden piece of evidence, or something else, there is always a way forward to the treasure that you seek.

Academic

[100 cp] – Memory for History

You'll find that your memory has vastly improved. While not perfect, recalling obscure information becomes a breeze. Whether a few days or a few centuries, the degree to which you recall some fact or happening remains the same.

[200 cp] – Colleagues in the Field

As a respected member of your field, you of course have a number of connections and colleagues that you can call on for assistance on problems that you're not quite so talented with. While these networks aren't especially useful for problems of especial import or seriousness, you'll find that for more minor difficulties you'll always be able to find a sympathetic ear.

[400 cp] – Trail of Secrets

Your intellect and knowledge may not enable you to solve the complicated puzzles and obscure riddles that this world is littered with, but you have a peerless talent for the opposite side of the mystery. The construction of these enigmatic trails of clues has become a particular talent of yours, and you'll find no equal in this world in this respect. Whether it be a particular construction of wood hidden for centuries, or perhaps an invisible map only viewable to those that possess a certain pair of glasses – it's a walk in the park for you. The degree to which these clues and secrets are obscured from the world is up to you, and the difficulty of these trials are similarly adjustable. Finally, you'll find that the trails you construct have a habit of lasting long beyond what would lie in the range of common sense, enduring for centuries and perhaps even millennia, based on the quality of their construction.

Treasure Hunter

[100 cp] – The Full Gang

It's a given that a treasure hunter like yourself has some sort of crew, even if it's just to carry the haul. With this your talent at leading an organization or group has much improved, and you know just what levers to pull to get someone to do what you want. Furthermore, those who follow you will remain at least vaguely loyal to you unless you do something blatantly harmful to them.

[200 cp] – Making Money

The goal in the treasure. However, once you get the thing you have to be able to convert that 'historical prize' into something that's actually useful. You'll find that converting treasure in all of it's forms into the specie of your inclination to be a breeze. For some forms of treasure this might look a bit strange, but between opportune collectors and avid historians, you can be assured that you'll always get your reward.

[400 cp] – Smart, Too

Every treasure hunter needs to at least be able to understand what exactly they're searching for. Your mind and skill at following trails has been greatly improved, and you'll be able to at least follow the trails that other searchers blaze before them. In addition, your ability at pulling off dubiously legal ventures has greatly improved. With no interference you could ghost the Declaration of Independence right out of its housing, or blackmail a respected member of society into assisting you in some venture with no trouble at all.

Items

No discounts applicable for origins in this section. Existing items may be imported freely when applicable.

Volunteer (Drop-In)

[100 cp] – The Ferrari

This is a pretty good deal! A brand-new car of your choice, with all information and permits already laid out. In addition, you'll find that you will never need to top off the gas tank, and that it will remain in near-perfect condition perpetually. If lost or destroyed it will return at the end of the jump. It doesn't have a full SEP field though, so be careful where you park it!

[200 cp] – Book Deal

It turns out that you were the author of a semi-popular book. For some reason. While not exceedingly popular, the book sold well enough that you have a sizable nest egg for future endeavors. By default, you are not known to the public as the author, although you may choose to be so if you want to enjoy the attention, no matter how little there is. Also, unless you provide a text yourself the book will generate automatically - quality is *not* guaranteed.

[400 cp] – Equipment

A full set of scientific equipment, specialized for treasure hunting and archaeology, if you should wish to dive into that field. It will maintain its quality in future jumps, updating to the latest and most modern sets that would be expected of a proper archaeologist or explorer. Also includes a very nice computer set!

Cryptologist

[100 cp] – Lifetime Membership

Sometimes, when on the hunt for some great treasure, you need to find a specific reference, or perhaps reference the original source. This small pass will function as an infallible proof of membership for pretty much any large library or museum. Whether the National Archives or a prestigious university, you'll find that you can always gain access to the materials you need to reference.

[200 cp] - Specialized Tools

A full set of the tools you need to do your job. From equipment to examine delicate, ancient texts, or supplies to restore old artifacts, you have what you need to figure out what the next clue might be. Will update itself across jumps, just in case you need the latest in jump-specific technology.

[400 cp] – A Single Clue

Something quite useful in your profession – a clue. This clue will, at the start of each jump, provide the beginning of a series of secrets and clues that will lead to some historical treasure. This treasure will always be valuable and useful, ranging from a literal pile of gold to lost knowledge in a modern setting, and scaling to the setting you currently exist in. Furthermore, after about three years from the discovery of the clue's last endpoint, it will regenerate, leading to yet another new treasure. Of course, if you were to go searching for it before that happens, you'll find nothing at all, the treasure seemingly incorporating itself into the world as the clue regenerates. The trail will always provide at least some challenge to solve, but accordingly the treasure will always have some worth to you.

Academic

[100 cp] – Tenure

As an accomplished member of your field, you possess employment at some venerable institution, whether a renowned university or somewhere like the national archives. Unless you go beyond the pale with your actions you will always have a place there. In further jumps this will provide the opportunity for similar employment of your choice.

[200 cp] – Referential Set

For an academic such as yourself, this is an item of special importance. It is a nigh-perfect set of references and information on your chosen field of study, just barely passing other similar repositories of knowledge. In further jumps it will update to include similar information about jump-specific information regarding your field. Never again will you have to call another facility to request some specific piece of information in your field.

[400 cp] – National Treasure

This is a big one – something that lives up to the name of a National Treasure. Whether a vault of gold and art, or a literal city made out of solid gold, this will be worth an extremely large sum of money. And, of course, it's yours to do with as you please. Whatever you do with it, it will refresh itself at the beginning of a new jump, providing a new national treasure. That is, unless you gain your spark, in which case post chain it will regenerate itself every decade.

Treasure Hunter

[100 cp] – "Acquaintances"

As a wealthy man, you are sure to have a number of well-connected friends, who every so often are willing to do you a small favor. On the whole this favor might not be worth a whole bunch, but there is always a chance it'll prove useful. And the best part is you'll never have to repay said favor!

[200 cp] – Private Army

Every proper treasure hunter needs a team. This perk provides a number of followers, not over fifty or so, ranging from computer wizards to ex-military muscle, knowledgeable about the 21st century, and entirely loyal to you. Useful for a variety of uses, and ready to follow your words. You'll find that if you wish, they may adjust themselves to maintain their quality in future settings.

[400 cp] – Nearly Unlimited Resources

To fund a proper organization dedicated to treasure hunting, you need to have a fair bit of money squirreled away. This represents a noticeable amount of money. While not extravagant enough to measure up to a country of any size, you'll find you have no trouble funding treasure-hunting expeditions.

Companions

[50 cp for 1, 200 cp for 8] - Import/Create

You may freely import existing Companions or create new ones. They receive an Origin, with all discounts and freebies. They also receive 800 cp, but cannot purchase additional Companions or receive cp from Drawbacks.

[100 cp] - Canon Character

For 100 cp you get the chance to take an existing individual from the jump with you. They will generally be quite loyal if they choose to follow you, and they possess all personal items and abilities as they possess in jump.

Drawbacks

You may take as many drawbacks as you wish. If you think you can handle it, you can take it.

[+0 cp] - A Continuation

Although not yet released, an additional movie and tv series are in the works. If you wish, those events will also occur over the course of the jump, unless butterflied away.

[+0 cp] - Historical Relevance

While normally you would begin your time here only a few weeks before the discovery of the Charlotte, now you have a chance to become historically relevant yourself. Pick a date anytime from the modern day – the typical beginning of the jump – and the first beginnings of human civilization. You will begin your time here at that point, and spend the consequent ten years in that era. You have the choice to adjust the perks and items chosen here to be historically accurate, and origins adjust to the time period you choose.

[+100 cp] - Family Reputation

As it turns out either yourself or your family has something of a reputation with the historical community, and perhaps beyond. In short, you will have to deal with a reputation ranging from ‘implicated in historical crime’ to ‘hardcore conspiracy theorist’. While it’s not impossible to turn around this community’s view of you, your reputation will remain a significant obstacle in your path for the course of this jump, and make connections with others in the field quite difficult.

[+100 cp] - Wait What?

For some reason you just can’t seem to follow the series of clues so common in this world. While this won’t noticeably affect your day-to-day life, attempts to track down new treasures and follow clues to historical valuables become much more difficult.

[+200 cp] - Stealing the Declaration of Independence!

For some reason you find it difficult not to engage in extremely risky behavior. Is the Declaration of Independence in danger, and no one listening – why not just steal it first? Need to gain

access to presidential secrets – why not just kidnap the president of the United States? There isn't a lot you wouldn't do to further your agenda, and over the course of this jump it'll seem like you consistently choose the bluntest path forward.

[+200 cp] - History Is *Important*

For 200 cp you will become obsessed with some aspect of history or culture. On the upside you gain a near encyclopedic knowledge of your obsession, but the downside is that you will be driven to extreme lengths in pursuit of your passion. Furthermore, situations that will drive you to take such deadly risks will appear frequently over the course of your stay here.

[+400 cp] - Kidnapped the President

For some reason, whether justified or not, your pre-jump self has committed a crime worthy of attention and prosecution from a noticeable portion of the United State's government, or some other similarly powerful organization. Whether you kidnapped the president, stole the Declaration of Independence, or something else, that organization won't stop until they've found you and captured you – or worse. Talking your way out of this isn't impossible, per se, but it'll be extremely difficult.

Ending Choices

At the end of your ten years all drawbacks fall off, and you are then presented with a choice:

Stay - Perhaps you like the pace of this world? Stay, and enjoy a hopefully happy life.

Go Home - Have you come to a decision, that perhaps jumping isn't for you? Head homewords.

Move on - Ready for the next adventure?

Notes

-It is your choice as to whether you receive documentation for the Degree perk in-jump, although this may look a little wonky if you go crazy with that perk. In further jumps just that perk will not provide further documentation.

Change Log

Version 1.0
Document created, finished to 'jumpable' quality