Black Lagoon Jumpchain v0.2

Welcome to the criminal underbelly of Roanapur, located ostensibly near Thailand. It contains graphic violence, strong language, nudity, adult situations, drinkin', smokin', ass-kickin; gun-love, running with scissors and just about everything your mother ever told you not to do.

Suffice to say, I think quite few jumpers will feel right at home.

You enter this criminal shark pit with your wits, whatever powers and gear you came in with, and…

Your Starting Budget: +1000cp!

Changelog

v.3 1/5/15
Corrected issue with Origins- they do have CP costs! Sorry!

Step 1: Choose your Age and Starting Location!

Roll 1d8+18 to determine your age. Your gender is set to whatever it was in your previous jump. You may spend 50cp to change both of these to your liking.

Roll 1d8 to decide where you begin the jump. You may spend 100cp to decide where to begin.

1. Hotel Moscow Lobby - You wake up in the foyer of Hotel Moscow's offices, somehow bypassing the guards and cameras. They will have questions for you, but they won't kill you either.
2. Chang's Office - You wake up in the hallway outside Chang's office, just out of sight of guards or patrols. Again, questions will be asked, but surely you can handle a few Triads?
3. Jail - You wake up in a jail cell, apparently having been picked up in the night and taken in for your safety if nothing else. Nothing was stolen either, which is even more surprising.
4. Back room at the Yellow Flag - you wake up in the best (only) bar in Roanapur that will serve anyone after it gets shot up for some reason or another. The bartender will want you gone sooner rather than later, but it's mostly safe- until a fight breaks out.
5. Linen Closet at the Church of Violence - Hooh boy- you can probably smell drugs, cordite and gun oil when you wake up. You might need to do some fast talking to avoid Eda and Sister Yolanda from taking issue with you, but you'll do fine.
6. Middle of the Street - You wake up at dawn in the middle of the street somewhere in Roanapur, with no real bearing on anything or anyone. You'll slot into the criminal masses without issue.
7. PT Boat - Yeah you knew this was coming. You wake up in the cargo hold of the *Black Lagoon*. Good luck!
8. Lucky! You can pick where you start!

Step 2: Choose your Origin!

Drop-In!

You come in with no memories modifying your personality, no extra information, just the stuff you came in with!

Civilian - 50cp

You are one of the myriad souls in Roanapur trying to just get by without being *too* criminal. Everyone's a little bit dirty, but you're one of the cleanest. It's tough to hold on to morals tough in this town, what with the sex, drugs, money and guns flowing through the streets like water.

+ You gain at least one local dialect and two additional languages, reflecting your previous life as something other than a citizen in Roanapur. You are valuable as a translator.
- You have no business being involved in criminal business, and have no training on how to stay alive.

Smuggler - 50cp

You work as a connector, keeping goods flowing from hand to hand or crossing borders be it national or social. People might not like you, but everyone needs you to keep their businesses running.

+ You know the local language plus the most appropriate language for communicating with a given organization you drop in next to. Russian for Hotel Moscow, Chinese for Chang's, etc
- Civilians don't like you because you're a criminal. The various mobs and rival smugglers don't like you because you're not one of them.

Lord/Lady - 100cp

You are either a high-ranking member of an international crime syndicate, or the head of a much more local but no less potent criminal enterprise. Regardless, you have power, minions and wealth.

+ You know the local language and one other language you learned in your previous vocation.
- Everybody who isn't part of your group wants to see you dead for any number of sundry reasons.

Psycho - 100cp

You are batshit insane, but you are the kind of insane that is uniquely functional in Roanapur. You need not be monstrous, but everyone around you is keenly aware that you are off-kilter.

+ You know the local language, and your native language.
- You're a special kind of abnormal, and while people might not want to kill you, they certainly want you far away from them.

Step 3: Choose your Perks!

General Perks

50cp - World of Badass

You're a badass- it's okay, we know*. You have a particular sort of confidence or cool-factor that sets you apart. Maybe you go into raging gunbattles with headphones and heavy metal blasting in your ears. Or perhaps you have a quiet sort of confidence that seems unshakable, and you never sweat no matter how hot and humid it gets in the South China Sea.

No matter how you express it, you are badass, and everyone knows it- even other badasses. Expect a lot of respectful nods and shows of solidarity.

Drop-In

100cp - Gun-Show

You're good at warding off minnows and minor inconveniences with a bit of theatrical boasting. Either by having great muscles, obviously showing off your weaponry, or some other display of confidence, you can quickly intimidate people away from trying to bother you.

300cp - I Don't Speak Crazy Person

Except now you do. You have an unfailing intuition for avoiding the hangups and psychoses of others, sparing you from their mental retreat, outbursts of anger, or being told in no uncertain terms to run for your miserable little life. You can easily understand the intent and subject matter expressed by the furious, confused, and insane as well.

600cp - Existence Is Not Living

You possess the uncanny ability to- through words, actions, your presence, and sometimes (though at lesser effect) simply the reminder of your existence- make people feel more content. Positive interaction with you invariably enhances the ability of others to work through unresolved issues and problems. They will credit you for any (positive) breakthroughs they make, and will generally think well of you and enjoy your company. If you actively help a breakthrough, the effect is magnified.

Civilian

100cp - Book Smarts

Because of your previous career or experiences growing up, you have a knack for finding ways to use old skills in new situations. This perks helps you remember all of your talents and abilities, and lets you keep them in mind when approaching new problems.

300cp - Concealment Equals Cover

Bullets are no laughing matter, as are blades and the like. You have a talent for always finding a really good piece of cover in a given environment, one that's able to weather an action movie's worth of gunfire. Further, as long as that cover is both solid and conceals you from direct line of sight, it's as strong as tank armor, even if it's just some cheap furniture. (Anti-tank weapons can still punch through it.)

This does not apply to things like paper screens, shower curtains or glass.

600cp - Repressed Anger

You're fine now, but in the past you've had some issues. Issues that to this day give you a reserve of willpower and a surprisingly tranquil kind of fury to bring to bear. This perk does not actually make you mad, but it does allow you to resist torture and keep your cool no matter the situation.

As an added benefit, other people who might have their own issues boil over quickly stuff them in a box around you, as they wisely decide you are not in a mood to be fucked with.

Smuggler

100cp - Two-Hands

You have an unorthodox, downright Hollywood combat style, and despite or because of it, you are that much more badass than someone else. Actions involving multiple weapons, especially paired weapons, are sublimely easy for you, like reloading, holstering, dual-wielding, throwing a grenade, etc. You can also hold medium weapons (like shotguns/small rifles) in one hand, but not anti-materiel weapons.

300cp - Aerialist

Despite all conventional wisdom, you are the safest from attacks and deadliest during crazy maneuvers like diving rolls, swinging from ropes or skydiving. You are naturally skilled at aerial gymnastics. As long as you're performing awesome acrobatics, you are as secure from enemy fire as someone would be behind proper cover.

600cp - Customs

You are outlandishly skilled at either hiding contraband or finding it, and are able to put on such an easy-going facade that inspections will be cursory. Crossing a border or being checked at customs only takes a few minutes, and observers will be satisfied by a once-over visual inspection. When searching yourself, you are able to find a great deal with just a quick look- even things not in plain view.

You can can use this to smuggle refuges from dictatorships, knives into a formal ball, etc. This effect fails if someone takes a more serious look, but they only focus on what initially aroused their interest.

Lord/Lady

100cp - Counting Time

You can treat the impact of a firing pin and the cycle of a weapon like clock hands. You have a perfect awareness of rounds fired and time left on any kind of fuse or explosive device. This allows you to reload and bust out of cover to see your foes fumbling with their weapons or kick a grenade back before it explodes.

300cp - Hardboiled Operator

You can arrange for decisive action- either on your own or via underlings. In either case, you can compose a simple plan like ‘Steal an item’ or ‘kidnap this target’, and then define the effect it will have. You do not need to communicate with anyone to dictate this effect- people just understand you took a small step in a much larger plan.
All aspects of this plan and the intended effect must be achievable by everyone involved.
Example: Kidnap someone’s daughter, and they will open a gap in the guard patrols that you define.

600cp - Dasvidaniya

You are a master of making a statement, and with those statements, further your goals in grand sweeping style. With this perk, you may take an action to remove a rival or opposing leadership by any means you feel like, peaceful or not. If you succeed you seamlessly integrate material assets, but you must take separate action to deal with people. This perk is especially useful for absorbing small groups into larger ones.

Psycho

100cp - Unassuming

Because of a costume, prop or simple way you carry yourself, you can hide the inevitable aura of bloodthirst or killing potential that follows you. The more absurd your prop or behavior, the better the disguise, as people simply believe you’re another strung out crazy.

300cp - Implacable

Alternatively titled ‘!%#@ Terminator!?’, you have a supremely resilient body due to training or natural talent. In either case, you can ignore injuries that would have lesser souls screaming in agony and bleeding out into the street. You still get hurt, but you aren’t impeded either. Assuming you get proper medical care, you will heal without issue and not even suffer a scar- unless having a scar would make you look more badass.

600cp - Crazy Doesn’t Mean Wrong

Garbage in, garbage out, so the saying goes. Not anymore. Your thought process may be a confusing mess, but if you collect information on a subject- no matter how wrong, how biased, how confused- and pursue it through investigation, contemplation, or whatever else, through a tangled path of coincidences, insanity, and sheer dumb luck, you’ll arrive at the correct conclusion in every way that matters. You’ll have the right perp, even if you’re very confused as to what they actually did.

Step 4: Choose your Gear

50cp - Badass Threads (Free Drop-in, Smuggler)

There aren't any tailors in Roanapur, but that's fine- you can get by without designer anything. You've gotten your hands on some really tough feeling and looking clothes. Maybe they're surprisingly sexy, or relentlessly practical, in either case, they suit you just fine and never get in your way. They come with a free holster for one weapon/matched set of weapons.

50cp - Serious Style (Free Civilian, Lord/Lady)

You stand out in the grime of the city by having either a really slick suit, straight out of a heroic bloodshed flick, or a more classic middle-class getup. Either way, you don't fit into the riot of tropical colors, tactical webbing and sweat stains.

As for advantages, your clothes never get rumpled or disrupted by the weather or environment. If you wear a tie, it's always smooth and never gets in your way.

100cp - Cash (Discount Drop-in, Smuggler)

You have the luck of a sudden windfall- $100,000 United States dollars, effectively untraceable and guaranteed in every market worth mentioning in Roanapur.

100cp - Preferred Weapon (Discount Smugger, Lord/Lady)

You have a fine example of a weapon, ranging from knives and swords to matched pistols, assault rifles or even shotguns. You have access to the means to make your own ammo, and are usually able to find out where to buy it pre-made if you can afford it.

100cp - Kevlar-Lined Prop (Discount Psycho)

You have an accessory, like an umbrella or briefcase that's lined with kevlar or similar armor plating. You can carry it without issue (though others might find it prohibitively heavy). In either case, you can use it to defend against bullets and shrapnel from explosives. If destroyed, a replacement will appear in your Warehouse.

200cp - Arsenal (Discount Lord/Lady)

You have access to a small stockpile of exotic, specialized and powerful weapons, like anti-materiel rifles, rocket launchers, plastic explosives and squad-automatic-weapons.

300cp - Office (Discount Lord/Lady)

You own property in Roanapur- maybe it's a bar, a gambling hall, strip club, a hotel, or just an office building. No matter what, it's your place of illegal power.

After the jump is concluded, this office will follow you from world to world, instantly slotting into an appropriate 'Criminal paradise'. It acts as a place you can direct any illegal activity or legal scrutiny on your end to keep your own reputation squeaky clean and on the level.

300cp - Cool Boat (Discount Smuggler)

You own a fast and effective ship- something that can easily navigate the South China seas and get around international waters. It has enough room for nine crew, but you can run it with just yourself if you have to. It can carry lots of cargo types, ranging from passengers to guns to drugs.

It comes free with smuggler's holds and the like. Arming it however will be up to you.

Step 5: Drawbacks!

You may take as many drawbacks as you like, but you may gain no more than 600cp from them.

+0cp - Always Someone Cooler (Requires World of Badass)

Despite being a badass in a world of badasses, there's always someone who's just a little bit cooler than you. The difference is subtle, and in the long run it doesn't amount to much, but it certainly makes life more interesting.

+0cp - World of Badass Ladies (Requires Always Someone Cooler)

By some cosmic roll of the dice, the ladies who surround you are more badass than you to an incredulous, comedic level. They kick more ass, chew more bubblegum, dual wield more and all that jazz.

Unlike most drawbacks, this effect applies to you if you happen to be a lady in this jump. You may also treat this drawback as perk after the jump, affecting lady companions, not that you mind having more badass ladyfriends, right?

In all other ways this is a purely aesthetic effect, and simply makes life more interesting.

+100cp - Hit Listed

The various criminal gangs of Roanapur have it in for you, and will be sending petty thugs at you, at least at first. Depending on how you interact with them, they might be content to sending their most expendable trash against you, hoping you'll do the the favor and keeping their expenses down- bullets aren't cheap you know.

You may buy this drawback multiple times. On the first purchase, your opponent is a third-string local operation. On the second purchase, it's the corrupt police. On the third and fourth, you face Hotel Moscow and Chang's Triads, respectively. On the fifth and last purchase, all of Roanapur wants a piece of you.

+100cp - Alcoholic

For whatever reason, you have the damnedest luck regarding the Yellow Flag- or any sort of social gathering. There's a better than even chance whatever bar, restauraunt, strip-club or other such place you stay at will be subject to a gunbattle.

Since this is a 100cp drawback, it's safe to assume nobody will die (you hope), but you can be very certain that everyone will be pissed at you for attracting trouble and making them rebuild!

+200cp - Hell is other People

Due to trauma in your life, or just general misanthropy, you're often reminded that everything about the world sucks, and most of it lies at the feet of other people. During the jump, you will find yourself sliding towards murderous rampages when confronted with how awful mankind can be.

+200cp - Obligation

Maybe you're a CIA mole, or Mossad plant. Perhaps you owe someone money- in any case, someone has a hold on you, and no matter what you do, they have leverage. Even if you manage to find and get rid of the one holding your leash, it will pass on to someone else.

If you're lucky, whatever they ask of you won't be too bad. If you're unlucky, you might be asked to kill someone and never know why.

+300cp - Freak Show

It's always the crazy ones- for whatever reason, you have a series of outlandishly monstrous fighters and criminals after you. These are the kinds of beings legends are made of, the Jack the Rippers of the South China Sea.

+300cp - Most Wanted

You are an internationally recognized fugitive, on Interpol's list and every other list that matters. As long as you stay within Roanapur, hardly anyone is going to hassle you about it (you are paying the right bribes, after all), but on international waters and inside other countries, you are on everyone's list. Law enforcement and the military outside of Roanapur will recognize you on sight and expend more than reasonable effort in trying to capture you.

Ten Years Later

Go Home

You'll be glad to leave this hive of scum and villainy for much more pleasant pastures...

Stay

This place is like a playground for everything your mother told you not to do! Why the @#%@ would you want to leave?!

Jump Again!

You must carry on, leaving no stone unturned, no score unscored, and no bar unexploded. Go forth Jumper, Roanapur will remember you in a manner befitting it's character!