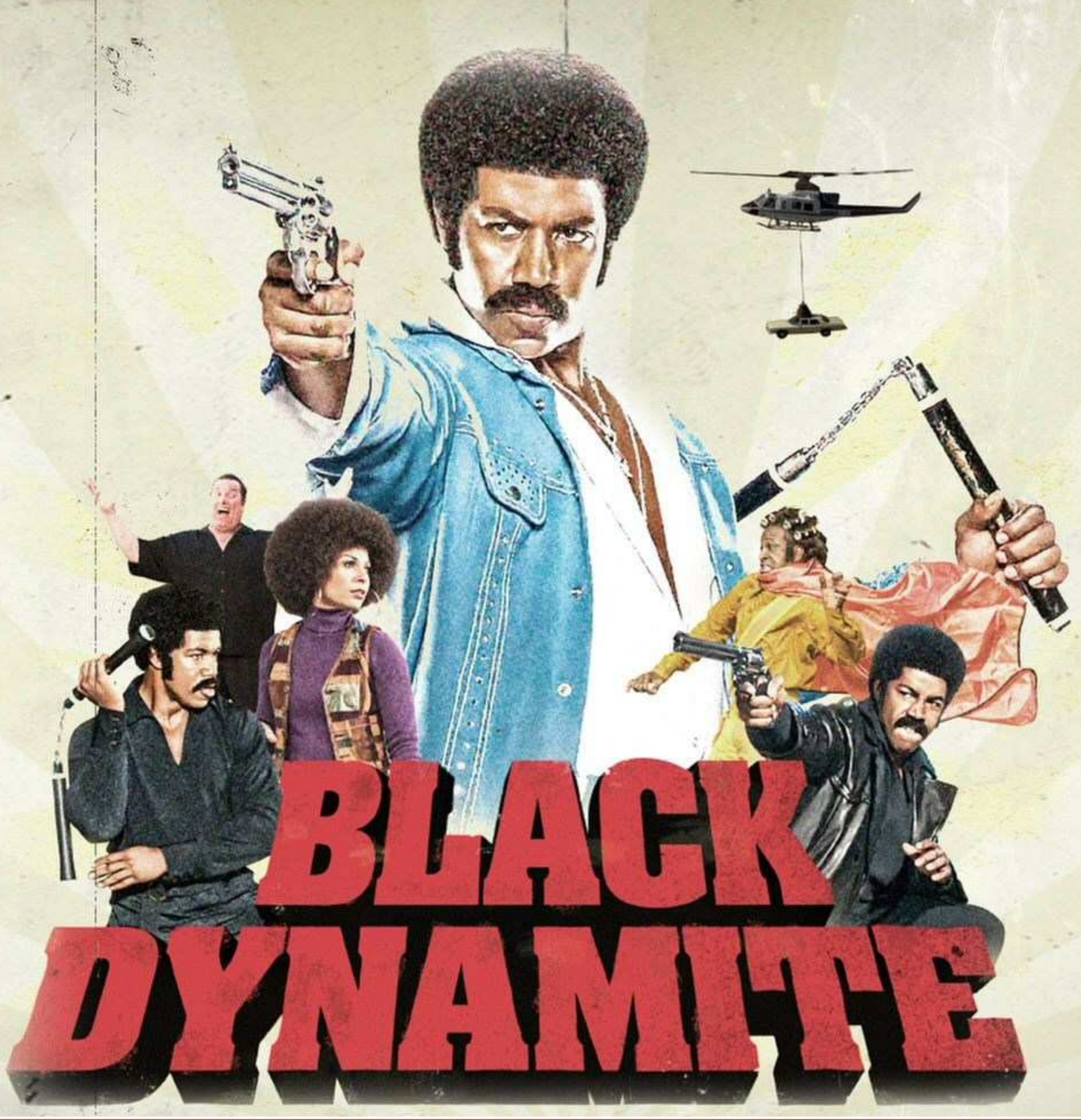


All you suckers gather round.

There's a brand new jump coming to town. So get on up and check the scene of the smoothest, baddest mother to ever hit the big screen. He's super cool and he know kung fu, drives a $5000 car and wears a $100 suit.

...And when it comes to the ladies he's out of sight.

Black Dynamite.

The mob has just killed his brother and put the dope on the streets so he's back in the game and playing for keeps.

You are going to a particularly strange version of the 1970s.

You have 1000 CP.

IDENTITY

Your background and a description of your history in this world. Each *Identity* grants different discounted *Perks* and *Items*.

You may choose your age and gender for free as long as it vaguely makes sense given the options chosen.

DROP IN

You wake up in an orphanage with a small boy rifling through your pockets. On catching him he asks you if you're holding. Seems like some jive-ass sucker is dealing smack to the kids.

Not the orphans!

VIETNAM VET

You were proud to serve your country in Vietnam until Bravo company left your black ass for dead. You remember it like it was yesterday. You lost some true friends just before they were about to get out due to the inept crackers in command and you still remember the faces of all them dead Chinamen.

KUNG FU MASTER

Whether through professional training or the formation of your own esoteric style from lessons learnt in your tough upbringing you are a master of Kung-Fu and have trained various other members of the community to fight as well. Aaaaaaagh suuey!

CIA AGENT

You are one of the best CIA agents the CIA ever had. You've heard about the death of Black Dynamite and you're currently being put into a small squad to prevent him from creating rivers of blood in the streets. You have a feeling the honkies higher up aren't telling you something though.

PERKS

Your skills, abilities and proficiencies.

Discounted Perks cost 50% of the full price.

Can You Dig It?

You have the gift of the gab and have a talent for getting your ideas across in a way people can understand and put them in such a way people are more likely to accept them.

100 CP, Free Drop-In

Veritable One Man Army

Ever since you were a child all you knew was how to fight. Fight, fight, fight. And when you get tired you fight some more. You're more militant than a whole damn army put together. Your will to fight is inexhaustible and allows you to push your body and abilities past what would be considered normal when in combat.

300 CP, Discount Drop-In

Smack Wiped Off the Streets

After your crusade is won and the rivers of blood have been mopped up they damn well stay won. Fair fortune (and perhaps the threat of your reprisals) are nearly always enough to make sure any societal change you enact (bloodily or through lawful channels) sticks. A victorious crusade against drug deals could stop drugs from entering your city at all.

600 CP, Discount Drop-In

Gunplay

You are an outlandishly good marksman, are capable of frankly absurd shots and you will not hesitate to lay the hammer down on any clown that comes around.

100 CP, Free Vietnam Vet

The Old Birthday Candle Trick

As long as you have been seen taking damage (or a hit) you can easily convince your assailants that you are dead. Just when they think you're out... BANG.

300 CP, Discount Vietnam Vet

The Old Pie on the Window Sill Trick

You are a master of misdirection or at least it seems that way given how everyone acts around you. Not only do you have an uncanny sense for how best to bait your enemies into making mistakes but your enemies also become a great deal easier to dupe and make more mistakes on their own. For instance trained CIA agents will mistake a bear in your dressing gown for you.

600 CP, Discount Vietnam Vet

Keeping the Girls Up in Kung Fu

You are not only an extremely talented hand to hand combatant but you find that teaching other people martial techniques you know takes very little time.

100 CP, Free Kung Fu Master

I'll See Y'all Tomorrow

Training becomes dangerous for other folks when your body is a deadly weapon. How are you going to practise those lethal techniques if you don't want to kill your sparring partners? As long as all combatants accept it is a training exercise, any lethal damage becomes nonlethal and all damage is recovered from almost immediately.

300 CP, Discount Kung Fu Master

Panther Fist

Not only do your assailants tend to switch to unarmed or melee combat when fighting you but you also find that in a given battle your strength and skill are boosted greatly every time you make an over the top kung fu noise, shout a one-liner or throw/punch/kick somebody through something (windows, walls, etc.).

600 CP, Discount Kung Fu Master

License to Kill

Along with a literal license to kill in this setting you find that you take to the skills required for intrigue and the intelligence game like a duck to water and your ability to work well in a team would make you an exemplary member of any intelligence agency.

100 CP, Free CIA Agent

Fiendish Dr. You

Your knowledge of scientific biological transmogrification is the equal of Fiendish Dr. Wu allowing you to create serums that target a specific demographic and change the size of a chosen body part.

300 CP, Discount CIA Agent

The Man

Something about you gives such a palpable impression of authority and power that only the most wilful of dissidents would not be cowed into obedience by you. You always appear to be in charge of the situation and as such titles and real positions of power come easily. You're running thangs.

600 CP, Discount CIA Agent

Dynamite! Dynamite!

You have a funky soundtrack that you can toggle and (roughly) fits the mood of what is happening around you. Other people can hear it if you wish it and whenever you do something particularly badass a short personal theme tune involving your name (or another alias).

Free

Shake the Scene You Turkeys!

You can always ask people to leave without hurting their feelings even if you do so abruptly or even aggressively.

50 CP

Righteous Pimp

You have all the skills a good pimp needs and can always ensure you make more tail money than what you're paying out in bail money (even when the game is at an all time low). This includes a copious amount of street-smarts, cunning, charisma and the unmistakable ability to make sure your (ridiculous) name is respected - all while staying out of jail.

100 CP

Anaconda Malt Liquor Gives You Little Dick

Through a seemingly irrelevant question and answer session with your associates you are able to come to a correct conclusion that none of you really knew. You could deduce the nature of a conspiracy by first discussing M&Ms, Asclepius and the South American Anaconda.

300 CP

Tom Slick Brother

You can seduce people of your preferred gender in practically any situation with little more than good looks, a wink and a smile (well maybe not the smile). Wooing the nurse in the doctor's office during a check-up? Easy. Seducing the racist First Lady after backhanding her into the presidential china because she tried to shoot your black ass? It'll take a short impassioned speech but you can make it happen.

400 CP

You're Gonna Wake Up the Rest of the Bitches

Your sexual prowess is so great that you can practically guarantee that you will give someone (or several someones at the same time) the best loving they ever had.

400 CP

ITEMS

Your belongings, properties and companions.

Discounted Perks cost 50% of the full price.

Wardrobe

An inexhaustible wardrobe with any clothes you could expect to find in the 1970s. From turtlenecks to leisure suits to bell-bottoms.

50 CP

Stuffed Bear

A large taxidermied bear with a gun holster around one arm for convenient pistol storage. As an ornament it gives the strong impression of the masculine power and virility of its owner to any who see it.

50 CP

Pimpin' Clothes

A single outfit of your design although it must include fur, a hat and a lot of jewellery. You feel more confident wearing it and gives people the impression you are a flamboyant and influential pimp.

50 CP, Free Pimp

Closed Sign

A sign with "Closed" on one side and "Open" on the other. When placed on a door with the "Open" sign facing out people will be more inclined to enter the property. When placed with the "Closed" side facing out it deeply unnerves anyone remaining in the room (except those permitted by you to stay).

100 CP

Militant Beret

A stylish and practical black beret that causes people from revolutionary organisations to see you as something of a kindred spirit on first seeing you in it.

100 CP, Free Drop-In

Smith & Wesson 629

A large revolver that does not run out of bullets and that (while loud and powerful) does not have any recoil for you and does not cause you to blink on firing.

100 CP, Free Vietnam Veteran

Nunchuks

Your favourite nunchuks. You have such minute control over them that even in the heat of battle you can ensure that your blows are not fatal should you wish to simply knock your assailants out.

100 CP, Free Kung Fu Master

Smack

A large briefcase full of exceptionally pure heroin that replenishes weekly. The favourite of orphans everywhere.

100 CP, Free CIA Agent

Headband

A headband in your choice of colour with a matching belt. While wearing them the first thought anyone will have on seeing you will be about what a badass you are.

150 CP

Boomerang

A bladed boomerang that is sharp enough that it can take a man's limb clean off. Seems to strike exactly where you wish it to. When tossed particularly hard it can be several minutes before it hits your target allowing you to throw that shit before you walk in a room only for it to fly in through the window some minutes later to cut your target's arm off.

150 CP

Car

A muscle car (or any car that existed in the 70s). It never runs out of gas and when chasing another vehicle with fatal intent in it your quarry becomes vastly more likely to drive off a cliff and explode.

150 CP

Truth Serum

A serum that forces those who ingest it to tell the truth for the following hour without fail. You have a replenishing bottle of it. Too large a dose leaves the drinker catatonic.

150 CP

Orphanage

A well run local orphanage that you either founded and run, help out at or are vaguely seen as it's protector. The staff consider you an upstanding individual and the children all idolise you. The children are unnaturally quick to pick up any skills or lessons you wish to teach them.

150 CP

Brothel

A very profitable brothel of your very own. You have a good relationship with the madam (who handles the day to day operation) and many of the prostitutes. The brothel is never looked into by law enforcement for some reason.

200 CP

Dojo

A dojo stocked with the equipment required for various martial arts disciplines. Any attempt to train in a martial art while in the dojo is vastly quicker and more efficient although this effect disappears temporarily when your training session is interrupted.

300 CP

Companions

You can create new companions of your description or import existing companions into this world granting them a *Background* of your choice as well as 600 CP to spend on *Perks* and *Items*. This costs 50 CP per companion or 200 CP for up to 8.

Alternatively you may take canon characters along for your travels. This costs 50 CP each or 100 CP for up to 8 although they gain no CP for this jump.

Varying Cost

DRAWBACKS

You may take *Drawbacks* for extra CP. You may pick up to 600 CP worth of *Drawbacks*.

You Done Fucked Up Now!

Black Dynamite is convinced that you were the one that killed his brother. He will create a river of blood to get to you and form a crew to take you down. Fortune favours him as the protagonist of the setting and both the plot and the ghost of Abraham Lincoln will do anything in their power to ensure he triumphs over you.

+100 CP

Sarcastically, I'm in Charge

You often speak as though you are accidentally reading stage directions. On top of this giving more away about you than perhaps you'd like it also tends to confuse people and leaves you feeling embarrassed.

+100 CP

I Sell Drugs to the Community

You have come to the unshakable conclusion that you will not survive unless you sell harmful narcotics to the community and have lost any ethical scruples when it comes to doing so. This is bad for the community, the orphans and (if Black Dynamite finds out) for you.

+100 CP

Why, Jumper, Why?

You have horrible flashbacks of Vietnam. You remember the massacres. All the dead Chinamen you left in your tracks. Little Chinese legs blown clean off and bodies charred from their heads to their little Chinese knees. One child you'll never forget, he said something to you in Chinese before he died, it sounded like 'Boo coo sow!', like some cartoon shit but you understood it to be a question that keeps you up at night - Why, Jumper? Why?

+200 CP



Rhymes

You feel the compulsion to speak in rhyme (or at least half-rhyme). This is slightly grating to others and occasionally you are unable to come up with an appropriate rhyme and become very upset.

+200 CP

Kung Fu Treachery

You are constantly embroiled in some plot or other involving scientific biological transmogrification and kung-fu treachery. Sometimes these plots will reach all the way to the top and you are guaranteed to lose some friends in your struggles against the Man. These deaths will always come as a surprise and although they may inspire you to even greater feats the grief will be all too real.

+300 CP

Plenty of Cats Have That Name

You have a lot of illegitimate children who want to meet you and know your name and basic description. They all have the majority of the powers of your own body and while some are inclined to be friendly the majority are bitter over being abandoned and wish to see you destroyed.

+300 CP

Who The Hell is Interrupting My Kung Fu?

Anything you do that you enjoy will be interrupted in some way that makes it impossible to continue what you were doing and this always leaves you enraged with irritation. An elderly black woman named Aunt Billy has your number and calls you very regularly for long pointless conversations no matter what you do to try to stop it.

+300 CP

FUTURE

After 10 years you will be given a choice. Regardless of your decision the effects of any Drawbacks will end and you will retain any purchased Perks and Items.

Go Home

You decide to go back to the streets where you come from, suckas. You wake up in your own bed.

OR

Stay

You could go or you could come, can you dig it? You decide to stay in this setting for the rest of your life.

OR

Continue

You can bet your sweet ass and half a titty that there's more to come. You move on to the next setting and the next struggle against the Man.

NOTES

- You may import any item of clothing you possess for the *Pimpin' Clothes*, *Militant Beret* and *Headband* options, any weapon you possess for the *Smith & Wesson 629*, *Nunchuks* and *Boomerang* options and any vehicle you possess for the *Car* option. Items imported in such a way are granted a form that matches the item's description that it can freely turn into at your leisure as well as any of the special qualities of these options.
- Properties purchased (*Brothel*, *Orphanage* and *Dojo*) will each appear as similar properties in following jumps and are either already in your possession or will be inherited shortly after the jump begins.
- Cool cats don't trip.