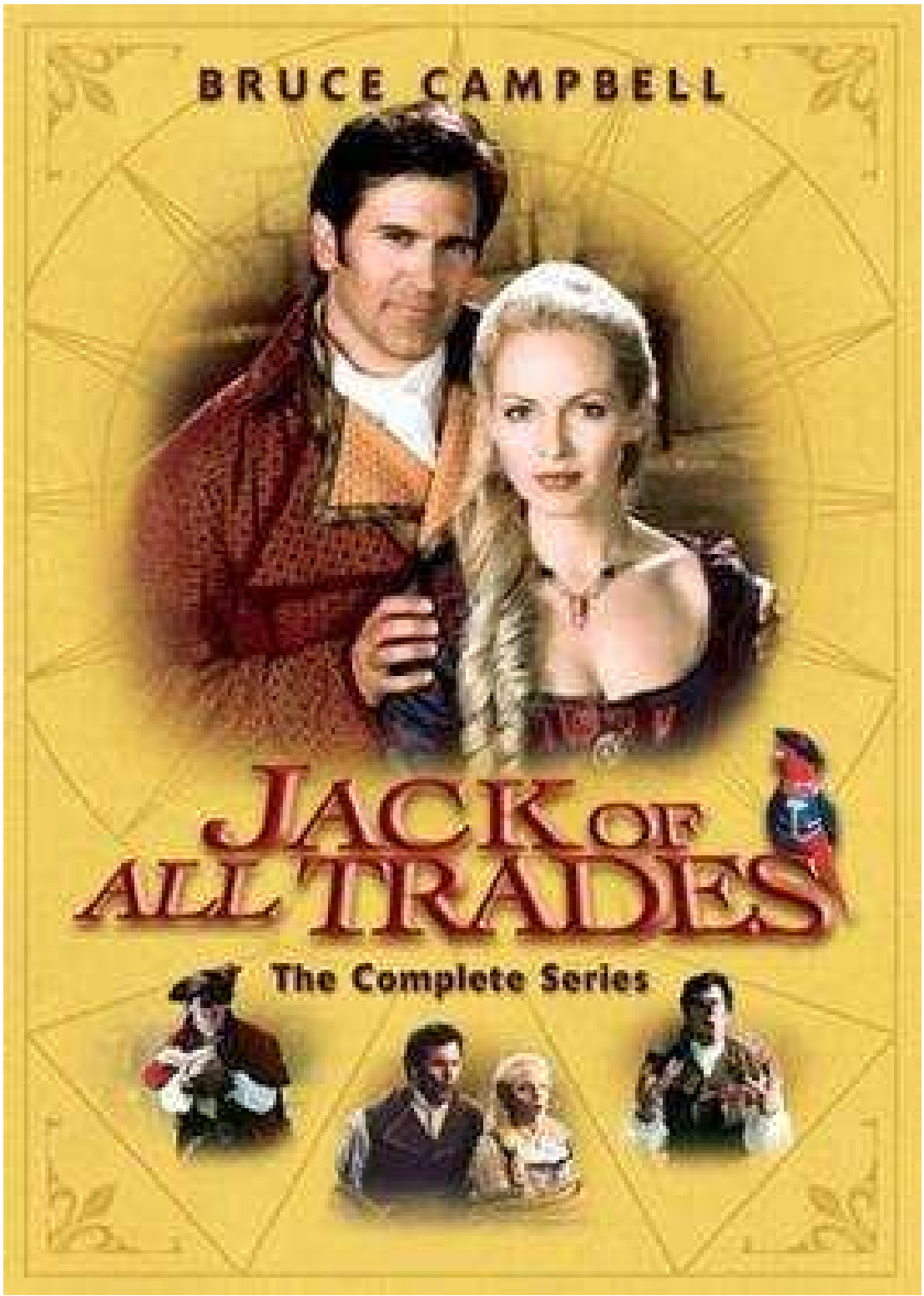
Jack of All Trades Jump

Version 1.0.0



I*n eighteen-hundred-one the Revolution had been won and Uncle Sam's favorite son had a job he needed done which brought Jack to a lady, both beautiful and smart, who found his mix intriguing—a scoundrel with a heart!*

Together, Jack Stiles and the lady Emilia Rothschild thwart Napoleon's imperialistic schemes from the island of Pulau Pulau. It's a small island in the East Indies, and Napoleon's first stop on taking over the world. From this island the fate of the free world will be in the hands of Jack Stiles… And whether Thomas Jefferson meant that or just was saying it to get rid of the man in the process of having indiscretions with his niece, it's rather true.

You'll be arriving here on the same day that Jack Stiles arrives on Pulau Pulau, and you'll be staying till 1811. Almost time for the war of 1812… if that's still happening in this timeline. After all, this doesn't seem to be quite our history - too many people who should have died in the 1790s show up.

To help you with your time here take these:

+1000 Choice Points

Good luck, and good jumping. And remember, when ya need a fightin' man ya'd trust ta watch yer back just ask the bloke right next ta ya—it's… Jack!

Location:

You will be arriving on the island of Pulau-Pulau on the same day that Jack Stiles does. Maybe you've been there for a while, or maybe you're arriving on the same boat that he does.

Age and Gender:

If you dropped-in your age and gender remain whatever they were previously. Otherwise you may choose an age and gender appropriate to the setting; given no children show up in the show this means adult plus.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You most likely know the drill already. You appear here with no memories of the world and no connections in it. Alternatively you can be from some nation other than America, France, or England. Maybe you're a native of Pulau-Pulau, from Russia, Vinci, or wherever the sultan is from.

American: You're from America. If you're old enough you'll have had experience in the Revolutionary War. You could be a spy sent by the President to aid Jack Stiles - or maybe watch him - but that's not necessary if you'd rather have some other role on the island. Either way you've got a rather rough and tumble upbringing, with little emphasis on 'class' and 'etiquette.'

English: You're from England, or maybe some other part of the United Kingdom of Great Britain. You could be a fellow spy for the British Crown working alongside Emilia Rothschild, but that's not necessary if you'd rather have some other role on the island. Either way you've got a prim and proper British upbringing.

French: You're from France. You could be part of the island's soldiery or even its upper class of French occupiers, or maybe you've got another role on the island - or are just visiting. Whatever the case you are a citizen of Napoleon's french empire, and strangely peasant-hating for people who so recently overthrew the aristocracy.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Expository Theme Tune (Free to Jumper; 50 CP for Companions): You get your very own one. It seems to sum up the general gist of a jump, nothing too spoilery, but enough to give you a general idea of the genre and setting of the current jump. It's got Emmy-worthy music and seems to play at the start of each jump, and semi-regularly afterwards whenever it'd be the start of a new episode. Only you can hear and watch the theme, seeing it purely in your head, and you can toggle it off if you find that you have grown tired of hearing it, though the music will change with each jump, and the theme in general, but 10 years of episodes can still be trying.

Hidden Talents (50 CP): Did you know Napoleon was a skilled sculptor? Well you might be one too now. Or at least you have some sort of artistic skill. Choose an artform, you're not going to go down in history as one of the greats, but you could make a living with it. You may purchase this perk multiple times choosing a new artform each time.

See 'em in Their Underwear (50 CP): You possess the ability to turn on a visual filter which makes you see everyone in their underwear. It's accurate to what they're wearing as underwear, but won't show hidden objects or weapons. Still it's useful if you're feeling nervous, or if you just want to see what people look like nearly naked.

I've Got a System (100 CP): You're pretty lucky when it comes to gambling. You won't win every time, but you'll win more often than you ought to. The lower the stakes the better your luck, but it never disappears; just don't bet everything you own in a single go.

Sadistic Pain Tolerance (100 CP): You have a very high tolerance to pain. This will help you in battle - you won't find yourself flinching from pain or breaking due to it - and withstanding torture, but it is only tolerance to the pain, and won't prevent anything like blood loss, or being knocked out due to head trauma. You also still feel pain, you simply can tolerate it better, though at your discretion you can actively find the sensation enjoyable.

Sharpshooter (100 CP): You're a crack shot with firearms, the sort of person who, armed with a rifle, might have made things very uncomfortable for the Redcoats during the Revolutionary War. This skill goes beyond rifles, though, as you find that using normally inaccurate firearms like old single shot pistols, muskets, and arquebuses have

less of an impact on your aim than they have any right to; all that rattling of the bullet in the barrel just doesn't seem to stop it from going straight. While this may seem less than useful, it also applies to ray and energy guns that are not made for proper aiming; given how many sci-fi weapons don't have proper sights or are awkwardly made for proper aiming you might find that useful in future worlds.

Strongman (100 CP): You're strong. You could even be said to be freakishly strong. You're strong enough to even overwhelm Jack Stiles in a fight - at least for a time - which given his cinematic hero role puts you at least slightly superhuman. You are also a fully trained and proficient circus strong man knowing the tricks to perform their feats.

Ale Breath (150 CP): You possess the ability to breathe fire. This fire breath is fueled by alcohol you have consumed and not yet fully digested. This means two things: to breathe larger and more powerful blasts of fire you'll need to drink copious amounts of alcohol, and you can breathe fire to quickly get alcohol out of your system. Though you might not need the second one so much given you seem to be able to hold your liquor particularly well and survive at normally lethal blood alcohol levels; it's still possible for you to get drunk or die of alcohol poisoning, but you need to drink a lot more than you would otherwise.

Tell Them What They Want to Hear (200 CP): You've got a way with ladies, or with men. Choose men or women when you take this perk - though you can take it a second time at a discount for the other - and you seem to have a certain charm with them. The sort of charm that would allow you, as a man servant, to get the whores at a brothel offering you free samples. If you were a dashing hero it'd be even easier to attract lovers, and if you actually apply yourself you seem to be able to quickly tell what to say to get them eager to share your bed with them. Simply put, it's a rare individual of your preferred sex who you can't win over if you actually try, and many will be throwing themselves at your feet if you have even a bit of mystery or prestige to you.

Un-Tenor-able (200 CP): You are a highly skilled opera singer, but most importantly you can hint a high note of a pitch to shatter glass, break fake diamonds, and to count as an attack against all those near you, potentially disabling entire crowds with the pain of the note. Probably not the easiest on your throat, and some people might be able to fight through the pain.

Drop-In Perks

Where's Your Accent (100 CP): You come from nowhere and that means you could be from anywhere. People find it hard to identify where you come from - not necessarily impossible if you have clear tell-tale signs - at least as long as you don't want them to. And when you do want them to, by taking on a caricature of the cultural traits and a badly faked accent you can make it so that most people will assume you're from wherever you're impersonating at the moment.

Cavalier Timing (200 CP): You have a tendency to arrive in the nick of time. When you're trying to get somewhere in time to stop something or do something, time seems to be a little softer for you. Even if you'd normally be a little late, you'll arrive just in time. At least if you're not too far late - this stretches things to give you leeway, not an infinite license to delay events.

And because timing is everything, you're a master of comedic timing with quips and wordplay.

Hollywood Past (400 CP): The early 19th century was a time before many modern conveniences and much of our modern hygiene. In America, outhouses were the norm until sometime in the 20th century. And don't get me started on social and cultural differences. Let's just say it's not just the action in the show that demonstrates some softened laws of reality. And now future worlds will too. You'll find that little irritants are rarer and seem to fade away, that the quality of life is more like modern life, and that people are more accepting of behaviors outside of the social norm. What this means is: you'll have indoor plumbing, beds that aren't itchy piles of hay, and while people may still discriminate against you for gender, race, or class, things will still be so much more egalitarian.

You can toggle this off if you want the real, historically accurate experience.

Historical Guest Stars (600 CP): Important people drop into your life. Put on a minor island in the middle of nowhere you could still meet the most powerful world leaders of the day. They'll usually have some reason to be there, though it can be a pretty large stretch at times. This seems to smudge history or canon a bit allowing people who should have died already can be among those who you meet. This won't resurrect people whose deaths are highly important to the canon plot; the protagonist's father whose murder set off the storyline won't be resurrected, but people who are less important can be extended a bit past their historical deaths - maybe George Washington lives an extra 3 years. And

of course you do get to meet him, and have your own little adventure with him… or maybe James Maddison.

The nature of these meetings will depend upon the figure and the reason for crossing paths, but they will usually be on friendly terms. Often they will lead to adventure and excitement. Only rarely will they be directly beneficial to you, but having the chance to help important figures and power players on the world stage has its uses even if you aren't being directly rewarded for it.

American Perks

Fightin' Man (100 CP): You're pretty good in a fight. You know how to throw a mean punch, and even unarmed you could probably take on two or three unarmed men - or armed if you caught them by surprise or were too close for them to use their rifles. But you're better with a sword, and it would take another master of the sword to meet you, as you could defeat a half-dozen average soldiers with swords at once. You might not win every time, but you would win more often than not.

I've Been Dodging Bullets My Whole Life (200 CP): Are you sure you're dodging and not just lucky? Well maybe it's both. You'll find that ranged attacks are less accurate against you. This can be overcome but if you were actually diving for cover you could probably avoid the sweep of a gatling gun, and that even a crack shot would find it a challenge to hit you. An average soldier isn't hitting you barring you standing still for target practice, and even then they'd probably take multiple shots, though enough sustained fire could hit you, so try to avoid entire armies unless you have more than just this.

Improvise Your Way Through Life (400 CP): It's something that you can do. When you find yourself in a dangerous situation, you seem to not only think faster but better, growing smarter and cleverer, even as ways to improvise your way out of the situation seem to rise to the forefront. This is far from omniscience, but you're an expert at winging a plan when danger is around you. Just remember that while improvisation can carry you far, it won't stop a stray bullet and you'll still need skills to put to use.

Stilish (600 CP): You've got a certain style about you, like a certain Jack. This shows most in your combat abilities, as when you fight it seems like you can invoke Hollywood fight physics, and cause battles to grow more cinematic. Or at least where being more cinematic would favor you. Large, heavily forecast blows are more effective, falls are less lethal, rolling and leaping an effective means to dodge, knock out blows are easy and safe without a risk of killing your foes, walls are more fragile than they should be, furniture breaks, and a whole host of cinematic conventions. In short the laws of physics soften about you to invoke a more cinematic experience in battle, but only where and how it would favor you.

And while we talked about fight physics and combat abilities, this actually extends more generally to feats of physicality and daring. So get blasted out of 3rd story windows into the bushes completely unharmed, use oversized dresses as parachutes, and cinematically

swing on ropes to your heart's content. You're far from invincible, and this isn't the toon force, but you've got (strictly live-action) cinema physics on your side.

English Perks

Beautiful (100 CP): Oh you definitely are beautiful. The kind of person who people would call a perfect 10. You've got an air of grace around you, maintaining it easily under pressure though your composure can be lost if things get too dangerous for you.

Cover Identity (200 CP): Stiles might be able to rely on a mask and stupidity, but Rothschild doesn't have that liberty. Instead she made a cover identity on Pulau-Pulau and stuck with it. You know how to create a functional cover identity - for yourself or others - and how to act and play a role well enough to stick to your cover identity. You've got a good idea how to maintain your cover too, and when something is too far out of your cover's wheelhouse to maintain it.

What's Another Word for Mad (400 CP): No, not angry. Think more insane or crazy. Of course, taking this perk doesn't make you any more crazy than Mad King George, but it does make you similarly skilled at playing the part. When acting insane, you can intersperse actual strategic plays where even master planners and schemers cannot predict you. This does require consistently playing the role, but you find it surprisingly easy to do; acting mad simply comes naturally to you. This might not put you at 100% efficiency in your plans and actions, but being an X factor that cannot be predicted by even the greatest minds for planning and scheming can be worth it.

Smart (600 CP): Smart may be an understatement. Your scientific mind is keen enough that even Benjamin Franklin would have to respect it; even if you were a woman. Like Emilia Rothschild you're a prodigious inventor of steampunk-adjacent technology; it's not real steampunk because steam power and copper aren't usually involved. Still you could invent your own pedal powered submarine, create your own ~~pepper~~ ginger spray, isolate the active compound of an aphrodisiac and concentrate it, create 'rubber rope' that was highly elastic, and similar feats of inventing to those of Mrs Rothschild. This tech generally isn't too far beyond modern technology - and well behind in computing and robotics - but it does seem somewhat more resource and power efficient and will be easier to make without a modern industrial base.

French Perks

Pompous Popinjay (100 CP): You are an expert at acting smugly superior and putting on an air of foppery. Whether you simply want to seem incompetently self-conceited, or rub in how much worse than you someone is, you are a master of acting out the role of the pompous ass. And somehow you find that the consequences for being such an ass are reduced; people will accept your smugness as if it was almost your right.

Frog Legs (200 CP): Like a certain miniature emperor you possess a great leaping ability. You can perform impossible wire-fu leaps, casually leaping up more than your height from a standing start, or flying across a courtyard sword forward with a standing leap. You're still jumping, not properly flying, but you are making some rather impossible ones.

Advantages of Nepotism (400 CP): Well it doesn't have to be nepotism, but somehow you seem to be able to avoid getting fired for repeat incompetence. This goes beyond just avoiding being removed from your position, but in general once you obtain a position your superiors and collaborators seem rather incapable of punishing you for failure or incompetence. They aren't completely incapable of it, you might occasionally have to pass a performance review, but even then it will be something you're made aware of ahead of time (either by them or chance), only look at your actions during the period after the warning, and be easier to pass than it should be. This won't protect you from your enemies - so if you go up to fight someone who wants to kill you and fail you'll still be killed - only your 'side', and if you clearly and overtly betray your side you'll still be punished.

Thankfully, just in case you're less incompetent than Croque, this does come with a skill at self-sabotage, or acting like an incompetent fool.

Tolerable Swine (600 CP): Your enemies tend to grow fond of you in some strange way. This works best if you're perceived as incompetent, and it's likely that if someone replaced you it'd be worse, but even without that, barring drastic circumstances, your enemies won't aim to kill you, and might even try to save your life if another threatens you. Better the devil you know than the one that will replace it. Just don't leave them no other option to save the world or something.

This weakens if you make it personal. Target someone's family, or actively dedicate yourself to someone's misery and this will start to falter. But remain relatively affable, and you can find yourself developing an odd friendship with your enemies. This won't necessarily win you their respect, but they'll be fond of you, and much rather have you as

an enemy than someone else. They could even end up helping you with your personal troubles.

Conversely it is somewhat stronger if you have superiors who are, at least theoretically, more dangerous than you, and who could, at least in theory, replace you with a more dangerous agent of their will. You don’t have to actually be less dangerous, it’s your enemies’ perception of you that matters. In that case, though, you might find them actively going out of their way to help you keep your position, possibly even handing you minor wins, or clearing your name if you’re framed for treason (or caught actually plotting it). If they think you’re harmless enough they might go to prison to protect you there.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Period Appropriate Wardrobe (50 CP): This is a full wardrobe of period appropriate clothing all sized appropriately for you. Or well… the show is a bit behind the times on its clothing, showing more 18th century fashion than early 19th but you'll fit in with the locals at least. These clothes will clean, mend, and resize themselves over time when not worn.

Powdered Wig (50 CP): This is a powdered wig, much like Croque might wear. Somehow wearing it, even in other settings, won't appear completely out of place, and instead lend you an air of respectability. It won't hold up if you act like a fool or an ass, but it'll help you start on the right footing.

Rubber Rope (50 CP): This is a long coil of rope. This rope is very stretchy and bouncy, sort of like a bungee cord, though how much it can stretch seems to vary by how much you need it to stretch at the moment, and if you use it to jump off a cliff it'll always pull you back before you hit the ground.

Arquebus (100 CP): This is an old arquebus. It seems to load, and reload, itself, and always have a shot ready when you pull it out. It's about as accurate as a modern shotgun, and it hits with a surprising force even for one of them.

Explosive (100 CP): This is an explosive device about the size of a football. It can even look like a football, though that's not mandatory. It's strong enough to blow a hole in a ship, destroy a large cannon, or blast the torch off of Lady Liberty at least set up on it. If used you'll get a new such explosive the next day.

Canister of Knockout Gas (200 CP): This is a canister of knockout gas - somewhat larger than a roll of paper towels. The knockout gas is ultimately harmless with no long term side effects, and is quick acting, while being powerful enough to put a whole

courtyard of guards to sleep within minutes, or fill entire corridors to put the guards within to sleep. This canister refills completely every day.

Love Potion #10 (200 CP): Made from the concentrated essence of Spanish fly, this love potion requires two recipients to work. By dousing 2 individuals with it, you may make them nearly irresistibly attractive to each other for several days. Well several days with thorough baths to try and scrub it off, it might last longer without that. You get enough to dose 2 people with, and it replenishes each month.

Mini Sub (200 CP): This is a copy of Emilia Rothschild's mini sub. Designed to be manned by only 2 people - one to work the controls, and the other to power it by turning a pair of cranks - but able to hold a few more than that. It lacks ranged weapons, but possesses a cutting drill to make a hole in wooden ships of the era, and a deployable airlock to securely connect to them through these holes without allowing water into either. This sub will self-maintain, self-repair, and self-refuel when not in use, and has a way of appearing in bodies of water nearby when you need it. Might not be the best for a long journey, though, unless you have some endurance perks.

Sultan's Harem (400 CP): This is a large residential complex, large enough to house 70 wives, and a force of eunuch guards to watch over them. It even has a dungeon in the basement to lock up someone when you need to. It comes with 70 wives, or husbands if you prefer, and a group of eunuch guards to watch over them. These wives will put up with you, even if they have to fake it in the sack, as long as you treat them somewhat decently. They're followers not companions unless you import them as such.

Louisiana (600 CP; cannot be purchased by Companions): This is a copy of the French province of Louisiana as it was given to the United States of America in the Louisiana Purchase (that is the entire territory that Jack won from Napoleon in a poker game) but without humans, or any human structures. It will exist in a pocket dimension connected to your Warehouse, or another property you own, connected via a gateway that can be closed or opened. What do you intend with this?

Drop-In Items

Canoe (100 CP): This is a simple canoe like the indigenous tribes of North America might use to navigate its riverways. For some reason yours is surprisingly ocean going, able to cross blue water without any more issue than a ship designed as an ocean going ship would expect… despite being a canoe. It is also capable of holding a surprising amount of food and water supplies, far more than its small size should allow.

Silver Monkey (200 CP): This is a silver statuette of a monkey, seemingly from the secret temple of the WallaWalla Bing Bang tribe. The statue doesn't really seem that special, but you'll find that people seem to be oddly covetous of it. They won't necessarily completely forget their morals and nature, but people seem to overvalue this piece of statuary, and become just a little bit greedier for it. If you sell it or let it get stolen it won't reappear until the start of the next jump, though maybe you can track it down in the chaos it incites.

Tuscan Submarine (400 CP): This is a large wooden submarine shaped like a massive hammerhead. It is larger than surface vessels of the period and powered by an unknown power source which seems to be quite silent if you don't start playing classical music throughout the vessel, and capable of launching missiles from underwater into the air, or to sink surface ships. These missiles are fairly potent, able to destroy a wooden sailing ship of the era completely, launch high into the air, and probably able to put a hole in a metal hull. Comes with a loyal, follower crew, and will self-maintain, self-refuel, and self-repair when in a docked position.

Presidential Seal (600 CP): This is a stamp that can be applied to a document to make it a perfect forgery of an official document from any governmental authority of your choice. It will change the writing to their handwriting, apply any official seal(s) required, and make it appear a perfect, indistinguishable forgery, and can even work on electronic documents. At your discretion it can even clean up the language to look more proper for such a document. However, it only works once per year.

American Items

Disposable Sword (100 CP): This is a saber as might be used by a soldier of the day. As a weapon it's rather mundane, but does have a rather unique quality. It seems to draw attacks that ordinarily would wound you to it. When it does the attack will break the sword or knock it from your hand, and this quality will be disabled for a short period. If this sword is broken or lost due to this effect you'll have it replace in under an hour, otherwise it will take the normal time for items.

Messenger Parrot (200 CP): This is a seemingly human intelligence parrot. It is capable of talking, even engaging in witty repertoire, and flying to locations you designate to bring messages to those you designate. When used as a messenger it's strangely fast flying, able to deliver messages from Washington D.C. to the East Indies in a day at most if you know where the recipient is. It won't reach people instantly, but can find who you send them after sooner or later, though those who are particularly well hidden may take some time. Counts as a follower not a companion as long as you keep it locked in its role as a strangely loquacious messaging device.

Horse (400 CP): This horse seems to always be somewhere nearby when you need it, and to disappear into the aether soon after you don't. It might not always be the same horse, you'll have to check. Either way the horse you find coming when you need it is faster than a race horse, and always able to significantly outpace your running speed - at least over short periods (its endurance doesn't scale) - no matter how fast you can run. You'll also find that it's surprisingly easy to perform trick riding when on its back, things like turning around in the saddle, standing on its back, and the sort of things that people would do to show off on horseback.

Dragoon Costume (600 CP): This is a cloak, mask, and hat. When the three are worn together, people won't recognize you unless they saw you put on the costume, or have been told that it is your costume; even your own wife couldn't recognize you for the incompetent fool you are in it… assuming you're an incompetent fool who is married. They may recognize the outfit and associate its wearer with certain deeds, but not connect that you are the wearer; even if there's only 1 person in the whole country who speaks with an American accent and you do nothing to change your voice. The outfit has some additional qualities. The cape is completely bulletproof, at least up to Civil War machine guns, you'll have to test its further limits yourself. The mask also seems to have at least one, and possibly several, other masks beneath it to prevent unmaskings revealing your identity. Finally it adds an air of dashing charisma to you when worn; even a bumbling incompetent nitwit wearing this costume could come off as a dashing heroic cavalier to

fill the ladies with desire, and if you actually were a dashing heroic cavalier you might find yourself developing imitators, fan clubs, and loyal admirers (perhaps a touch too) willing to help their masked hero.

English Items

Grapple Crossbow (100 CP): This is a crossbow that shoots a rope attached to the bolt. This rope automatically attaches to the ground near your feet when shot, anchoring it between the point of impact and the point you fired from. This rope is strong, and sturdy, and better yet doesn't seem to weigh the bolt down giving it the full range and accuracy one would expect from a crossbow. It's also surprisingly easy to load given the power of the crossbow, needing only two hands - from an average English woman - and not any specialized tool. Only one rope will exist at a time, old ones vanishing when you fire the crossbow again. The crossbow itself can also somehow hook onto the rope to hang on as you glide down the line, even though its string should get in the way of this. Hollywood magic, baby.

Sneaking Suit (200 CP): This is a tight black 'catsuit' style outfit. Besides hugging your body in a flattering light - no matter how your body changes - this outfit has additional advantages. Specifically when you wear this outfit you are stealthier. Your movements are quieter, you're harder to see (even in broad daylight) at least when you have some cover (it's not an invisibility suit), and people are more likely to turn away at a moment to give you the chance to slip past their vigilance unseen. It's far from perfect, you won't be simply walking into a heavily fortified location with just this, but however stealthy you normally would be, you're stealthier wearing this.

Townhouse (400 CP): This is a respectable dwelling. It's not up to a gubernatorial mansion, but it's multiple stories, and includes indoor plumbing - a luxury that it will maintain even in future worlds. Actually it has some amount of electrical wiring as well, though that is mainly in the secret lab. Hidden behind a fake fireplace projected via smoke and shadows creating a fire and image of a wall behind it, complete with heat when one is close to it, that can be passed through without harm to enter a secret lab. This secret lab is completely soundproof, and is wired for electricity, though you'll have to manually crank the generator, or burn something to make steam - possibly with a real fire in the fake entrance. The lab is well equipped for use by a scientist or inventor of this era, with tools for many types of machinist's work, and will resupply over time for the purposes of helping your scientific endeavours.

Export Company (600 CP): This is your very own, fairly successful trade company. While it's not something up there with the East Indies Company or the like, it is a company in the business of exporting and importing goods, and successful enough to leave you a well respected member of an early 19th century community; wealthy enough to be of a social class as to be in the social circles of a local governor of an island region

of the time. This company comes with its full infrastructure and contacts, which may be useful for purposes other than trade in clever hands, and a skilled administrator to manage its day to day affairs if you take no personal interest. It does not retain modifications, instead adapting to each new setting so as to be an equivalent trading company - though this may change somewhat based on the scale and nature of the setting (a trading company in a space opera will likely involve interplanetary trade, one in a setting focused on ancient Greece is unlikely to be trading with China and the Americas simultaneously).

French Items

Chest of Gold (100 CP): This is a chest, full of gold, jewelry, silver, and the like. It's small enough that one man could carry it easily if it was empty, though full you might want to have two men work together. It's not enough wealth to make you fabulously wealthy, or equal the full taxes of a place like Pulau-Pulau for a year, but it's enough to pay a pirate to abduct Benjamin Franklin for you.

Squad of Soldiers (200 CP): This is a squad of 8 soldiers; their nationality may match yours or they may be French stereotypes. These soldiers aren't particularly competent, certainly not the cream of the crop of the Grande Armee, but what they lack in competence they make up for in their unflinching and absolute loyalty and willingness to follow orders. And they do seem to particularly excel at hiding, making them good at ambushes - if not the most able in the ensuing fight. Still they're good for numbers, and have a way of respawning fairly quickly if they die making them quite fungible.

Fetish Island (400 CP): This is your very own small island, complete with some small farms, and a fully staffed resort. The resort is somewhat risque, however. Like the Marquis de Sade's Island of Pain, this island seems to be dedicated to a fetish. Like how his island was an entire island dedicated to, surprisingly modern, safe, sane, and consensual, BDSM, this island is dedicated to a lifestyle of your choice. It will be equipped to support that lifestyle, and draw in guests and visitors who embody or wish to experience it. That said it does have to stay safe, sane, and consensual.

If you want it to be less fetishistic, it can appeal to other lifestyles. Maybe it's an island of board gamers, or a LARP island.

Also it's a mundane lifestyle; this won't be specifically drawing in wizards and the like. It's a high class resort so you might expect the upper classes, but nothing more special than generally wealthy and sharing the dominant interest.

Grapes of Wrath (600 CP): This is a crate of the finest wine from the Bonapart family vineyard upon Pulau Pulau. That is the hypnotic mind control wine which Napoleon made. Anyone who drinks it is immediately put into a trance, unable to act of their own volition other than to declare that they obey and stare blankly while awaiting orders. They do, however, become highly obedient, accepting any orders they are given and enacting them to the best of their ability. This trance lasts for at least a few hours, and best of all the imbiber won't remember anything that happened while under the trance when they wake up. The wine even comes pre-aged for 5 years. After all, no one with any taste would drink wine not aged at least that long.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Jack Stiles (Free): After a game of poker with Thomas Jefferson, I'm forced to give you the chance to take him with you for free. Apparently Jefferson wants him kept as far from his niece as possible, and well… Jefferson has far too many charisma perks, so I couldn't say no.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Only 2 Seasons (Toggle): The show only lasted 2 seasons. Well 1 and a half. It was cancelled part way through the 2nd season. If you don't want to spend a full decade here you can reduce your stay down to as little as the duration of the show - let's call it 6 months given Jack claims it's the 6 month anniversary of their partnership during the final episode. But if you do you only receive ½ CP from drawbacks. You're not dealing with them the full time after all.

Bit of an Addiction (+100 CP): You seem to have a bit of a gambling problem. Whether poker, horses, or cock fights, it doesn't matter how lucky you are, or how clever you are, you seem to lose more than you win, and you seem to do it far more often than you should. Alternatively you could be known as 'the regular' at Pulau-Pulau's house of ill repute. It doesn't matter how charming or attractive you are, these ladies will expect to be paid. Whichever you choose, expect to be spending a good deal of cash, and time, at your vice in question.

Common Hatred (+100 CP): Somehow you've managed to make the common people hate you as much - actually probably more - than governor Croque. No idea how you did it, especially as this seems to follow you from place to place. Anyone below the upper class just seems to hate you personally, and have a list of grievances against you.

Clueless and Lost (+100 CP): You have a terrible sense of direction. You could be intending to cross America overland to reach Oregon… and somehow manage to find yourself in the East Indies.

Excess Nationalism (+100 CP): You are exceedingly proud of your nation of origin, or in the case of a drop-in some nation… maybe Russia, China, or Spain. Besides being exceedingly eager to boast of its superiority to other countries, you yourself have a tendency to fall into acting like a caricatured stereotype of your homeland's inhabitants.

Hamnesia (+100 CP): Amnesia drawbacks are everywhere, so let's give this one a bit of a spin. Your imported companions have contracted amnesia - must be a bad hit on the noggin. This wouldn't necessarily be so bad, except that Jack Stiles or someone else seems to have talked to them with the intent of giving them a more fun loving personality. One that's more childish, irreverent, disobedient, and rather willing to mess with you. They still have some ability to recognize that there's some connection with you, and you

can probably fill them in on the rest, but don't expect them to truly remember during your time here and expect them to be rather more mischievous and ready to mess with you for the decade. You must have imported at least one companion to take this drawback.

Incessant Innuendo (+100 CP): The show was prime time TV. It wasn't anything that ever pushed past risque, but boy does it seem like Emilia and Jack can't go 10 minutes without some sexual innuendo. Normally that'd just be highlights, now, though, it seems you'd be lucky to escape some innuendo or word play happening every 10 minutes, and no matter how patient or fond of it you are you'll find it wearing thin well before the end of your time here.

No Respect (+100 CP): It's hard to say who has the least respect given to them around here. Jack is sometimes Croque's confidant and friend, and other times Croque is eager to treat him like a dog. Emilia is a respected and wealthy importer… but Croque and Napoleon don't hesitate to use mind control wine to make her strip naked in public and walk home that way. Then there's Croque and Brogard. Well maybe it's Brogard. Or was. You'll find that there's now a clear winner. No one seems to respect you. Oh some might like you, but never respect. Get ready to enjoy a decade of being the person everyone sees as beneath them in some serious way.

Stay Away from His Niece (+100 CP): Erm… it seems that Thomas Jefferson doesn't want you having relationships with his niece either. He seems to have heard rumors about you and your conquests. Either way, I just can't seem to say no to him, so you'll have to stay on the island of Pulau Pulau for your entire stay. Well you can maybe go to other islands in the archipelago for brief visits - a few days here and there - but nothing more than that. You also seem to have trouble affecting events that aren't on this island, it's like it's own little microcosm. Still got him to give me some choice points I can give you, so that's something.

Agent of the State (+200 CP): It would seem you are now a loyal agent of the nation selected for your background, or some other nation if you were a drop-in. Maybe it's Russia or Spain. Whichever nation you serve they have taken an interest in the game of geopolitics, and you will find yourself being forced to regularly go on missions for them, and serving loyally to the best of your ability; even if it interferes with your day off and even though you'll be expected to use your cover identity to financially support yourself.

Big Man (+200 CP): You have dwarfism, and are about the same size as Napoleon. You are locked into this dwarf form, and unable to change your form. Hopefully you've got

some good leaping skills like him to reach things on the top shelves, or loyal soldiers to do it for you.

Historical Realism (+200 CP): Normally this is a bit of a zany world. Even if you didn't have Hollywood History or Stilish elements of them are parts of this world. It's not realistic and that's part of the fun of it. Now, though, you'll find that even if you have perks such as Hollywood History or Stilish, the world functions by very much real historical rules, and the slow, unceasing grind of time, not narrative favors or cinematic style, rules. You can still have supernatural powers just fine, but things that just happen because won't. And while this is still an alternate history - Napoleon took Canada and George Washington is still alive in 1801 for some - it will be a gritty, and realistic one, all the fun sucked out of it.

Onwards to Victory (+200 CP): You refuse to do subterfuge, or trickery, or stoop to such things as using knockout gas to take out foes instead of facing them with just a sword and your fists. You're one for the direct approach, even when planning and subterfuge would obviously do better.

A Sadistic Thief (+300 CP; can't be taken on your first jump): Through blackmail, back channels, and who knows what else the Marquis de Sade has somehow taken control of your Warehouse, and has access to all its contents. Nothing from it will work for you during your time here, you'll be unable to access your warehouse, and nothing from it will be able to be of any use to you while you're here, but he'll be fully able to. Don't worry, anything purchased from a jump doc, or acquired directly from it, will return to you at the end of the jump. Anything else… well this drawback will fade after 9 years, allowing you to retake your warehouse and stuff, if you dare. But if you caused the Marquis de Sade to die before that anything not CP backed will crumble to dust instantly so, maybe don't kill him. Taken with Only 2 Seasons this drawback will fade in the last week of your time here to make up for his reduced time to figure out your goodies; hopefully you've planned ahead.

Cancellation Threat (+300 CP; incompatible with Only 2 Seasons): As mentioned before the series was cancelled in the middle of its second season, not even completing it. Now when that happens you will cease to exist. You need to keep the show running for a full 10 seasons, continuing to be consistently entertaining to a viewing public in half-hour broadcasts. I'm sure you're used to being entertaining, but remember here you're not just entertaining one individual invested in you as their power fantasy, you've got to entertain the world, for 10 seasons, and they're invested in Jack and Emilia - or let's be honest probably just Bruce Campbell - not you. Maybe you can steal the show and keep it

entertaining that way… or maybe you'll have to find some other method. I'd not suggest taking this with Load of Croque.

Load of Croque (+300 CP): You are… well to put it bluntly you are completely, utterly, and hopelessly incompetent. It doesn't matter what you try your hand at, you'll be giving Croque a run for his money in sheer incompetence. You can't even intentionally fail properly, in case you were thinking of joining your enemies to drag them down with you. You're just a failure. Hopefully you've got allies, powers, or resources to make up for the fact that you will mess everything up.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Yes you can take Thomas Jefferson as a companion, but he'll lose his ability to charm jump docs.

Changelog:

Version 1.0.0: Released.