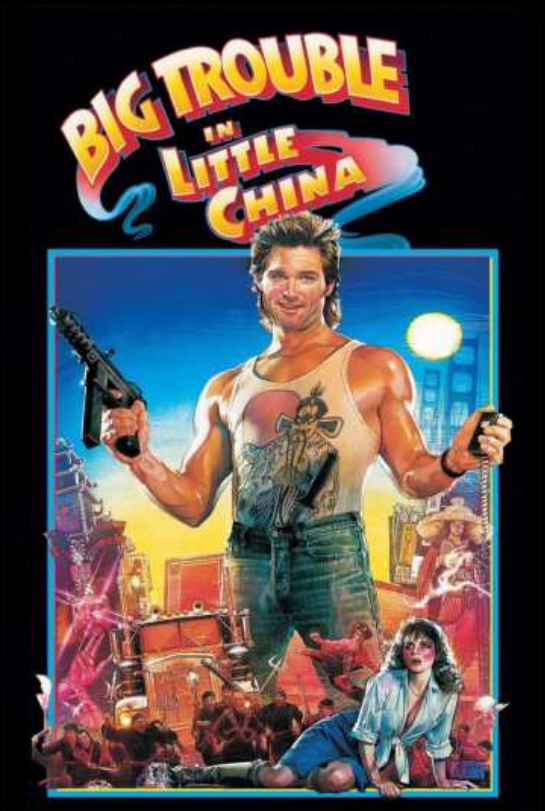
Big Trouble In Little China



Subtitled: Generic Lo Pan Revival In Chinatown

Version 1.0

By Ursine The Mad Bear

On the surface, this world seems completely normal. Just everyday people living their everyday lives. But, if you take the wrong alley in the wrong neighborhood, you can find yourself involved in things you could never imagine, things you would have sworn were impossible..

That is exactly what is going to happen to truck driver Jack Burton in just a few hours. Chinatown is about to erupt into a battleground of good versus evil, filled with martial artists, Chinese black magic, and cursed spirits. The ancient sorcerer Lo-Pan is about to discover a girl that holds the key to unlocking the curse inflicted on him by the First Sovereign Emperor, and her fiance, along with his slightly bumbling friend, will do anything and face any evil to save her.

Sound fun? Then take these **+1000cp**, and get ready for ten interesting years.



Age and Gender

You can choose to be any age or gender that you desire. I don't care, and I doubt anyone else does either. Just as long as it is possible for your species.

Location

All the action is going down in San Francisco's Chinatown, so that is where you are starting. Pick anywhere in Chinatown you want to be, except the Wing Kong Exchange. You can't just walk in and out of there like the wind, after all.

Origins

Who are you, and what has gotten you involved in these wacky adventures? Any of these Origins can be used as a Drop In option, leaving you with no memories or connections to this world.



Outsider

Odds are, you don't really know what is going on. But that doesn't mean you are going to back down from anything or anyone. You might be helping out a friend or trying to collect some money owed to you, but weird shit just keeps happening.

Resident

You live in Chinatown, whether you were born there or moved there from elsewhere, possibly China. You know the streets and the gangs, and possibly even have some clue about the stranger phenomenon that occur here.

Annoying Busy Body

Maybe you are a lawyer or a reporter. Either way, you are one of the few outsiders that realize the kinds of problems that Chinatown has, and you have been doing everything in your power to help. People may not like you, but they know you are one of the good guys. Let's hope nothing bad happens to you.

Old Mystic

Trained in sorcery and Chinese Black Magic, you are one of the few people completely clued into the true nature of Chinatown and what goes on there. It is possible that you, like Egg Shen, have sworn to defeat Lo-Pan. Or maybe you just sell cheap junk to tourists.

Perks

Perks that cost 100cp are free for their Origin. All other perks are Discounted for their Origins.

General

Expert On China (50cp)

As the name says, you are an expert. You have doctorate levels of knowledge of the history, culture, folklore, music, dance, art, technology and literature of China. You are fully fluent in all variations and dialects of Chinese and can cook any style of Chinese food with as much skill as a world-class chef. Optional Chinese Ancestry included.



Eyes of Creamy Jade (200cp)

You are the perfect subject of any form of magical ritual, whether as the recipient, component or sacrifice, no matter what the required criteria might be. You are also a perfect fit for any magical item or power that normally restricts its users.



The Three Storms (300cp)

You have the powers of one of The Three Storms, Lo-Pan's elite henchmen. They are Thunder, Rain, and Lightning. Thunder can conjure green portals, possesses superhuman strength, and can inflate his body like a balloon to deflect blunt projectiles. Rain can unleash a powerful breath that can push anything it hits, fly via levitation, and summon rain, true to his name. Lightning's special ability is manipulating electricity and lightning for various purpose, such as using a lighting bolt to travel. This perk can be selected up to three times, each purchase gaining the powers of a different Storm.



Outsider

Showed Great Courage (100cp, Free for Outsider)

You might get a little freaked out sometimes, but you never let that stop you from helping out a friend or doing what you have to. Though you still feel fear like normal, you have the capacity to overcome that fear, no matter how great it may be.

Six Point Nine On The Richter Scale (200cp, Discounted for Outsider)
Damn, but you can drive. You are an expert at operating every form of ground vehicle that you encounter. You are especially skilled at what can be considered “offensive driving”.

Of Course You’ve Plugged Somebody Before (400cp, Discounted for Outsider)
Well, maybe not. But it doesn’t matter, you will not suffer any form of mental trauma from having to kill a person. Or from anything else for that matter. Your entire worldview could be turned upside down, and you would adapt in no time at all. Maybe it is because you are the cockiest SOB to ever walk the Earth, maybe not, but either way, you are immune to any form of insanity, trauma, PTSD or anything else that would negatively affect your level of sanity.

It’s All In The Reflexes (600cp, Discounted for Outsider)
Whether reacting to a bottle, a knife, or a nine foot tall maniac, your reaction time is extremely fast. In fact, while your physical movement speed is only slightly above peak human, your mental reaction speed is damn near instantaneous.

Resident

Worked My Fingers To The Bone (100cp, Free for Resident)
When you have a goal, something you want, you have the determination to see it through, no matter what hardship you face. You never lack for motivation and no amount of boredom can stop you from pursuing your dream.

Know The Streets (200cp, Discounted for Resident)
You are extremely streetsmart. You know where it is safe to go, who all the gangs are, and generally how to survive in some very dangerous places. Your instincts for danger and trouble are also extremely good, so you are very rarely surprised. This knowledge updates in each new setting.

Celestial Flying Dragon Style (400cp, Discounted for Resident)
You are a master martial artist. You can pick any style you want, or even choose multiple styles. You even learn new styles in less than a tenth the time it would have taken you otherwise. The point is, you can fight like the star of a martial arts action movie. You are incredibly fast, agile, flexible and strong, and have no more difficulty facing multiple opponents than you do facing just one. No mook will ever be able to defeat you.

Mind and Spirit Are One (600cp, Discounted for Resident)
When your mind and spirit are one, you can achieve things that most people think impossible. This is not reality warping or anything like that, but it basically lets you do all the outrageous tricks and stunts that you normally see in martial arts or wire-fu movies. This also allows you to always perform to the limits of your potential, doing the very best that you are capable of doing.

Annoying Busy Body

There’s A Problem With Your Face (100cp, Free for Annoying Busy Body)
Well, if there is, I can’t seem to find it. You are gorgeous, at least a nine out of ten, better on your good days.

Professional (200cp, Discounted for Annoying Busy Body)
You might be a lawyer or a reporter. Hell, maybe you are an accountant. Regardless, you have the skills, knowledge and accreditations for some profession of your choice. This perk may be purchased multiple times.

Accepted Outsider (400cp, Discounted for Annoying Busy Body)
Despite how much you should stand out, you still manage to blend in. People might think you are trouble, but they still accept you as part of a group or society that, by all rights, you should never be more than a stranger to. They will be willing to share information with you that they would normally never tell an outsider.

Investigator (600cp, Discounted for Annoying Busy Body)
You are a brilliant investigator. Given a little bit of work, you could be aware of pretty much everything going on in a community and who is responsible for it. Only something completely out of context for you, such as the existence of Chinese black magic and immortal evil spirits in an otherwise mundane world, could ever hope to slip by you.

Old Mystic

Clued In (100cp, Free for Old Mystic)
You actually know what is going on. Evil spirits, the black blood of the Earth, what will come out no more, you know what all of that stuff is and means. This perk alone doesn't let you perform magic, but at least you aren't clueless anymore. In future jumps you will have an educated insider's knowledge of what types of fantastical powers and exotic creatures might exist, even in places where such things are kept secret from the world.

China Is In The Heart (200cp, Discounted for Old Mystic)
You carry the essence of your home, wherever you go. This gives you an eternal wellspring of hope and determination that can carry you through the most arduous and terrifying of tasks. You will never give up until you have fulfilled your quest. Only then will you take that vacation you promised yourself.

It Wasn't Easy (400cp, Discounted for Old Mystic)
You have a talent for getting places you shouldn't be able to reach. In fact, even if you look like a rather stout old man, you are actually a world-class gymnast and master parkour traceur. Your vertical leap is world record breaking, and you have Olympic level speed and endurance. What is more, you have excellent instincts for finding escape routes, and for showing up in time to help your friends escape with you.

Little Bastard Sorcerer (600cp, Discounted for Old Mystic)
You are a master of sorcery and Chinese black magic. This power ranges from summoning and controlling the elements, to creating potions and weapons to allow mortal men to slay evil spirits, to mental communication and various magical rituals. It includes Taoist alchemy, spirit medium powers, and much more.



Items

You can import similar items into any of these at no additional cost, even similar items from this Jump. Any item can be taken multiple times, though subsequent purchases of free items are only discounted. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. Any modifications or improvements you make to these items will be retained, even if the item is destroyed. Discounted Items are half price.

General

Time (50cp)

Time is money to a guy like you. So, now you have one thousand, one hundred and forty-eight dollars, cash. In fact, if you spend part or all of this money, it will replenish in 24 hours.

Wardrobe (50cp)

You have a full 1980's wardrobe, appropriate for your Origin.

Chinese Take Out (100cp)

You have an infinite supply of excellent Chinese food, of any variety you want. This includes beverages and desserts.

Weapons (100cp)

You are armed in some way, with either martial arts weapons or common firearms. You have enough ammunition for three reloads, which replenishes daily. Pick two or three different weapons.

Magic Potion (300cp)

This potion, made to help mortal men fight the forces of Lo-Pan, has a handful of effects. First, it helps dispel fear and bolster confidence, though it can make the drinker feel a bit buzzed. Second, it enhances all the drinker's abilities by a full order of magnitude. And third, it allows the drinker to see through illusions or invisibility and interact with spirits as if they were flesh and blood. A dose of the potion lasts around 4 hours, and you have the formula to make more out of easily available materials.

Outsider

Good Knife (100cp, Free for Outsider)

This is a damn good knife. It is razor sharp, cannot be broken or dulled, and you can always pull it out of the nearest convenient space whenever you need it. Plus, it is perfectly balanced, whether you intend to throw it or use it up close and personal.

Porkchop Express (200cp, Discounted for Outsider)

You have a truck, of the make and model of your choice. It never needs to be refueled, and never needs cleaning or maintenance (unless it is directly attacked). If you are on foot, and truly need transportation, you will find your truck waiting for you nearby, and there will always be a spare key that only you can find. Also, you will never get into a traffic accident in this truck, unless it is deliberate.

Most Powerful Handgun In The World (400cp, Discounted for Outsider)
You have a .357 Magnum Revolver, to make you feel just like Dirty Harry. This weapon never needs cleaning or repair, never runs out of bullets, and for some reason, the recoil is not a problem for you at all. Also, this really is the most powerful handgun in the world and not just by a little bit. The gun will be enhanced to be a full order of magnitude more powerful than the next most powerful weapon that can be considered a handgun or similar sidearm.

Resident

Sword (100cp, Free for Resident)
You have a very nice sword, of your choice of style. It is razor sharp, cannot be broken or dulled, never needs cleaning or repair, and is somehow more difficult to notice than you would expect, as long as it is sheathed. The sword is a true masterpiece, perfectly balanced, and equal in quality to the best non-magical swords ever made.

Dragon of the Black Pool (200cp, Discounted for Resident)
You own a successful Chinese restaurant, which will be located in Chinatown in this Jump and can be placed where you choose in future Jumps. This restaurant serves excellent food, and will run itself without your intervention, using a staff of followers that will not help you outside the restaurant, and brings a very nice income for you. There is always a backroom reserved for you and your guests.

Picture Of Your True Love (400cp, Discounted for Resident)
You have a picture of your soulmate, your true love. This can be an existing Companion, or a new one acquired in this Jump. This picture is indestructible, and the relationship you have with your true love will never fade away or degrade. It will only get better and better. Also, in future Jumps, your true love will be imported for free, with your choice of that Jump's Companion Import option, or with 600cp to spend, including freebies and discounts from their Origin. Your true love does not take up a Companion slot.

Annoying Busy Body

Apartment/Office (100cp, Free for Annoying Busy Body)
You have a small but comfortable apartment, which also happens to contain your office. All bills and expenses are paid, including grocery bills. The best part is that your enemies will somehow never find you here, making it a safe haven. This apartment will be in placed where you desire in future jumps.

Proper Wedding Attire (200cp, Discounted for Annoying Busy Body)
This outfit is actually perfect for all occasions, because it changes to be so. It could be a traditional and highly ornate Chinese wedding dress, then become a comfortable hiking outfit, then a nice suit, then some sweats for lounging around the house. No matter what form it takes, this outfit is perfectly comfortable, never interferes with your movements in any way, is always clean, can self-repair minor damage instantly, and appears and disappears on your body with a moment's thought.

Identity Kit (400cp, Discounted for Annoying Busy Body)
You use these items to safeguard the civil rights of innocent immigrants, making sure they get a fair chance in the world. Or maybe you use it for other purposes. Either way, you can create perfect fake identities, which will somehow have perfect documentation in all the expected places and databases. No background check, no matter how thorough, can tell these identities from the real thing.

Old Mystic

Tour Bus (100cp, Free for Old Mystic)
You have an old tour bus. In addition to never needing refueling or maintenance, this bus is as resistant to damage as a modern tank.

Chinese Apothecary (200cp, Discounted for Old Mystic)
You own a very large store. The stock of that store is the world's single greatest collection of ingredients and components for both sorcery and Chinese traditional medicine. To western eyes, this stuff may look like junk, but it is priceless. The store will also run itself, making you a small profit.

Six Demon Bag (400cp, Discounted for Old Mystic)
Wind, fire, all that kind of thing. But what does that mean? It means that this bag always contains any and all material components required for any form of magic or similar power that you possess. In addition, using the components from this bag both reduces the drain on your own resources, so that your magic uses only one-fourth the resources they normally would, and also greatly enhance the power of your magic, by up to four times as powerful.

Companions

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a ratio of **1cp** to **2cp**, respectively.

Create/Import (50cp for 1, 200cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

Canon Companion (100cp, Discounted for matching Origin)
You can recruit any canon character as a Companion, even if that character died during the movie. That character will be as loyal to you as any OC character you might create, and they will have all the abilities and personal items they possessed in the movie.





Drawbacks

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

Original Script (+0cp)
Instead of the story we all know and love, this Jump will be set in the original script. That means this is now a western, though still set in San Francisco. Jack Burton is now a gunfighter who can't seem to miss, unless he is aiming at another person. Perks and Items will adapt as needed for the course of this Jump, and you can decide at the end if you want the original versions or the adapted versions.

Suddenly, Pirates! (+0cp)
There is a rumor that *Pirates Of The Caribbean* have made away with the fortune that rightfully belongs to Jake Burton! This Jump is now Pirate-themed and set in the Caribbean in the Golden Age of Piracy. Perks and Items will adapt as needed for the course of this Jump, and you can decide at the end if you want the original versions or the adapted versions.

Time Is Money (+0cp)
So, let's not waste it. Your time in this world is now limited, starting when Jack Burton arrives in Chinatown and ending when the victory party breaks up. In exchange for this, you are required to be involved in the plot. You don't have to kill Lo-Pan yourself (or kill Egg Shen if you like the villain side of things), but rest assured, it is not happening without your help and the Jump doesn't end until things are resolved.

Jack Burton. Me. (+0cp)
You will be self-inserting as Jack Burton or another canon character, except for Lo Pan. You are required to get involved in the plot to the same degree that **Time Is Money** requires, but unless you also take that toggle you may then go on to finish the rest of the jump. It is recommended but not required you pair this with the proper purchases for the authentic experience. This will not give you any fiat-backed abilities that you did not pay for.

Talking To Anyone Who's Listening (+100cp)
You just can't seem to shut up. No matter what, you are going to keep talking, even when it would be a lot smarter to stop. You could be tied to a chair, about to be tortured, and you will keep spouting off like a moron.

Give Me Your Best Shot, I Can Take It (+100cp)
You have a problem. You seem to be under the impression that you are an action hero, when you really aren't. You consistently overestimate your own abilities, and could end up way over your head as a result.

It's Miller Time (+100cp)
For some reason, you always smell like you just spent an entire night sitting at a table with a bunch of Chinese guys, gambling and drinking.

Don't Panic, It's Just Me, Gracie Law (+100)
You seem to have an irrepressible urge to chew the scenery. Seriously, you can't talk at all like a normal person.

Absolutely, But Not With Someone In Your Condition (+100cp)
You are a bit of a slut, perfectly willing to go have anonymous sex with a perfect stranger that approaches you out of the blue, even when you are supposed to be doing something important like safeguarding a young girl's civil rights. Unless that stranger smells like beer of course, that is a major turn-off.

What Will Come Out No More?! (+200cp, +400cp for Old Mystic)
You really don't have a clue what is going on. Strange things just keep happening, and even when you can get someone to explain, you just don't seem to understand. You are going to be continuously shocked and surprised by every strange thing that happens here. That isn't good when something is trying to rip your head off.

Wild-Eyed Eight-Foot Tall Maniac (+200cp)
Damn union reps. Apparently, he never got that cheque. Well, regardless of the reason, he is after you. This guy is massive, incredibly strong and tough and a highly experienced street fighter. He also seems to have an instinct on where to find you and when the best time to attack you would be. Alternatively, this could be a weird yeti demon.

There's A Problem With Your Face (+200cp)
It is not that you are ugly. (Though you might be.) It is just that the bad guys seem to know you on sight. From the Lords of Death up to Lo-Pan himself, they will recognize you on sight and try to make some impromptu alterations to your features. Be careful where you go.

It's All In The Reflexes (+200cp)
Your combat skills are a little… unorthodox. You're capable of correctly executing your martial arts only when you act without thought, when your conscious mind is entirely unable to interfere with yourself. Generally speaking that state of mind happens only when you are risking serious injury if you fail, and even then sometimes only at critical moments. Just don't start thinking too much, okay?

Live In Interesting Times (+300cp)
The old Chinese curse. While most people in this world live fairly normal lives, you don't have that luxury. You are going to run into some form of supernatural occurrence on a regular basis, and while events on the level of the movie will be rare, they will happen at least a few times before your time here ends. This cannot be taken with the **Time Is Money** drawback.

Purity Of Kung Fu (+300cp)
Look, Wang and Jack managed just fine, didn't they? So, you are going to have to attempt this jump without all of the perks, powers, and other abilities you have acquired. You are limited to your Body Mod and what you purchase in this Jump. Your Warehouse and items are included in this ban.

Girl With Jade Green Eyes (+300cp)
Lo-Pan has finally found the girl with green eyes, daughter of a holy man, born in the right province, that he has been searching for. Unfortunately, it happens to be you. Your gender is set to female for this Jump, and you gain your female form as an alt-form after the Jump ends. You also have some Chinese ancestry and green eyes. Lo-Pan knows who you are and has decided you are the perfect choice to marry and end his curse. He will be sending his minions to retrieve you, and you will obviously chain-fail if he succeeds at sacrificing you. On the plus side, Miao Yin is safe. Of course, that means that Wang and Jack are not going to be going after Lo-Pan, but you can probably still convince Egg Shen to help. It is his lifelong quest, after all.



The Furies Are Out of Balance (+600cp)
Whether because your arrival in this world went wrong, or your presence here is a great offense against the gods, or just because some evil sorcerer thought it would be amusing, you've been placed under that horrible Curse of No Flesh.
You're effectively a living ghost, unable to interact with the world on a physical level. This extends to any magic or other powers you may possess, making it impossible for you to harness forces that are of the physical world, or that require material components. Purely spiritual or psychic abilities may still work, as long as they don't break one or both of those limitations.
The good news is, there is a way to break the Curse; all you need to do is marry a girl with green eyes! And since you never even met the First Sovereign Emperor, you don't have to kill her to appease him! The bad news is, no matter which girl you choose or what form your courtship takes, you can expect to run into the same kind of problems that Lo Pan did.
As a final insult, you can't leave this Jump as long as you are still under the Curse of No Flesh. That said, if you're on good terms with your bride when the time comes, you can take her with you as a Companion.

Final Choice

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away.



Notes

Please, Be Kind

Believe it or not, this is the first non-Generic Jump I have made. So, if you see something I got wrong or something that needs to be added, let me know on SB.

Also, Fuck Dwayne Johnson

I actually like the Rock, but this movie does not need a sequel. It stands alone, in all its awesome, campy goodness.

The Three Storms

The majority of the text of this perk is from the Villains Wiki.

Change Log

Version 1.0

Created the Document.

