Breaking Bad/Better Call Saul Jump

By FancyFireDrake





Hello and welcome Jumper to Albuquerque, New Mexico. The good, the bad, the ugly, everyone tries to make a living in their own way. But how many are content abiding by rules? Following repressive laws and slaving away in ways that they didn't choose to? That they were forced into by misfortune and circumstance?

How many will Break Bad?

There is one man who finally decides he can't handle it any longer. Walter Hartwell White. As a genius chemist turned High School teacher, the only success he can look back on in his life is the research that both served as the foundation of a billion dollar worth company and a noble price. Yet he has nothing to show for it, neither fame nor wealth. Nothing but his family. One he soon will have to leave behind, a lung cancer diagnosis putting him on borrowed time. Time that he wants to use to make as much money as possible to leave behind for his wife, son and unborn daughter. He doesn't know yet how many consequences this choice will bring as he teams up with one of his former students Jesse Pinkman, a small-time gangster with connections in the Methamphetamine trade.

A man Walter and Jesse will cross paths with has broken bad a long time ago. Once going by the name Jimmy McGill, he broke in his attempt to make himself a name as a lawyer. The former con artist tried everything to step out of the shadow of his brother Chuck. The constant erosion of his morality and contact with the Cartel would give the criminal underworld one of its greatest defenders. Saul Goodman.

You will stay in this world for a minimum of 10 years. Take 1000 CP to prepare yourself.

Location and Time

You can choose to start in one of two time periods. The first would be May 13th of 2002. Jimmy McGill just finished representing three teenagers who broke into a funeral home, decapitated a corpse and did sexual acts with the severed head. In the coming days he would make his first ever contact with one Tuco Salamanca.

Alternatively you can start on September 7th of 2008. It is Walter White's 50th birthday and soon he will receive news of his lung cancer diagnosis. Besides that his brother in law Hank Schräder will take him on a drug bust to bring some 'excitement' into Walter's life. This would be where Walter realizes just how much money can be made with the drug trade.

Beyond the time period you can choose your starting location from one of the below options:

-New Mexico: The 47th state of the USA and where most of the action will happen. If you want to partake or stop certain events, this is the place to be.

-Mexico: Other regions are fighting the criminals on even footing. In this slice of Mexico crime is law. You start somewhere in Salamanca territory. Best hope you are on their payroll. For your own sake.

-Alaska: The Last Frontier. A lovely place to commune with nature and leave the past behind you. This is where Jesse would eventually flee to after the events of El Camino and start a new life in.

-Europe: Actions have consequences. Sometimes the ripples can be felt all the way across the ocean. You start somewhere in Europe. Perhaps in Germany near Madrigal or the Czech Republic where Lydia will eventually expand Walter's operation too.

Origins

Everyman (Free): The lines between criminal, innocent and good man can be blurry. Everyone has the potential to be anything. That is why Origins are different in this Jump. It doesn't matter who you are as long as you can justify it with your purchases down below. You can freely pick your gender and age from anything between 15 to 87. The old rarely are allowed to rest and even children can end up involved in the machinations of criminals after all.

Perks

You receive 8 Discounts on 100 CP Perks, 7 Discounts on 200 CP Perks, 5 Discounts on 400 CP Perks and 3 Discounts on 600 CP Perks. Discounted Perks are divided by half and 100 CP Perks are made Free when discounted.

How much do you need? (100): Money is not beside the point. Money IS the point. The root of all problems and solutions. Its best to know just how long you may need to do something dangerous right? You are good when it concerns knowing just that, thinking through how much you may need of what for anything. Within a few seconds of calculations in your head you know exactly how much money you need to make for your family to be well off after your death or what tools you may need to build or construct a solution to your problem. This only helps in knowing what you need however. Executing the plan and getting what you need is an entirely different matter.

Overqualified Profession (100): Someone like you is definitely above needing a 9 to 5 job. Your competencies must be far more extraordinary and your goals more grand. You deserve better, but it's good to have something if you don't need to make millions to stroke your ego. You have the qualifications for one profession of your choice and may start this Jump employed in this trade. Maybe you are a high school teacher or part of the DEA. You will not be one of the higher fish but a decently respectable member with the skills to do your job as you are told.

Hide in Plain Sight (100): No one suspects the kind owner of a fast food business to be one of the biggest drug distributors in the State. Let alone the family man and chemistry teacher. And what problems could that one kid and his RV possibly be involved in? You are good when it comes to keeping up appearances. You can greet a customer or student with a smile in the morning and be a stone cold killer at night sitting across a Kingpin. Unless you draw attention to it or there are reasons to connect the dots, no one will ever suspect your innocent mask of being capable of evil or doubt your criminal side could follow through on its threats.

The Game (100): You've always heard the stories and seen the luxury but you never could be part of the game. The threats and delights of the criminal underworld. But what if you could? This Perk is one thing and one thing only. A chance. A way inside this illusive aspect of society. Once you activate it you will come across a path to get yourself connected. Sometimes it could be a small time meth cook. Other times it could be someone much more wanted. Everyone knows everyone in this business. But be careful. Once you opened pandoras box it is very difficult to cut these connections out of your life.

Cancer Man (100): When a man has nothing to lose, no one can predict what he might do. Let alone what he will HAVE to do. Crying over the man who would kill your whole family or having to execute a friend because your boss will not tolerate a security leak are all things that can burden the soul. So you can pretend you don't have one. When you have to, you can make your own hesitation and guilt temporarily shut down. This will allow you to do what needs to be done and lessen the guilt associated with it. Just be careful, a lot of noble men's descent to hell started with one sin. And using this Perk in spades might leave you rationalizing using it more and more for ever extreme and for you necessary means. This Perk does help you to actually work through guilt but to take advantage of that you must stop using it to shut yourself off for a time.

I did it for me (100): Lies have short legs. Sooner or later everyone has to face what they have done and who they have become. This Perk allows you to always view yourself and your actions in an objective way. You can see yourself the way others would see you and

realize the true consequences of your actions and know what you did and why you really did it beneath all the justifications and excuses. Know yourself and go out on your own terms.

Brain at Night (100): No rest for the wicked takes on a whole new meaning for you. You simply don't need to sleep much, never more than one or two hours on average. Unlike what one may expect from that kind of routine you suffer no deficiencies. Your brain is working at full capacity even from such short sleep cycles, which you can easily enter and break out of. More than that, the night just seems to make your mind sharper as your best ideas come to you in it. Only someone who is already savvy may be able to use this to its full potential though. But if they were? They may be able to outwit an entire team of mercenaries in the dead of night.

Tell. Me. Again. (100): You are great when it comes to matters of interrogation. You have a gut feeling for when you aren't being told the full truth and good when it comes to applying pressure just through your presence and words alone. This is by no means a guarantee towards discovering all the secrets others have but you surely can make them sweat.

Kicked Dog (100): Misbehaving or simply unlucky dogs are often beaten. Jesse is all too familiar with that fact. Still he always gets back up from the most brutal of punishments. You share a similar resilience, taking beatings like a champ and resistant to most kinds of pain. Once you get a break it may take time but you will always heal with no lasting damage.

Support the Shit out of Her (100): You shoplifted from a store but cant they see you are the real victim here? You're dealing with so much at all times. Maybe it is as a result of being related to DEA or people sympathetic to any psychological issues but those around you have a minor tolerance to any illegal activities you may be involved in. Even law enforcement tends to give you a slap on the wrists and those close to you even if they have reason to dislike you aren't as harsh about it as they usually would be. There is a limit to this Perk. Commit too great a crime and you will be treated like any other criminal.

Chica! (100): A crime of life can have benefits. Money. Infamy. Woman. The finest of ladies hanging at your arms. Maybe you are the kind who gets invited to the Dons villa. You are stunningly beautiful, a true catch that any man would be lucky to have. However there is an additional side to this. You can truly act like a woman who is only good for her looks, perhaps even fooling the IRS that willful tax fraud was a mistake made by a ditzy woman hired for her beauty.

Business is Business (100): There is no room for emotions when it concerns dealing with drugs. You are always able to look rational at a situation. You feel your emotions but you always have a choice not to act on them and consider something from an objective viewpoint.

I watched Jane Die (100): Guilt is capable of making tongues loosen up more than alcohol ever could. But whatever may get you to spill your secrets, the results of doing so could always be fatal. This Perk comes in the form of a self inflicted block. You will never let information slip out you don't mean to share. At will you can undo this if you are of good mind. When you reveal your dirt it will be on your terms.

Please don't hurt my baby (100): Did you ask them if they would order the murder of a child? There are lines even some hardened criminals wouldn't cross… though there are many more who do. This Perk takes the form of a sort of protective shield. When you are involved, the likelihood of the young getting hurt is lessened immensely. The younger they are, the lower the chance they will be killed to make a statement or used in a scheme. Just

keep in mind this is not a chance based defense and the older kids will benefit less. This does give you a hand for keeping kids safe when you are directly involved as well.

Drink my own Pee (100): Desperate times require desperate measures. You can push down any sort of disgust and hesitation you may feel in a crisis, allowing you to do whatever is necessary and within your capabilities for your own survival. This also gives you a certain set of survival skills to navigate situations, enough to make it out of the desert alive. Lastly you can now drink your own pee and drink it like any refreshing liquid without any side effects.

You called her "biznatch"? (100): Your family is a bunch of criminals but they are still family. And that means they care about you. With this Perk it is a guarantee that your loved ones criminal work will never include you directly. They wont use you in their schemes and will even interfere when anyone tries to get to you with a scam or the like. This only ensures they will keep the peace for you, not that no one could come after you.

It's what I do (200): Like a Bloodhound you are good at tracking someone. Finding leads to your targets location, knowing where to expect them, is just a matter of a little leg and detective work. With enough time there is no one you can't find.

In the Sewers (200): You are great at hiding your tracks. Faking your death and covering your physical footprints are expertises you have studied and taken too heart. With some creativity you could have even the cartel things you've bit the dust while you're on a flight to Germany, knowing all the routes to stay hidden or smuggle yourself away.

Crawlspace (200): Pressure makes diamonds. When backed into a corner, certain death creeping up on you, your senses sharpen. The more dangerous and hopeless a situation the more capable you are, working always at peak performance. You can't surpass what you are capable of naturally but what you can do? 100% quality.

No Shanking! (200): Why cut loose an asset? Especially when it is a friend? It would be quick and efficient to arrange a death but now there will always be a better opportunity that ends with the one needed gone alive. You will find a way to conceive these alternatives but they will always be time consuming and difficult to perform. At the same time they could be a lot more effective in the long run. Is the struggle worth it for you?

Leverage (200): It's a simple principle. And there are many who have very little to none to use against you. You always know just how much leverage you have for the people in your social circle. More than that you know what will make them hurt the most. Shoot your prisoner's girlfriend after they tried to escape? They will never do so again and may be even more broken when you remind them there is still a kid in the equation.

Put a Dollar in my Pocket (200): It's in poor taste to not give someone any last words to say. You may be surrounded by murderers and killers but you will always have one thing, a chance. You will no longer be killed without having a chance to explain yourself or do something about it. There will always be a window where you are permitted to speak or act. This only gives a chance however. The rest is up to you.

I'm talking about an Ocean of the stuff! (200): The best cook in the world is nothing without ingredients. Methamphetamine isn't easy to come by without ending up on a watchlist. But as long as you are willing to cook, you will find yourself getting what you need. Opportunities to procure materials will be made open to you, ranging from a cheap price for a RV to knowing exactly when and where a shipment will be. It's always up to you to utilize the opportunity but rest assured, the next one is just around the corner.

Meth Head (200): Getting drugs on the streets does not mean they know their customers. You however do. Beyond knowing how drug addicts tick and how to best manipulate them, you boast a variety of street smarts and unique thinking. You know at a glance that the guy with a bag on his head is at no risk of dying. They wouldn't have gone through the effort otherwise after all. This alone isn't going to make you rival any schemers mind you, but you have a way to see things that they may not consider.

Who Protects this Family (200): Family people always have a lot of collateral to make use of. Someone needs to make sure your children are out of danger. This Perk allows you to know exactly how much danger your immediate family is in at any time. Not only that but any attempts you make to keep your family out of your business are boosted. Unless your associates find out through your own hand that you have loved ones, they will never know about them. And if they do? It seems they are more likely to threaten rather than harm you. Likewise this Perk enhances your attempts at protecting your family from itself, making your senses sharper and intuition more accurate when someone is going to put them all at risk.

El amigo del cartel (200): No one wants to cut into their own profits. Being good at your job can be a literal lifesaver. Which is where this Perk comes in. When confronted with criminals, you are usually the last one anyone would expect to be working against them. As long as you remain useful and make them money, you will never be at risk of being disposed of.

Look At Me (200): Blood for Blood. Some punishments can not be cruel enough. Only the slowest of agonies awaits those who cross you. You are an expert at hurting people. You know what it takes to keep them helpless and vulnerable and that is where you truly can erode them. Their psyche and body will be in pure pain as you know just how to make them hurt. Furthermore this gives you endless drive and motivation when it comes to exacting revenge. Just be careful not to have your wrath cloud your judgement.

I AM the Danger (200): Who is it they think they see when looking at you? You are not the one who gets shot when he opens the door. You are the one who knocks. Or at the very least you are very convincing at getting others to believe that. You can be terrifying when you want to, your words staying in the minds of those who hear it long after you spoke them. You can make it command respect just as well, making all who hear you know you are not someone who can be messed with. The potency of the fear you can induce is always dependent on your power, both in body and resources. Have enough and the whole country will know and fear your name.

In Danger (200): In this profession one may tire of constantly having to look over their shoulder. They should have thought of that before pursuing this path. The Criminal Underworld is not the kind of environment one should or can ever feel 'safe' in but this should make you look over the shoulder a little less. You have an uncannily accurate gut feeling for when danger is about to befall you. This is no true sixth sense, more incredibly justified paranoia. You can always trust your instincts, taking the shape of a growing uneasy sensation the closer you are to danger, be it two psychopaths coming from Mexico to kill you or someone placing a bomb on your car. It will never tell you just what it is exactly that is threatening you, but you will always know when it will happen.

Slippin Jimmy (200): Only an amateur would pretend to be hit by cars and record it to extort some easy cash. In the art of hustling and tricking people you are a true virtuoso. Believable accidents can be faked and the A B C of scams is something you can sing in your sleep. This Perks true nature shines however in combination with other skills you have as you know how to misuse all other competences you possess to trick and deceive. Someone with a law

degree and this Perk would be a true savant at making a joke out of the law, far more dangerous than say a chimp with a machine gun ever could be.

FYI Old People adore me (400): What a charmer you can be! A social butterfly, or perhaps tarantula catching others in its webs. You have a great amount of charisma, allowing you to sway and captivate even the most skeptical. There is one type of individual you can pick, say old people, who are particularly receptive to your charisma. But even those who aren't can be swept up in your confidence.

All I Need is One (400): You can't always get your way, but that does not mean they have to either. You are a master at negotiations, always knowing exactly how much an information is worth and what would make the best deal for you at any time. Once negotiations have ended and you all agreed, no one will bother to go and break the deal either. Unless you go ahead and do so yourself. At that point all bets are off but why would you ever do that?

He is my partner (400): Loyalty is its own reward. Jesse and Walter saved each other many times over their criminal career, unwilling to let the other be or having them be at risk. Loyalty you show to others will always be returned. Those you aid and protect will protect you in return. Beyond that, this gives you the strange talent to 'fall upwards'. As long as there is one person in a group who wants you around, you will never be kicked out. You could have homeless people living in your house and be known by the police and your criminal cohorts will still try and figure out a way to minimize the trouble you cause instead of getting rid of you.

Some Worthless Junkie (400): To think Jesse went from a small-time gangster to one of the most important figures in the meth business. Rising up in Gus's organization and impressing even the Cartel with his own meth. He would be Walter's greatest student and now you can be as well. You have an impressive amount of potential and capacity for growth. When you are motivated, your talent and training benefits can skyrocket in record time. All you need is a good teacher and pressure of upcoming challenges to come into your own. Even someone who failed a high school chemistry class could rival Walter's genius if not doing so would mean death or worse. In time your competences will be noticed by others, in turn increasing your reputation and rising up the ranks of any organization you are a part of, till even a man who once wrote you off as a liability would prefer you over your own mentor.

Something Unforgivable (400): There are many things one can do that cannot be forgiven. The carnage you are capable of inflicting is one of them. In a fight, be it a physical one or with guns, you are only matched by the likes of Lalo Salamanca and Mike Ehrmantraut. You are quick on your feet, spotting openings, opportunities and weaknesses in your opponents approach and strategy, knowing how to prepare at all times. Under the right conditions you could outwit an entire group of trained assassins and start a crusade to murder the man who sent them to you. You are not unkillable by any means but your sheer competence might have people think you are.

No more half measures (400): The most complex operation only needs one thing going wrong to completely fall apart. Which is why you can not risk mistakes. It's between going all in or ending up in a prison cell and one option is clearly superior. You have an innate sense towards what would be the most appropriate answer and reaction that remains within your interests when faced with a problem. You see where the line is between being too soft, too harsh or perfectly fitting. You will not always know the consequences but follow your gut feeling and the worst will be avoided.

Leashed Dog (400): Since the first time Walter came to Jesse, the kid had no real chance of getting away. First being blackmailed and then kept in line by loyalty. You are good at making sure someone STAYS with you. The right thing to say at the right time to guilt them into staying and following your orders. If an opportunity for them to slip your leash appears, if your grip is tight enough it will take care of itself. You will simply need to watch that addict OD. Just be careful to not abuse your dog too much. Go outside of their morals and they can still bite back.

Kingpin (400): Congrats, you shot Jesse James but what comes afterwards? Do you really think you can just so easily run a whole empire? Turns out, you can. You have all the skills a proper crime lord would need to not just survive but thrive. Setting up manufacturing, distribution, intimidating problem factors, evading the law and more are all talents you possess.

D-Day Accomplice (400): It's fun to be Bonnie and Clyde. Run circles around those you hate as you engineer their demise. Saul and Kim were one hell of a pair and now you could find your own match. You have a talent for making those who love you and care about you accomplices in your schemes. This starts slowly, till eventually they come to you with ideas and profitable schemes that you yourself could never have thought of.

Blood for Blood (400): They will rue the day they crossed you. You are an artisan of plotting and preparing the perfect revenge the likes that the Count of Monte Cristo could respect. The more anger you hold towards your target and the more they have taken from you, the better your efforts at unraveling them and all they have are.

He's the Devil (600): You were born to be a criminal. Maybe not because of any innate quality you possess, but there is one thing you have in spades. Luck. You always seem to be just a little bit luckier than your enemies. Evidence goes missing. Killers send after you are taken care of by someone else. Your plans once laid out never have random chance getting in the way. This luck acts as a resource and can run out, especially when greater threats have been taken care of. At least you will know when you are no longer able to count on your luck. In general this Perk rewards competence. Prepare well in your revenge scheme and you will be like an arbiter of fate delivering punishment to the guilty and relief to the wronged.

Better Call Jumper! (600): If the law is sacred, you are the heretic that drives the pope to insanity. Your skill at all things related to law and lawyering are rivaling Saul Goodman at his very best. Those you defend seem to have fate itself on their side, making even the most clear cut crimes something to weasel out of. It may require a fee that only a millionaire could pay but it will be an option you enable. Your knowledge on people likewise is incredible, allowing you to talk a psychopath into turning a death sentence into a broken limb. The system itself just fails when you are involved and all in for your clients, failing in a way that benefits you. There are limits to this but unless your biggest client is involved in the death of a DEA agent and just kidnapped his daughter after his son called the cops, you can spin some great tales to give your clients a chance of release. Also word of warning, you are not immune from being associated and suspected of crime when the house of cards collapses.

I will put you UNDER the Jail (600): Albuquerque is like a modern Wild West, everyone only having their own code. Which is why it needs someone like you, the peace keeper and upholder of the law, to weed the rats out and lock them away. Not only are you an excellent cop, you are a herald of justice. Everything you do in pursuit of injustice is boosted considerably, from your problem solving and deduction skills to your fighting and overall damage you do to the monsters.

But to be a real champion of justice you must be deserving of it. This Perk inherently rewards goodness and strength of character. The more you are worthy of putting a monster down, the more it will work in your favor. A cocky hotshot has no chance of stopping Heisenberg. He doesn't deserve too. But a humbled man who stuck to his sense of justice? Fatal clues will practically fall into your lap and chances to gain allies out of nowhere, even those who should hate you, are bountiful.

El Camino (600): At the end of the day, there is a good chance none of this was worth it. The death. The suffering. But you will always have one thing and that is your freedom. This Perk aids you whenever you're at risk of being imprisoned or are captured and helpless. First of you will be able to endure any sort of captivity and torture. You may become bruised and scarred but you will always heal in body and mind once you are free. And you WILL be free. The longer you are trapped the higher the chance becomes of you getting a shot at freedom. Allies who became enemies may come to your rescue as a final apology. Locks will erode and gates break. But even trapping you takes extraordinary circumstances. Escaping the larger consequences of your actions happens often without you actively trying and when you try to evade captors they will be like blind men in a labyrinth, as opportunities to slip away are ever more present. The path is open. Just walk it.

Science of Change (600): Chemistry is like magic isn't it? A kind of magic only a select few could ever appreciate and even fewer commit to like you can. You are a genius in the matters of science, every bit the equal to Walter. Your intellect could easily replicate the famed Blue Sky Meth, contribute vastly to any research team and even allow you to make poisons, bombs or trigger a machine gun to fire at the push of a car trunk being opened. You intuitively know how to use your intellect in a variety of ways, be it to get out of the desert or improvise in dangerous situations. Let's just hope your genius is appreciated.

Los Pollos Standards (600): A criminal who wants to succeed doesn't treat this line of work as an opportunity to boast and be reckless. They are professional, behaving like one would when it comes to running a company. It requires plans and skillful manipulation to make it as a criminal and you are extraordinarily talented. Much like Gus Fring you are a great schemer and manipulator. Your plots can span years without anyone but the most paranoid and skillful even getting an idea. Hiding your machinations, even something as great as underground construction work in a bustling city, comes natural to you. Earning the trust of a man who knows you would have killed him weeks ago is as easy as delaying a death sentence for one of your employees. This Perk also boosts those working under you, making it so they always deliver the best work they are physically able to.

Items

You receive **+300 CP** to spend on Items only, as well as 6 Discounts for 100 CP Items, 5 Discounts on 200 CP Items, 4 Discounts on 400 CP Items and 3 Discounts on 600 CP Items.

Heisenberg's Hat (100): A stylish hat that in time can become iconic to your image. It gives you a slight boost to your confidence when worn.

Skull Shoes (100): A set of shoes that make those who see them dread if it's the last thing they see before they die. Any attempts at intimidation are slightly boosted while wearing them.

Employment (100): It's not lucrative or glamorous. But it also doesn't come with a risk of being dissolved in acid after being shot. You have employment in an honest 9 to 5 job. You enjoy the work and it is relatively easy to do with a decent amount of pay.

Bell (100): Is this a souvenir from a past job? You are in possession of a beautiful looking bell. Beyond being a mere bell it has the additional benefit of always being ringable for you, even if you were incredibly frail and disabled. Any attempts at communication are also boosted, always enabling you a way to speak.

Coffee Cup (100): A simple cup that makes sure any liquids within are always at the perfect temperature for you. Much more important than that however, this cup seems to change as you do. Its appearance shifts as you yourself change. Keep an eye on it and you may find out if you are at risk of breaking bad.

Blue Sky (100): The most chemically pure product on the market. A small bag of Blue Sky Meth with purity only matched by the greatest of Heisenberg's cooks. It will refill daily, enough for personal consumption but not something you will be able to sell inside of this Jump. If you don't want the Blue Stuff it can instead take the form of some other drug with similar levels of quality.

Burner Phone (100): You need a secure line in this kind of business. This phone has all contacts you yourself have and are aware of, while also being untraceable by every sense of the word. When destroyed you can summon a new one the next day.

Tracker (100): A set of GPS-Trackers that can be placed upon a surface and located from afar via a matching app on your phone or laptop. Beyond showing the current location, the tracker can reveal just where they went and what route they took. You have 3 trackers and can remove them at will. You do need to place them on their intended location first however.

Bugs (100): A dozen microphones, capable of rigging an entire family home so not a single sound escapes your notice. Useful when you want to make sure there are no security leaks. Like with the Trackers, the Bugs can be removed at will but you will need to install them first with your own hands.

Mineral Collection (100): Not rocks. Minerals. There is a considerable difference. You have a nice collection of a vast variety of minerals from all over the world. This collection will automatically update itself in future Jumps, giving you a single tiny mineral of local exotic examples. Not enough to do much of anything with it but still worthy of being added to your collection.

Pizza (100): The finest food from the local pizzeria. Once per day you can summon this cheesy delight for the whole family. If you can't finish it in one go feel free to store it, it's even

better the next day and won't waste away. These pizzas are also surprisingly good for throwing. Comes with dipping sticks.

Strip Club Membership (100): Party like you're a gang banger who already hit it big. Or maybe a construction worker who needs a break. You won't have to waste your teachers lifesavings though, as you now have a VIP membership to any strip club you visit. You'll be treated like a King while you're there and the woman know to prioritize you when you arrive. You can invite a couple friends as well and have them share the spoils. This will never cause the Club to lose money either.

Gang (100/200/400/600): You can't do everything on your own. A Kingpin only is a King because they have subjects to order around. This Item allows you to have enforcers and henchmen, scaling to the amount of CP invested.

For **100 CP** you have two or three competent men. They aren't experienced in the more shadier side of things but have good tricks in their repertoire.

For **200 CP** you have roughly a dozen men on your payroll. They are a bit more experienced, knowing how to handle themselves in a fight and have enough connections on top of that to arrange even prison shankings. Consider Jack's gang as a point of comparison.

For **400 CP** you can think of Gus's own network as a point of comparison. Several highly skilled individuals at your beck and call having many talents.

For **600 CP** you have a small army at your finger tips. Enough soldiers to rival the cartel.

RV (200): Even the most infamous Kingpin of the United States had humble beginnings. It all started here with their very first cook in the world's shittiest RV. It comes staffed with enough food, water and supplies to last you a couple days, as well as a fully functioning meth lab. Unlike the one owned by Walter and Jesse it will never fail to start or lack fuel.

Bulletproof Vest (200): What would you like to wear when going on a revenge quest or when your bodyguard goes missing? Whatever it is, this will fit under it. A sturdy bulletproof vest. Even pointblank, gunfire would only leave a bruise. That being said it will do nothing to protect you against headshots. Though at the very least the majority of gunshots you do suffer seem to be located in areas covered by the vest.

Hidden Gun (200/300): Better to be armed for any occasion. You never know what might happen. So have this: A simple small gun. Always loaded and never jamming. However its greatest benefit is that you can easily hide it, it never being found until you use it.

For an additional undiscounted **100 CP** you can have a fully loaded M60. Instead of being hidden on your person, this Machine Gun can be hidden in any device or location of your choice, operable by the push of a button always within your reach.

Prepared Bag (200): This bag comes with best regards from Mike Ehrmantraut. It holds a kit of just about anything Mike himself has used in his life of crime. From fake pass ports, various well maintained guns and survival kits for the desert. Contents will be replaced monthly.

Bomb (200): Walter's final gambit to get rid of Gus. This Bomb is a tiny chemical masterpiece, potent enough to blow up a car or blow away half a crime boss's face off. You can trigger it remotely or wire it to go off because of other physical stimuli, like say ringing a bell several times. You get a new one a month later.

Magnet (200): Yeah bitch! Magnets! This Van holds within a gigantic magnet that is powered by several batteries. Beyond being capable of attracting magnetic metals, it utterly fries electronics, wiping even encrypted laptops in a matter of seconds.

Handcuffs (200): Is there not this one criminal you personally wanted to put cuffs on? Well now you can. This set of cuffs are perfect for any law enforcer. As long as you can best someone in a confrontation and have the legal standing to convict them, you will be able to put these handcuffs on them. They will be unable to get out by themselves, with you having the only Key. The path to getting them on someone will be difficult but once they are on… you got them. Just be careful about any of their allies coming to shoot you at the last minute.

Manhole (200): No one can blame you for wanting to leave this life behind eventually. That is where this Manhole comes in. Any material you throw down here is effectively gone for good. No police or pursuers will ever find what is below. This includes you so be careful what you throw away. Maybe you'll need a gun or two more. This does not work for living or dead so you better have a different idea on what to do with corpses.

Barrel and Acid (200): This is the Item for all your body disposal needs. Once per day you can summon an empty barrel together with some fast working and highly potent acid. Any biological matter, clothing and even something sturdier like bikes can be dissolved. The acid never harms the Barrel and once you bury it no one will ever find out who was inside. If you need more Barrel's per day, do ask yourself what kind of direction your life has taken.

Ricin (200): Science can do so much more than giving you a high. Do so much worse. This item shows such a thing nicely. A small powder kept safe in a Vial, tiny enough to hide inside of a Cigarette. What is special about this powder is, unless the one ingesting it has a truly insane immune system, they will soon get sick. This sickness will be mistaken as a simple flu and within a few days they will die. You get one of these Vials per Jump, enough for one person.

Curiously enough there is a plant included in this purchase. If you use it to poison someone, instead of killing someone, it will only make them sick and the people around them believe they will die. The label on it reads 'Lily of the Valley'. Now what would you do with this?

Rocker Salvage (400): You are now the proud owner of a Junkyard. That may not sound all that special but you would be surprised how useful it can be. Within the Junkyard is a car press that can destroy even an RV size vehicle to the point recovery is impossible, erasing any incriminating traces in the process. The owner is friends with you and a surprisingly quick witted fellow. Give him a job that needs mechanical expertise and chances are he can pull it off as long as it isn't something requiring perks or more esoteric materials. The Junkyard in general sports an impressive amount of building materials as well.

Encrypted Laptop (400): You want to make it as difficult as possible for the police to get evidence on you. You are now in possession of a laptop with such advanced encryption, no one can get to what is inside. Except of course you and any you permit too. What makes this even more special is that the laptop is automatically wired to cameras, a set of which now in every property or location you own. The encryption that secures the device can also be shared to any other technological item.

Family Home (400): Is there something more important than family? Of course not and your family should be able to live in peace. This house looks like something you'd see in a movie about the American Dream. A lovely suburban home. Beyond simply giving you the illusion of

the perfect life it has a slight bonus when it comes to your own family, mainly that any family you raise here ends up how you want it to be.

Camino (400): You won't find a finer car for a gangster. This 1981 Chevrolet El Camino is always full with gas and self-repairing in the case it gets damaged. It is also surprisingly durable, crashing through wired fences like they were paper. Despite the flashy coloring and amazing looks, it tends to get overlooked by police and law enforcement. Just in case it gets stolen it has a Lo-Jack to allow you or police to track it when you activate it. Above all that, the Camino can help you escape. Any attempts to make a clean get away are boosted when you drive this car and even if you haven't driven it for a while and gave it away, your pursuers will follow the car for a good while before they go after you.

Little Black Book (400): Connections are everything in this business. And these are the Keys to the Kingdom. This Book is filled to the brim with every sort of contact for all kinds of illegal services you could need. It is decoded so no one but you and those you allow can read it. It will retain its utility and connections in future Jumps and allow contact with important criminals. All who you contact using this book will treat you as they would an important customer so don't worry about getting ripped off.

Exterminators (400): No one likes vermin in their house. This group of exterminators are good at weeding such filth out but also have a hand in the criminal side of things. They are smart, good at looking for any nanny cameras, copying keys and arranging for clean break ins. Their presence is never questioned and they can get just about any building covered and free for exterminating for a small amount of time. Time in which you can slip in and do your thing. They are all loyal to you at the end of the day and don't ask questions.

Underground Lab (400): Blood and sweat, but mostly blood, has been invested into this lab. It is underground of any one property you assign it too, well hidden by even police and dogs. Within are tools of the highest available quality and any product or research done here will always be at the top of what you can produce in much greater quantities than it would be in other labs. Any waste is cleanly taken care off.

Zafiro Añejo (400): This is a premium Tequila that would have more worth in a don's eyes than someone's life. It may be the last thing they ever drink as this bottle is laced with a highly potent poison. Within less than an hour everyone who drinks it falls over, only yourself and those who you permit to be immune, allowing you to drink it as you please to get rid of any doubt. The bottle refills monthly.

Prison (400): A place to put all the scum you take down. You are considered the Prison Warden of a Jail tailored to your exact specifications. No one bats an eye at the nature of your prison and its plans. Feel free to make it as brutal as possible or have it include even a golf course. Anyone you put in here is unable to get out of their own power. There is also a few individuals here who are on your payroll in case you need someone… gone while maintaining plausible deniability.

Construction Crew (400): An imported crew of the finest engineers and workers Germany has to offer. These men are all professionals who can do even the most complex jobs, all while remaining practically unseen by the public. They come with a big warehouse that holds amenities for them to life in and keep them entertained.

Company Shares (400/600): Fortunately, you did not make the same mistake as Walter. No you did not sell your birthright for pennies, now having a sizable amount of legal shares in a company of your choice, by default Gray Matter Technologies. You are considered an

important shareholder, just below the level of the actual CEO's and all the wealth such shares promise is yours. For **600 CP** you instead are the CEO of something as big as Gray Matter Technologies, having no one to answer to but yourself and an entourage of loyal managers who can work in your absence to keep the company afloat and profitable.

Money Laundry (400/600): If the IRS can catch Capone they can catch you. So money laundering should be one of your biggest priorities if you intend to stay a big time outlaw. You have one business of your choice that you are considered the owner of. It could be a Car Wash, a Fast Food Business or even Laser Tag. It is staffed by trusted, competent and loyal employees who will never rat you out and any illegal income you may have will become fully recognized, legal and taxable through it. By itself it also makes a nice profit, enough you could even think about an 'exist strategy' after some time.

If you are willing to pay **600 CP** instead, your small-time business instead becomes a corporate giant, with the resources and profits such a thing promises, comparable to Madrigal.

'Partnered' Rat (600): As if you would partner with a rat. But rats can be useful. Maybe their death can be delayed. This one at least is too good to be gotten rid of. They are a genuine master at one task of your choosing, maybe making meth like the best of them to name one example. They are thoroughly broken in and will never try to run away, tirelessly working for you in the one trade they are good at. Everything about them is customizable and you get a new Rat for a trade of your choice in the next Jump.

DEA (600): In case you want to fight on the side of the law against the drug smuggling scum, here is the best weapon you could ask for. You are now the proud owner of your own law enforcement agency, by default the DEA though you can opt to specialize this agency towards a different type of crime. These officers share all your own morals and are all competent at their jobs. Funding is also never an issue.

Vacuum Cleaner Repair Company (600): There are many reasons a person may need to escape. There is also no better ally to have in your corner. This business is staffed by an elderly man who is nothing but a complete professional. Its basement hides inhabitants from the world, making it so they are practically invisible and untraceable. The same goes for the various safe houses the man has in his network and the cars with which he transports his customers. You have a special bond with this professional and he will get you out of any situation for free. Alternatively you can take over the company yourself or have him work in your name.

Hamlin, Hamlin & McGill (600): When you don't feel like calling Saul, here is the next best thing. You are the owner of your own highly successful law agency. Its lawyers all answer to you above all else, know the law like the back of their hand and go above and beyond for their clients. A few of them are as good as the McGills in their prime so you can rest easy if you are ever in any legal trouble.

Jack's Compound (600): An outlaw should have a place where he can be himself. This decently large Compound comes with a handful of gang members sharing whatever ideology you may have. They obey your word and are loyal to you, the refilling supply of weapons in the back for all of you to enjoy.

Perhaps most useful however is the pit in the back, perfect to throw a rat in. Any prisoner you keep here is unable to escape by themselves, with extended periods of imprisonment slowly

grinding away at their will until they would be too broken to defy you, the promise of a Pizza and a Beer enough to make them give you their gun and submit.

Cartel Villa (600): The big boss should live big as well, enjoy all their criminal exploits have to offer. You're now the proud owner of your dream Villa, filled with every kind of luxury you can think of to your exact specifications. It's guarded by armed grunts obedient to you and you have to but call out and have a dozen gorgeous women for you and your guests to enjoy the company of. Perhaps most useful however is that on these grounds, any crimes committed never seem to leave it. A man could have his brain and blood leak into your pool and you won't be found out, even the sound of gun shots ignored. Unless you yourself are among the casualties, crimes committed here never seem to become public knowledge.

Companions

Import (Free/50): Want a Partner for your criminal exploits? For Free you may Import one person into this Jump. They get all the Discounts you do and **600 CP** to spend as they please. Additional companions can be imported for **50 CP** per companion.

Export (Free/50): Want someone from this world to join your own kind of business? If you can get them to agree of their own free will you may take them as companions for free. Alternatively you can pay **50 CP** to guarantee a person wants to come with you.

OC Companions

None of these Companions exist unless taken here.

Mad Hipster (100): This man is what some would call a ticking time bomb. Insane and deranged, fancying himself an international businessman, he has a hand in both Meth and weapons trade. As a former bank robber, it is best not to get on his bad side. That being said he has one virtue you are hard pressed to find among criminals. Loyalty. When he considers you a friend, as long as you don't betray him, he will go with you to hell and back. Most likely shooting everything up along the way.

Double Faced Teacher (100): Teaching is a difficult job and not one that pays all that well. This Japanese woman still tried to be an inspiring one. But something happened with a student of hers. Someone who was considered a delinquent with bad grades and who she tried her hardest to help and support. Said students adopted parents blame her for his death and demand an 'apology'. To follow up on them she has begun a series of… less reputable jobs. But she could really use the money… and sleep… and a friend.

Life Coach (100): Once you know death is imminent that is when you come to appreciate life. Diagnosed with colon cancer, this man has had a rough life lately. A genius engineer, he believes in giving people a second chance at life. Those who hurt others or don't appreciate their own life enough… well he has a few Games in mind for them.

Invisible Bitch (100): This asthmatic criminal is incredibly stealthy. Now you see her, now you don't. She isn't literally able to go invisible but good enough you might believe her too. She usually avoids gangs and prefers to do things alone but something about you drew her in. She has a troubled past and a few nudges in the right direction could be the difference between a legendary criminal or a repentant vigilante.

Shell Shocked Vigilante (100): Collateral is not uncommon when criminals meet. This man knows that fact painfully well. His sister and niece were killed in a shootout by race supremacists and it has since consumed him with pain and anguish. He tried to take on the crime in his city the legal way before. But now he just wants there to be justice.

Jester Sidekick (100): As a former psychologist, this woman had a bright future ahead of her. But one thing led to another and an encounter with a truly psychotic criminal that played her like a fiddle ensured she would enter the underworld with no way back. She has since cut connections with the man who turned her into this and wants to make a name for herself in this line of business.

Couch Surfer (100): This friendly and understanding guy ended up on your couch after a party. Since then… he pretty much just stayed. He considers himself a bit of a screw up but has a surprising range of talents. At the very least he is here for you when you need it.

Partners in Crime (100): Lie, Steal, Cheat and Survive. That is the motto of this red-haired gentleman. A former pick pocket, he has ended up in the hands of a Mafia Group… but seeks greater horizons. Fortunately for him he is not alone, having a loyal but mute sidekick with rather unique hair colors at his side. With his cunning and their combined skill in a fight, he might just manage to survive the treacherous underworld.

Drawbacks

There is no limit to how many drawbacks you can take. Take as many as you think you can handle.

Bitch! (+100): Your vocabulary has been enrichened by the word Bitch, whether you like it or not. You will feel compelled to say it multiple times a day, possibly to the annoyance of the people around you.

Contamination (+100): There has been a contamination of sorts upon your entry in this Jump. Don't worry nothing severe. It's just that periodically you will be visited by a small unassuming house fly. You will hear it buzz and even if you kill it, it will always be back to haunt you.

I Liked It (+100): Where is the appeal in being a law abiding citizen? You might just be born to be a Criminal, taking an all too great amount of pleasure in the illegal and criminal. Unfortunately your path also just constantly seems to cross with opportunities to dive into these things. Needless to say it's impossible for you to stay out of the underworld. Aside from that this doesn't change your morals, mindset or personality though. Just maybe you can succeed in this risky balancing act without losing it all.

I need support (+100): Because God knows SHE's the one with the really important problems! So obviously your problems are not even worth talking about! Now it's not like people actually believe that, but they tend to overlook it constantly when something is bothering you. Unless you scream into their face that you need support, they are unlikely to get it and be surprised even when it happens.

Justice Matters Most (+100/Incompatible with Just Make Money): You have an iron clad sense of justice. You will always try to uphold the law and work against crimes when you can see them. Even when they are done by those close to you, you will insist they own up to it. This also leads you to hold yourself to a high standard logically.

Just Make Money (+100/Incompatible with Justice Matters Most): You want one thing and one thing only. Cash. Your greed is incredible, always wanting to have more and more. Your own morals are secondary to your need to amass more wealth.

Addict (+100/+200): Have you tried some of your own product? You are an addict of a vice of your choice. It is possible to fight your addiction but it will be as brutal as it would be for any addict. For **+100 CP** this is a minor addiction like alcohol or smoking. For **+200 CP** it is on the same level as Meth or Heroin.

Convicted (+100/+200/+400): You had a run in with the law. The exact specifics of it are up in the air and you are free now but you're still in the system. Considering what you're most likely to get up to here this could make things a lot more difficult for you. For **+200 CP** instead the law seems to actively have it out for you. In general if you can even be slightly connected to a crime, chances are you will be a Prime Suspect. For **+400 CP** you will instead be the target of a nationwide manhunt. You can't leave the USA either and if you are in prison by the time your Jump ends you will fail your chain.

Put inside a Cage (+200): There are only three ways a criminal life can end. Death. Getting away with it. Or landing in Prison. The first two should be self-explanatory regarding what it means for you but the third ending is one you should avoid. When in police custody or arrested you find all your Perks and Items gone, even your Bodymod reduced to what a human in this world can do. If you are imprisoned by the end of this Jump it will be

considered a Chain fail, with you having to live out the remainder of your sentence still. Better never get caught or have a very good lawyer.

Skylar Problems (+200): You stupid bitch!... is something you should get used to hearing. You have the odd tendency to be the single most hated person in the room, or even in the eyes of others being seen as an annoyance at best. Prepare to be met with a lot of dislike.

Your Pride and Your Ego! (+200): We had a good thing you stupid son of a bitch! We had everything we needed and it all ran like clockwork! But you just had to blow it up! Your Pride and Ego are now perhaps the single greatest threat to yourself, inflated and pronounced to the level of Heisenberg. I shouldn't need to elaborate why this is a drawback. Just know that whatever this drawback leaves you in… it will all have been on you.

A bullet to the head would have been far too humane (+200): You are not the kind to just let things go. But your revenge is not an immediate one. Oh no. You want your enemies to suffer, to slowly rot and wither as their entire legacy perishes and look them in the eyes as they die. Anyone who wrongs you, you want to pay back a thousand-fold and be personally involved in their demise. Any path to move on from what has happened you simply reject. Gus Fring. That is the one man who truly understands your wrath.

I can use him (+200/+300): You've been beaten down one too many times maybe. Stuck in a very unhealthy situation. Whether in your job or in your private life, there is someone who you just can't say no to. If it's in your job it is someone who you are simply too intimidated by to defy, continuing to help in his dirty deeds. If it's in your private life it may be a potential partner who you've become estranged to but still can't keep out of your bed or affairs. One of these situations you find yourself in upon taking this Drawback, perhaps even both if you take this for **+300 CP**, your partner being a domineering presence in your work and homelife. After some time you may find an opportunity to put an end to it but until then… you're still a part of this like it or not.

Electromagnetic Hypersensitivity (+200/+400): To what degree this debilitating affliction actually exists is debatable, perhaps just a prominent if unique mental illness. There is no debating over if you have it however. Being near electromagnetic fields causes you pain. Something purely psychosomatic in nature though and something treatable if you would try to commit yourself to it, something you will feel reluctant to do for a long time.

For **+400 CP** instead though this is not 'just' a mental illness but an actual condition, one that could prove to be life threatening.

Cartel Target (+400): You personally pissed off a gang of great power and resources. You are a wanted man by them, to the same degree as Nacho was. Stay on your toes.

Rabid Dog (+400): You wronged someone Jumper. Maybe it was a trusted companion or a friend you made but they are someone you feel close to. Even then, you did something that upset them severely. At some point in this Jump they will discover what it was you did and when that happens… they will go to hell and back to get revenge, aided by luck, karma and any enemy you may have made to be the most dangerous opponent you have faced yet. You will forget you took this drawback.

Ozymandias (+400): "My name is Ozymandias, king of kings: Look on my works, ye Mighty, and despair!" Nothing beside remains. Round the decay Of that colossal wreck, boundless and bare The lone and level sands stretch far away. No empire or achievement is truly eternal or guaranteed to be spared from collapsing. Something you will find out the hard way as at some point in your Jump you will be well and utterly ruined. All you built and worked for

in ashes, all the allies and connections you made burned and you yourself only left with a sliver of what you used to have, if you can escape the tragedy at all. Will you be able to come back from this? You will forget you took this drawback.

A Dying Jumper (+400): When a man is given a medical death sentence, few could predict what happens next. What would you do in Walt's Situation? You are afflicted with cancer, the kind that many deem a lost cause and will leave you suffering its effects for the remainder of the Jump. Only with expensive chemotherapy and surgery could you live long enough to make your choice. Even if you have the cancer surgically removed you will eventually have it again.

Hard Working Partner (+600): You should have gotten out while you still could. At one point in this Jump you will be well and utterly defeated. But you're just too valuable to kill, your would be killers having some interest in you or otherwise there being a reason to not immediately put a bullet in your skull. So instead you will end up enslaved by the kind of people you hate the most. For six months at least you will be forced to work for them in whatever capacity makes the most sense, making them flourish as a result of your suffering. Nothing you can do or have will allow you to escape, perks, items, companions or even learned skills alike being useless. Abuse, mistreatment and torture are also a common occurrence, all for the entertainment of your captors.

Law enforcement or helpful Samaritans will never come to your rescue and if you show resistance they will find a way to make you regret it deeply. Maybe even by killing those you love and making you watch.

After six months an opportunity will present itself. Maybe someone from your past making a sudden reappearance or some other event that leaves almost all your captors killed. You better seize it or you might end up in yet another cage.

You will forget you took this drawback.

Scenarios

The Money Business (Free/+200): It's your turn to break bad. You want money and you damn well will get it. You have the task during this Jump to make money and make a lot of it.

There are some rules to this. You can not use any Items or Powers outside of this Jump to fill your bank account. Even if you had a multi-billion dollar company you could import it would not be available to you.

There are two ways to approach this Scenario.

The first one does not give you any additional CP. Failing it will also not end your chain. You must amass during your stay a sizable amount of wealth. Consider roughly one million dollars as a point of comparison, the kind of payout that Walter, Jesse and Saul got after the first deal with Gus.

The second way is a bit more challenging. You get **+200 CP** but failing the scenario also fails this Jump and as such your chain. Under these circumstances your saved money must at least equal Heisenberg's wealth at his richest, 80 Million dollars. More money than you could spend in several lifetimes, more than you could launder with a hundred car washes.

Reward:

No matter which version of this scenario you succeed in, what you get is exactly what you earned and not one penny less. **Your Money** comes with you on your chain. Depending on how much you manage to save up, you get that exact same sum as a one time payment at the beginning of every Jump, now until the end of your chain, or every 10 years whichever comes sooner. No one will question you having this money, it is already taxed and will not cause any issues like inflation or even jealousy.

If you picked the more difficult version of this Scenario you will also get the Perk **A Man Provides**. It comes easy to you to make money. As soon as you have a goal in mind, opportunities will fall into your lap to raise the amount and more.

The Empire Business (Free/+200): You are not just out for cash. You want reputation. Power. Ownership. Your task in this Scenario is to raise your own criminal Empire from nothing.

This Scenario comes in two variations.

The first does not give you CP but failure will not end your chain. At this level you must have complete control over a small town's criminal enterprise. Ruling Albuquerque in such a way that no other criminal gets any idea of wanting to mess with you will be more than sufficient.

The second version gives you **+200 CP** but failure will result in the end of your chain. You must build up an Empire that rivals the likes of Gus, the Cartel or Walter White at their peak. Complete dominance of gangs and several regions. In either scenario you must remain outside the grasp of the authorities, either by evading them or by being too powerful for them to oppose.

Reward:

Enjoy your Kingdom Kingpin. **Your Empire** will now come with you, no matter which version of the Scenario you succeeded in. Its workers are fully loyal to you and it will always see profits.

If you picked the more difficult option for this Scenario you also receive the Perk **Stay out of my territory**. Not only does it come natural to you to take over other criminal empires and fuse them into your own, the bigger your empire is the more difficult it will be to even fracture the foundations. Other criminals will sooner think of joining under you than taking you on. Be big enough and you are untouchable by the law and lawless alike.

End of Business (+200): Heisenberg. Heisenberg. How much death and suffering did he cause? Someone needs to bring him and all like him to justice.

By taking this scenario you will ally yourself with justice and law. Your task is to bring down Heisenberg. Not just him, but anyone who would be associated with him. Gus Fring. The Salamancas. Jack's gang. They all need to go.

This is going to be a lot trickier than it may seem. Walter will get a boost to his already incredible luck and competence. Many amateur mistakes he makes will be avoided and he will never have the realization he did in the canon version of the story. Jesse is likewise his partner and likewise enhanced. That is not to mention what kind of carnage Gus and the Salamancas might unleash.

Reward:

For finally putting an end to the crime you will receive the Perk **Felina**. You are the natural end of criminals. Once you are involved, their schemes fall apart, resources crumble and your every move and attack against them is amplified. Give them what they deserve.

Final Choice

Your time here has come to an end. What will you do now?

Go Home: Homesick after all this time? You return to your original world with all you have gained.

Stay: I guess you got what you deserved, my baby blue. You will stay here with all you have gained. Your affairs will be taken care of.

Move On: Time to expand your empire and knock on other worlds' doors. Continue to the next Jump.

Notes

-Shoutout to my partner in crime for this Jump who told me to cook, PriorPossible834. One day he told me he had a Mandela Effect. He thought I had made a Breaking Bad Jump, having vivid memories of it. I like this series so I've been meaning to make that Mandela Effect a reality.

-The OC Companions are based on Trevor Phillips (GTA V), Sadayo Kawakami (Persona 5), Jigsaw (Saw), Invisigal (Dispatch), Powerplex (Invincible), Todd Chavez (Bojack Horseman), Harley Quinn (DC), Roman Torchwick and Neo Politan (RWBY). They all are reworked to fit in the world of Breaking Bad so any who normally have powers do not have them (meaning Invisigal lacks her breath based invisibility for example).