Tomb Raider

Welcome to the fantastic world of Tomb Raider! It's a place where old myths are true, ruins are full of traps and puzzles, and buxom beauties can strap dual .45s to their thighs!

You begin your jump in a brand new instance of the greater Tomb Raider experience. All the key elements are there: Tombs, people who raid them, and adventure for everyone!

Starting Budget: +1000cp!

Choose your Age, Starting Location, and Grit Level

Roll 1d8+17 to determine your age. Your gender stays the same. You can change both for 50cp. Then, roll 1d10 to determine your starting location. You can pay 100cp to change your starting location.

Location Options

1-2 - London, England.
3-4 - New Orleans
4-5 - Sydney, Australia
6-7 - Paris, France
8-10 - Free Pick!

Grit Level

Grit level does not reflect WHEN you arrive in the jump, but instead define how the challenges are presented.

Tomb Raider 1996 - 2003

The polygon era- where Lara was more than a little flirty, and everyone was desperately searching for that nude cheat. (Not that there was much to see.) Artifacts and Mysticism were common, and the world revelled in it's camp.

Expect lots of puzzles, fights with big animals (including dinosaurs), resurrection cults and at the high end, world-destroying magic!

Tomb Raider Legend , Anniversary - 2007

Much easier on the eyes and mind, these were the next gen peaks of the franchise. They got back their roots, with an emphasis on comprehendible puzzles and a down-to-earth level of the supernatural.

Here you'll find classy adventurers, chatty mission controllers, and a bright and sunny take on ruins exploration.

Tomb Raider 2013

A Survivor is Born. Unprepared, Lara Croft is thrown headfirst into a near constant struggle for survival that pushes her to the breaking point, and beyond. Injuries are common, beauty is often tarnished, and there is a grim realism to everything that happens.

Expect to earn your victories against man and nature, with puzzles being the kind that mean survival or death.

Choose your Origin

Drop-in

You have no extra memories or history, just the most basic of legal ID and no clue where to go. That cursed monkey idol though sure looks interesting...

Heir/Heiress

Book-smart and resourceful, you're the heir to some grand fortune or other mover and shaker in the world of old money. What you lack in field experience, you make up for in having a particularly strong, willful streak.

You also might have a tendency towards… issues. Maybe.

Archeologist

You're a globe-trotting adventurer, with decades of experience under your belt. For you, it's the lost history that draws you into the strange and unexplored world of old.

Tomb Raider

You got a taste of adventure in your childhood and now you'll never let it go. Rich or poor, you'll charge out into the wilds looking for that great thrill and greater treasure.

Perks

Perks are 50% for a given origin, and all origins get the first 100cp perk free, except for Drop-ins.

Drop-in

100cp - Dry Wit (Discount Drop-in)

You can pack a lot of punch into a short sentence or laconic quip, and you have the skill and confidence to back it up. You know just when to smirk, smile or wink to devastating effect.

If you're teasing or provocative, it's easy to fluster those around you. You can also compose truly impressive double entendres, that need not even be risque. When directed at an ally or companion, a sly quip can help them relax in the face of danger.

200cp - Doctor Jumper, I Presume? (Discount Drop-in)

With a modest effort, you can quickly and effectively create a reputation among academia that you are a respected treasure hunter, conservationist or otherwise legitimate person to go about hunting in ruins for strange artifacts. You know over two dozen preservation techniques, and if you do go ruins hunting, you won't be the one who contaminated a site or stepped on the wrong rock.

As an added benefit, if other explorers do run into you, they'll recognize you and your 'doctorate', even in the field.

400cp - Fashionably Late (Discount Drop-in)

Sometimes it pays to just wait for someone *else* to run through the traps, the poison darts, rolling boulders and mystic guardians. This perk gives you a sense for those individuals to go likely to go haring off across the world on an adventure. You'll have to track them down however you like, but by the time you do reach them, they'll have *probably* tripped most of the traps and solved most of the puzzles.

It pays however to be nice to those adventurers, they tend to remember you appropriating their finds.

600cp - Curseproof (Discount Drop-in)

They tell you not to touch the idol for a reason. Fortunately for you, you can put your hand any number of places and not suffer. This perk protects you from curses and cursed objects, greatly improving your resistance to magic and effects that would make you weaker, sicken you, or try to influence your mind and body.

It takes roughly three times as much exposure to make a given curse stick to you. it's duration is similarly reduced, along with it's potency. Even permanent afflictions you've been hit with can be shaken off, eventually.

Heir/Heiress

100cp - Stiff Upper Lip (Free with Heir/Heiress)

In the face of adversity, it's important to not let it get to you. This perk improves your willpower, allowing you to stick to your principles or ideals even when people believe it's impossible. You also can apply this grit to feats like enduring pain and hardship. It's really hard to put you down and keep you down.

You may also speak in a flawless, posh British accent, and gain the ability to use and understand British Understatement to it's utmost effect.

200cp - Bit of This, Bit of That… (Discount Heir/Heiress)

When all you have is an axe, solutions to upgrade just pop out of nowhere. This perk improves your ability to find and fashion improvised weapons. Not just found cudgels, but actual devices like bows, slings and rock knives. Given enough materials, you could even make a fair compound bow.

The speed in which you can construct any weapon is also enhanced, and the more stressful the situation, the faster you work.

400cp - What Doesn't Kill You… (Discount Heir/Heiress)

No matter how hard life hits you, you can roll with the punches. This perk grants an effective immunity to PTSD and similar psychological damage. You might not be all sunshine and rainbows during a horrible situation, but you'll come out of it mentally bruised, not broken.

600cp - Killdozer (Discount Heir/Heiress)

It defies comprehension, but you are the deadliest thing on two legs. When you hit your groove in personal-combat (which is often), it's like you are ruin incarnate. Every move can end in a killing blow as you switch seamlessly from one weapon to another, or simply punch, kick, bite and twist with an incredible efficiency.

You are intuitively aware of the appropriate cues and shatterpoints that gain you an advantage in direct combat. This awareness increases with the more opponents you successfully defeat, culminating in an almost precognitive, omniscient awareness of yourself, your opponents, and potential opportunities for violence.

Archeologist

100cp - Switchero (Free with Archeologist)

When it comes to traps, you've got a gift that few can match. This perk allows you to assess and defuse traps by manipulating their triggers, and improves your ability to see them, even if you've never encountered a given type before. Breakaway floor tiles and hidden switches seem to just shout at you, what with how obvious they are. Defusing them is slightly more difficult, but you always have the option if you're not in a rush. Spoof the counterweight, or pin a tripwire down so it won't detonate the bomb, all of these and more are viable options.

200cp - Better Things to do… (Discount Archeologist)

Sometimes it pays to just get on with it. This perk grants you an incredible sense of timing, focused specifically on taking advantage of the pride or bravado of others. If someone is attempting to intimidate you with a show of skill, like brandishing a weapon, flaunting their education, or otherwise up-selling themselves, you can cut them off with a well placed punch, quip, or gunshot.

This perk is most effective when facing opponents who are bigger and bragging more than you. A humble or quiet foe gives you no chance to cut the conflict short.

400cp - Always a Way Out (Discount Archeologist)

When it comes to getting around the world or getting out of trouble, you're on top of things. You have fantastic luck with regards to scheduled transport, either finding empty seats or people you can bribe, allowing you to ride as hopefully incognito cargo.

As an added effect, if something were to happen in transit, you usually can find a way to get out safely, like a spare or improvised parachute, an escape hatch, or ejector seat.

600cp - Longest Nick of Time (Discount Archeologist)

When the chips are down, and the ancient world-ending super weapon has a ticking clock to doomsday, you're there, ready to return the idol, icon or holy slab to it's rightful place.

This perk changes how countdowns, races and other timed events behave around you. As long as you're working towards averting whatever horrible end a ticking clock triggers, the timer stops until you're present in the same room or the nearest equivalent. Once you are in the room, likely with vital artifacts or command keys, the timer will restart, and you'll have t make your normal mad dash for the goal.

As an example, A sandglass will let the last ten seconds of sand drop over and over again, and the big deadline for that project will not pass, just so long as you're working.

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100cp - Top-Flight Education (Free with Tomb Raider)

Your university years were the top of the line, and you have a particular knack for ancient history and mythology. With this perk, you can faultlessly identify the source of any artifact from a human culture, simply by analysing its construction and identifying features. You glean it's anthropological , cultural and temporal significance with a few hours study. If the subject is shrouded in myth and the like, you can identify the grains of truth hidden within the legend.

This perk also enhances your ability to understand non-human artifacts and cultures, though you'll need research materials like an alien library or archive.

200cp - Swagger (Discount Tomb Raider)

You have the skill and body control of an olympic gymnast along with the grace of a master-class dancer. As long as you have something to stand on that can hold your weight, your balance is perfect, and you can only stumble or fall when you allow it.

You also have a sexy strut or stride.

400cp - Stayin' Classy (Discount Tomb Raider)

When it comes down to it, it you just gotta feel good about being good. This perk improves your general ability at all things, based on how confident you act. As long as you act like you're on camera and play to a hypothetical audience, your competence improves to match.

Consider this perk a form of conditional plot armor, based on how classy and confident you act. You'll dodge more bullets, decipher clues faster, and generally just look, act and sound better. It does not guarantee protection, but you'll probably be *doing well* by *looking good*.

As an added benefit, it takes truly incredible climate extremes to cause you discomfort.

600cp - Just a Little Jaunt (Discount Tomb Raider)

You go where the treasure and the challenges are, and not much is going to stop you from making it from point A to B, C and beyond.

This perk enhances your general mobility and athleticism, with a whole host of interconnected benefits. You can, with sufficient leverage, easily push statues or boulders around. The distances and speeds at which you can run or jump is similarly improved, easily exceeding the conditioning of marathon runners and hurdlers. Climbing is also significantly, allowing you to hold onto tougher hand and toeholds for longer.

Lastly, your ability to swim is greatly enhanced- as long as you are reasonably buoyant, you can swim in almost any kind of gear, and hold your breath for fifteen minutes or longer.

Gear

Drop-in

50cp - Kingdom Camping Gear (Free with Drop-in)

You're not sure how it works, but you have everything you need to survive with no small amount of comfort in almost any earth environment. A regenerating Paracord bracelets has no end of uses, for example. The whole pack contains a two-person tent, water filtration, firestarter and a few other odds and ends. It all fits into a package about the size of a canteen.

100cp - Master Map (Discount Drop-in)

This folded bit of waterproof paper is the map to end all maps- it doesn't show you where everything is, but it *is* every map you've ever held or seen all in one. Every time you close and open this map, it changes to one you've seen before, usually whatever one you were thinking about last.

200cp - The Torch (Discount Drop-in)

A length of wood, a metal cage for tinder, and a flask oil to start it up. Once lit, this torch can never be extinguished, (so don't put it in a closed room). Ghosts, Zombies, Mummies and other undead beings start to smoke and smoulder under its light. This doesn't damage legit artifacts, but corpses will still at least show up well before they fall on you.

If you touch a corpse with the flames of this torch, it will immediately catch fire and burn down to ash, better than even a crematorium. Some undead creatures won't burn quite as easily, but they'll definitely burn long enough for you to do something clever.

Heir/Heiress

50cp - College/Carnage Casual (Free with Heir/Heiress)

What you have here are a trendy pair of pants or shorts, and a double-layer matching tanktop or T-shirt. At first glance it doesn't look like much, but it has couple of unique properties.

The first is that, in defiance of other cleanliness perks, these clothes will get dirty, grungy and ripped up. However, in being damaged, they look *better*. The second is that any injuries you incur while wearing these clothes cannot get infected, and when they heal,

scarring with be minimal, or it will be an awesome, complimentary scar. With proper medical attention, such injuries won't scar at all.

100cp - Ice Axe (Discount Heir/Heiress)

This fierce looking implement is a fairly standard mountaineer's ice-axe and climbing aide, with hooked side for hanging and a spiked side for stabbing into rock walls and faces. As long as you are holding this axe, your arms cannot get tired, nor can it slip out of your grip. You could use this to hang on a wall indefinitely. If you have to use the axe to catch a fall, your arms won't be injured by the sudden shock and deceleration.

200cp - Stormcaller Arrowhead/Throwing Spike (Discount Heir/Heiress)

This gold and jade dart is about four inches long with a leaf-shaped blade, and covered in a strange mash of characters both proto-Chinese and Japanese. They describe the eternal empress of a forgotten island in the South-Pacific…

When thrown or otherwise launched, this dagger carries a storm with it, and its strength is commensurate to how far it traveled before impact. Upon impact within anywhere under a mile, the blade creates a powerful but short-lived storm with 20kmph gusts of wind, thunder, lightning and rain. The storm affects everyone within a radius equal to the distance it traveled.

After traveling two miles, the blade creates a category 1 tropical storm or hurricane equivalent, covering an area with a radius equal to the distance traveled. Every additional two miles traveled increases the category by one, to a maximum of five.

In all cases, the storm will last fifteen minutes.

Archeologist

50cp -

100cp - Satchel (Discount Archeologist)

It doesn't look like much, but this trail-beaten bag has seen you through more than a few scrapes, and it's got a little magic all it's own. This bag (and it's contents) are utterly magic proof. You can put in the ever-flowing-lava idol of Bogu-Bogu, and as long as the lava and the idol are magic, the satchel won't burn or bust.

It's possible to use it as a shield against spells, but doing so is nowhere near as easy as it sounds. Disassembling the satchel apart breaks this effect, but reassembling it restores it's warded nature.

200cp - Heart-Clenching Tribal Idol (Discount Archeologist)

You're not sure where you got this thing or why you have it, but it's *freaky* and possibly useful, maybe. Despite it's name, it's not merely *just* a heart-clenching artifact. With an hour long ritual and pate of monkey brains, you can use this artifact to pull out any given organ (even the brain!) out of a restrained or willing subject. The removed organ will function perfectly unless acted upon with violent or destructive intent. you can perform any kind of surgery or examination you like with this newfound perspective.

In some cultures and systems of magic, access to the heart allows you to do some particularly interesting things, but you don't know any of those techniques… do you?

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50cp - Practical Outfit (Free with Tomb Raider)

Unlike everyone else who makes due with dungarees, military surplus and tough leather, you have yourself a proper, classy and snazy set of tomb-raiding gear. Whatever it looks like, it's top of the line and every bit as good as the specs say. With this surprisingly lightweight set of clothes, you can carry everything you need for a ruins excursion or a rugged basecamp in nearly any climate, and look good doing it.

As an added benefit, when these clothes get wet, they self-dry, and do so warmly instead of cold.

100cp - Dual Pistols and Holsters (Discount Tomb Raider)

Weighing in at .45 caliber with match-grade ammunition, these beauties are your go-to guns for close to medium range combat. They'll never need cleaning, nor will they jam. Reloading is also smooth as silk. They even come with matching holsters, left and right side. They can be strapped to your hips, thighs, back or under your arms.

Amusingly, no matter where they're placed, these guns seem to flatter your figure and do more for your appeal than any amount of tailored duds or chic accessories.

200cp - Bloodstone (Discount Tomb Raider)

This thumb-sized, polished gem is the color of flowing blood, and it seems to shift like liquid when light hits it. As long as you're carrying it, you have improved all-over resilience and resistance to damage. If you're stuck or heavily injured, getting out of the line of fire and catching your breath is enough for the stone to do it's magic, pulling you back into fighting form. It does not heal your wounds in combat, but it does keep you fighting.

After combat, this artifact makes treating your injuries much easier, allowing basic first aide to stand in for more complicated medical attention.

Companions

100cp - Fellow Adventurer

You have a loyal cohort, someone with a specialty in archeology or exploration that is often critically important to whatever adventure you happen to be on. This companion gets 300cp, and has 'Top-Flight Education' for free. They must choose an origin (and get it for free), but they get discounts on all origin-appropriate gear and perks.

Alternatively, you may import one of your previous companions as a Fellow Adventurer, granting them an in-world history and the like.

300cp - 8 Companions

You can import up to 8 companions, giving them origins and CP to buy perks exactly as detailed in 'Fellow Adventurer'.

100cp - Butler/Maid (Discount Heir/Heiress, Tomb Raider)

You have, attached to your opulent estate(s), a handsomely paid and fastidiously loyal servant! You can expect them to be compatible with you in any way that matters, and can easily handle the fussy tasks while you focus on the big picture.

For an additional 100cp (no discount), you can hire additional waitstaff, totalling 7+ people, with the Butler/Maid becoming the head of staff. All eight individuals count as one person for the purposes of companion imports, but with the limitation that they will always be domestic servants, and only useful in that capacity. A ninja maid is always going to be a maid first, basically.

Drawbacks

You can take any number of Drawbacks, but you can only receive 600cp in total from any combination.

100cp - Class Schedule

You are in fact,a part-time teacher. That means you have a job and responsibilities for at least half of any given year. There is also a non-zero chance your classes may be full of people interested in studying *you*.

100cp - Butterfingers

Ancient artifacts are *fragile*. Unfortunately, you are a bull in a very classy china shop that is 'the ruins of the ancient world'. It'd probably be a good idea to keep someone around to handle all those priceless treasures of a bygone era, right?

200cp - Lost World Title-Holder

For whatever reason, you seem to have an alarming tendency to run into the strangest leftovers of the previous eras. If you have to ask yourself how they can or still exist, then they certainly do. Dinosaur guard-creatures, undead sentries, sacrificial cults, the list goes on.

You can expect your raiding of tombs to be eventful and actively dangerous, to the point that rare and deadly artifacts will find you, just to ensure you're traipsing around the world making sure they're back where they belong.

200cp - Rival Raider

It looks like Lara's got an eye on a particular prize, and it's one you're after too! By taking this drawback, you and Ms. Croft will always be chasing after the same artifact, rare treasure or doomsday plot. Neither of you are particularly interested in ending the other permanently, but it is a point of pride that you both give it your best with each outing. Lara for her part tends to have the devil's luck and a clever streak a mile wide, when it comes to keeping up with your likely myriad powers.

If you manage to stay ahead of Lara in the artifact-collecting contest, you have the option of bringing her along as a Companion.

300cp - Stop Reich There

Of course, there *had* to be some Nazi remnant offshoot of the Thule Society or whatever occultist group. The long and the short of it though, is you have men in gestapo black and red armbands- possibly undead men, or men seeking to be undead. They've got the best in WW2 archanotech, and are hunting for rare artifacts like the Lance of Longinus and the Arc of the Covenant.

Regardless, you're going to find yourself in the thick of Nazi plots and sinister designs.

300cp - Queen of Storms

Well, you're firmly locked into Tomb Raider 2013. With this Drawback, you are marooned on Yamatai Island, five years before the beginning of that game. In the fifth year on the island, the crew of the *Endurance* will shipwreck, kicking off the plot unless otherwise noted.

The more important part, is that *you* are currently Queen Yamatai's choice for sacrifice and a new vessel for her eventual resurrection. This is ten thousand times more true if you happen to be a gal or beautiful. It makes sense in context.

Anyway, due to the intense superstorms surrounding the island, there's no way to get ships out to sea, air travel is nigh impossible, and so is swimming. You'll be stuck there with russian pirates, crazy cultists, and possibly undead samurai! Good hunting!

Ten Years Later

Well, you've had your fun in the flirty, fun, or gritty incarnations of a beloved 'verse, now it's time to make your choice.

Go Home

You've had enough adventuring, time to go home!

Stay

It's a huge world full of secrets and untapped magic waiting to be discovered! It sounds like a nice place to retire.

Move On

There's always one more adventure over the horizon, and for you, it's ten years in a brand new universe. Onward!

Notes

Changelog

v.1, 1/16/15
Draft published!

ToDo:
Create a perk: “It Belongs in a Museum!”