MATTHEW REILLY UNIVERSE

A Jumpchain CYOA

Welcome to the shared universe of Matthew Reilly's novels.

You, visitor, are at the tip of the spear. This world of high stakes, nail-biting action needs heroes like you now more than ever, to defend its people from forces that would seek to control it for their own ends.

To explain a little more about the world you've stumbled into, to the vast bulk of humanity the world is quite mundane; your average citizen has as roughly the same concept of their world as you or I, and it would be quite easy to live your life as though nothing was any different.
Yet behind the curtain, many wheels are in motion.

Intelligence organisations and Special Forces units clash in exotic locations – Antarctic research labs, overgrown ruins, secret military facilities – often where highly *unusual* discoveries are made and where the most daring come away with the prize.

Heavily-armed bounty hunters and Private Military Corporations chase lucrative contracts across the world for money and glory; careless of international law and often any collateral damage.

In uncharted wilds, hidden cultures and tribes who have never been exposed to the modern world protect secrets from the forgotten past and carry out the rites of their forefathers to this day.

Shadowy groups steer the courses of governments with hidden hands. Conspiracies of hate and enlightenment both grow inky webs throughout the military-industrial complex and permeate universities, corporations, the government and other institutions.

And behind even these secret manipulators lie great mysteries which continue to shape the world as we know it after many thousands of years, and which may spell its doom...or its salvation.

But those are probably not your concern just now.

You've got **+1,000cp** to gear up and get ready, because you're in for a hell of a ride.

Locations & Starting Time

The year is 1999. Roll 1d8 on the list below to determine your starting location, or pay 50cp to choose the result of your Location & Age roll.

1. The *USS Shreveport*, in port at Sydney, Australia
2. Washington DC, USA
3. New York City, USA
4. Pine Gap, Australia
5. Cuzco, Peru
6. McMurdo Research Station, Antarctica
7. Wilkes Ice Station Research Facility, Antarctica
8. Free Choice – anywhere in the world.

Age & Gender

Kid background starts at age 10.
All other backgrounds roll 20+2d8 for their starting age, or pay 50cp to choose the result of your Location and Age roll.
Your gender either stays the same from the last jump, or pay 50cp to swap.

Backgrounds

Select one: All backgrounds are free. You are free to select your background's nationality.

Civilian (Drop In)
The harrowing task of saving the world isn't quite what you signed up for, but someone's got to do it. You are considered a professional of some capacity, and chances are your skills might have gotten you caught up in something way over your head, but at the end of the day you'll rise to the challenge if nobody else is going to.
This background either comes free of any conflicting personality and memories (as a Drop In), or represents an established identity who has yet to do anything particularly exciting.

Military
…Nope, it still isn't exactly what you signed up for either, but you've got the sense of duty to see it through anyway. You might be a member of an elite Special Forces unit on active duty, a line grunt, or perhaps another paramilitary group – a PMC contractor, a 'freedom fighter', or similar. You can expect to be sent on critical missions to defend your nation, its citizens and interests…or perhaps even the world. At least your country has your back…right?

Ex-Military
You did your duty, tour's over, but you never slowed down. You've picked up a new set of tricks; maybe something in the civilian sector or maybe you shoot for fun and profit instead of king and country. Just remember – you're out of the military for a reason. Perhaps something in your past means you are no longer suitable for deployment.

R&D
You aren't the tip of the spear, but you're at the cutting edge in another way – pushing the limits of what science is capable of. Whether it's weaponry, gadgets, biosciences, or something else, your talents shine when you're elbow deep in building a prototype, conducting experiments, or tinkering with the building blocks of life.

Spook
All the firepower in the world is useless if you don't know where to aim it. No matter what you do exactly or which alphabet-soup agency you take orders from, you regard information as the key to victory. You might be a crypto nerd in the NSA, a leftover from the cold war in the CIA, a diplomatic embassy attaché, someone from Internal Affairs, or even the US Secret Service.

Kid
What the heck are you even doing here? There's no way you should be anywhere near the shooting…yet here you are nonetheless. Maybe you're just in the wrong place at the wrong time, or maybe there's something that makes you special, that makes you worth fighting over. I just hope you make the right choices.

Alignment
Select one: All alignments are free.

Do you fight for the little guy, the big guy, or yourself?
Your alignment determines which side you fight for, whether you side with the powers behind the scenes who consider their job to be keeping an anarchic world in check, or the determined but overwhelmed minority fighting for freedom and what they think is right…or whether you choose neither side, operating as a loner or unaware of the other groups.

None of these 'alignments' is strictly associated with "good" or "evil", nor do they mean that *you* are "good" or "evil" – a good person might be a part of an evil Underdog group even if they might be the exception to the rule, and a terrible person can find themselves within a conspiracy designed to defend the average citizen from possible threats.

Underdog
You fight for the 'little guy'. You might belong to a small team dedicated to stopping a tyrannical regime, a freedom fighter/terrorist cell, or find yourself perpetually fighting against the rulers of the world order. You know that conspiracies exist out of sight, and believe that people should be free of their meddling.
Underdog groups include Jack West's Team (the Coalition of Minnows), native tribes, and various freedom fighter/terrorist groups like the Republican Army of Texas.

Conspiracy
You might be a part of the military-industrial complex, an intelligence agency, a religious group or some other organisation that operates behind the scenes. It's all about control, and you know your group is better off holding the reigns than someone else.
Conspiracy groups include the Intelligence Convergence Group, The Caldwell Group, M-12, The Four Kingdoms, or various official intelligence or federal agencies (CIA, NSA, MI6, BKA).

Outsider
You don't care for either the overlords or the average man. There's only one person you look out for, and that's yourself, or maybe a very short list of people that you like (or hate the least). If you're saving the world, it's for your own reasons.

Perks

100cp perks are free to matching backgrounds, others discounted 50%. Free perks are optional.

Undiscounted

Call-sign – Free All

You have a badass codename or radio call-sign like "Scarecrow" or "Black Knight", usually something short and sweet; and even better, you get to pick it – most have to suffer a call-sign picked by their peers.

Feats of skill, daring, or even pure luck will quickly become attached to this call-sign, as will deeds of heroism, bloodthirstiness or notoriety, gathering a reputation that may precede you in certain circles.

In new worlds, the gist of your reputation remains associated with your call-sign even if they don't know specifically what you've done in other jumps ('Scarface has a reputation for discretion', 'Talon can find anyone or anything and bring it back intact').

Butterfly Net – Free For This Jump/300cp to keep

The nature of events here often rests on one or more lynchpins: events and people that would be all too easy to ripple away with changes made years in advance, and here, a single interrupted event might be enough to doom the world. No longer will that be the case. Unless you are directly taking part in an event or attempting to change it, these lynchpin events and characters will still be destined to remain intact and achieve their canon outcomes, though less important events and people may shift around them.

I Never Miss A Countdown – Free For This Jump/300cp to keep

It's all in the timing, and with this perk you'll never arrive too late to save the world.

You'll find that you have the propensity to beat countdowns based on the importance of the event. Should you need to save the world or your own life, you seem almost guided by destiny (or narrative necessity, depending on how you choose to look at it) to arrive in time to do something about it (success at the doing part, however, is still up to you).

A nearby airfield will coincidentally have a plane you could steal that's fast enough to get you where you need to be, the doomsday device will require a charge-up time long enough for you to arrive and do something about it, rivals in a race to uncover the ultimate power will find their progress delayed just long enough for you to catch up.

However, this effect quickly drops off for events with a lesser impact on the world. To save a large group of hostages or a single, vital life that the world might hinge on, this perk will still ensure you can make it in time if you put in the effort, write some IOUs, and expend some of your own resources – you might need to buy that plane, rather than be able to steal it, or use a device you were hoping to keep in reserve, but you'll still get there.

And at the bottom end of the scale, when trying to get there in time to claim a mere monetary treasure or save someone *not* destined to have a major impact on the world, this perk will have practically zero effect – it's all on you.

Action Blockbuster Physics – Free For This Jump/300cp to keep
What is an action story without jaw-dropping stunts? The world now subtly adjusts around you to allow for the set-up and execution of the sort of stunts you'd normally see in an action blockbuster, especially the creative (if slightly implausible) use of your surroundings: Run along collapsing bridges, leap from a rooftop and trampoline off a cloth awning, dive from cliffs into deep water, step off an overpass and land safely on the back of a truck, those are just a taste of the sort of thing you might successfully pull off.
The rules of physics also bend ever-so-slightly to permit these sorts of stunts without significantly harming you in the process, protecting you against injuries like sprains, concussions, fractures or friction burns that you might incur performing them, but you could certainly get the wind knocked out of you or some light bruising, and you can't cheat death – something that would kill a normal person outright will still have its full impact on you (like falling from a plane to the ground without a chute, or being run over by a truck).
Any alterations to the world never significantly change any key characters or events, and they seem to be set up purely for you – other people in the world don't seem to find convenient ramps with which to jump motorbikes over fences unless they're either with you, or the world was already like that.

You Don't See The Way She Looks At You – 200cp
You know how sometimes people give off signals to indicate their attraction? A longing gaze, a flirty smile, coming up with excuses to spend time together? And you know how some (maybe even most) people can be totally oblivious to those little signs if they aren't looking for them? Well, now you're tuned in. Those signals that other people give off are now loud and clear – both signals aimed towards you, and also the signals aimed at others – so you can knock people on their heads and tell them they're missing out on something. You may disable this sense, on the occasion you want to tune out any 'distractions'.

COBRA – 300cp – Mandatory drawback: Hit List
Your motor neuron response is top of the class – that is, you've got reflexes the likes of which only a top percentage of humans can match. On its own, this provides significant increase in your reflexes and a lesser boost to your speed and coordination in the form of an adrenaline rush in dangerous situations. When this perk kicks in, you're substantially more likely to win contests of speed – you'll make that slide beneath a closing blast door, kick a gun away as the other guy dives for it, or tackle someone out of the way of gunfire.
This perk is boosted in various ways by taking the capstones of the Background perk trees. See the Notes section for the combinations.

Civilian

Mission Critical – 100cp, Civilian
It seems you're a renowned expert in a particular academic or scientific field – perhaps even one of the top ten in the world. You might be an archaeologist, an anthropologist, a linguist, theoretical physicist, mathematician, herpetologist or something else.
Unusually, this is a skill that periodically brings you to the attention of odd corporations, government departments, or strange military task forces that just happen to need someone with your ability.
You may have the relevant degrees and a doctorate for your speciality, or might be purely self-taught. You may deactivate the attention-getting feature at will, but it's not like you get to choose exactly when others will need your assistance next.

It Was Them Or Us – 100cp, Civilian
Killing is a desperate act. It can change the way you look at the world, usually for the worse. Having to do so multiple times – many times – can give someone a very abnormal outlook on the world: as the saying goes, if all you have is a hammer, everything starts to look like a nail. Fortunately, you seem to have a clear perspective on the matter: your morality, personality and sanity are unaffected by killing in defence of yourself and others.

Never Tell Me The Odds – 200cp, Civilian
They say there's a thin line between fearlessness and stupidity, though at least you can tell where that line is. If you know roughly what you're walking into or about to attempt, you can assess whether there's a good chance of survival, a very slim one…or zero chance of making it out alive. This should help you pick between staying and fighting or making a risky escape. This assessment is made with respect to your present condition, and remember: going by the odds doesn't mean you'll always come out a winner.

Throw Down – 200cp, Civilian
People might say you're dangerous with a gun – but it's also true to say you're almost as dangerous without one. When you don't have a proper weapon on hand, your lethality with improvised weaponry and bare hands increases significantly. You seem to hit precisely the spots your opponents hope you won't – like that earlier injury hidden under their clothes – and you manage to take full advantage of any special features your improvised weapon has – like finding an opening to blind people with a spray from a fire extinguisher before clubbing them over the head with it, or turning an aerosol can into an improvised flamethrower. I don't doubt you could disable a hovercraft with the correct application of a spare Kevlar helmet.

Instinctive Reaction – 400cp, Civilian
You don't freeze when shocking events are thrust at you – your reflexes seem to act of their own accord. As fast as you're aware of a threat, your reflexes kick in, fighting or fleeing as fast as your reflexes allow in a reaction that matches what you'd have done if you'd had a moment to think about it.
Because of your reliance on your reflexes, many common 'reaction motions' are now unconsciously stored as 'muscle memory', separate to your conscious memory. Actions like reloading your weapon when you hear it click empty, diving to cover when a grenade-like object comes rolling towards you, performing a grip-breaking move when grabbed from behind, or drawing and blocking with your blade in a single motion. Even if your conscious mind is dazed or your memory is somehow impaired, your body might be able to momentarily take the wheel to save your life. Full unconsciousness or loss of motor control naturally prohibits this.

Jinga – 400cp, Civilian
You have the *jinga* – a rare quality possessed by few humans. A person is said to possess the *jinga* if they display an almost supernatural combination of athleticism, agility, speed and coordination; a trait the South American Incans attribute to jaguars and rapas. Like these ferocious great cats, you are almost unnaturally sure-footed and swift, confident in your control over your body, agile and dangerous when pressured.
Among tribal or pre-technological cultures which value physical prowess, you could quickly rise to a favoured position in the tribe, even as an outsider, if you are given the chance to display your skill. "Mark of the Sun" birthmark (an inverted triangle under your left eye) optional.

Never Give Up – 600cp, Civilian
As long as you're alive, you're still in the game. As long as you can still draw breath, you can keep fighting. As long as there's even a sliver of hope, you don't give up. If you ever find yourself in the losing situation, you will gain a surge of willpower and determination not to give up or surrender, but to fight through to the end. Adrenaline will kick in, allowing you to ignore almost any pain - even with debilitating wounds and blood loss, your body simply refuses to stop moving and it takes a means of absolutely certain death to kill you – and even then, it's entirely possible that someone could revive you with CPR or a defibrillator. This stunning resolve to see things through to the very end could mean the difference between a last moment victory and an inglorious defeat.

According To Prophecy – 600cp, Civilian
Turns out that old prophecy wasn't about that other guy after all – it was about *you.*
As long as you fulfil the necessary background conditions of a prophecy made by someone else, you can borrow some measure of fate and destiny in order to fulfil its goal or end conditions…and possibly even usurp the place of the one originally destined to fill its role.
The closer your life, abilities, decisions and general situation matches the 'intended' hero's, the stronger the fate/destiny effect will work to keep you on track to complete its conditions.
Please note that this only works in places or times where genuinely prophetic foretellings are made, and the chosen one is never the person who made the prophecy in the first place.
A final word of warning: many prophecies fail to specify what happens to the hero *after* they save the world or slay the dragon, and destiny once again deserts them.

Military

Not Just A Grunt With A Gun – 100cp, Military
You read a lot. And not just comics or *Hustler*. This is a broad array of literature, history, trivia, and facts you've accumulated over time, from the geopolitical history of your nation's interactions with its rivals, to classic novels, to the types of dangerous sea life a red-blooded Marine might encounter on a dive op. The closer something's topic is to your 'job', the more likely you are to recall a relevant factoid or some background information that might – or might not – prove useful.

Eye of the Storm – 100cp, Military
The most perilous state of mind for a commander is one where blind emotion takes control and narrows their tactical and strategic perspective to 'tunnel vision', whereas a cool, calm and collected head can overcome incredible odds – and that you have. You can clear your mind of distractions in the midst of battlefield carnage, allowing you to focus on the broader situation and calmly command your troops. You would only make a rash decision if you were put under incredible emotional or physical strain, and even then, only for a moment before your senses returned.

Distinction – 200cp, Military
Everyone's got a specialty. Because of course everyone on your team has their own niche, right? It's like the Dirty Dozen or something. You have one particular area of military expertise that you excel at, to the point where it beggars belief – snipers might be able to shoot RPGs out of the air, knife experts might pin someone to the wall with a thrown knife, fighter pilots could rival a stunt flying team, scouts could ghost through enemy territory without a trace, and a demolitions expert could breach a stone wall without harming anyone on either side of it.

Hit 'Em Hard, Hit 'Em Fast – 200cp, Military
Your tactics and execution thereof fairly define 'shock and awe'. If your troops stick to the plan, your enemies will reel under your assault, their commanders lose track of what's going on, and chaos reigns supreme. Only a superb leader could keep control of the situation and calmly fight back in the havoc you've unleashed.

Demolition Man – 400cp, Military
Wherever you go, damage seems to follow. You'll find that you've got a knack for finding the weaknesses of the buildings and vehicles around you and delivering the means to bring them down. This is no mere demolition work – the way you can toss a bag of grenades at the base of a watchtower to get it to fall right on top of an enemy vehicle is pure art.
It seems the god of explosions favours you in other ways as well: explosives around you, even those used by your opponents, are more likely to miss and hinder the enemy in some way, such as their RPGs veering off course to open up a way for you to escape, tossing grenades at you only for you to kick back at them, or if nothing else the smoke and dust gives you more concealment to hide in.

"Hey, Captain Schofield, nice to hear from you. So, what have you destroyed today?"
"I've flooded a Typhoon-class submarine, levelled a building, and launched a ballistic missile to destroy a maintenance facility."
"Slow day, huh."

Into The Gates of Hell – 400cp, Military
You have that special quality that makes you an inspiration to your fellow soldiers. You're not going to have people taking bullets for you from the first meeting, but fight alongside them, lead them, support them and stick your neck out for them, and for good or ill, your troops will do the same for you. Traitorous bastards notwithstanding, you will be able to count on their loyalty, obedience and support in truly extraordinary circumstances – and even the traitors might regret their betrayal.

Special Forces – 600cp, Military
You don't just have *a* military speciality – you have *every* military speciality. Comms, combat medic, EOD, scout/sniper, combat engineer, counterinsurgency, combat diver, hostage rescue, K9 handler…you've got qualifications in damn near everything, plus a black belt in a martial art, range time with every weapon your military's ever used and hours of driving/piloting in most vehicles you're likely to come across. It would not be hard to get into Officer Candidate training if you're not at least a lieutenant already.
There may be specialists who are better than you in their specific field, but there is almost nothing military-related you aren't qualified for - the rare prototype weapon or vehicle excepted, but I've no doubt you'll pick those up quickly, too.
If you are part of a military organisation, now or in the future, this perk will ensure you will already be a member of, or shortly be assigned to, one of their 'Special Forces' or elite divisions, unless you decline the promotion or something else gets in the way.

Action Hero – 600cp, Military
You are a goddamn killing *machine*. With a blazing gun in each hand, you could take on a dozen fully-armed regular soldiers at once and come out on top – but it's when you start thinking creatively that things get really exciting. The more outlandish and death-defying your tactics, the more effective they will be at catching the enemy off guard and giving you the openings to capitalise on your success – when the enemy's jaws drop on seeing the incredible stunts you're pulling off, they'll find that their moment of inattention has let you snatch the prize out of their grasp…and that you've left a handful of grenades behind as a present.
Your stunts in general will be far more successful, and you recover from them with astonishing speed. You can race into a ferocious battle for the fate of the world, take a quick breather, and then do it all over again.

Ex-Military

The International – 100cp, Ex-Military
International borders mean little to the international bounty hunter. You've got a good sense of how to get through most borders, checkpoints and perimeters completely undetected, or at least without them realising who you are and what you're carrying. You have the skill to slip contraband through a military checkpoint, smuggle a weapon through an airport, or keep your plane out of monitored flight corridors as you make your way to your destination.

Quiet Exit – 100cp, Ex-Military
You excel at slipping away unnoticed, both in the sense that you're good at losing someone looking for you and making a getaway from the scene, but also in the sense of retiring from the spotlight to take up a new life. Losing surveillance, building a cover identity, finding the right place to retire to, and staying out of Big Brother's eye are all skills you've honed.

Old Dog – 200cp, Ex-Military
You may have been trained as a figurative attack dog by the military, but you can still pick up a new set of tricks with relative ease. Age, prior experience or jadedness is no barrier to picking up new skills or learning how to perform an existing skill in a new way – you don't have to worry about 'un-learning' something in order to learn the new way to do it, and it's never too late to make a change of careers.

Raider – 200cp, Ex-Military
Getting into the ancient artifacts business in this world is not for the faint of heart – or the poor of knowledge. You've studied a wide array of ancient traps, tomb layouts and vault designs, so you've got a pretty good idea of how to spot and deal with almost anything lost temples or buried catacombs can throw at you, from bad air to elaborate challenge traps. This knowledge also bleeds over into modern 'traps' – after all, the principles of 'keep people out' haven't changed that much. You can design and build – or disarm and defeat – modern alarm systems and booby traps, whether they are merely a modern improvement on an ancient design, or the latest in cutting-edge antipersonnel obstacles.

No Place To Hide – 400cp, Ex-Military
A cold trail is simply one which nobody else would bother with, but sometimes all it needs is a fresh set of eyes. During an investigation, whether solving a crime, tracking down a bounty or uncovering a lost relic, you are highly likely to come across new sources of information that few people even know exist, let alone know are relevant, or cross-reference seemingly unrelated titbits of data to build a new lead – one which can finally uncover something once thought lost forever.

Friends In Strange Places – 400cp, Ex-Military
After your life in the military, you've come to know people right across the world, some of them with very *unusual* talents or assets. Smugglers, deserters, professional thieves, retired Special Forces soldiers, black-market archaeologists, hit-men trying to go straight…these are the kinds of people you've rubbed shoulders with in the past, and it's safe to say if you need a job done quietly or a special item 'procured', your contacts can provide it.
Just remember that nothing's free these days, and it's only a matter of time until they start calling in favours owed or IOUs to be cashed.

For A Job Well Done – 600cp, Ex-Military
One of the world's significant nations (like Russia, the US, Britain or China) owes you a great debt in return for a very sensitive job you did for them in the past. While this isn't the keys to the kingdom, you will be known as a "special friend" to them, and you can be certain to receive a significant level of hospitality and assistance from that nation. Things like free passage across its borders or through it, refuelling for your vehicles, lodgings, and obtaining various minor supplies or decommissioned military gear are all the sorts of favours to expect on a regular and ongoing basis.
This nation's law enforcement is willing to let minor incidents slide or give you leniency in certain cases, and if you're in trouble with other lands, your host nation will never extradite you from its territories at the request of another nation for anything less than grand war crimes.
It will go to significant lengths to have its embassies sort out any trouble with local authorities on your behalf, and should you need rescuing from another nation's custody, your host may even be willing to risk a minor international incident if they think they can successfully extract you and maintain deniability – that's a big *if*, though.
This support is not unconditional, however – grand crimes or acts of villainy against your patron nation will see their support vanish.
In future jumps, this debt is owed to you by either the nation of your starting location, or the nationality of your background, at your choice (ie: whichever makes the most sense).

Great Escape – 600cp, Ex-Military
It's not paranoia if they really are out to get you, so you're always thinking in terms of contingencies and backups.
This forethought means you're ready for the worst, so you're all but certain to have prepared a way out of most likely or probable situations ahead of time – be it spare gear hidden on your person (like handcuff keys, a small knife or lockpicks), essential supplies for just this kind of situation (*of course* you brought Stinger anti-air missile launchers in case the enemy had air support), or perhaps it's something bigger you arranged in advance - like explosives set to go off on a timer as a distraction, one of your team members to provide sniper support, or a backup unit to come busting in to save you if they didn't hear from you in half an hour.
Should you have specifically prepared an escape plan for a situation ahead of time, this perk will ensure it goes off without a hitch, accomplishing whatever it's intended to – distracting enemies long enough to run away, freeing you from your bonds, or delivering a person or object to safety.
Should you have been un-prepared, however, it will provide a setting-appropriate escape route from certain death (or a 'no escape' situation) once per jump - something that was there all along, but overlooked or undiscovered until you needed it.

R&D

Highly Employable – 100cp, R&D
It should come as no surprise to you that even Nazi scientists were hired by both sides of the Cold War in order to bolster their own nuclear and rocket programs. No matter how outlandish your science, no matter how many co-workers you alienated, no matter your past employment under a dictatorship, someone will always be willing to hire you if you can put your money where your mouth is.

Mechanic – 100cp, R&D
With the right materials and a spare can of elbow grease, you've got the mechanical and electrical know-how to patch up damaged equipment. Even in a freezing blizzard or a sweltering rainforest, you can restore function to a damaged vehicle or patch up some electronics. Just hope they aren't subject to yet more abuse.

Comparative Biology – 200cp, R&D
When knowledge of certain species is hard to come by, you had best look to their nearest relatives. With a short observation, you can assess the behaviour of cyptozoological animals and hybrids - or monsters, as others might say - from their component parts or nearest relatives. You could extrapolate the broad behaviour of rapas from other jungle cats, or Bigfoot from apes and men, or a dragon from extant reptiles, and this will give you insights into their behaviour, perhaps an opening to evade, predict or drive them away…though simply *knowing* something about unusual animals might not help you avoid being eaten if there's one right in front of you.

Chipper – 200cp, R&D
The microchip is one of the most revolutionary inventions of the past century, paving the way to the portable electronics of the present century. When microchips are married to flesh, however, things get even more interesting. You have sufficient knowledge of micro-electronics to produce and program all kinds of microchips, from control chips, GPS or radio tracking chips, biometric sensors, and other flesh/machine interfaces. Even tiny cranial bombs or devices to provide a shock directly to the pain centres of the brain are within your specialty.

Jumper, M.D. – 400cp, R&D
In addition to your qualification as a medical doctor, you have a specialisation in a medical field of your choice, such as microbiology, genetics or immunology. These qualifications are an indicator of your skill in conducting medical research – the power to save lives with ground-breaking new vaccines, treatment techniques and genetic therapy.
Of course, this type of research could also be applied to more…unsavoury ends. Biological weaponry of the germ or virus kind is also a valid use, as are various methods of torture, if only you put your Hippocratic Oath aside.

Over The Cutting Edge – 400cp, R&D
Your ingenuity at inventing cutting edge devices knows few bounds. Compact devices which deflect bullets via paramagnetic fields, bionic arms better than the original flesh, jetpacks so light and compact the wearer barely notices the extra weight, cloaking fields for fighter aircraft, plasma-based strategic warheads, and more now lie within your purview.
There are no promises that these devices are quick to design or either easy or cheap to manufacture, but they will perform as required.

Making Monsters – 600cp, R&D
Cloning and basic genetic modification is within your grasp. While the mutative process is somewhat hit and miss, you shouldn't have too much trouble creating specialised mutations of various species with enhanced traits like strength, endurance, or aggression. Even cloning extinct animals through surrogate ova is well within your capabilities, if you had plenty of funding and a stable source of the donor's DNA. The dodo? Sure. The Tasmanian tiger? Easy. A wooly mammoth? Possible. I'm not saying you could pull a Jurassic Park, but if you happened across a small, living population of large, scaly creatures in the wild, you could use these cloning techniques to increase the population by *in vivo* fertilising crocodile eggs with only minor complications.

Krishna – 600cp, R&D
Behold, for you are become Death, destroyer of worlds. Potentially, anyway – obviously the world's still here, for now.
Whether you're DARPA or late of the Soviet Army's Special Weapons Directorate, whatever you're a master of; you're a master of making *big*. Mere thermobaric weapons and MOABs are beneath you: even a nuke barely catches your attention. You can design and build devices which, if unleashed, will smite the face of the world. The phrase 'doomsday device' comes to mind.
This perk takes one of the sciences you are most skilled in – physics, biology, even geology or ecology – and elevates them to world-destroying potential.
You could be the mastermind designer of devices like the Supernova, the Tesla Atmospheric Weapon, or of bioweapons to wipe not only battlefields clean but scour the entire world. With the right kind of devices you could tip a small scale ecological disaster into a mass extinction event or destabilise the world's climate into a new ice age.
Or, perhaps, one of your devices could save the world, if only it were used correctly?

Spook

Embassy Staff – 100cp, Spook
Wearing nothing so stealthy as a mere business suit, you can blend right in to almost any group. You're also conversational in a couple of different languages besides your own, and are skilled enough with niceties to hold a perfectly civil conversation with someone you're deeply suspicious of while covering your face with a smile.

Signal To Noise – 100cp, Spook
You've got an eye for detail. Not merely in the visual sense, but if you take in a scene, read a report or listened to a voice transcript, you'd also pick out several minor, but crucial details, like an aberration in the report's statistics that suggests it's data has been doctored, a particular phrasing in a conversation that suggests they knew they were being listened to, or spot the signs of a double-cross just before it happens.

The Network – 200cp, Spook
You put the 'Intelligence' in 'Intelligence Agent'. While it's nice to be brainy all on its own, you've also got a knack for linking the small picture to the bigger one. Others might follow a lead to its logical conclusion, but you know that no event happens in isolation. One investigation will lead to another as pieces of the puzzle slot into place, and by the time you're done you'll have the whole web of deception revealed to you, from the very top to the very bottom.

Got Clearance? – 200cp, Spook
It seems you have a substantially higher security clearance than most people of your position. Whether this is due to doing a tour in Internal Affairs, or a leftover privilege from a prior assignment, the restrictions that stop you from accessing your own side's classified information are much more lax. Now this isn't going to let a data entry schmuck get their hands on nuke codes, but getting access to a suspected mole's personnel records are now a hell of a lot easier.

Fieldcraft – 400cp, Spook
Most intelligence agents these days work at a computer, not deep in enemy territory, so their fieldcraft is sometimes a little lacking – but not you. You've got all the skills of a fully-trained covert operative or intelligence officer – planting bugs, tailing someone, infiltrating and investigating locations for intel and even have a deft hand at wetwork, as well as the opposite of these – locating bugs, losing someone tailing you, extracting yourself and others from custody, cleaning a scene of any identifying traces and protecting your own assets from assassination attempts.

Codebreaker – 400cp, Spook
Whether or not you're a part of the NSA, you've got some serious hacking and cryptography skills. If it's connected to the internet, there's nothing you can't crack with time and resources behind you. If you lack those, well you can certainly give it a pretty good shot. There's very little you can't find out if you've got a working computer, breezing through most civilian encryption and firewall software like it isn't even there.
This comes with a hefty boost to your mathematics skills as well – your 'theoretical' decryption methods might turn out to be very practical after all.

Retter's eyes went wide when she saw the screen. "That's the JCIDD. It's only accessible to the Joint Chiefs and the highest ranking-"
"Did I mention I'm a code-cracker?"
"Oh, right."

Psyops – 600cp, Spook
This mastery of psychological warfare makes you a genius with propaganda and predicting what individuals will do when exposed to certain stimuli. You practically wrote the damn book on modern torturer's arts, and getting inside people's heads is as easy as pie.
With a few hard facts about your targets' histories, you can psychologically hammer them with their failures and drive wedges between long friends or close teammates. Indeed, if you can find the right leverage, you can even pry apart a team of heroes and might even collect a few of them to your own side.
With the right equipment and a 'captive audience', you could even brainwash people by bombarding them with subliminal programming, turning them into the equivalent of Manchurian Candidates, triggered for a homicidal psychotic episode with a mere codeword.

Mastermind – 600cp, Spook
All too often, the intelligence game is a reactive one – wait for an opportunity, and then act. You, on the other hand, are a proactive player in the intelligence game. In the complicated machine of international relations, you know just where to throw a spanner to create an international incident, what tiny cogs to remove to collapse an unstable dictatorship, or exactly what wheels to grease or put a brake on to effect a change in a totally different part of the machine.
You could engineer and carry out a plan to allow a *flawed* superweapon blueprint to fall into your enemy's hands, permitting them to build it so that when it's used on your nation, it will actually eliminate *another* of your nation's enemies, thus maintaining your country's complete deniability as one of your enemies accidentally wipes out another.
If you needed a despotic regime on your side you could easily work out the right sort of incentives to put them in your debt, where to invest in order to destabilise an economy, or work out what effect removing a head of state will have on other nations.

Kid

Resilience – 100cp, Kid
A child's mind is said to have amazing resilience against traumatic events, and in your case it's certainly true. While you may still panic or shut down in response to immediately traumatic events (or other severe assaults on your sanity and willpower), once the immediate situation is resolved you can 'bury' the trauma and go back to normal with surprising speed.

Math Genius – 100cp, Kid
It seems you're something of a child prodigy when it comes to mathematics. Esoteric numerical sequences, primes, calculus and matrix operations are all quite literally child's play to you; perhaps not quite at savant levels, but at least to the point where you can work out complex operations by hand that many adults would need a scientific calculator for. You can probably recite pi to a hundred places and convert decimal to binary and hexadecimal without using your fingers.

No Bully – 200cp
It's sometimes surprising how easily kids make friends compared to adults, and you're no exception. It's simple for you to make new friends easily with earnest displays of openness, friendliness or kindness, even if your cultures are from other sides of the world and there's a language barrier between you. These acts are more convincing if you're standing up to mutual bullies; stand by their side, and you might find your friendship lasts for the rest of your lives.

Hyperimmune System – 200cp
Partly based on the immune system of the Komodo Dragon, your blood has been modified to produce antibodies for diseases and bioweapons that would kill anyone else in minutes. Not only are you effectively immune to any mundane disease, natural or man-made, but your blood can also be used to produce a vaccine for any – and indeed, every – disease you've been previously exposed to.

Oracle of Thoth – 400cp, Kid
Born of the Oracle of Siwa's bloodline, some aberration has caused you to carry the secret understanding of the Word of Thoth locked away in your genetic heritage. You are naturally gifted with languages – learning a completely new language to fluency within twelve months is well within your grasp, with a gift for picking up fluency in ancient or disused dialects that might be incomplete or poorly understood by modern scholars. Even very exotic or unique languages can be learned relatively quickly, though you remain limited by human pronunciation, if that's an issue.
As this bloodline is an ancient and highly-regarded lineage, those of blue blood consider you to be one of their own, even if they might think you've lost your way for associating with 'lesser' folk. The combination of your 'pure' bloodline and unusual heritage makes you a very eligible bachelor or bachelorette to the eyes of nobles.

In this universe, you will unlock the ability to read the Word of Thoth language at the same time as Lily and Alexander (ie: understanding the first level at the same time they gain understanding of the first level). The Word of Thoth has no intrinsic power, but knowledge of it will make you highly desirable as an ally (or a pawn) once certain events come to pass.

Empathy – 400cp, Kid
Exactly how you gained this ability is uncertain, but nonetheless it's yours. You can easily read other people through such tells as facial micro-expressions, their posture and gait, the tone of their voice and the wording of what they say.
It is nearly impossible for people to pull the wool over your eyes– nearly all lies are blatantly obvious to you, lies of omission are quite clear, disguises almost never fool you, and even hidden emotions and feelings are revealed behind the surface of what people say and how they act.

Harmless – 600cp, Kid
They might beat you into submission, but outright killing a kid is something most soldiers don't want to have on their hands.
When in child form, your enemies won't deliberately attack you with the intent of killing you, so long as you don't pose a threat to them. This provides no protection from collateral damage, however - they may shoot at the plane you're in, fire at your group generally, and may well simply leave to you die in some inhospitable area.
In non-child forms, this perk ensures that the more innocent and harmless your enemies believe you are, the less likely anyone is to initiate an attack or perform a killing blow on you. Naturally, once you dissuade them of this illusion – or they see through your nature – they won't have any qualms.

Hero Adoption – 600cp, Kid
Something about your innocent nature causes heroic types to act rather protective of you. In many settings, that means the Heroes, with a capital 'H', that you encounter will go well out of their way to protect you first and foremost, even from the first encounter, should they be around when you need their help. For the most part this will simply mean they'll do their best to get you out of harm's way and keep you there.
Following their first encounters with you, they will seem to naturally gravitate towards repeat encounters, and after a short time may even consider you to be a part of their family.
Under the correct set of circumstances this might even result in them literally adopting you – though naturally you'll consider it the other way around. If they place a large enough importance on your continued survival, you might even find that your adopted Hero will build a team of similarly competent individuals to protect you and help you – a group that may, in time, become the closest thing to family.

Alignment Perks
You get your alignment's 100cp perk for free, discount on the 200cp one.

Teamwork – 100cp, Underdog
The team that plays together stays together. Participating in both organised training and games in your spare time encourages your group to act in coordination with each other, to trust each other, and develop private signals and lingo with greater speed and certainty than would naturally be the case.

Bluff And Misdirection – 200cp, Underdog
You know what every underdog needs when they take on the big guy? A distraction! You're a master of misdirecting enemy forces on every scale - from the personal level, where asking for a cigarette as your last request is to distract them from what you're doing with your hands, to the tactical level, planning a nice large explosion so you can covertly infiltrate the enemy camp, to the strategic level, by conducting ops and leaking information to make it seem like you're interested in one thing but really after another.

Mole – 100cp, Conspiracy
A chameleon has nothing on you; you're a master of mimicry, blending in like you're the genuine article. As a part of your cover, you can suppress emotions and other reactions in order to remain hidden – you could easily pretend that carrying out violent acts doesn't faze you in the least, even if it really sickens you. As a consequence, you've got a nearly impenetrable poker face, and can fool various types of polygraph and voice stress lie detector tests.

Centre Of The Web – 200cp, Conspiracy
Every spider needs some flies – or underlings, in your case. You've got an excellent sense of who to recruit into your organisation, selecting those whose beliefs align with your cause and who will remain loyal and obedient, and are especially good at picking out members of opposing groups who might be turned to your cause if the right information and incentives just happened to fall into their hands.

Resourceful – 100cp, Outsider
It seems you have something of a knack for improvisation and wringing the best possible usage out of anything you've got on hand. I'm not saying you could save the world with a paperclip, but improvising devices with duct tape and wishful thinking seems to work out somewhat better than it really should.

I'm On Your Side – 200cp, Outsider
If your intent to work together is honest, other people have a hard time refusing to cooperate with you, even if your explanation is as brief as a single sentence.
Even individuals from hostile groups might find themselves accepting your offer to work together against a common enemy or for a common cause when they have every reason to refuse – just mind you don't end up with any daggers in your back at the end of the day.

Items
You may purchase multiples of items. Expended items – ammo, explosives, etc. – restock on a weekly basis, unless stated otherwise.

Undiscounted Items

Trademark Apparel – Free With Call-Sign
Select a distinctive item of clothing or an accessory that you'd almost never be caught without - something like silver anti-flash glasses, a fireman's helmet, or a Yankees baseball cap. This item's appearance is tied to your deeds and Call-Sign; so much so that anyone who sees it will immediately associate it with your Call-Sign's identity and reputation. Also, some odd quirk of fate will cause it to be reunited with you if you are ever separated. If you've got a piece of clothing or an accessory you're already attached to, you may import it for no extra cost.

Go Juice – 50cp
Five syringes of a drug cocktail known by soldiers simply as "go juice": a mixture of blood hyperoxygenation compounds, painkillers, stimulants and anabolic steroids guaranteed to get a soldier with light injuries going at full speed again, or keep an exhausted one fighting long past their normal limit. In fact, the hyperoxygenation compounds can allow a human to go for long periods without breathing – potentially letting a soldier swim underwater without breathing for more than ten minutes, or allow a comatose patient to go for an hour without a heartbeat before being resuscitated. Prolonged use of go juice may result in increased muscle development and an inability to pass drug screening tests in sports events.

Bionic Limb – 100cp
A titanium bionic arm or leg, sophisticated enough to provide some tactile sensory feedback and act with all the flexibility and coordination of the natural limb. It's almost indestructible, impressively increases your arm strength or kicking power, and contains a small hidden compartment. It can also be detached or re-attached with a single motion, just in case you need to separate from it quickly.
Subsequent purchases are discounted, in case you wanted to have more than one bionic limb.

Liquid Stone Pellets – 200cp
A small, watertight container has fallen into your possession, containing a rare mineral, exclusively mined by a certain behind-the-scenes conspirator. Inside the container is a pinkie-finger sized test tube of grey powder and five grey pellets the size of a small pill. The substance that makes up the powder and pills converts water – seawater or fresh – into solid grey-black stone through an unknown catalytic reaction. The tiniest amount of powder from the test tube, just a few flakes, is enough to turn a bathtub-sized amount of water into solid, concrete-like stone, while just one of the pills thrown into an Olympic-sized swimming pool is enough to turn the entire pool into a solid block.

Background Items

Personal Weapon – 50cp, One Free Military, Ex-Military, Spook
A standard personal firearm – a handgun, rifle, SMG – of any production type and a few boxes of spare magazines/ammo. The Desert Eagle handgun is surprisingly popular here.

One Deben Of Your Homeland – 50cp, One Free Civilian, R&D, Kid
A clear glass tube container with a screw-cap, like a large test tube, holding 93 grams of earth from the nation which you call home. Keeping this small piece of your homeland nearby will allay any feelings of homesickness, isolation, alienation or detachment from your present place and situation.

Archives Pass – 100cp, Civilian
An ID card issued by a prominent civilian university or institution, like the Smithsonian or Oxford University. It permits you to access and use the repositories of any university, school or museum as though you have special permission. This includes their libraries, exhibits on display, 'closed' collections, special archives and research materials, including the work labs of their researchers – for those times when you *really* need to look up something on the original ancient Babylonian tablet and not a second-hand translation or a bad photo.
In future jumps, the issuing authority is updated to a local and plausible organisation.

Amulet of the Rapa – 200cp, Civilian
A small, circular amulet carved into a snarling jaguar's head, made of black stone with purple marbling. It is in fact a thin disc of Thyrium-261, of the very same rock as the Spirit of The People. If doused with or immersed in water, it resonates with a clear, musical note which will pacify any mammalian predators, like big cats or bears, instantly hypnotizing them with its humming. It is nowhere near enough mass to use in a Supernova-type device.

Ancient References – 400cp, Civilian
An *ad hoc* but carefully-indexed collection of many ancient and antiquated writings, from the works of ancient Babylonian scribes and Chinese philosophers to Franciscan monks.
Most of the documents themselves are copies, but a few specially-preserved original documents of papyrus and vellum are among them.
These writings don't hold maps to any buried treasures or the location of Atlantis themselves, but they will either confirm or disprove the statements in any other ancient document, and when a document is proved true, they will also supply an additional piece of information that is not found in the original.
If you did happen to find a map to Atlantis, searching through these writings will either confirm it to be the real deal or indicate that it is pure garbage, and if it does turn out to be real, could reveal a danger you might have walked into blind or show you a way past some obstacle.
In future jumps, the Ancient References will update with a new collection of documents from the local world with which to corroborate your finds. The collection contains no references more recent than three hundred years old, nor contain ancient works with their own power.

The Legendary Manuscript – 600cp, Civilian
This is a photocopy of an ancient manuscript – part one of five; the other four parts are missing, for now. At the start of this and each subsequent jump, it will describe the historic writings of a figure largely lost to time, one involved with a lost treasure of great importance...and who seems eerily similar to yourself.
This adventure is entertaining to read on its own, but more importantly it describes key historical and geographical details that might assist you in finding this lost treasure in the present day.
After you embark on this trip, your present-day adventure to find this treasure will progress until you reach the point where the first chapter ends and hit a roadblock of some sort, but soon the following chapter will find their way into your hands as you need it; perhaps recovered at the site it leads you to, perhaps delivered via allies or pried from the hands of enemies you encounter along the way. This is repeated for all five chapters, delivered in a sequence that matches your journey.
When you have found all five parts, you will have the original manuscript in its complete glory as well as the final resting place of the treasure and the keys to the obstacles which guard it. You get to keep a copy of all prior manuscripts in your warehouse, in case you'd like to peruse them later.
In every case, the treasure itself is unique and of immense value, but will also have properties or powers that are unusual or incredible for the world you find yourself in.
The manuscript and the events described therein – and the treasure itself – are established in the past of each world, so it's almost certain that other treasure hunters will have heard fragments of this legend and be racing against you for the prize once they hear the first chapter of this manuscript has been found.

Signature Weapon – 100cp, Military
A distinctive, specialist weapon which is associated with you or your military unit. Select from canon examples (list in Notes section) or have a new weapon be associated with you or your unit. The weapon doesn't need to be in current mass-production. Might I suggest a Maghook? Multiple purchases discounted.

All-Season Fatigues – 200cp, Military
Sets of combat fatigues in several camouflage patterns guaranteed to keep you insulated from any standard weather, from the cold of Antarctica, to the deserts of Afghanistan, to the humid jungles of Peru. It includes torso armor, webbing for gear, a helmet with a flip-down thermal visor and night vision goggles, sturdy boots, and a Kevlar collar insert to protect your throat from snipers. It doesn't work so great when exposed to extreme weather events like blizzards or sandstorms, so you'll still want to hunker down when they kick up.

Demolitions Bag - 400cp, Military
This is a variety fun-bag of several different explosives. The military-style duffle bag is filled with grenades of several types (frag, RDX, flashbangs, tear gas, Willie-P, etc.), a few Tritonal 20/80 demolition charges, claymore antipersonnel mines, wads of C4, and even some packs of teeny-tiny C2 charges and explosive lockbusters. It's all packaged with tripwires, timers and remote-control detonator units.

The Island On No Map– 600cp, Military
This small, forested island appears on no maps, no satellite images, and no GPS systems. It was fought over by the Japanese and US in WWII, as evidenced by the extensive bunker and tunnel network that stretches across it, as well as the wreckage of a number of WWII battleships on its rocky shores. It is thickly forested, and protected by shoals and stormy seas that sweep in with little warning. It has a modern dock and refuelling station for ships, as well as a small airstrip and a cluster of primitive buildings.
Most of all, this is a location that few can find, fewer can safely reach, and even fewer still escape from – even though you have no trouble locating and reaching or leaving it at all. It's the ideal location to carry out military training exercises, hide some unusually large reptiles, field-test a black R&D project, or even host a battle royale. It imports into a suitable location in new jumps.

Bulletin Board – 100, Ex-Military
A corkboard plastered in bounty contracts and 'wanted' posters. The Bulletin Board always seems to update with two types of notices: Those targets who have the largest bounties in the world on their heads, and those who were last seen nearby to your location. The information always contains the targets' names and known aliases, last known locations, photographs, the rewards and how to claim them, and a very brief bio on each target.

Chekhov's Utility Vest – 200, Ex-Military
A military-style Kevlar vest that comes fully loaded with a strange array of equipment. Stowed in its webbing and many pouches and pockets are items ranging from military gear like a knife, radio, spare ammo magazines and first aid kits to more specialised gear like pocket welding torches, flares, zip-ties, coils of climbing rope and pitons, a small oxygen bottle, a Camelback water pouch, duct tape, an NBC-rated body bag…the list goes on. In addition to this 'usual' loadout, if you need some small, handheld tool or item you're sure to find it in one of the pouches or pockets, so long as the item isn't too specialised, expensive or high tech (a frag grenade, sure, but a thermite or red uranium grenade, no). This vest is miraculously light for the thickness of the armor and amount of equipment stowed on it.
Expended items seem to be replenished between 'missions'; whenever you have enough spare time for some shuteye back home.

Aircraft – 400cp, Ex-Military
A plane or helicopter – heck, any kind of off-the-shelf aircraft, from a Harrier to a Learjet to a Hind-D to a 747 to a Cessna. No matter what aircraft you pick, it's faster and more fuel efficient than the standard model, is retrofitted with VTOL thrusters, comes with a black radar-absorbing paint job, has more storage space than the standard model, and has a *lot* of weaponry – heat-seeking missiles, chainguns, and rocket pods are popular – and countermeasures such as flares and radar-jamming ECM. You can import an aircraft you already have for no extra cost.

The Farm – 600cp, Ex-Military
This is a huge property somewhere out in the sticks, large enough that it takes at least an hour on a quad bike to get from one side to the other. At a casual glance, it's got a lot of open paddocks for grazing sheep or cattle, but also has some untouched bushland or forest in the hills and valleys, as well as areas suitable for orchards, vegetable crops or gardens, a small house, some large barns and sheds, and various farm-related installations like wells or groundwater pumps, water tanks, feed and water troughs, windmills, a small dam for water, cattle grids, etc.
What the casual glance *doesn't* reveal, though, are a number of hidden features.
There's a concealed aircraft hangar and runway for quick escapes and many of the installations have defensive or surveillance features: there might be a sniper nest in the top of the barn or foxholes covering the road, and there are cameras and motion sensors covering the perimeter. With a remote control unit to activate them, there are also many booby traps, like pre-placed explosives, pits and snares scattered about to stall invaders as you make a getaway.
Lastly, in the hills away from the house are a set of abandoned mines that are specially configured as a training ground for tomb robbing – inside are a series of modular 'traps' and obstacles that can be arranged in different ways and with different triggers in order to keep your Indiana Jones skills sharp, or bring a newbie tomb robber up to speed. I suppose you could also put real traps in here to keep a treasure safe.
The Farm inserts itself into a suitable remote and overlooked location in each new jump.

Universal Control Unit – 100cp, R&D
A small handheld remote-control unit with short antennae. Through this compact device, you can establish remote control to any of your own devices, or with a bit of fiddling and some electrical know-how, mimic the signal of another remote-control unit. It's entirely waterproof, shockproof, with batteries that never run out and always maintains a perfect signal.

Bernie UXO Robot – 200cp, R&D
Looking like a small Mars Rover, this bomb disposal robot is leagues beyond what everyone else is using. With a sophisticated on-board AI, armor, field first aid kit, manipulator arms, all-terrain wheels and an M249 machine gun it makes for excellent support. It's smart enough to recognise and evade enemies, make decent tactical decisions, and search out its designated 'buddies' if they go missing. Bernie is compact enough to be carried (or worn like a backpack, if you've got some straps), yet with enough horsepower to drag a man and carry a small cargo, it can even locate the injured and apply defibrillators or first aid. While Bernie can creatively use what it has, it has no capacity to improve its established hardware and software, nor function outside its programmed roles.

The Vault – 400cp, R&D
An ultra-high security laboratory, constructed to the highest standards. It's hermetically sealed, rated for biohazard work up to Category 5 and contains the laboratory equipment to handle, process and dispose of even the most highly toxic or radioactive substances in safety.
With a door and walls to put most bank vaults to shame, and a complete airlock/ decontamination system, this is probably the best location you could hope for when conducting experiments or breeding a new batch of genetically-engineered monsters. I guess you could also use it as a bomb shelter if you really had to.
The Vault can be attached to your warehouse or added to one of your existing buildings.

Rare Elements – 600cp, R&D
An unassuming metal case with two cylindrical samples inside it, each about the size of a soda can. One cylinder is dull red metal and the other is black stone with purple marbling; samples of red uranium and thyrium-261 respectively. This is enough red uranium for a pair of quasi-nuclear incendiary missiles and a couple of dozen anti-personnel incendiary weapons. As for the thyrium, there is enough for one Supernova-type bomb, or to keep one thyrium reactor producing the same power as a dozen nuclear power plants for roughly ten years. The design and construction of such a reactor is up to you.
Unlike the other items, these samples restock only at the start of each jump.

Diplomatic Bag – 100cp, Spook
This is a black briefcase with a study lock and all the markings of a diplomatic bag, but strangely it doesn't have the name of any particular nation on it – it simply has yours. It, and its contents, have legal immunity to things like search warrants, seizure by law enforcement, use as evidence in court, customs inspections, etc., and is further immune to external scans while closed.

Computer – 200cp, Spook
What use is the secret agent without information? This tablet or compact laptop (your choice) has been set up with information access in mind. It has a blisteringly fast direct satellite connection to the internet and your other computers (wherever they are stored), as well as a wireless-data retrieval mode: simply bringing it close to another wireless-enabled computer system will activate an 'auto-hack' mode, where it will automatically attempt to access and download data without needing your attention. The auto-hack mode isn't particularly smart, relying on common exploits and dictionary password attacks; but you'd be surprised how unsecure many WANs are. You can turn this feature on or off as desired.
If you already have a portable computer of your own, you may import it at no extra cost.

PEEPING TOM – 400cp, Spook
The latest mark of spy satellite with an array of high-grade cameras, passive EM sensors and cellular interceptors, it's got sensors galore. From locating energy spikes in the New York power grid, to high-res overhead photos, tapping cell phone calls or tracking a plane, it's got it all.
It can provide its data and controls to any of your computers that have a wifi or an internet connection.
Whenever possible, it inserts into the jump already in orbit. If it's not reasonable for a satellite to be orbiting your location (eg: if you happened to be in a virtual world, or perhaps in the depths of an implausibly large megastructure), the satellite will instead rest in your warehouse or another property.

Universal Disarm Code – 600cp, Spook
This string of numbers disarms, deactivates or turns off almost any electronic machine - from a bomb on a countdown, to an electronic keypad lock, to a nuclear reactor.
Exactly what will happen when the disarm code is entered depends on the device: some door locks might 'unlock', some might remain in the 'locked' position. A missile that receives the disarm code might self-destruct rather than just fall out of the sky, a VR server might eject its users – or not – and a particularly delicate system might crash, never to be able to start up again.
Of course to make this work, you've got to be able to enter the code in the first place - I can assure you that simply getting near an ICBM in flight is nearly impossible, let alone accessing its systems to enter the code.
Certain large machines – like ships – are regarded as having many cooperative systems, so you might have to disarm/deactivate their sub-systems one at a time. Likewise, networks such as the internet are composed of thousands or millions of individual machines.

Assistance Animal – 100cp, Kid
This animal is no mere pet; it's highly trained, to the degree that they could be a performing animal in a zoo.
It might be something fairly mundane like a dog, or something rather more exotic like an Antarctic fur seal or a peregrine falcon. The animal comes with a lifetime's supply of the appropriate food (ie: dog food for a dog, frozen rats for a bird of prey, etc.), as well as a small utility harness the animal can wear, the exact nature of which depends on the animal – a seal might have a harness with a grab handle for swimmers to hold onto, while a bird might have a harness which mounts a Go-Pro camera for recon, or a pouch to carry a message.

Fan Site – 200cp, Kid
An online forum which seems to be dedicated to something you're passionate about – something like a Lord of the Rings fan forum or a blog about Chinese cartoons. This website will be present in the public electronic networks of future jumps, and provides a secure method of communication and file storage between you and your friends. In addition to its innocuous, easily-overlooked nature, its users are entirely anonymous – it's impossible for even the best hackers to trace its users' locations or tap into PMs or shared files unless they've been specifically invited into the site.

Telephone Handset – 400cp, Kid
The handset of a corded telephone, with a short length of helical cable that seems cut off at the end. Huh…really? Well, didn't you know, telephone handsets contain powerful magnets – and magnets, as everyone knows, disrupt electromagnetic forces. This particular handset appears to have a phenomenally powerful magnet installed in it, which repels any kind of incoming electromagnetic force, including bolts of lightning, fields of electromagnetic radiation or charged particle beams, acting like some kind of personal shield.

Adoption Papers – 600cp, Kid
These adoption papers allow you to either become someone's legal daughter or son, or allow you to adopt an orphaned child. Either option requires the full agreement of all parties, or the child's legal guardians (or higher authority) if the child is unable to express their agreement.
Curiously enough, there appears to be some metaphysical component to this adoption - you won't inherit any genetic or supernatural abilities from your parent or pass them on to your adopted child, but you are considered genuine relatives for just about any other purpose. You'll also find that whatever skills the older party has, the younger party will acquire particularly easily – if you've adopted someone, they will pick up your skills quickly, and if you're the adoptee, you'll pick up your new parents' skills quickly as well.
The papers can be used once per jump; this does not automatically make any adoptees/adopters your companions.

Companions

You can buy multiples of the companion options, but you can't take multiple copies of the same person. That would be silly.

Jumper's Unit – 1 for 50cp, or 4 for 100cp/8 for 200cp
Import or create a new companion. They get their background and alignment for free. They have 600cp to spend on perks and items, gaining freebies and discounts as appropriate.

Canon Companion – 100cp
Feel like taking someone you're already familiar with on an adventure? This is the option for you. They have all their canon traits and abilities, plus whatever notable gear they possess, and benefit from I Never Miss A Countdown and Action Blockbuster Physics.

Dragon 100cp-300cp
Perhaps you're going to free some animals from a certain zoo? An apex predator that normally hibernates for millennia at a time, they are intelligent enough to have their own language and understand some abstract concepts. The majority of dragons do not breathe fire, and are repelled by salt water, but have extraordinary eyesight, sense of smell, and can sense electrical impulses. You can select any subspecies of dragon, from Red-Bellied-Blacks, to Yellowjackets, to Swamp Browns. 100cp will get you a Prince, which is roughly horse-sized, just big enough for a (light) human rider. 200cp will get you a King, which is bus-sized, and a mighty Emperor costs 300cp but is the size of a jet liner. Your dragon will remain the same size throughout its life – its "class" does not change based on age.

Drawbacks
You may take as many drawbacks as you like.

It's Never Over Till It's Over +0cp
Your starting time and location is set to Wilkes Ice Station, 1999, just in time for the murder of Bernard Olsen and shortly before the dispatch of a Marine Recon Unit led by Shane Schofield aka Scarecrow. Your jump will end when the main story of the *Huntsman s*eries ends.
Please note that the *Huntsman* series is still progressing, so it's likely you'll be here till around 2020.

Wet Pants, Do You Copy? +100cp
Your companions have been polled to produce the most embarrassing call-sign they can think of for you. You'll hate it. It won't grow on you. Yet you'll hate it even more if they don't use it.
If you have no companions, your Benefactor will be happy to provide the name.
Call-sign reverts to one of your choosing after jump finishes. Positive reputation, if any, will carry over.

Dorothy Always Liked Scarecrow The Best +100cp
Your call-sign comes with a heavy dose of irony, something that others are not ignorant of. Exactly what this means depends on the name you pick, but it will never prove beneficial, and periodically detrimental.
Eg: Naming yourself "Black Cat" might bring occasional bad luck to allies who cross your path, while "Hotshot" will give you bouts of comically bad aim. Naming yourself "Eagle" might mean you're a terrible flyer, or "Casanova" would either give you a lack of attention from the ladies, or too much of the wrong attention. You get the idea. If you happened to take the Wet Pants drawback as well… sorry, your call-sign is not undeserved.

Nice Glasses +100cp
Like a couple of individuals here, you suffer from an eye injury or defect. You have been banned from flying aircraft, but also must wear glasses or goggles to see properly. Without your trademark eyewear, your vision is practically useless – you might be hypersensitive to light, extremely short- or farsighted, or suffer some other condition.

Fucking Nazis +100cp
The legacy of WWII just won't go away. Damn near every adventure (or misadventure) you become embroiled in will somehow become complicated by the Nazis* or their descendant organisations, and never favourably – a skirmish with US Special Forces might turn into a three-way fight as neo-nazis show up to snatch the prize, your secret research might be pinched by an acquaintance who flies off to their old Nazi overlords in Argentina, or Russian forces might have the advantage in an ancient temple because they stole some notes from Hessler at the end of WWII.
*Note: might not be "real" Nazi's – they might be Neo-Nazis, or Aryan League, nonspecific white supremacists or German 'ultra-left nationalists'.

Chipped & Tagged +100cp
You have a subcutaneous GPS transmitter embedded somewhere in your body. As long as you're alive, it will continue to transmit your location and heartbeat signal to one of the shadowy conspiracy groups, like the ICG or the Freemason-controlled CEIF…who have probably been infiltrated by *other* conspiracy groups like the Brotherhood, who are being monitored by the Russians, who sold the transmitter's frequency on to North Korean intelligence, who…anyway. The end result is pretty much any conspiracy group you catch the interest of will always have your location and dead/alive status, though they're unlikely to actually *do* anything with this information unless they have a reason to gun for you. You'll begin the jump unaware of the transmitter, and you won't discover it until after you have a strong suspicion that you're chipped.

Scars On Skin, Scars On Soul +100cp
You have a visible physical injury of some type – be it scars on your face, a missing limb, an old wound or something else. This injury doesn't hurt any more, and doesn't pose much, if any, of a physical impairment, but you are unable to hide it with illusions or otherwise be rid of it, and its effect on your psyche is rather more severe.
The disfigurement is a constant source of anxiety and stress, a continual reminder of a traumatic experience that made you the person you are today – torture, an animal attack, an IED, a car accident that claimed the rest of your family, something like that.
You'll do your best to hide the disfigurement and avoid things, situations and people that remind you of its origin. You are absolutely certain that the old injury means you are less of a person for it. Forming intimate connections with anyone will mean exposing this part of you to someone else, figuratively or literally, and that is something that shames you deeply.
If you take this drawback, you may take one purchase of the Bionic Limb item for free.

Infiltrators +200cp
One of this setting's conspiracy groups has replaced one of your companions, or one person you'll work closely with, with a copy whose loyalties lie with them. They might simply monitor you for them, attempt to sabotage your work or steal it, subtly influence you to complete their master's objectives, or otherwise betray you to them at what they think are the best opportunities.
While they are loyal to their hidden masters, they are not suicidally so, and if keeping you alive is in their masters' best interests, they won't disobey that directive.
If you uncover this infiltrator or they fail in their mission, another one will be inserted into your close circle. The replaced people/companions are kept safe until the end of the jump.

Crashing Down +200cp
When you get involved in a fight, things have an awful habit of coming down around you. Buildings, structures and vehicles seem to almost attract collateral damage to their most important structural points while you're nearby, so that even a 'small' gunfight is likely to result in a flaming Humvee coming straight towards you, gas explosions erupting from a damaged kitchen, or a demolition charge bringing down an office block while you're still having a gunfight inside it.

SNAFU +200cp
You know the saying – "Military Intelligence isn't". Bungles and bad information, poorly read maps and misinterpreted orders will plague you for this jump. From being sent to the wrong location, to backup that never arrives, to wrong supplies and lost paperwork, it will seem like a spanner has been thrown between every cog. What's worse, these sorts of organisational screw-ups will persist throughout any large organisation you deal with – from the Post Office to the IRS to your very own businesses and organisations.

Suspiciously Well Informed +200cp
Your opponents, no matter who they are, are suspiciously well-informed about you and your companions. They will have continually updating dossiers on your histories, psychological profiles, financials, powers, tactics, associates, objectives and belongings. They will know what you ate for breakfast, where, and why you over-tipped the waitress.

Hit List +0/+200 (mandatory for 0cp if you took the COBRA perk or +200 if you did not take it) or +300cp/+500cp (entire jump).
As of October 20, 2003, your name will be on a very exclusive hit list, with a bounty of $18.6 million US dollars. Over the next six days, dozens of highly skilled, well-equipped and very motivated bounty hunters (as well as a few not-so-skilled and less-well-equipped, but equally motivated ones) from all over the world will want your head in a box, though you may have a few people on your side trying to keep you alive.
For +300cp/+500cp, this bounty is in effect for your entire jump, instead of six frantic days.

Escalation +300
Events around you have a habit of escalating – both in the sense that events start small and end big, and also in that the scale of events around you increases over the course of your jump. Missions tend to start manageable, say, just your run-of-the-mill search for a lost relic, and escalate to the point where the price of failure is *the end of the world*.
Early on in your jump you might come up against individual units of terrorists or foreign Special Forces, but by the mid-point you might be coming up against foes who have the resources of whole battalions at their disposal, and by the end of your jump you'll be pitted against multi-national conglomerates.

No Rails +300cp
No longer are events likely to go by canon – not even if you don't interfere. Despite any perks or powers you might have that might keep things on their 'fated' track, events will tend to slide away from their canon resolution.
Whether that's the good guys failing at some crucial juncture, the bad guys *super* failing in some catastrophic screw-up, a supporting character catching a bullet three novels early, or even the sudden realisation by the hero that just about everyone has lied to him – when he's in the middle of defusing a planet-destroying bomb. It's going to be on you to either keep things on course, or direct them to a different, but safe, conclusion.
Well, you *could* just leave it up to chance, but given how many potentially disastrous events will happen…I certainly wouldn't.

Scenario
The Presidian, +600cp

Death during this scenario does not count as a chain-failure; it is treated like all other gauntlets: you will merely move on to the next jump without anything you acquired in this one.
Drawbacks selected remain in effect.
Once the scenario is completed, normal jump conditions are reinstated.

You have been selected as a special representative of Earth in the 1996 Presidian – a 'battle royale', staged by extra-terrestrials of several species, and competing against the same. Owing to humanity's dismal record in the past Presidians, both Stephen Swain and you have been selected to represent humanity.
If you also took the No Rails drawback, you alone are selected to represent humanity.

Both Swain and yourself will be teleported into a 'labyrinth' at different locations – actually the New York State Library sealed by high-voltage electrification of its outer surface – and accompanied each by a 'guide' – a child-sized, human-like alien whose race fulfils the role of adjudicators owing to their stature, who will equip you with a wristband displaying the number of active competitors, any official competition announcements, as well monitoring your vitals and holds a 'small' thermonuclear bomb…actually you won't find *that* out until after it's been attached to your wrist. Sorry. The Presidian commences once all competitors have been teleported in.

The Presidian's Rules:

1) No outside help to contestants is permitted, except the advice of their guide.
    - As a consequence, you are cut off from other jump's powers, companions and warehouse/item access, though you will retain your Bodymod, and whatever mundane skills and memories you have.
    - You are permitted to bring a few items with you, according to the following rules:
        i. Since this is a competition of skill, courage, prowess etc., any weapons or items must be purely muscle-powered: they must not contain power sources, the means to generate power (including batteries, chemicals like gunpowder or acid, kinetic generators, stored air or spring pressure) and just for you, this also means no magical items.
        Throwing knives and spears are apparently okay, but projectile weapons like bows and guns are not. Clothing, breathing masks & armor are all ok.
        ii. You can't bring 'living' items or things with their own intelligence.
        iii. No items beyond the current (1996 AD) Earth's ability to manufacture.
        iv. The final rule – more of a suggestion, really – is that you must be able to carry whatever you are bringing in yourself, and must fit in the teleporter's sphere of effect (a sphere just big enough to fit you inside it standing up).
2) The Presidian continues until only one contestant remains, whereby the Karanadon (a huge, aggressive alien beast) is woken and the exit portal is activated.
    - The contestant must then either escape the labyrinth by avoiding the Karanadon and reach the exit portal, or may choose to engage and kill the Karanadon; a feat no contestant has ever succeeded at. Its awake/asleep state is shown on your wristband.
    - It's entirely possible for no victor to emerge. If none are worthy, none survive.
3) If a contestant, by design or accident, is ejected from the labyrinth, they have 15 minutes to re-enter, otherwise their bomb will detonate. The wrist bands are solid metal, and there are no tools within the labyrinth which can cut it.

Sealed inside the New York State Library and strapped with a bomb, you and Swain must either win the Presidian by being the last ones standing, or have it somehow called off, in a way which doesn't result in your death.

The alien competitors have comparable intelligence and wit to humans (they all understand the objective of the Presidian and its rules) and have some degree of physical superiority or combat skill over humans – they are shapeshifters, natural hunters and warriors, ambush predators, have no biological metabolism, etc.
With the exception of the guides and Bellos, none of the competitors understand or speak English, and only Balthazar has the throat to speak it if he picks it up.
Animals, besides the Karanadon, are not selected or allowed to compete.

The Guides:
All competitors are assigned a guide. Their lives are usually tied to their competitor – other competitors seem fine with executing the guides of their fallen enemies. Your guide can provide some advice or information on the Presidian and its competitors, but usually won't talk about other matters.
All guides wear a cap holding a miniature teleporter. When you say "initialise", the teleporter your guide wears will open a 1-foot diameter portal above their head, allowing the Presidian's referees to look through it. The purpose of this is to confirm your kills to the competition's officials.
Swain's guide is called Selexin; you may assign a name to your guide.

The Competitors:

1. Stephen Swain, the Human
   A surgeon from Connecticut. While he's not a trained soldier, he has remarkable natural fighting ability, reflexes, adaptive learning and is in quite good physical condition.

2. Reese
   Is an eyeless crocodile-like being with a pair of antennae and a spear-like tail it raises over its back like a scorpion. Fourteen feet long from toothed maw to tail tip – 8 feet of which is tail, even without which she is overwhelmingly strong. She hunts by acute sense of smell – can follow someone's scent into an elevator and tell which buttons to press by their scent. The antennae have a visually hypnotic effect, which paralyses her prey before impaling it with the spear-like tail. Her primary weakness is the lack of direct visual organs and reliance on scent.

3. The Rachnid
   A spindly ambush predator, it favours lurking on ceilings and in high places, stealthy to a fault, patiently waiting for the right moment to strike. With eight long but quite strong limbs, it's an excellent ambush hunter, and once it wraps its arms around its target it kills by strangulation. Its weakness is that outside of an ambush, it's not a particularly effective fighter, especially if outnumbered, outranged, or is itself ambushed.

4. The Konda
   The Konda is born of an insectoid warrior race, armored with a carapace to turn aside fists or light impacts and with compound eyes to see in all directions. Its arms are its most deadly feature, with poisonous thumb spikes that make getting even the lightest scratch a potentially life-threatening experience. Its weakness is that it can't breathe Earth's atmosphere, due to the high oxygen content, so it wears a breathing mask.

5. Balthazar, the Crisean
   Like the other shapeshifter, Bellos, Balthazar has chosen to adopt a human form as a hunting tactic in this Presidian, as he has guessed that the human form is best to take advantage of the human-made environment the Presidian is in. He is an excellent blade master, bringing with him a cutlass and a handful of throwing knives.
   Balthazar's weakness is his Crisean honor – his belief in a 'fair' fight and the repaying of debts. It is even possible that at the right opportunity he could fight cooperatively with other contestants.

6. The Codex
   Unlike the other competitors, the Codex doesn't seem to have an organic form. Its head is a small black triangle with a tail of while spheres in a chain, like a pearl necklace, levitating off the ground. Its 'tail' is its sole manipulator, which it uses to strangle its victims, and is astonishingly strong for its apparent fragility. It doesn't need air, doesn't bleed, and it seems that only physical impacts and fire are effective against it.

7. Bellos, the Malonian
   By far the most dangerous competitor. Like Balthazar, Bellos is a shapeshifter, and also adopts a human form as a hunting tactic, but has added bull-like horns to the head. Bellos is a master hunter, and his body is at the peak of human form. Members of his race compete with each other for the honor of being chosen for the Presidian.
   Bellos wears a polished gold *lorica* on his torso, which his great-grandfather claimed from an ancient Roman human in a past Presidian. He also understands and can speak English and Latin. His only apparent weakness is his pride.

This year's Presidian has a cheater – one contestant has managed to sneak in a pack of four doglike hoodayas, which are considered the best hunting beasts in the galaxy. They work as a pack to attack from multiple angles or use one member as a decoy, and are very vicious and well trained, and although they are considered to have animal intelligence, are still smart enough to work out how a door's handle functions.

To further complicate things, Holly Swain, Steven's 8 year old daughter, got caught with him in the teleporter field by accident, along with their telephone's handset and a length of cord. Also trapped inside the library are NYPD Officers Paul Hawkins and Christine Parker. Because they're "native" to the planet where the Presidian is being held, the event's officials seem to have no objection to their presence.

One final problem: The NSA will find out that the Presidian is taking place and dispatch agents from their 'technology acquisition' division to the site in the hopes of breaking into the library and capturing all participants. Prepared as they are, it's still not going to be enough.

Once the Presidian is finally over, one way or another, you will regain your outside powers, warehouse access, items and companions, and the remainder of the jump continues to its standard end date (the end of 2008 unless you took It's Never Over Till It's Over). You may also keep your guide as a companion for no cost.

If you actually achieved what is considered impossible – a win for humanity in the Presidian *and* the slaying of the Karanadon – without the event being cancelled (which means without allowing the officials to know about any cheating that happens during it), you will have earned the title of 'Earth's Champion'. Word of your accomplishment in defending Earth's honour will spread throughout the alien cultures of the galaxy, and even across dimensional boundaries. You might be getting respectful nods from aliens elsewhere in your journey for a long time to come. A savvy Jumper might also retrieve some teleportation technology either from within the labyrinth or from a guide's cap, though this will be difficult (probably impossible) to reverse engineer without out of jump assistance.

The End

I see you've survived the duration – well done. Any drawbacks no longer hold any power, and you've one more choice to make.

I'm Not Finished, Not Yet.
Onwards to the next jump.

This Is Home.
Stay here with all you have gained.

Let's Go Home, Kiddo.
Return to your dimension of origin, once again with all you've received.

Notes

v1.2 Two Lost Mountains Edition, jump by Myrmidont, the works by Matthew Reilly.
With thanks to anons for feedback and especially Valeria, TopHatAlthalus, and the other jumpers from down under for their invaluable aid.

Spoilers for the books follow, obviously.

Timeline

		Standalone Novels	*Scarecrow Series*	*Huntsman/Jack West Jr Series*
1996		Contest 1996*		
1997				
1998				
1999	Standard Jump Duration	Temple 1999	Ice Station 1999*	
2000				
2001			Area 7 2001*	
2002				
2003			Scarecrow 2003*	
2004				
2005			Hell Island 2005*	
2006				Seven Ancient Wonders 2006
2007				Six Sacred Stones 2007-2008
2008				The Five Greatest Warriors 2008
2009				
2010				
2011			Scarecrow and the Army of Thieves 2011* (aka Scarecrow Returns)	
2012				
2013				
2014		The Great Zoo of China 2014*		
2015				
2016**				The Four Legendary Kingdoms 2016 The Three Secret Cities 24 Nov 16 – 4 Dec 16 The Two Lost Mountains 3 Dec 16 – 26 Dec 16 One Something Something

*A Note On Chronology:
Some of the novels aren't explicitly set in a particular year, but I've arranged them by a chronology based on current events mentioned in them and their publishing date. You can take this to mean those events may fluctuate by a year or two in the timeline. *Temple* and the *Huntsman* books have specific dates or clear timelines.

**There are probably going to be three more novels in the *Huntsman* series taking place from 2017 onwards, so the jump will be updated if needed.

The Tournament and *Hover Car Racer* are not covered in this jump as they are set in the far past and the future respectively (though I suppose you could visit them with time travel?). *Troll Mountain* is not set on our Earth.

Due to various media references in the novels, you can assume that this jump's world events, internet and media are more or less identical to the real world's, unless stated otherwise in the novels.

A Note On The Supernatural:
'Magic' in the common sense of the word doesn't explicitly exist in this setting, and basically all cases of people claiming divine protection or using witch-doctor stuff turn out to have no real powers.
However, some prophecies turn out to be true, and ancient technology that's basically indistinguishable from magic does exist, which allows for things like precognitive visions, small scale reality warping, devices, structures or materials impossible for modern engineering to create, etc.

Aliens also exist, explicitly in Contest and the Jack West Jr series, and implied in Ice Station.
Dragons, as a 'hexapedal offshoot of the dinosaurs that spray air-contact flammable venom from their mouths' also exist.

Perks Clarification

Call-sign
You can use an existing call-sign if you've already got one you like.
It's possible to keep the reputation of your call-sign separate to that of your everyday identity, though you'll have to hide any links yourself.

I Never Miss A Countdown
Doesn't work on countdowns you don't know about – ie: you're not going to show up to stop a doomsday device if you didn't already discover it was going to go off.

Action Blockbuster Physics
Examples:
Cliffs seem to conveniently have deep enough water at the bottom to survive jumping into.
Mook level foes happen to patrol near the edges of drop-offs that you can karate-kick them off of.
In a car chase where there are enemies jumping onto your vehicle, there just happen to be outcroppings or signs along the road that you can swerve into to knock them off.
Riding a motorbike in a chase might mean a container truck pulls across the intersection, allowing you to skid the bike under it while it cuts off your pursuers, or a plank of wood leaning up against a dumpster lets you jump the bike over a fence at the end of an alley.
A bullet impact wouldn't normally release a brake on a winch or cut a rope except in rare situations, but now it's all but certain.

COBRA
COBRA is enhanced by the other capstone perks in the following manners:

> **Never Give Up** or **According To Prophecy** – You always were the fastest guy on the football team. You'll find that in stressful situations, your acceleration and top running speed is significantly improved, along with adequate reflexes to keep you on your feet and take those corners.
>
> **Special Forces** or **Action Hero** – The fasted gun in the west would find themselves outdrawn against you. Your hand/eye coordination speed and twitch reflexes aren't just top of the charts – they're off the charts. You could draw and then shoot dead two separate targets who are already pointing their gun at a hostage before they could so much as squeeze their triggers.
>
> **For A Job Well Done** or **Great Escape** – You sure didn't last this long by standing around when the bullets started flying or when some ancient trap system goes off. Your dodge, duck and evade reflexes are at nearly preternatural levels – sometimes you even find yourself diving for cover before you're consciously aware of a danger headed your way.
>
> **Krishna** or **Making Monsters** – As deadlines creep closer, you can 'burn the midnight oil' to get much more work done faster. Actually it doesn't just increase your own working speed, but for some reason the project as a whole seems to take a lot less time, even the parts you're relying on others to complete.
>
> **Psyops** or **Mastermind** – When things reach that crucial point, your mind goes into overdrive. If others could see your thoughts, they'd seem to zip through your head in a blur and you seem to skip past irrelevant mental steps to reach your conclusions in a mere moment.
>
> **Harmless** or **Hero Adoption** – With the figurative mind of a child, your memory retention becomes much more elastic, storing much more away and recalling it much faster. Picking up skills and knowledge becomes much easier, and you develop your practiced abilities in a much faster timespan.

If you no longer feel stress even in life-or-death situations, or aren't bound by the frivolities of the human adrenal gland, then COBRA can kick in whenever you feel that you need to accomplish something ASAP.

Throw Down vs Resourceful
Throw Down is purely fight oriented.
Resourceful is more of a general McGyver type "this + duct tape + that = new thing".

According to Prophecy
This is probably going to take some explaining…but most fictional prophecies establish two things: *who* takes part in them (what makes the chosen one the chosen one), and *what* they accomplish.
If you can finagle things so that you fill the criteria for the *who* part, then the perk gives you some destiny/fate power to accomplish the *what* part.
The more similar you are to the "real" chosen one, the stronger this destiny effect is ([redacted]).
If you can further finagle things so that the pre-destined chosen one fails to accomplish some part of the prophecy, it can 'transfer' the destiny to you [redacted]
Naturally this destiny effect ends once the prophecy is fulfilled – so once you slay the evil overlord or rescue the princess, there will be no fate to protect you when the poison from his blade kicks in or some mugger shanks you on your way home.
In case it's not clear, you can't be the one that made the prophecy just to benefit from it.

Distinction vs Special Forces
As an example, Distinction with a speciality in 'Sniper' would make you a better sniper than someone with only Special Forces, but taking Special Forces gives you a lot broader skills, at the skill level of a qualified special forces soldier from our world.

Great Escape
The contingency planning boost and prepared escape plan effects have no limits on how often they can be used.
The setting-appropriate escape route might be something like if you're sealed into a tomb, there's a secret exit nobody knew about until you find it, or if some henchman is taking you at gunpoint into the woods to execute you, a wild animal attacks them giving you an opening to run.

Over The Cutting Edge
Think Action Thriller/James Bond movie technology – portable cutting lasers, sentry guns, grappling hook guns, and other superscience gadgets that are somewhat 'plausible'.
Warblers - grenades that deflect incoming bullets with magnetic fields, don't work on large projectiles.
Jetpacks. Super-powerful, compact hand grenades/demolition charges. ECM that are strong enough to disrupt a missile's onboard circuitry.

Hyperimmune System
What counts as mundane? If the virus itself isn't magical, technological or using some kind of alien genetics, then this perk should stop it, and should be able to produce vaccine antibodies. It's not going to be effective against something like a warp-tainted zombie plague from Warhammer 40k, or Tiberium infection from Command and Conquer, for example.

Items Clarification

Canon Signature Weapons Include:
- Marine Force Recon – Armalite MH-12 Maghook grappling hook launcher
- French paratroopers – Pistol crossbow
- British SAS - Liquid Nitrogen grenade
- SEALs - Ruger pump-action shotgun
- Russian Spetsnaz – vz. 61 Skorpion machine pistol
- Modern Nazi Stormtroopers – H&K G-11

- USAF 7th Special Operations Squadron – FN P90
- Green Berets - M16/M203
- Israeli Snipers - Barrett Light .50
- Intercontinental Guard Unit 88 – Metalstorm rifles

The Legendary Manuscript

- Basically a create-your-own adventure item.
- The treasure cannot be a canon, unique artifact that already exists in the setting, like a Wand of Orcus or an Orgel of Origins or the Horadric Cube.
- While the treasure has its own unique properties or powers, it is always something that suits that jump's world/setting, never something that seems 'out of jump'. You won't find a 'toon physics' hammer in a realistic world or a +1 magic sword in a cyberpunk world where magic doesn't exist.
- You might find a practical warhammer that was wielded by an early Viking warrior named Thor (but which is especially effective due to its excellent design and craftsmanship, not magic) in the realistic world, or an ancient Chinese scroll describing a martial art that allows for incredible feats of body control in the cyberpunk world.
- These treasures won't provide all-powerful effects, but they might rate as McGuffins in their own right if sufficient background work is put in.
- The canon example is the idol from Temple:
  The Spirit of the People is an Incan totem carved of a meteorite. It's valuable for its cultural/artistic significance, but the stone the idol is carved from also happens to be from a meteorite. This meteorite contains Thyrium-261, a non-terrestrial element which can be used to fuel a 'clean' nuclear reactor that could power the US for decades, or used in a bomb that could destroy the world. This element also affects the behaviour of big cats when wet by producing an audible resonance.
  However, it still needed the development and resources of the DARPA Supernova program to be able to weaponize it – by itself, it's just a small statue.
- This is not intended as a method to let you get something from a jump document without buying it with cp.

Companions

Companions cannot buy other companions or drawbacks.

Drawbacks

Scars On Flesh, Scars On Soul

Nothing stopping you from repairing the function of the body part or using a bionic, but there's always going to be a visible sign of the past injury in some way like scarring that cannot be hidden with magic or healing.

You'll do things like wear a mask to cover scars on your face, keep a glove over your prosthetic hand, never take your shirt off where others can see the torture scars on your chest, etc.

You might avoid zoos and wilderness areas if an animal attacked you, be paranoid about IEDs or snipers, never ever go back to the place where the injury happened, that sort of behaviour.

Infiltrators

Yes, if the infiltrator is one of your companions, the infiltrator has their powers too. It's an identical copy.

Scenario

The Presidian

In the past, a Roman legionary and a medieval knight have been chosen as human representatives, but were always the first to be eliminated.

It is quite possible to escape the Presidian without winning it – as evidenced by the events of *Contest*.

You "just" have to find a way out of the electrified boundary of the library, then find a way to remove your bracelet before it detonates. Then just wait until the other competitors finish things, or it's called off, and the Scenario will be over. No reward, obviously.

It is resolved in roughly a day in *Contest*.

Events to watch out for:
To read spoilered text, copy & paste to notepad.



Changelog:
0.95 – public release
0.96 – added Butterfly Net perk. Minor spelling/layout changes.
0.97 – added "to keep" price for Butterfly Net. Added 'Free perks are optional'.
0.98 – Added gender to Age & Gender section. More minor wording/spelling changes to improve some flow/clarity. Added Nice Glasses drawback. If you take the Scars On Skin, Scars On Soul drawback, you may take one purchase of Bionic Limb for free.
1.0 – added Trademark Apparel item. Uploaded to drive.
1.1 – update for release of The Three Secret Cities. Minor changes for sentence structure/paragraph flow.
1.2 – update for The Two Lost Mountains