

Lupin III

Welcome to Earth, Jumper. No, you did not fail your chain, this isn't quite the same world you're from. Though quite similar at a glance, here you can find petty crooks, evil tyrants, bewitchy women and forces man was not meant to contend with, as well as the famed grandson of Arsène Lupin who regularly contends with all of the former. For a selected few, there is no shortage of adventure to be had here, and for better or for worse, you are now one of those few. Here's a little something to help you get by:

1000 CP

Location

While the expectation is that you'll be traveling around a lot, you have to start somewhere. Roll a d8 and see where your adventure begins:

1: **Paris, France**
2: **Tokyo, Japan**
3: **New York, USA**
4: **Las Vegas, USA**
5: **Cairo, Egypt**
6: **Moscow, Soviet Union**
7: **Oslo, Norway**
8: **Free Choice** (Not limited to options above)

Time, Age and Sex

For the year you start in, take 1970 and add 1d8, For your age take 20 and add 1d8. You may decide your sex for free.

Backgrounds

Drop-in
Be as you are and simply appear in this world with no connection to it, unburdened by an imposed persona or memories.

Master Thief
Not just a guy that picks locks and pockets, but the kind of man that announces he's going to steal a priceless treasure at a specific time and then actually pulls it off while the guards scream in impotent rage. Someone like Lupin the Third himself.

Gunslinger
Someone who faced the darkness of the world and made it through - with a lot of gunfire involved, such as Daisuke Jigen.

Samurai
A man who has devoted himself to the blade. A dignified and honorable man, even as a thief, much like Goemon Ishikawa the 13th.

Temptress
A woman with the necessary charms and lack of morals to make others risk their lives for her, not unlike Fujiko Mine.

Detective
A man who relently pursues justice, or his personal white whale. A dutiful and devoted lawman like Kouichi Zenigata.

Perks

Each background gets their 100 CP perk for free and others at half cost.

General perks

Jumper the 3rd (free)
Choose a famous person from two or more generations ago. Doesn't matter whether they actually existed, create an OC if you like. You are now the known inheritor of their name. If possible, you are actually descended from them. This mainly affects people's expectations as it doesn't give you the abilities of your namesake. While this perk does not give you legal rights to inherit anything besides the name (aside from what you'd have from being related) most wouldn't question you claiming what your ancestor left behind. In future jumps you may choose whether or not you want to use this perk.

Fitness Standards (100 CP)
With all the running and dodging bullets you'll be doing, you'll need to be in shape if you want to last. With this perk all your physical qualities aside from looks will be boosted to above average. Not so much you'd beat professional athletes in their own field, but you won't run out of breath easily.

Lingua Franca (200 CP)
For whatever reason your main language is so common you can get by with it anywhere in the world. You might still hit an occasional language barrier but you'll manage at least as well as you would with English IRL.

So Crazy it Works (200 CP)
There's a fine line between genius and madness, and you're an expert on straddling it. Where others see impossible problems you manage to apply just the right amount of outside of the box thinking to come up with an outlandish solution that can actually work.

Forgery (200 CP)
You're capable of creating replicas of virtually any item that will pass muster so long as its genuinity is not actively examined. These replicas have no function besides appearing as the authentic article, but they're quick to make and you can cobble up something even with improvised materials.

Drop-in

Fisticuffs (100 CP)
You know how to take a punch and you know how to give a punch. It would take a top level martial artist to beat you in unarmed combat and someone trying to put you in a hold quickly finds himself in one.

Appraisal (200 CP)
A quick glance is all you need to tell if an object is the genuine article or not, and you'll have a good idea of the monetary value as well.

Drive Anything (400 CP)
Car, Plane, Helicopter, Submarine. No matter what sort of vehicle you find yourself at the helm of, you just know how to make it move. While this gives you the basic capacity to participate in races, dogfights and the like without completely embarrassing yourself, expecting to win might be pushing your luck.

Survivor (600 CP)
You're a hard man to put down. Bullets whizz past you, an explosion in your face merely singes you and a collapsing building might trap you but you'll be just fine underneath. You might suffer the occasional injury, but it's almost impossible to lose your life in an action scene - with the caveat that you must respect the supposed danger even though you know you'll be unharmed. Things like illness or old age may still claim you, or even a freak accident in a more relaxed time.

Master Thief

Sleight of Hand (100 CP)
When dealing with an object light and small enough that's in your arm's reach, you can usually slip it in your pocket without anyone noticing. You can just as easily place something from your pocket, for example planting a bug on someone, spiking a drink or swapping something with a fake. Your only real risk of failure is if the object is tied down or someone is paying direct and focused attention to your hand or the object. Otherwise even exceptionally perceptive people tend to miss your trickery. Of course, if moving something causes an alarm, that will get noticed.

Takes One to Know One (200 CP)
Not exactly being an honest sort yourself, you can generally tell when you're being deceived. You have an exceptional knack at seeing through the lies and dirty tricks of others. This gets weak if you trust or, god forbid, love the person feeding you bull.

Escape Artist (400 CP)
No prison in this world can hold you for long. Ordinary cuffs and ropes you can just slip out of like they weren't even there. More impressive attempts at restraining your freedom might take some time and effort to undo, but they do always get undone in the end. Moreover, the talent to get out of things can just as well be applied to get inside things. Guards, vaults and safes might hinder you but they can't truly stop you from getting your prize.

Disguise (600 CP)
Within minutes and using only commonly available materials you can prepare a disguise that perfectly gives the appearance of another person. You're also more than capable of imitating voices and mannerisms to the point that they won't give you away either. The masks fit in your pocket and only take a few seconds to put on or take off. About the only ways you might be caught is if someone already suspects disguises might be in play, you get tripped up by something only the real person knows or the real person himself makes an appearance. You can prepare disguises for other people to use as well and coach them to act as convincing as you would, though you would need to coach them again for each person you want them to imitate.

Gunslinger

Voice of Reason (100 CP)
For better or for worse you don't really get caught in the mood. When your friends get heated up or carried away, you can casually observe the obvious things their emotions keep them from seeing. They may or may not actually listen to you, but at least you warned them.

Hardened Killer (200 CP)
Whether or not you take pleasure in taking lives, you don't show a bit of hesitation when the time comes to pull the trigger. This gives you an aura of danger that makes others take any threats or warnings you make very seriously.

True Friend (400 CP)
Even if your personality can be abrasive at times, your friends know that you're loyal and reliable, and will in turn be loyal and reliable to you. When they say they'll pass on your current adventure they'll still show up to bail you out when you need them.

Gunplay (600 CP)
Be it quick-draw, sniping or trick shots, you're as good as humanly possible and then some. Hitting a precise target through two or three ricochets is perfectly in the realm of possibility for you, and no one aside from maybe Daisuke Jigen himself would stand a chance in a fair duel with you.

Samurai

Will of Steel (100 CP)
Once your mind is set on something no external force can change it. The cruelest tortures and sweetest temptations are equally useless against you and when it comes to something important to you, you will never run out of will to carry on.

Swordplay (200 CP)
You're a master of swordsmanship both as a martial art and as a practical fighting style. You're capable of things like tossing a block of wood into the air and carving it into a sculpture with a sword before it hits the ground.

Sixth Sense (400 CP)
In this world there are curses, ghosts, psychic powers and other forces science can not explain. While you have no real understanding of such things, your honed mind can pick up on their presence. When you end up tangled with the unknown you can concentrate to feel out the flow of ominous forces and identify the places, objects and people they emanate from.

Awareness (600 CP)
Your senses are keen and you're always mindful of your surroundings. You can detect things like hostile intent or simply even danger, allowing you to strike first and dodge traps. You could block an attack even while sleeping.

Temptress

Beauty (100 CP)
They say it's in the eye of the beholder, but most people would agree you're extremely good looking. Only few would rate you lower than 9/10, while many would consider you a full ten.

Allure (200 CP)
You know how to work your charms to make other people want to please you. With some work you can get them lavishing fortunes on you or even risking their lives.

Natural Deceiver (400 CP)
Not only are you gifted at delivering your story, you're always perfectly aware of the tangled web you weave and never accidentally contradict yourself. Additionally, guilt and pangs of conscience are a thing of the past for you. You can lie and betray as much as you like without ever feeling bad about it.

Forgive Me (600 CP)
Someone ended up in a bad way because of something you did or you even outright betrayed them? Just put on an act of begging for forgiveness and they'll give you a pass every single time. Do it enough to a particular person and they'll grow completely blind to your flaws - even though you intentionally almost got them killed three times in the past week alone.

Detective

Throwing Mastery (100 CP)
When it comes to throwing things you can get further and with more accuracy than would normally be possible. You're capable of amazing feats such as throwing a pair of handcuffs at a man across the street in such a way they close to tie his wrist to a lamp-post.

Bloodhound (200 CP)
When you're in charge of a case, the trail never goes completely cold. With just a day or two of sniffing around, often faster, you can figure out what city your suspect is in or headed to. Once you're in the same city, you can usually get a read on their plans before they can put them into action.

Authority (400 CP)
You can stretch the authority of any official position you hold to its utmost limits. For example, as an ICPO officer you can have local law enforcement agencies put you in charge of any particular case, and appropriate their assets for your task. This only works for the purpose of fulfilling the duties of your position. Still, you no longer hold any requirement of productivity or accountability to maintain your position. You can go from failure to failure without filing any paperwork and still maintain your job, or even just ignore your job entirely and still collect salary.

Affable Antagonist (600 CP)
You're such a lovable guy even your enemies tend to like you - to the extent that they'd rather give up on loot or other important objectives than let you die. Even when you get in their way they'll try to deal with you without killing you. This only works if you're not trying to kill them yourself and haven't personally ruined their life or otherwise earned a deep grudge.

Items

Each background gets their 100 CP perk for free and others at half cost.

Drop-in

Newspaper (100 CP)
A newspaper in your main language delivered to where you're currently residing once a week. It's composed of news articles from all around the world, filled with just the particular news you'd be the most interested in.

Vehicles (200 CP)
Whether you need to fly, sail, haul or simply drive, whenever you need a vehicle of a particular kind, you'll remember one ready to use you have nearby - or as near as geography and city planning allow. The vehicles prepared by this item are of average quality, commonly available to civilians and setting-appropriate. No particular vehicle enjoys any fiat protection and in fact will disappear once you're done with it. You can always just get a new one. Nobody seems interested in buying these.

Treasure (400 CP)
An artisanal masterpiece, a historical relic or simply made out of precious materials, you hold and have proof of ownership of a treasure worth hundreds of millions of US dollars. It has no practical use beyond value and possibly looking pretty. It's pretty much the opposite of a liquid asset, a lot of time and preparation is required to sell it even at a massively reduced price. It's also the exact sort of thing that draws in people like Lupin III. It doesn't enjoy fiat protection but you get a new setting-appropriate treasure each jump.

Super Science (600 CP)
On occasion, science in this world borders on fantasy. You are in possession of one such fantastical device. The specifics of what your machine does are up to you, just try to keep it within reason. Canon examples include a camera that takes pictures of the future and a machine that can swap brains between two bodies. Whatever you go with, it's not replicable with the knowledge or resources of this world.

Master Thief

Spending Cash (100 CP)
Thieves have expenses as well, but you're not here to work an honest job. When it comes to necessities such as food, lodging, travel or operation prep, you can just reach into this wallet and pull out the exact required sum. If it gets lost or destroyed you can just reach in your pocket and pull it out good as new.

Tools of the Trade (200 CP)
Whether you need a lockpick, a scuba gear, a blowtorch, a stethoscope or other tool, you recall you already prepared one and have it close by or on your person if possible. Weapons and restricted or very expensive gear aren't included. These tools tend to break as soon as you're done using them. Not available when you have been stripped of gear.

Hideout (400 CP)
Not a particular place, but a set of personal havens in the vicinity of major population centers of the world, plus a few in more distant locations. Hard to locate if you don't know where they are but easy to access. Not extravagant but plenty comfortable.

Magic Artifact (600 CP)
Though rare, there are objects in this world with powers that can not be explained with science. One such item is now in your hands. You can design the specifics yourself, just try to keep it interesting. Canon examples include a golden boat that brings such fortune to one that sails in it that it can bring prosperity to an entire nation and a gourd that sucks in anyone that answers when their name is called.

Gunslinger

Gun (100 CP)
Have a contemporary handgun of your choice. It's always in perfect condition, never jams and gets fully reloaded whenever you holster it. You can always find it on your person as long as it wasn't explicitly stripped from you.

Lucky Hat (200 CP)
A stylish hat. Not actually lucky, but it helps you blend in the background and makes it hard for people to remember your face. Additionally it helps with aiming, making your shooting a bit faster and more precise.

Arsenal (400 CP)
When a handgun won't cut it, you can open any cabinet to reveal your arsenal - close it and it's a normal cabinet again. Assault rifles, sniper rifles, sub-machine guns, rocket launchers, grenades, plastic explosives. Just about every kind of man operable contemporary weapon along with ammo to go with it. Replenishes when you're not looking, discarded weapons disappear. Don't try selling these.

Nuke (600 CP)
Not a gun by any stretch of imagination. You're the proud owner of the ultimate weapon of terror. Comes in the form you want, such as suitcase, bomb or missile and with everything you need to launch or deliver it, such as silo or bomber. Replenishes 24h after each use. If you sell or otherwise get rid of or lose it it won't be returned until the next jump.

Samurai

Anime Adaptation (100 CP)
The entire run of Lupin III, including side stories, on VHS. Once you finish this jump an adaptation of your own adventures here will be added to the pile.

Taste of Home (200 CP)
A number for a restaurant serving your favorite dishes from your homeland. Somehow they manage to deliver in 15 minutes or less regardless of where in the world you are, as long as it's within civilization.

Home of the Heart (400 CP)
A quiet place perfect for meditation and honing your craft, such as a shinto or buddhist temple or a martial arts dojo. The specifics depend on what you'd find most comfortable. Somehow you can always find a passage to this place regardless of where you are, though you'll exit the same place you entered.

Zantetsuken (600 CP)
The Steel Severing Sword. This simple-looking katana has unparalleled craftsmanship and can cut through almost any material like air. It can be used to make quick holes in walls and is capable of cutting a tank in half in a single strike. Truly the perfect blade for the perfect warrior.

Temptress

Fine Wine (100 CP)
Sometimes you just need a drink. Luckily you have a set of wine glasses in which you can have any kind of wine appear at will. Will go bad if not consumed immediately. The glasses will stay clean, intact and in your possession on their own.

Wardrobe (200 CP)
You can now open any door to a personal walk-in wardrobe with an impressive array of all kinds of clothes already stocked in it. The clothes themselves don't have any fiat protection, but any you put in the wardrobe will be cleaned, repaired and adjusted to fit you, even if it wasn't originally from the wardrobe. The wardrobe will expand to fit as long as the contents are things that belong in a wardrobe.

Sleeping Drugs (400 CP)
Sometimes you just need someone to take a nap. You've got pills, soluble powder, gas capsules, injections and more. You can adjust the time someone is out cold or even put them in a state of false death. These are contained in what looks like a cosmetics kit, the stock replenishes when you're not looking. Turn inert if used for someone else's purposes.

Fantastic Fauna (600 CP)
There are animals here not known to any real world encyclopedia. You have one such being as a personal pet. As obedient and trained as the mind of its kind will allow. Canon examples include butterflies that seek out gold and shark-piranha crossbreeds but no need to feel restrained. Get yourself a dinosaur, unicorn or whatever you like.

Detective

Endless Cuffs (100 CP)
Somehow you never seem to run out of handcuffs. Put your hand in your pocket and you can always draw out a fresh pair.

Badge (200 CP)
Having this badge makes you an official member of a law enforcement or intelligence organization of your choice. Defaults to ICPO but if you want to be a company man, KGB or such be my guest. Once chosen you're stuck with your choice until the next jump.

Vault (400 CP)
A rarity in this world - an actually perfectly secure safe. As big as you want, at the location you want. (These choices are irreversible, but you can drop it in a new location each jump.) Not even Lupin III could crack this one. Maybe challenge him with it in order to catch him?

Private Prison (600 CP)
Whenever a criminal you caught is given a prison sentence, you can have them brought to your personal prison. At least as secure as any other prison in the world and staffed with absolutely loyal wardens. Here you make all the rules, and nobody cares if you work, humiliate, torture or even execute your captives. Both the staff and the prisoners will go from jump to jump along with the prison.

Companions

Partners in Crime (100-300 CP)
You can import an existing companion or create an OC for 100 CP each, or 300 CP for 8. They gain a background and 600 CP to buy perks and items with.

Familiar Faces (100 CP)
Want to take a canon character as a companion? Sure, 100 CP a pop. Assuming they agree to come with you.

Drawbacks

Take as many as you like.

Identity Theft (0 CP)
Rather than being in a world with Lupin III, you want to be the man himself? Or someone else in the main cast? Done, have fun. This just puts you in his shoes, you'll have to provide the bang and panache yourself.

Lupin IV (0 CP)
World of the 70's not modern enough for you? Add 25 years to your start date. Actually being the son of Lupin III optional.

Archrival (+200 CP)
Bad news Jumper, someone is obsessed with you. This man relentlessly seeks your incarceration or death and is at least as capable as Zenigata. Depending on circumstances it might be the man himself. There's no way to be permanently rid of him. It might be possible to build a rapport with him but that won't stop him from coming after you. If you want you may take him as a free companion once the jump concludes.

Femme Fatale (+200 CP)
Bad news Jumper, you're obsessed with someone. This woman is absolutely irresistible to you, but she's only interested in you insofar as she can use you to her own benefit. She'll continuously goad you into illegal and life-threatening activities for her sake, and you just can't refuse her. She'll also feed you a constant string of lies and betrayal but you can't help but forgive her each and every time. Most of all she'll never actually put out. She's as bad as Fujiko Mine, or it might be Fujiko herself. After the jump is over you can take her as a free companion if you like.

Never Back Down From a Challenge (+100 CP)
When you're issued a direct challenge, you're compelled to rise up to it no matter how obvious a trap it is. Someone using your name also counts as a challenge as far as you're concerned.

Wherever I Go I Must Betray (+100 CP)
The heist is over and soon it's time to split the loot. There's enough for each of you to live a lifetime of opulence. Still, you must have it all to yourself. Sharing just isn't acceptable. You're compelled to throw your partners to the wolves and claim all loot for yourself whenever you have the chance.

Magpie (+100 CP)
What's this? A great treasure? Something really shiny? When you become aware of such things you simply must have them for yourself, and not by legal means. At least the craving for a particular object usually subsides once you've made your best attempt at obtaining it.

No Kill Rule (+100 CP)
There are some lows you would never sink to. One of them is taking a life. If you directly kill someone or knowingly orchestrate the death of someone you fail your chain.

Superior Japanese Culture (+100 CP)
Obviously the pinnacle of humanity is found in your homeland. The food of other cultures is garbage and their drink swill. Their artists have no sense of aesthetics and their officials are corrupt toads. You can't help but constantly note how much better your home country is and how gracious you are to tolerate all the trash you have to deal with abroad.

Bleeding Heart (+200 CP)
There's no shortage of troubled people in this world. When one of them makes a heartfelt appeal to you you can't help but help. Of course, mercy begets mercy and soon the flames of empathy burn bright. The more you help people the more people seek your help.

Haunting Past (+200 CP)
For some reason you, or maybe your ancestor, left a lot of scores to settle. Every few weeks some elite assassin, ex-soldier or other hyper lethal fellow crawls out of the woodwork to come after you.

Last Moment Misfortune (+300 CP)
Just as the gig is nearing a finish you somehow manage to lose the loot. Maybe it jumps overboard and sinks into the sea. Maybe Fujiko flies away with it. Maybe the treasure you were after wasn't real to begin with. In almost every major undertaking here you somehow fail your actual objective at the end.

Stolen Mind (+300 CP)
Looks like you have amnesia. You can't remember anything prior to coming to this world, and trying to think about your past or identity causes headaches that get worse the more you think. Having powers that don't fit in here can't help but cause such thoughts, your best bet is trying to ignore you have them. The same affects all your imported companions, but you can at least sense a bond between you. The bond by itself doesn't trigger headaches.

Stolen Might (+100-600 CP)
Gone. All gone. All your perks and acquired abilities. All your items and the contents of your warehouse. Even your altforms. The only things you have are what you bought in this jump. Your companions report the same, they've even lost beyond human capabilities they had natively. The worse news is that all that was taken from you is in the hands of various people all across this world. You would get it back just by making it through this jump alive, but can you - or the world - count on surviving with all those powers out there? At least it's possible to steal them back. In theory, anyway. This drawback gives you 100 CP for each jump in your chain prior to this one, up to a maximum of 600 CP.

THE END

You lasted 10 years and it's time to close the curtain on this jump. What will you do?

Homesick - Return to your original Earth, ending your chain.

There's more I want to steal! - Remain here, ending your chain.

I guess this world can keep what they nailed down - Move on to the next jump, continuing your chain.