


# The Jump

by Nockthorn v. 0.2

Space, the final frontier full of great wonders, beautiful females and … ducks? That's right Jumper, with that document you can aid Galactic Protectorate in keeping space a calm place, help the Martian Empire gain advance in ongoing conflict with Galactic Protectorate or become a free crew in space trying get your own slice from that pie in the 24th and ½ century. What you're waiting for, prepare engines and blast off!

For start You gain 1000 **CP** to spend on perks and items.

## Background

With each origin comes a small body mod that is where Jumper decides how to look in this Jump. Each background can be taken with the Drop-In option. Jumper starts 7 days after Dodgers start their own adventure in space.

**Captain/ Commander** - charismatic characters that receive needed training in leading crew to the unknown of space. Come also advanced combat training from officer school.

**Cadet** - assist for leading officer in ship. They have great organizational skills, that with time could reach near precog level.

**Ruler** - planet leaders, that if needed can engage the whole planet into military mode with one decision. Sometimes they are just leaders of clans on a space station.

**Scientist** - greatest minds, that could crunch complex formulas in their own sleep. Sometimes regarded as nerds.

**Mercenary** - ruthless fighters that can employ any tactic in order to reach their own goal.

**Civilian** - mostly unnoticed by many, their service is requested in order for the planet to normally function. Like in the law department or in similar manner.

## Locations

Roll 1d6 dice to decide on starting location, or pay 100 CP to choose one.

**Base of Galactic Protectorate, Earth** - Main base of Galactic Protectorate forces, that's the place from where Duck Dodgers take orders from Dr. Ignatius Q "I.Q." Hi better known as I.Q. Hi. Martians look alikes will be observed with suspicion.

**Martian Palace, Mars** - Mars Empire center of power, where reside Queen of Mars, Tyr'ahnee and Commander X 2. Bether not be human there.

**Nippono** - A technocratic world seen in The Menace of Maninsuit. It is modelled closely on Tokyo and other Japanese cities seen in early Godzilla films. Expect some giant monsters from time to time.

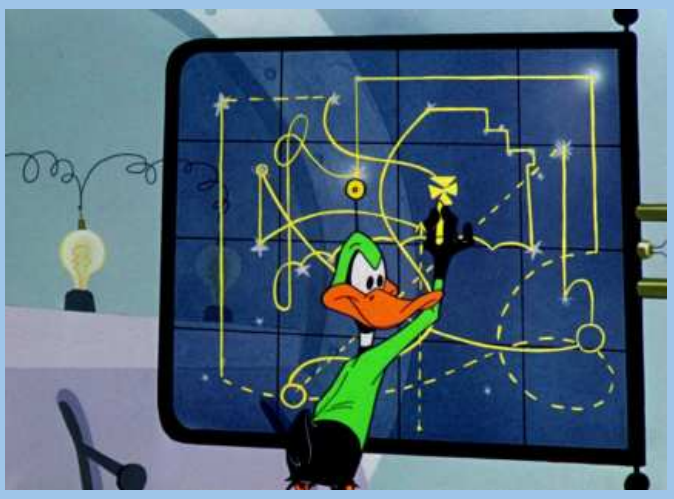
**Klunk** - Homeworld of the Viking-like Klunkans, led by K'Chutha Sa'am. If you're not slightly barbarian, good luck. You'll need it.

**Swinus 9** - The Eager Young Space Cadet's home planet. It is modeled after Bagdad. If Jumper knows what to do, very nice place.

**Hollywood Planet** - Artificial planet that resembles the Universal Studios logo, the planet is one giant film studio. One of the greatest place to make movies. This is also a place where celebrities can be spotted most of the time.

# General Perks

Perks from the same origin are discounted. 100 **CP** perks of matching origin are free.



**Intuitive Astronavigation (Free)** - On one hand can count groups of people who do not know how to navigate in deep space in that Universe. You're in luck Jumper! With that perk, You'll know by sheer intuition where each planet is in space. That only covers information available for the public. For hidden places you'll need to get information about them. In any other Jump, users will know where any public available place is, even if you never know it. As long as the public knows it, Jumper will know it. Also Jumper comes with the quickest route towards the target location, for both instances. Not instant trawel, but the routes that will shorten the travel time at least by 15%. With time and experience, Jumpers can find routes that would shorten travel time by 45%.

**Unusual pass (**50 **CP)** - Out there are many species that have different shapes and structure. With that perk, Jumper will not be shaken about the looks of different people, no matter how deformed or unusual.

**Expressionist (**50 **CP)** - Expression can be hard to come, in order to convey feelings. With that, you'll be able to convey any expresion you want the other party to see. With experience can be used to send messages, just by face expressions alone. Of course massage will not be detailed, but still can be used to convey some information.

**Mutation Normalisation (**100 **CP)** - Toxic waste, cosmic radiation, unknown types of radiation or experiments gone wrong, here are sources of deformative mutations. With that perk Jumper will still look normal, after bref mutating transformation. In a moment Jumper would lose, for example an arm the additional arm that mutation grants would slot in. It works only if extras are there, so until you grow extra arm, that arm stump still will be arm stump.



**Nice Looks (**200 **CP)** - That's right, some people are born with good looks. Now with that, you too join that population. With it, jumpers can get items at lower prices and sometimes catch people's eyes. For an additional 400 **CP** it transforms into **Great Looks**. Now you're joining a truly small percentage of populus of Space. Those who can roll anyone around on their own finger without much investment in them. They even can get items for free. Even mud or other gross stuff would look good on them. Only the most intelligent will resist them and even then, their willpower will start degradate. That starts after, at least 2 hours. Can't take it with **Ugly**.

# Captain/ Commander Perks



**Galactic Protectorate/ Martian Training (**100 **CP)** - Officer training, taking into account physical endurance, hand to hand combat, marksmanship, tactics and ship maneuvers.

**Charismatic Presence (**100 **CP)** - As representative of government power, you emit an aura of confidence that makes people more at ease in your presence. Effect is similar to that of trust we put on profesional, that perform their own job for many years. Can be toggle on/off at will. It will not affect yourself.

**At ease (**200 **CP)** - You could see how collected and calm Commander X 2 is, when he hears that Cadet is involved in action. Now Jumper too will be calm and collected in the presence of competent people. In addition to that, you'll know if someone is professional in the job they are doing, even if they try to downplay it with acting skills and bad looks.

**Wardrobe malfunction? No problem! (**200 **CP)** - Sometimes accidents happen, most of the time they would be random things. That perk will downplay accidents involving wardrobe to the point of insignificance. You end up in a bigger suit? Now it will shrink to match your frame. Somehow threads in clothes you wore are about to burst? Now more threads appear to reinforce it. Somehow you end up in clothes of the opposite gender in a rush? Now you can pull a disguise with it, come with the right excuses and reach a private place where Jumper can change into the right clothes that are in the room, waiting. It will not help with battle, but it will make everyday life more secure on that front.



**Competency Burst (**400 **CP)** - There will come situations that would call an expert on a needed field. At most cases there will be no one. Unless with that perk, Jumper will be able to perform necessary action. Emergency surgery, no problem. Perform negotiations between cannibal tribes with a peaceful end? It will be possible. It will grant one charge of burst to use by Jumper, in a month. Take this perk with drawback **Incompetent** to get 3 charges in a month to use. Post Jump it holds only 2 charges, that number can be affected by other perks.

**No such thing as Luck! (**400 **CP)** - That saing can be true with that perk. With methodius planning, Jumper can eliminate probability from affecting his actions. More detailed a plan it is, the greater protection from probability it is. Someone who can manipulate chaos will find themself in disadvantage against you.

**Duck-bility (**600 **CP)** - Dodgers show that he could survive many things. From heavy objects falling on him, to exploding planets! Now you can have it. Any damage Jumper would take it is subtracted from stamina. Rested Jumper can take several consecutive explosions point blank with a body that becomes more charred each time. Also Jumper becomes less coherent and out of breath each time. Also the furthest point where Jumper could be, is being in a coma. Perks that would add infinite stamina now can multiply stamina by 10^(10^10). Works retroactively on preverius infinity stamina perks.



# Cadet Perks

**Rulebook knowledge (**100 **CP)** - Most cadets are known to learn Protectorate Code of Conduct and Law to the heart, in order to support their Captain. Now you know it, in addition to it Jumper will know the laws that are in a new setting and receive documentation to back up eventual claims in lawful matters.

**Positive outlook (**100 **CP)** - No matter what, Cadets will always see the light at the end of the tunnel, that is not placed on the railway. For Jumper, they get the inner light that will not extinguish in the face of many situations. Dim yes, but will not get away.

**Quick Thinking (**200 **CP)** - Cadets are capable of improvising in order to get out of a tight situation. During stressful situations, Jumper will reach a state of synesthesia where will account for everything that Jumper has on himself and around in order to use it in the best way, to get out of a tight spot. It will activate at random times, but most at truly tight spots during fights.

**Multitask (**200 **CP)** - Meaby it is the sense of timing or other forces at play, but Cadets can miraculously perform many tasks at the same time even when having captain like Dodgers. Now Jumper upon choosing that perk to receive the ability to perform multiple tasks at the same time, the laws of space and time will be slightly bended in order to perform them.



**Chick magnet (**400 **CP)** - Where Dodgers fail, his Cadet prevails. Or something like that, at least in the women department. Meaby it's something with his personality, or something else. Now you have the very thing that makes him attractive in the eyes of the opposite gender. You'll have to put work into developing relationships in order to gain any traction going. That perk will not affect someone who is already in a relationship. That perk will not guarantee success if Jumper screws up, it only provides the foundation so that potential relationships could even start.

**Breaking Point (**400 **CP)** - There are times when you have enough! Even with your patience that could be ungodly, you have still limits. And when Cadets break them, their response is compared to the exploding volcano. Jumper will and patience are enhanced further and with moments are spent, the frustration is changed into physical boost. The boost will last a short period of time, while the perk user will have their focus narrow and be slightly unstable emotionally.



**Robo-det (**600 **CP)** - Thanks to advancements of the 24th and ½ century, Jumper can employ a very special version of substitute that Cadet uses. That version can be deployed once per month for 1 day. It has the same weaponry as shown by Cadet robot: laser blasters, gatling guns, advanced armor plating and missile launcher with self targeting rockets. In addition to that Jumper robo-duplicate will have capability to transfer memory to original after its deployment is over, nano repair mechanics and few surprises leave by Jump-chan to discover. After Jump, it can be deployed once every 5 years for 2 weeks.

# Ruler Perks

**Ruler Pride (**100 **CP)** - Meaby you were born for position or meaby you were chosen by people, it does not matter. What does matter, that you have confidence bordering on pride in yourself.

**Peace talk shark (**100 **CP)** - Most Rulers lets just say, they don't have the right mindset for negotiations. Of course there are those who thrive in that environment. During negotiations with that perk Jumper will be quite aggressive. No one will notice that, earning Jumper a better deal.

**Mobilisation (**200 **CP)** - Rulers can mobilise their troops in order to quickly respond to aggressive actions against other powers. Jumper now can rally allys and own troops in order to quickly act. It will shorten the amount of time required to units from rest to battle ready, depending on their discipline.



**Ruler Privilege (**200 **CP)** - Well what you know. Rulers actually here have some nice privileges. Depending on many factors they can be first in line for many things. Those factors are:

- the more something is truly needed by Ruler the greater effect is;
- a shorter time frame is ex. half life of some exotic element or something with health, effect is more pronounce;
- if the attitude of Ruler is absolutely awful, then more likely will be ignored.

**Succession (**400 **CP)** - King is dead, long live the King. Power vacuum is quite problematic in government or other institutions and can lead to catastrophe on planetary scale. With that perk, the process of appointing Jumper to the structures of power will be shortened, administration will start working more smoothly for once and even right documentation will start to emerge, even if it was placed by Jumper. Small inconveniences that can only affect Jumper and will not prevent others from trying to acquire position.



**Advanced training (**400 **CP)** - Oh my, what moves that Queen shows. Like the name suggests, you can pick up any more advanced form of training, as long it can be trained. There is stealth training for ninjas? You can train even more advanced forms of stealth practiced by ninjas. There will always be a trainer for given training, in most cases it will supplement an already master in a given field the knowledge that can be passed to Jumper.

**Betray, lies and heart torn asunder (**600 **CP)** - Oh dear, it looks like Ruler was angered. But it's not normal burning anger, no. This is cold and calculated fury, that drives them to perform their revenge in almost supernatural precision. They know where to strike, disrupt and overall unnerve their enemy. But it will not be swift, oh no. They want them to suffer 10 times more than They suffer from enemy hands. Now Jumper can rally on that state. It has only one weakness. If Jumper harbors true love for the enemy, in a crucial moment when they have them on mark, they will hesitate giving the enemy a chance to counter strike.

# Scientist Perks



**Funny bone? (**100 **CP)** - You know that people in white don't have much in the laught department. Even when told a good joke, at most they will raise an eyebrow. Well, Jumper you don't have this. You have something better! You can now control your reaction to funny things. You will be able to withstand a literal storm of jokes in your direction.

**Ridiculous? No. (**100 **CP)** - Sometimes genius people are not much in touch with reality, especially in the clothes department. Now with that perk that will not be a problem. As long as you're noted as a renowned scientist in setting, Jumper can wear whatever they want and it would not wound any fashion sense.

**Patience (**200 **CP)** - IQ Hi displayed some great feats of patience dealing with Dodgers. Now your well of patience is increased to similar sizes and dealing with annoyances come much easier to you. Only truly exceptional feats can truly break that patience and only if they are the result of deliberate action that targets Jumper patience.

**Organised (**200 **CP)** - Cataloging and finding necessary items in the system seems easy when someone has great intellect. Now you have innate talent in organizing and finding needed items. It also comes with innate sense to recognise and use others organising systems.

**Think-tank (**400 **CP)** - IQ Hi fondly mention his time in the past, where he worked with Manobrain in Think-tank. Where they could exchange ideas and theory of everything scientific. Jumpers using that perk with help of companions or other groups, they as a group will have an easier time researching whatever they want. The greater trust is between members, the greater boost is. With time someone in the group will have a eureka moment and share findings with the rest.

**Wide scientific scope (**400 **CP)** - Now we can talk! Specialisation is for insects, for you meantime are not hindered with taking too many scientific fields. Like IQ Hi, with study of interesting fields Jumper can recreate technology that he finds during travels. Creating a device that would swap with the voices in the past, it will be possible with careful study of right fields.



**Brain Power! (**600 **CP)** - In that universe, brains with an unusual amount of used neural connections could reach incredible feats of psychic might. Memory alteration, mental probing, mental control and levitation. Now all of that can be available to Jumper. Those powers can grow further with training and for example levitation could become flight or telekinesis depending on need. Also thanks to the increased amount of connections in the brain, all mental aspects also increase. That comes with perfect memory, memory recollection and memory reconstruction.

# Mercenary Perks



**Mean Face (**100 **CP)** - That's the face of that Guy, that everybody evades. It's so intimidating that it makes others uncomfortable. Jumper face will not change, but light and shadows will play merry hell with your face in order to bring the most menacing visage ever. Can be toggled on and off.

**No cash, no service (**100 **CP)** - Mercenary services are not free and not cheap. Everyone knows that fact of life. To you Jumper, it means you will be always paid, no matter if your employer is the biggest miser on that side of the Universe. Payment comes at a decided time by Jumper.

**Biggerpockets (**200 **CP)** - In that show, Dodgers always meet enemies that have bigger guns in their pocket. Well in your case, during drawing a weapon from a Jumper pocket it will be made from elements and materials owned by you from Warehouse or something similar. Pulled gun will always be bigger than your enemies. As long, is not put back in the pocket it will exist to later manual deconstruction for knowledge how it was made. When the gun returns to pocket, the process is reversed. Weapon parts that are made from pulled guns do not count.

**Hard guts (**200 **CP)** - Nasty Canasta could drink his special with one gulp and the only reaction was that his hat performed a backflip. Having that perk, Jumper would drink practically anything. There will be no poison or toxin strong enough to affect you. As long it is in liquid form, no danger comes from ingesting it. Only side effect would be that a random piece of cloth would literally run off with the right ingested substance.

**Swindler (**400 **CP)** - Mercenaries are opportunist from their nature and they will try to screw some poor sucker. Now your lying skills are one of the best in outer space, in addition to that Jumper knows when someone is trying to pull a quick one. That can expand to the way how Jumper moves in order to misdirect someone. But look out, if it would be found out your reputation could plummet with your future contracts.




**Unfair strength (**400 **CP)** - Those big and mean mercs are always stronger than Dodgers in some category. Now Jumper too can choose one category from SISL where to shine: Strength, Intelligence, Speed or Luck. Strength will improve muscles and durability; Intelligence would improve processing powers of the brain and spotting weak points; Speed will increase stamina, agility and movement speed; Luck is rather self explanatory, it grants better odds in events that require chance.

**Dark pleasures (**600 **CP)** - The darkness in the heart of few, feeds on the fear and terror of other people, granting great satisfaction. With that perk, you can in absolute absence of other sources sustain your body with fear, sorrow and terror of others. Or you can use them to fuel your abilities that require some sort of energy. Prolonged usage of that type of source can lead to dependency on it.



# Civilian Perks

**Insurance (**100 **CP)** - Amount of damage that Duck Dodgers cause can ruin any financial endeavor that Civilian could make. With that perk, comes insurance that will cover all damage of every structure owned by Jumper, as long it was caused by outside force beside Jumper.



**Approachable (**100 **CP)** - That everlasting smile, soft body lines similar of that favorite toy from childhood memories. Jumper bodies become more approachable, that means it gains all traits that make it consider soft. Even if somehow you are a disfigured monster, you still will look good enough to be approached.

**Contacts (**200 **CP)** - Many Civilians have contacts with all sorts of people, businessmans, bankers, scientists, producers and many more depending on what they do. Now Jumper starts with a small amount of basic contacts. In addition to that, with that perk can make more contacts themed around with what Jumper deals.

**Civilian sector (**200 **CP)** - Many brands can go unnoticed in wider space, only a small brand group could “lift off” from the planet so to speak. With that perk you're in the middle, so to speak. Everything produced by you or something Jumper owns not only is quite popular on the planet where it is produced, but also has a good chance to be liked by other races across cosmos as well.

**Mob Effect (**400 **CP)** - Against unliked characters mob can form quite fast, especially if said character was the cause of mass destruction of private property. Now with that, Jumper can raise an angry mob anytime, as long as there is the right climate for it. Be warned, if you choose the wrong time, there is a chance for an angry mob to transform into a full blown revolution!

**V.I.P. (**400 **CP)** - Rumor of incoming Celebrity into planet, come before they could officially announce their visit. All media is already for taking shots of their faces. Now your fame also rose to the same format, wherever you go there will be media ready to spread your fame across the planet and if setting allows that possibility, to the space.



**Meta-ability (**600 **CP)** - Some alien races have access to some extraordinary abilities, that can range from transformation into monster during the night, vampirism, spreading a mind controlling disease by magical means and ending on elemental manipulation like for example fire manipulation. Jumpers with that perk can decide on what Meta-ability they want to have. Within one Meta-ability can be a group of smaller abilities that match the theme. For example **Meta-ability**: Vampirism; **Abilities included**: Hypnotism, Transformation: Giant Bat, Minor Shadow Manipulation (Only controlling own shadow position and shape), Elixir of Life: Fat, the other example **Meta-ability**: Fire Elemental; **Abilities included**: Element: Fire, Major Fire Manipulation, Emotional Boost. Those examples show Count Muerte and Flame Valet Meta-ability build. There can be up to 4 abilities included in Meta-ability. Large scale reality manipulation and time are not included. For reality manipulation its maximum range considered local is standard room size. As for time manipulation, only thirty minutes can be manipulated on the planetside.

# Companions

**OC/Import companion (**50 **CP)** - For 50 **CP** per person you can either create or import a companion into this setting each companion gains 600 **CP** for use for either perks and/or items they are also free to take with drawbacks. The **CP** limit used for OC/Import is 400.

**Canon Companion (**200 **CP/Per)** - Each companion here gets to keep both their personal abilities and items.

**Robot squad (**200 **CP)** - 5 unit squad of robots, capable of performing any task on ship. Can look like Martian Centurions. For additional 200 **CP** can be replaced with **Agent Roboto** or **Counselor Dish**, with all skills they possess.





## General Items

Items from the same origin are discounted. 100 **CP** items of matching origin are free.

**Space suit (Free)** - Standard suit worn by everyone in that setting. Can be replaced by other garments seen in the show, as long as they provide only cosmetic looks. Comes also with free getup for space void exploration.

**Duck Dodgers Collection (**50 **CP)** - All memorabilia from the show. From DVD collection and comix to other gadgets like cups and backpacks.

**Jetpack (**100 **CP)** - Dream of 21 century people, now realised in the 24th and ½ century. Personal mode of transportation, with quite maneuverability capable of reaching needed speeds.

**Laser weapon (**200 **CP)** - Weapon for melee combat using dense packed light in order to produce required shape. Can take the shape of nunchucks, knife, katana or any required shape. Come with basic skill to handle sutch weapons. Can be purchased multiple times, next purchase is on discount.

**Power ring (**1000 **CP)** - That's right, the very same ring used by Green and Yellow Corps. Have the same functions and limits, come with your own Lantern connected to Main one. Jumpers can choose with what emotional spectrum they have to be connected: Red - Rage; Orange - Avarice/Greed; Yellow - Fear; Green - Willpower; Blue - Hope; Indigo - Compassion; Violet - Love.



# Captain/ Commander Items

**Dummy (**100 **CP)** - Trusty dummy, the most lifelike fasimilate of the Jumper. Can be used as a bait or as a weapon.

**Salty snacks (**100 **CP)** - A supply of all types of salty snacks made on Earth. It's a sizable stack, that will be restored in one day after it was eaten. You would like to drink something with those snacks.

**Blaster (**200 **CP)** - Blaster capable of dealing damage in addition to that, add capability of disrupting barriers and making holes in force fields.

**Unknown crystal piece (**200 **CP)** - That interesting crystal is capable of protecting its owner from corrupting influence of outside forces. When destroyed, unleashed energy can be harvested, stored and used later. Because it's only a small piece, the amount of energy harvested will be also small, so repetitions will be required. It will reappear in one week after destruction.

**Bag with Instant Martians (**400 **CP)** - Small, brown bag containing a few handfuls of small pods containing Instant Martians, that can be grown with one glass of water. Those martians will be loyal to Jumper and have very good martial arts skills. Using more water will grant them bigger size and strength.

**Mechanical brain (**400 **CP)** - Piece of technology, capable of simulating the brain and mind on a basic level. It has the passive effect that everyone thinks that's a great hat. Be warned, using it on characters with low intelligence can result in an increase of competence for them.

**Starship (Free**/600 **CP)** - The very own Starship, capable of being used by a crew of 2 people at minimum. Equipped with Evaporation station capable of teleporting people and defrosting frozen burrito. In addition to that come standard weaponry: lasers and space mines. Can be later modified with whatever you need. Jumper picks up with one to pilot: Standard Protectorate Ship, Martian Spaceship and Klunkin Fighter. For the duration of the Jump ship is free for Captain, must be paid to keep.



# Cadet Items

**Game account (**100 **CP)** - What to say, sometimes Cadets need to unwind themself, in that regard that Item will help. In other settings, Jumper will have something similar to help safely unwind.

**Galactic Protectorate Law (**100 **CP)** - Quite thick book, containing all laws that matter Galactic Protectorate. In other settings will update own content with local law systems, keeping the same size and easy to read font.

**Big Gatling Cannon (**200 **CP)** - Shown during the intro that Cadet uses. Shots from that cannon can pierce the hulls of spaceships with ease.

**Cleaning Set (**200 **CP)** - That set of cleaning supplies will help with elimination of every possible stains. Post Jump, it will help with more exotic types of stains like those seen in thermal vision made by hot objects.

**Hog Road (**400 **CP)** - Reminder from one adventure, that spacecycle is one swift beast. It's a Jumper edition of that spacecycle, does it come with unlimited fuel and can be called from anywhere. If it would be destroyed, all parts will appear in a Warehouse or location owned by Jumper. All modifications made to it will be fiat backed until next upgrade.

**Course Diploma (**400 **CP)** - Diploma that shows the proof of ending required course. Your version will show the finishing course chosen by you. After choosing a relevant course, during the time of the Jump you'll absorb all knowledge from that course. Knowledge gained that way will not fade. When bought, must be used in every Jump, by picking up only one course.

**Exosuit (**600 **CP)** - Equipped with various weapon systems, that suit transforms a normal Cadet into a walking war machine. With the power to fully fight a whole tribe of transformed monsters, it is capable to lay waste on them. It will enhance strength one thousand times and only an extreme amount of force could make a dent on it.



# Ruler Items

**Royal Wardrobe (**100 **CP)** - Wardrobe filled with clothes and garments fit for royalty. In addition to good looking, high quality clothes come with a slight passive effect that makes you seem more refined. If clothes would be lost or destroyed, they will reappear in Wardrobe in one month of time.

**Trap door (**100 **CP)** - During the plays and show, Jumper would like to remove the source of boredom just so it would be more entertaining. Now with that item, showing thumbs down with intent, will open a trap door under the artist if in opinion of Jumper it was boring.

**DNA Guided Micro Missiles (**200 **CP)** - Specially manufactured weapon for Ruler. It can be loaded with DNA of your foe so its missiles would seek out targets, no matter how far on the planet it is.

**Royal Feast (**200 **CP)** - Six times in a Year, you will be presented with a literal feast. It will come with a variety of foods, from Earth and Mars but also from other distant planets. Post Jump it will include preverius Jumps foods if they would be a match for Royal Feast.

**Outdoor Base (**400 **CP)** - Easy to deploy base that can easily support one person. Come with a sleeping unit, generator station and other support facilities.

**Martian Sacred Incense (**400 **CP)** - Compared to the version from the show, this one is a real deal. It truly clears the mind and soul and allows us to harmonise the inner energies. But it still smells like someone started burning smelly, sweaty socks.

**Training Labyrinth (**600 **CP)** - Can be attached to a Warehouse or other structure owned by Jumper. Interior of that structure changes every time it is used, have a robotic copy of your foe at the moment with all skills and intellect and a recycling station for parts that were left of your foe. That copy cannot leave Labyrinth.



# Scientist Items

**Scientific getup (**100 **CP)** - Protective gear that allows you to safely perform science and for quickier deduction of experiment results.

**Basic Laboratory Equipment (**100 **CP)** - Scientific equipment used in 24 and ½ century, allowing experiments unheard of in 20 century. They also shorten time of research by ¼ .

**Secret Codes (**200 **CP)** - Set of codes that could match any secret facilities entrance or computer systems. Post Jump it will provide One set of codes for computer systems and facilities entrance or something similar for the local setting.

**Lab "Animals" (**200 **CP)** - Those "animals" are just biological automatons of the normal ones. They only simulate biological processes. They can be freely used as substitutes for experimentation and as sacrifices.

**Castle (**400 **CP)** - Can be attached to a Warehouse or deployed into the world. Architecture is in gothic style, similar to that from Frankenstein novels, but with better interior. It also comes with equipment required to bring life to assemble body parts or complete corpses.

**Cyborganic Technology (**400 **CP)** - Worth at least six wasilion astro dollars for one set, technology that allows to enhance any living person to unseen levels. They will be stronger, smarter (not in all cases) and faster than they ever hope to be. Can be used in healing therapy.

**Plot device crate (**600 **CP)** - Very complex device that comes within a crate. It will be relevant to how it is deployed in the Jump. Instruction assembly to it was taken by Dodgers and used as a napkin. But for someone as smart as you that will not be a problem to assembly it in time.



# Mercenary Items

**Big Knife (**100 **CP)** - Specially crafted “knife”, if Jumper wanna call a slightly smaller short sword a knife. Capable of impaling anyone by their clothes to the wall, even if it be through the hat they wear. Also is very durable, only an extreme amount of force would break it.

**Rations (**100 **CP)** - Those bland rations fulfill only one function: to sate hunger so it would not distract from the target. They come with a packet of twelve bars, where one bar will last for three days. After use they will reappear in one day.

**Hunting Gear (**200 **CP)** - Equipment set consist of reinforced armor, net throwing gun and a rifle. Come also with miscaselius items like smoke bombs and other similar stuff.

**Bounty Files (**200 **CP)** - Set of files, that will update with new information about your targets. It will be typical behavior, day schedule, likes/dislikes and most frequent visited places.

**Shipment from Explodicon (**400 **CP)** - Those crates contain the finest collection of explosive devices in the Universe. Jumper will find typical dynamite to mountain busting bombs. Post Jump it will update with local explosive devices even if they are magical/alien in nature.

**Trophy Pods (**400 **CP)** - Those pods not only will make trophy placed in them look nice, but also will provide additional information on similar objects or creatures that Bounty Files not file in. If a creature or object undergo transformation, the pod will only notify about that fact. If Jumper wants info about transformed form, He/She needs to capture the transformed state.



**Illegal Arsenal (**600 **CP)** - That attachment to the Warehouse will fill with all illegal armaments in local Jump. They can be used, but it only depends on Jumper if they will be taken. It only covers only armaments officially considered illegal by most nations in a local setting.

# Civilian Items

**Wig (**100 **CP)** - That nice looking wig of long hair is quite comfortable. The hairs themself are like silk in touch and can double as a warm blanket or cape. Come with the option to change into any color once per Jump. Default color is straw blond. Cannot be used as a camouflage option. Post Jump color can be changed once in twenty years.

**Coupon (**100 **CP)** - That ticket can grant one of two options:

- Once in a month of discounts of 50%, 25% and 10% in any shops. After those three discounts are used, you need to wait a month.
- Once per Jump grant fiat backing to three not fiat backed items owned by Jumper.

**Galactic Bank Account (**200 **CP)** - That account allows for storage found owned by Jumper in any setting. Additional to that come total electronic id protection so transactions could not be detected. Only the fact that happened is noted, not the trail.

**Concert Scene (**200 **CP)** - Stage that not only looks good, but also can be converted into other types of stages. Everything done in that stage it would be music, theater play, presentation or anything similar will come easier to do.

**Gordovian Energy Crystal (**400 **CP)** - Crystal with right equipment attached to it, can provide massive amounts of energy. They are so large, that even for one crystal, there is quite fierce competition.

**Very Realistic "Fake" Bomb (**400 **CP)** - "Fake" bomb that can be easily rearmed in. It also made for a great movie prompt. Explosions caused by it have the same strength as the Tsar bomb, but without nuclear fallout. Like any explosion, it causes EMP blast proportional to bomb strength. Can be detonated once in twenty years.

**Creepy Space Station (**600 **CP)** - Orbital space station kept with gothic climate. Its interior can have a clean and modern look that can be toggled on and off. Can also come with space equivalent of typical classic movie monsters, no more than three. It is also capable of self repair and cleaning. Those "monsters" aboard can be any gender and style the Jumper chooses.



# Scenarios

**Lame Duck Mind:**
Oh dear, in that case Jumper starts an adventure in Duck Dodgers brain. Look out to not keep the Warehouse open too long. Even Dodgers will notice additional large space in his mind. If he does, he will be able to take stuff from it. If you want, you can “save” Elaine Anderson from Dodgers ultimate fantasy. Restriction in that scenario is that Jumpers have to “manually” find the way out of the brain, so no instant movement, teleportation or portal/gate techniques for instant scenario win. If you don’t have the mental fortitude to resist sights, Jumper will be driven mad.

For completing the scenario, you’ll be granted perk **Hope for Logic, 30 miles**. That perk makes anyone entering your mind find themself in a place where there is no logic to begin with. Even Eldritch Warp Gods will find themselves lost in that place. Jumper's body will start to show that lack of logic, even if nothing changes on the surface. If you take Anderson with you, She will join in your adventure as a companion. Thanks to Her nature, She will be more durable than any other woman and will do anything for saving Her from that hell. So Elaine will train and master necessary skills that you want Her to master.

**(Jump)lanet:**
Here Jumper assumes the place of Masativo, the Living Planet. In that scenario for ten years or more depending on taken drawbacks, you must survive. That scenario comes with a unique body mod where Jumper decides on composition and looks of own planet body and what to use as a source of “food”. Beware those who would like to take a bite out of you, in some cases quite literally.

Success in that scenario will grant a perk **Smaller than in the Reality**. Your body can toggle on and off all specific planetary features, like weather patterns, gravity, electromagnetic field and many more, from your planet form. Also come planet that you assume as a separate object or as an alt form. It can be chosen on Jump to Jump bases. After acquiring Spark Jumper can change that option once in twenty years.

**Jump Dodgers:**
Duck Dodgers in alternative reality was taken as frozen duck for feast. In his place you were chosen to undergo deep freezing. Unfortunately they use the very same pod that Duck used and someway all his Drawbacks seep into Jumper. In that scenario willpower, body strength, intelligence and other perks are suspended, leaving only morality perks that do not clash with Drawbacks from this Doc. All Drawbacks can be lifted off only by Jumper hard work and determination. Willpower drawbacks will be lifted off the last, it would be too easy for Jumper with them from the start. Scenario is complete success if you reach episode 4b season 3 with 51% body purity.

For each successful removal of each two Drawbacks you’ll get one item in sequence:
- **Everfresh Mouth Pill** - no bad breath, forever.
- **Mother Fudd Hover Platform**
- **Freezing Pod**
- **Everslim Pill**
- **Moodnisium** - same rock that transforms Cadet into Pig of action.
- **Maninsuit Robots**
- **Martian Invictus Ship** - Fully managed by robots, planet destroying ship.
- **Greatest Singing Voice** - Pick up the Voice from any singer from any period of time.

# Drawbacks

+0 **Light, Camera, Action!** - Setting took place in a TV studio, all Perks and Items are changed according to new reality.

+0 **Classic** - Setting took place in Duck Dodgers in the 24½th Century from 1953.

+0 **Bad Fish Poisoning** - Jumper eats bad fish and now is in a world similar to that from Samurai Jack.

+50 **More Time** - Additional ten years in Jump, can be taken multiple times. Maximum six times.

+50 **Colorblind** - You don't see colors.

+50 **Annoying Voice** - Jumper have terrible voice, not fit for singing. It will grate on the nerves of others.

+50 **Terrible Grooming Habits** - Your personal hygiene will drop, a lot. Every neat freak should avoid this.

+50 **Ugly** - Jumper looks to take a serious hit. You're so ugly that it makes others uncomfortable. Can't take with **Nice Looks**/**Great Looks**.

+50 **Big Head** - You are so full of yourself, with an ego so large that it is a miracle that is still living space on the planet.

+50 **No tackt** - Where situation calls, your last person to call in funerals. Your emotional response timing is out on the Vacation planet.

+100 **Incompetent** - In work, you have no foggy idea what to do. It reaches a level where you need an assistant.

+100 **Bad at Maths** - Calculating prowess took a hit, like for Jumper two plus two equal bananas true.

+100 **Unreliable** - You cannot be counted on. No matter how, every obligation will be too late or made worse.

+100 **Animal Hate** - Animals will have no additional reason to attack Jumper, only that it is around them.

+100 **Lazy** - Good luck finding the will to get up to work or any task, you're that lazy.

+100 **Overzealous** - Jumper will become too eager for help in many functions, even if that means doing others work.

+200 **Rotten Fruits** - First drafts of plans do not come to fruition. Universe itself will try and disrupt them. Most likely the twenty attempt will come to pass.

+200 **Explodium** - There is a chance that the object Jumper handle will explode. Each next iteration of the object will become more sensitive to the point that by mentioning the name of the object out loud will cause an explosion. Jumper will be confused enough to perform that action.

+200 **Lovestruck** - You'll not be able to keep a stable relation, jumping from flower to flower everyday. That has the potential to anger someone.

+200 **Stalker** - That person will replace one member of the crew only to be with you. It's skills and abilities will be slightly below that of the Jumper, but inner discipline compensates for that. Unfortunately if you don't handle that right it will pass all stages of mania. It will join your adventures post Jump.



+300 **Serious Roster** - There is a gallery of space villains from the Green Lantern universe.

+300 **Dodgers Confusion** - Dodgers villains eat something cheap and now they think that Jumper is a Dodgers. They will come en mass, at least once a week.



+300 **Horga** - "She" will replace Lady Zorga in the Talent show episode. "She" is not only much stronger than Zorga, but also so ugly that laws of physics conceal her appearance. Only to not work in Jumper's case, that fact made her fall in love with you. Matter of gender, she possesses both sets. "Those" actions with "Her" will cause Jumper to blackout from sheer trauma. "She" will join Jumper as a companion that does not take a slot. Because of its level of looks, Jumpchain magic will start to affect It after three ten filled years. If taken with the **Stalker** option, both drawbacks will grant double the amount of points. But **Stalker** will think that you are into this, so it will make self as "beautiful" as Horga. That also doubles the time before Jumpchain can affect both of Those.

+600 **4% Body Purity** - Your body is as low as can be. Below that of the average normal human. All physical and mental processing perks are blocked. Through sheer average will of Jumper and Herculean effort can be removed in a hard way. That means training from Halls of Hell in order to regain them.

# Decisions

**You have three choices:**

**Go to next Jump**

**Stay**

**Go back**

# Changelog:

**2021-01-31 v. 0.2 - adding “More Time”, more typos and clarifications on some perks.**
**2021-01-30 v. 0.1 - adding “4% Body Purity” author name and version. Some typos correction. Add Lady Zorga image.**
**2021-01-30 v. 0.0 - publishing Jump**