

Where in the world is Carmen Sandiego?

It's a question being asked all over the world, from the shadowiest underworld figures to the highest tiers of law enforcement. The Crimson Ghost, *la femme rouge,* is a master thief who roams the world, stealing from criminals and restoring their hoarded treasures to the world.

Taken in as an infant and raised on the Isle of VILE, in the Canary Islands, the child codenamed Black Sheep grew up in the hidden school for thieves, mastering their skills as a game. Her only connection to the outside world, a filched cellphone through which she established an unlikely friendship with a white hat hacker - Player. Eventually she fled VILE with a hard drive containing vital information for the next year of their operations. Since then she's been thwarting VILE operations all over the world, while staying one step ahead of Interpol and the shadowy agency ACME.

Have **1,000 Carmen Points** (cp) to get you through the next five years of your stay.

ORIGINS

Who are you? It's a complex question here.
Any can be a Drop-In.

A.C.M.E. - The Agency for Covertly Monitoring Evildoers. You're a gumshoe- er, an elite agent of a clandestine law enforcement agency, formed to confirm and combat the threat of VILE.

Red Hat - You're more of an independent operator. You have evil skills, but you use them for good - like a white hat hacker. Well, maybe not white *per se.*

V.I.L.E. - The Villain's International League of Evil. A shadowy empire behind practically every major crime of the last few decades. Everything from manipulating financial markets to spoiling cheese. Hey, food shortages are a great time for some judicious price-gouging.

SKILLS

Crime School Dropout (free all) You have the basic skills expected of all VILE operatives. Stealth, culture, physical fitness, how to case a joint, defeat cameras and electronic security, pick pockets, bait and switch, and fight competently.

Gumshoe (-100 cp, free ACME) ACME recruits only the best of the best - and Agent Devineau. You have all the training, skills and experience expected of a veteran of Interpol or the FBI.

Something About This (-100 cp, free ACME) If you don't pay attention to the details, you can get played for a fool. Not a problem with you, you can smell a frame-up, know to listen to that nagging sense that there is more to a case, and have a knack for knowing when you're being manipulated.

Cut to the Chase (-200 cp, discount ACME) You have a great deal of speed, endurance, and climbing ability. While in pursuit, you tend to be lucky in avoiding attempts to trip you up or distract you.

Leap of Faith (-200 cp, discount ACME) Sooner or later, you must choose whether you trust someone or not. You have an instinct that steers you towards the good ones, and warns you of bad people and situations. Your trust is hardly ever betrayed, and then only in exceptional circumstances.

Boring Things (-400 cp, discount ACME) You cannot help that you were made for the field! All your paperwork meticulously and perfectly does itself while no one is looking, as if you had taken all the time in the world to see it done. This applies to pretty much any work that doesn't involve meeting people face-to-face.

Force of Character (-600 cp, discount ACME) You have a willpower that more than verges on insanity, or at least obsession. Just like Chase Devineau was able to find the Isle of VILE all by himself, your persistence on a case will always be rewarded as you achieve the seemingly impossible, and in record time the more you keep at it.



To Steal or Not to Steal (-100 cp, free Red Hat) There are those who choose a life of crime for themselves, and that's not great. But when the time comes, the choice will be yours, for nothing can take away your power to choose, not peer pressure, or charisma, or exotic brainwashing. Your choices are always yours, as is the responsibility.

Where in the World? (-100 cp, free Red Hat) Carmen grew up learning about the world through a long string of nannies and tutors, the cultures, the languages. You are an expert in geography and history, can speak twenty languages and learn new ones in hours, and blend seamlessly into any culture.

Evasive (-200 cp, discount Red Hat) Through luck and careful preparation, you are incredibly capable of extracting yourself from sticky situations. If a distraction presents itself, you take advantage. If a third party intervenes, you always seem to be the lesser threat or priority, and can slip away while your enemies struggle with each other. If you make an occasional helpful gesture, authorities will be ambiguous about whether to pursue you at all, and their hearts won't really be in it.

The Pocket Was Empty (-200 cp, discount Red Hat) You might just be the best thief VILE Academy produced, at least when it comes to pickpocketing or the bait and switch. You can even empty someone's pockets during a fist-fight, or pull seemingly impossible substitutions with a short time to work.

White Hat (-400 cp, discount Red Hat) You have incredible skills with computers. Programming, searches and especially hacking. You crack eighteen layers of encryption just for fun, to say nothing of backtracking, overriding security.

Impossible Thief (-600 cp, discount Red Hat) One complaint some have with the new show is Carmen not seeming to measure up to the master thief who could steal giant landmarks, or concepts or entire countries. Fear not, if it exists you can find a way to steal it, even something as silly as the letter . The letter ' .' LMNOP RSTU... Er, technical difficulties, please stand by. *La femme rogue! After her!*



Pun-ishment (-100 cp, free VILE) Graham Crackle? Mime Bomb? Sarah Bellum? Nobody should ever take a VILE operative seriously with their punny names, yet they command respect and fear. So it is with you, the silliest joke name will be spoken with deadly seriousness, if not in terrified whispers.

Valuable Imports, Lavish Exports (-100 cp, free VILE) VILE operates this shipping company as a front, yet despite Carmen hitting their operations for a year, law enforcement & ACME never catch on. Your companies, properties and fronts are almost impossible to find or concretely connect to your criminal activities.

Gimmick (-200 cp, discount VILE) VILE believes in cultivating rare talents. Le Chevre is a parkour traceur who can climb anything, Paper Star folds paper into deadly weapons, Lady Dokuso is a mistress of all things poison and drug-related, Graham Crackle is a master of electrical systems. Like them, you have a rare talent or skillset in which you can match the best in the world. This can be taken multiple times.

Silent Killer (-200 cp, discount VILE) You were probably the top of your class in stealth. You are a master of misdirection, of blending in unseen so people can't, don't or won't notice your passage. Your skills are so great you can drag two neophytes through museum security or, like Cookie Bookie, extend your skills to areas like finance.

In Plain Sight (-400 cp, discount VILE) VILE has ironclad protocols to avoid being caught, or even the hint of its existence from being known. Foremost among these is to hide their deeds in plain sight wherever possible. You are incredibly good at carrying out crimes in plain sight, disguising illegal deeds in routine matters or festivities.

Roundabout (-600 cp, discount VILE) You have perhaps the twistiest mind of them all. You are insanely talented at all forms of conspiracy and manipulation. Effortlessly predicting the plans of others, thinking five steps or more ahead. You mastermind complex schemes with dozens of moving parts, and juggle them masterfully. You particularly shine in building upon success and salvaging failure, coming up with contingencies that turn disaster into a minor setback, and successes into chances for further capers.

ITEMS

Iconic Look (Free All) You have a distinctive and stylish outfit, like Carmen's iconic hat and coat or the standard tailored ACME suit. It is comfortable in an enormous range of temperatures, replaces when damaged, self-cleans and most important of all, has many convenient pockets.

Rockapella Remix (Free All) You have a personal theme and soundtrack, as well as access to the music of the show, including the remix of the old theme from 'To Steal or Not to Steal.' You can choose if only you hear this, or anyone in the vicinity.

Trophy Room (Free All) Hoarding is more VILE's style, but Jumpers can be like that. Add a trophy or treasure room to your Warehouse or any property, and it will accommodate anything you care to put in it.

Title (-50 cp) One does not simply put on a suit and proclaim oneself a duke. Not unless one is Zack, anyways. For everyone else, here's a title of nobility in a (probably European) country. Not good for much but bragging rights, but it really matters to some people. In future Jumps your rights as a minor noble of some obscure land will be generally respected.

Treasure (-50 cp) From the Eye of Vishnu to ancient samurai swords, Han pottery to a copy of the Magna Carta. You are the owner or guardian of a priceless historical & cultural relic. You could probably sell it for a few million, were you so inclined. Such treasure is likely to draw thieves, but maybe that's the point?

Scanner (-100 cp) Seems almost everyone has this tech. Given a face to search for, or a sample of something like a mineral or even a dollar bill, this eyewear will mark and highlight the target anywhere in your line of sight.

Car (-100 cp) A stylish and swift motorcar, like in the *Rogue Vendetta* series of action films (note, the car cannot actually drive up walls) or possibly provided by VILE or ACME. Self-repairs if damaged, never runs out of fuel.

Pen & Badge (-100 cp, free ACME) A box of pens with ACME's uni ue holographic communications technology. Easy to track in an emergency, otherwise the most secure comms that exist, impossible to hack or eavesdrop on. The badge can shift to display credentials for any law enforcement agency and should give you top clearance access to just about everything. Also discounts at most company stores.

Sleepy Gun (-200 cp, discount ACME) ACME's sidearm of choice for nonlethal captures. Blows a puff of sleeping gas. Short ranged, but incredibly potent without the normal risks involved in dosages and body sizes. Shame it can be defeated by holding your breath.

CrimeNet (-400 cp, discount ACME) ACME's pride and joy, this global computer system can identify any known felon by facial recognition or prints, and cross reference by known skills and MO to provide a short list of suspects. It can even provide up to a day's warning of major heists around the world. How? Do not uestion the CrimeNet!

Grapnel Gun (-100 cp, free Red Hat) A grapnel that folds into the sleeve, anchored so you can't let it go, but with a uick release to detach a cable and rapid-winch action. Perfect for a uick getaway or even a ranged snatch, if you're good.

Glider (-200 cp, discount Red Hat) A hang glider that folds up neatly and vanishes when not in use, allowing you to deploy it instantly without any need for transport or setup. Very handy for a uick getaway.

VILE Drive (-400 cp, discount Red Hat) A drive stolen from Cookie Bookie, VILE's underworld accountant, it details the finances of the criminal empire and their planned operations around the world for the next year. In future Jumps, this contains a similar uantity and uality of secure data from some very bad people. Perfect for blackmail or ruining their operations.

Crackle Stick (-100 cp, free VILE) A wonder of technology from VILE's labs, this extending rod makes a decent club, taser, or ranged attack. It also has stun, kill and localized EMP settings. Perfect for turning out the lights, whatever that means in your situation.

Secret Hideout (-200 cp, discount VILE) Home Sweet Home, a thief deserves a safehouse to put their feet up, and the authorities will never find yours unless you lead them to it. This could be as simple as the Carmen Outerwear warehouse, or as grand as a castle, even the Isle of VILE.

A Mind is a Terrible Thing to Waste (-400 cp, discount VILE) Complete notes & schematics on everything Dr. Sarah Bellum has learned about mind control. From the memory-erasing technology to remote-piloting bodies through hidden headgear.



FRIENDS

Carmen Sandiego (-50 cp) An international woman of mystery. Raised by VILE as Black Sheep, she turned on the group, developing empathy for those they victimize. She doesn't know it, but she is the daughter of Dexter Wolfe, VILE's greatest thief who was killed when he attempted to run away with his sweetheart and daughter and start a new life.

Player (-50 cp) Carmen's first friend. Still in high school, well homeschooled in Canada, but a masterful white-hat hacker.

Shadow-San (-50 cp) Once a noble caretaker of Samurai relics, turned Yakuza and eventually VILE, this repentant ninja master is trying to make up for his past and knows all about noble deeds cloaked in ignoble means.

Other (-100 cp) Want Zach & Ivy? Julie Argent? Lupe? Some person you met? Most people are a lot more attached to their homes and lives, but here you can arrange an opportunity to ensure they'll consider your offer.

Crew (-100 cp) Bring in as many Companions as you like with 600 cp to spend. For every further 100 cp your spend, each of them will get another 100 cp. Companions cannot take drawbacks for more points.

DRAWBACKS

That's A Wrap (+0 cp) Five years is a long time. Seize control of your destiny, you can leave once VILE is destroyed and/or brought in as per the series finale, or Carmen is successfully captured, mind-wiped and returned to the fold, allegiances depending.

Where in Time is Carmen Sandiego? (+0 cp) The Carmen Sandiego franchise has a long and storied history, all the way back to the original PC game in 1985… is 1985 a long time ago now? *Dios Mio*, I feel old. Anyways, if the 2019 Netflix series isn't to your

liking, feel free to spend your time in the previous cartoon, or any of the assorted game continuities. Just be aware most versions of Carmen Sandiego are a lot less... nice than this one.

Flashback Fun (+0 cp) We do spend a while dwelling on Carmen's childhood, no? You can start at any point after Carmen's father was killed and she was taken to the Isle of VILE. You still won't leave until five years after the Poiters job (or when it would have happened, if you prevent it).

ADHD (+100 cp) It is not your fault you can't always listen to the mission briefing or get distracted on stakeout. You weren't built to sustain focus on boring things!

Big Eater (+100 cp) An excellent excuse to sample the local cuisine! It seems three to four hours after eating, you're hungry again. At least you don't seem to gain extra weight?

Jet-Lagged (+100 cp) In a globe-trotting adventure series, it sure would be a shame to have to deal with some of the frailties that sometimes come out with travel. Pick one common, annoying affliction to suffer: vertigo, altitude sickness, sea-sickness, motion sickness, jet-lag. You may take this multiple times.

Dishonor (+200 cp) You have something in your past that you are deeply ashamed of. Perhaps you killed someone. Point is, you'll do anything to make it up to the world, and it will remain a source of ill-feeling and unworthiness.

Gray Matter (+200 cp) Maybe you failed VILE, maybe ACME or your Benefactor. In any case, all your memories of the Carmen Sandiego franchise are gone, as well as the memory of any previous Jumps and the Chain itself. As far as you know, you just woke up one morning in a different world.

Mime Bomb (+200 cp) You are incapable of speech. Hope you're good at charades!

Mortal Foes (+200/400 cp) You're either ACME's Most Wanted, or Enemy No. 1 of VILE, and they will spare no effort or expense to hunt you down anywhere in the globe. For an extra 200 cp (400 total) both organizations have made it a priority to bring you in, dead or alive.

One Hand Behind Your Back (+400 cp) Whatever your planned battles or capers, you must rely on your strength (possibly augmented with a Body Mod) and your purchases here. Any powers or perks besides mundane knowledge and skills from previous Jumps are null and void here.

Robbed (+400 cp) Your Warehouse has been emptied, and then locked against you. You'll get it, and all your stuff back at the end of the Jump.



END

A final choice remains.

Next Caper - And the next and the next, the adventures never end.

Settle Down - With VILE taken care of, this could be uite a happy world. Still!?

A Home to Return To - It really is a luxury, isn't it? You can go home again.

Notes: Jump by Aehriman.