THIEF JUMPCHAIN

By: Manyfist

You've been dropped into "The City" a conflation of late medieval society with early industrial revolution technology and magic. The story of Thief centers on Garret, a master thief who is well known to everyone and anyone, and his exploits are legendary. As the setting progresses in the series the factions become more and more in play, using Garret for their own causes while he uses them for his. You have been dropped into the turbulent setting, where loyalties lie only with those you can most trust, and death is always one step away in the shadows. Your goal is to survive ten years here, before the Jump can end.

LOCATION

There's only one location of note, that's The City. You either start off on the streets or right outside of The City's walls. You start off when Garrett accepts the mission to steal a valuable scepter from a large manor while its master is away. This is just the start of Garrett's troubles as he becomes center of multiple schemes & ancient conspiracies.

BACKGROUNDS

Age: 20+1d8 (50cp to choose within the limit)

Gender: Same as last jump (50cp to switch)

Drop-In - You have no memory, no history. You make your way into the city full of corruption & crime.

Keeper Enforcer - The hounds of the Keepers, an organization dedicated to ending corruption. Your job is to end what the Keepers deem worthy to end.

Blessed Pagan Of The Trickster God - Partially divine Pagan, who hates technology and progress. Your god is the Trickster who demands a more primal society.

Hammerite - Machine enthusiast who uses technology for betterment of mankind. You're part of a religious order that worships, The Builder, and oppose the Pagans who wish to see you & all mankind reduced to animals.

Discounts are 50% off

DROP-IN DISCOUNTS

100cp (Free) Stealth - You have the training and knowledge to quiet your step, and stick to the shadows. You automatically know how much light or how much shadow/darkness you in. It's near impossible to spot you if you stick in the shadows. This comes with additional knowledge of clubbing someone over the head, instantly knocking them out.

100cp Thief Tricks – Thieves and criminals are a dime a dozen in The City, however you're a cut above the rest when it comes to thieving. You're a master pickpocket, able to pick the pockets & coin purses of all but the most observant of people. You also know Thieves' Cant a symbolic written language that allows covert messaging. Lastly you're able to pick nearly any mechanical lock with ease.

200cp Acrobatic - The City is full of wannabe thieves that get caught, because they don't know how move about. You however have had the training to really traverse the city, by the rooftops. You can do insane parkour feats that many would be jealous of. Years of this has honed your body increasing your strength, agility, and reflexes.

300cp Swooping – Your training as allowed you to quickly move from one place to another in short distances without being seen. This is generally called "Swooping" however it can be a summersault or simple a quick crawl. When you use this you move quickly and silently from one place to the other, but must take a quick break between uses of no more than three seconds. This is to catch your breath and to minimize being spotted.

300cp Deadeye Aim - The bow is ironically one the best weapons for a thief. While it's hard to engage distances, this isn't a case for you. There's an almost invisible line that details the arc of your arrow. You can also zoom in by 5x to get a better look and clearer shot. Your arrows also seem to be of sturdier stuff, allowing you to recover arrows almost every time they're used. This only works on ammo that's actually able to be recovered but often breaks, so physical Arrows & Bolts.

600cp Blessings - You have several blessings that affects your abilities in beneficial ways.

- **Blessing Of Growth** - By firing a moss arrow you can induce the growth of vegetation much faster and larger area.
- **Hammerite Blessing** - By firing a broad head arrow it will cause metal that can rust, to instantly rust.
- **Blessing of Unbinding** - Bless your blackjack or other blunt weapon with ability to unbind the magic of golems, summoned creatures, and magical item for short period.

KEEPER ENFORCER DISCOUNTS

100cp (Free) Stealth - You have the training and knowledge to quiet your step, and stick to the shadows. You automatically know how much light or how much shadow/darkness you in. It's near impossible to spot you if you stick in the shadows. This comes with additional knowledge of clubbing someone over the head, instantly knocking them out.

100cp Keeper Dagger Training – The keepers train exclusively in the art of using the dagger. This training includes how to disable opponents, killing them silently, and how to accurately throw with using a dagger. Additionally you're an expert at hiding numerous amounts of daggers and small objects on your body so that they're almost impossible to detect unless thoroughly searched. You'll never be at a disadvantage at using a dagger against longer melee weapons.

200cp Observant - You are a sentry for the Keepers, your eyesight has been enhanced using magic and alchemy. Allowing you to track with ease, see by candle light as if a well lit room. Your eyesight is such that you can pierce the veil of all but the darkest shadows, rendering out those that would hide in the shadows useless. Lastly your sense of hearing has increased, allowing you to detect even the faintest sounds and footsteps with clarity and accurately locate the direction and distance the sound is coming from near instantly.

300cp Studious - Keepers are studious folk, they hold a large collection of books, scrolls, and drawings. Because of this, they've developed techniques to study large quality of information, and quickly, while retaining most the information correctly. Because of this when you study, it takes you half the time it would to master something as without this perk.

300cp Glyph Enhanced - You've been selected to undergo a special body enhancement. The Keeper Council has given you a very special gift, a transformation. Your bones have been inscribed with a very special Glyph, enhancing your body. Your strength, agility, and endurance has increased to peak human conditions. Your mind has similarly been enhanced, giving you the gift of telepathy. However unless you're "talking" directly to those without Observant perk, they cannot hear your conversations between those that are similarly enhanced. You've been further trained to work in groups of fellow Enforcers, creating a sort of hive mind making escaping or hiding near impossible.

600cp Glyph Magic - You've been trained in the secret art of glyph magic. By writing it down on a surface you can activate the magic. Eventually your skill might grow to the point where you can "draw" in the air. There are Battle Glyphs that are utilized in battle, such as attacking or for defensive purposes like invisibility. Utility Glyphs allow you to augment something, such as augmenting a statue with animation, or closing another glyph. Stationary Glyphs are permanent they allow things like locking a door, or a chair to the ground, or perhaps even opening a secret door. These are just some the possibilities that were presented in the games, but perhaps you will find creative uses for all these glyphs. Additionally you've been granted the secrets of the transformation glyphs used for "Glyph Enhanced" perk, allowing you to enhance those that serve under you.

BLESSED PAGAN OF THE TRICKSTER GOD DISCOUNTS

You are blessed by the Trickster, a god of Nature and lord of Pagans. Your Pagan Skills slowly deteriorate when away from nature, which happens a lot faster if you use technology other than simple weapons or tools. Sleeping inside a city will cause it to deteriorate even faster. You'll be able to recover from all deterioration of these abilities by sleeping in a park, or out in nature for a night.

100cp (Free) Naturewalk - Your connection to nature has allowed you to live harmoniously with the land, you know how to step through a forest or cave system without making much sound. You know what is edible, and how build or find shelter. Additionally you can climb vines, and trees with ease. More time you spend out in nature, better you become at all this.

100cp Primitive Weapons – You are a trained warrior of your people, you know how to properly maintain a bow and fire it, as well the basics of swordsmanship. More time you spend in nature, the better you become at using the bow & sword.

200cp Summon Animals - The Trickster has given you command over the beasts, you're able to summon wild beasts with a simple whistle, this sharp and loud whistle causes several beasts to come to your aid. Assuming they can hear it, as the range is very limited. However more time you spend in nature, more beasts answer your calls and from further away. Eventually you'll be able to call undead with similar call.

300cp Nature's Friend - As ally of the Trickster, all animals and beasts ignore you unless you cause them harm to them or to another beast within sight. They treat you as one their own, and will attack anyone that attacks you. Doesn't work on intelligent beasts. More time you spend in nature even the more intelligent ones will see you as friend, and will eventually cause all mindless undead to treat you as one their own.

300cp Grow Magical Plants - While not quite magic in itself, you have the ability to grow magical plants from any seed. These plants range from simple Eyeball plants that act as watchdogs, able to see and detect motion even in darkest night. Or perhaps the thistetad is more your speed a flesh eating plant that reaches out and stabs those that do not have Nature's Friend, and then devours the flesh of its victims. Or perhaps you'd like a plant that will diffuse any magic, and induce a sleep when two or more flowers are arranged. The possibilities are endless, these plants grow within a day. More time you're in nature faster and better these plants are. Eventually you might be able to create sentient plants.

600cp Pagan Magic - The Trickster has granted you the knowledge of magic. With this you're able to damage your enemies, and heal your allies. These of course aren't the only things you can do, but all abilities that are free or discounted for the Trickster, are enhanced. This normally requires a staff or wand to focus your magic, but for you? The Trickster has given you portion of his power allowing you to forgo that. You become stronger longer you're in nature.

HAMMERITE DISCOUNTS

100cp (Free) Willful - Progress is the key to everything to a Hammerite, and your will is such that you're able to see through to that very nature. Because of this you have an iron will, to match your iron hammer. Your faith is such that you will never waver if you set your mind to something, and you're incredibly resistant to anything that would dull or change your mind.

100cp Builder's Language - You're able to learn other languages rather easily by working together with another person, and by building something simple. Once the machine is complete they are able to speak Hammerite, an archaic language that is the language of the Builder himself. To outsiders they are unable to understand you, and when you do talk to the uninitiated your style of language is very formal and archaic if you so choose to. Hammerite is an extremely information rich language, able to communicate extremely complex information rather quickly allowing anyone who knows the language to better communicate effectively into building complex machines.

200cp Built Like Iron - As a novice your betters make you go through rigorous training, reforging your body into something akin to iron. Your strength is increased, and you're one the toughest men around other than your fellow Hammerites. You are also trained in maintenance of all Hammerite machinery.

300cp Hammerite Magic - Hammerites aren't that big on flash magic, but they are big on buffs. With this you're able to hand out buffs to your allies, making them glow with divine light. When you or your ally is blessed they hit harder, and become much harder to injure. Should you instead bless your weapon or your allies, all damage they do is increased and against Undead it's very effective in making sure they stay dead.

300cp Artificial Limbs - You have advanced knowledge on how to create artificial limbs, and even organs. These function just like the original versions, but can be upgraded if enough time and energy is spent on it. For instance, artificial heart will act as a secondary heart so if your heart gives out it keeps ticking. One upgrade could possibly be is filtering any toxins in the blood. Eyes however can't see color, its one mystery that has escaped the Hammerites.

600cp Builder's Children – In your dreams the Builder came to you, and gave you a blueprint. This is just a portion of his divine knowledge written down in complex mathematical formulas and Hammerite. It takes a few nights to unravel, but when you do, you have the knowledge on how to build machines that are centuries ahead, technologically wise. These include near indestructible semi-autonomous robots, automatous turrets, security camera, scuba gear, auto loading crossbows, and more. With enough time and resources you can make most Modern day technology (2015) with steam, cogs, and other assortments. It is truly a Metal Age.

UNDISCOUNTED

50cp Soundtrack – Perhaps you wish to have the Thief soundtrack accompany you in your head throughout your stay? Well wish no longer. You'll have all four game's soundtracks, these songs will not be heard by anyone else unless you wish them to hear it.

200cp Focus - By concentrating real hard, you can enter a focus mode. Certain things such as switches, buttons, or anything else that is intractable will glow bright white, allowing you to more easily see things that they may not be able to see without using focus. Additionally you're able to see "sound". This can only be use for at most a half a minute before becoming unavailable for the same amount of time before it can be used again.

300cp Elemental Crystals – You've been given the ability to grow elemental crystals. There are four types of crystals Fire, Water, Earth, and Air. You're only able to grow one crystal at a time, which takes a week before it's able to be harvested. One crystal has enough to supply you with 40 crystals that you can then attached to an arrow, bolt, or even throwing dagger. Fire crystal makes Fire projectile, lights things on fire. Water crystal makes Water projectile, puts out fire. Earth Crystal makes Moss projectile, it creates a carpet of vegetation that masks your sound. Air Crystal makes Gas projectile, creating a small gas cloud that's powerful enough to knock someone out.

GEAR

Mechanist Mace/Hammerite Hammer (50cp) (Free Hammerite) – You have the choice between a traditional Hammerite Sledge Hammer with the Hammerite symbol etched onto the sides or a Mechanicst mace which possess a head in the shape of a four-sided gear. These melee weapons are heavy but they're great at smashing anything that comes across your way. It also serves as a weapon of identification amongst the Hammerites/Mechanist. If broken it will automatically repair itself within a day. If you so wish, you may import any melee weapon you own and it'll gain the benefits listed above.

Hammerite Uniform (50cp) (Free Hammerites) - Standard uniform of the Hammerites, it comes with a white cloak with a cog, trousers, and tunic. It will never get dirty, it has a place where you can fit any hand held tool comfortably without it weighing the material down. Lastly it provides similar protection equivalent to chainmail. If you so wish, you may import any armor or clothing you own and it'll gain the benefits listed above.

Short Bow & Quiver (50cp) (Free Drop-In/Pagan) - This is a small self-bow made out of yew, it has enough strength to allow you to use your full strength without snapping in half. If broken it will automatically repair itself within a day. The quiver is a small pouch that straps on to your back. The quiver can hold up to 100 arrows/bolts despite its small size. The quiver will keep your projectiles even when turned upside down and it'll never be dislodged unless you wish it. If you so wish, you may import any ranged weapon & quiver you own and it'll gain the benefits listed above.

Sword (50cp) (Free Pagan) – This is a basic one handed or two handed sword of your choice. Or perhaps you want a two handed sword? They're larger, heavier version of the basic sword. They require two hands to effectively use but if you're strong enough you possibly could use it with one hand. The sword is of your choice, it'll never dull and if broken it will automatically repair itself within a day. If you so wish, you may import any melee weapon you own and it'll gain the benefits listed above.

Throwing Daggers (50cp) (Free Keeper) – You have a set of a dozen or so throwing daggers that share the same improvements across all the daggers. Once they hit something they will dissolve and return to you, either in your hand ready to be thrown again or where they were held originally.

Stealth Clothes (50cp) (Free Drop-In/Keeper) – Just like Garret you have custom fitting & custom made clothing that emphases on stealth. The style is up to you but they're almost always dull colors so not to stand out in daylight or in the shadows. These clothes will never be uncomfortable, nor snag on anything that would snag normal clothing and will never make a noise as you move about. You may import any clothing you have to benefit from these effects. If you so wish, you may import any armor or clothing you own and it'll gain the benefits listed above.

Blackjack (50cp) (Free Stealth Perk) – This weapon is a small, easily concealed club consisting of a leather-wrapped lead weight attached to the end of a leather-wrapped rigid shaft, with a strap on the end opposite the weight. If broken it will automatically repair itself within a day. If you so wish, you may import any melee weapon you own and it'll gain the benefits listed above.

Poison Arrow/Dagger/Bolt (100cp) (Discount Pagan/Keeper) - You have twenty poisoned projectiles, when the poison enters the blood stream it slows down the victim, a few seconds will pass as the poison works its way to the lungs, paralyzing the lungs, preventing the victim from drawing in oxygen. The effect is almost always lethal. Encase you poison yourself you have the antidote & know how to make more. These projectiles will replenish daily.

Elemental Arrow/Daggers/Bolts (Moss, Fire, Gas, Water) (100cp) (Discount Drop-In/Hammerite) – You have 20 projectiles of each elemental effect listed below. These projectiles will replenish daily.

- **Moss Arrow/Daggers/Bolts** - Strangles an opponent, or creates a mossy grass muffling footsteps
- **Fire Arrow/Daggers/Bolts** - Sets things on fire, great for undead.
- **Water Arrow/Daggers/Bolts** - Puts out fires, and causes moss from moss arrow to grow in size.
- **Gas Arrow/Daggers/Bolts** - Explodes into knock out gas, or covers the area with flammable gas.

Thief Arrows/Daggers/Bolts (Rope, Noisemaker, Broad head, Blast Arrow) (100cp) (Discount Drop-In/Keeper) - You have 20 projectiles of each trick effect listed below. These projectiles will replenish daily.

- **Rope Arrows/Daggers/Bolts** – This barbed projectile has some 30ft of rope that deploys while it's in motion until it hits something, good for climbing up stuff. The barbed projectile can only latch onto wood and will bounce off anything harder.
- **Noisemaker Arrows/Daggers/Bolts** - Hollow tipped projectile that when in motion it creates a loud whizzing sound.
- **Broad head Arrows/Daggers/Bolts** – A lethal projectile.
- **Blast Arrows/Daggers/Bolts** - Projectile with explosive tip, when it strikes it explodes loudly, sending shrapnel everywhere. Good for distraction and for damage.

Constantine's Sword (100cp) (Discount Pagan) – This magical sword is something special in this setting. The sword seems to prevent your foes from noticing that you have it drawn, even when you're about to strike with it. Due to its magical nature the sword is able to harm/kill ghosts and other immaterial entities as if they were solid. If you so wish, you may import any melee weapon you own and it'll gain the benefits listed above.

Book Of Blueprints (100cp) (Discount Hammerite) - There are tomes & tomes of secret knowledge passed down for generations. However one man, even one blessed by the Builder himself, couldn't read them all. However the Builder has deemed it to bless upon you a very special book. The covers are of brass sheets with the Hammerite symbol etched on to it. The pages however are blue & blank and they're without number. However should you have an invention in mind or read the blue prints, which will immediately fill a blank blueprint. Bless be the Builder.

Climber Gloves (200cp) (Discount Pagan/Keeper) – Even master climbers need a little help getting across places that don't have a nook or cranny to support your weight. How they work is a mystery, however they appear to be simple gloves, but like a gecko they stick to any vertical surface and is enough to support your weight & whatever you carry on your person. If you so wish, you may import any gloves or gauntlets you own and it'll gain the benefits listed above.

Repeating Crossbow (200cp) (Discount Keeper/Hammerite) – Unknown how you have this but you have a unique crossbow which allows you to fire multiple bolts without needing to reload. This crossbow is a wrist mounted crossbow with its own magazine, its auto loading feature allows you to fire powerful, accurate shots at a rapid pace. The magazine holds only 20 bolts before needing reloaded. If it's broken it will automatically repair itself within a day. If you so wish, you may import any crossbow you own and it'll gain the benefits listed above.

Brass Eye (200cp) (Discount Drop-In/Hammerite) – A miracle of the Builder, this life like eye prosthesis is entirely made of a brassy material. Its simple design replicates the functions of the eye. However first you need an empty eye socket. When inserted into your eye and connected to the eye nerves, it works immediately without any maintenance required. The eye gives you a benefit of 20/20 vision, but also ability to see in the dark. Lastly it seems to be able to detach itself from your eye socket up to a yard distance. While detached you'll still be able to see through the eye as if it was still in your head.

Necromancer's Wand (200cp) (Discount Pagan) – The art of Necromancy is the magical art of rising & commanding the dead as undead puppets. These undead are often slow and difficult to kill again. This wand is a powerful magical device that allows anyone access to the ability to raise the dead within 40 yards of the caster. If you so wish, you may import any wand you own and it'll gain the benefits listed above.

Thief's Toolbag (200cp) (Discount Drop-In) – A thief is nothing without his/her tools, you're no exception. After all how can you get into locked doors, steal valuable paintings, or disarm traps with just your teeth? Luckily with this you have a discreet bag that attaches to your hip. It doesn't spill its contents even if you're upside down. The tools are your standard affair, plus they'll never break.

- **Flash Bomb** – This spherical iron ball contains chemicals that when combined create a blinding light. The only way to safely combine the two to cause a chemical reaction is to throw it on the ground hard. It'll leave anyone not shielding their eyes unable to clearly see for a few moments.

- **Lockpick** – Your standard lockpick is nothing special besides picking locks is faster & quieter with these picks.
- **Prybar** – The job of a thief is to get into a place quickly & quietly, the windows are often ideal entry points. However most of them are shut tight to keep others out. With this you're able to pry open just about any window quickly & quietly more so than any other prybars. It's also useful for opening other stuff that lockpicking can't get you into.
- **Razor** – Paintings are very valuable, however it's impractical to carry the entire frame with you. On the other hand the painting is damaged in anyway the value of it might as well be nill. With this small knife, you're able to effortlessly cut a painting away from its frame. Doing so with this will cause no damage unto the painting. When you cut a painting with this razor you're able to roll it up again without damaging it. It's great for cutting away any picture, painting or not.
- **The Claw** – Rope arrows only get you so far. Plus they're only able to be used on certain surfaces, however this clawshot is perfect for getting around that limitation. By aiming and firing this tool it creates a chain off the end of its barbs. Once it latched onto something it reels itself in, pulling you along with it. Best of all its completely silent and able to be used immediately afterword.
- **Wirecutter** – The Hammerites have invented copper wiring which allows an energy source to flow through it and power their devices. They also have these wiring linked to devices that when tripped can give a loud signal that someone has blundered into a place they're not supposed to be. With these thick looking scissors, you're able to cut any wiring be it copper or other substances quickly & effortlessly.
- **Wrench** – Around the City there's places where only select few people go, for they are locked behind bolted grates. These grates often cover up entrances to sewers, crawl spaces, and other locations where only those permitted to be there are gifted the tools to remove the barricade. With this wrench you're able to uncrew any bolt effortlessly, allowing you to open grates. Lastly all across the City is plaques made often of gold or silver. They too are bolted down to keep them in place. By using your tool you'll be able to quickly unbolt the plaques.

COMPANIONS

Thief Crew (200cp) – The City is no place for friends, but perhaps you have folks that aren't from around here. You may import up to 8 companions, they get a free background & 600cp to spend. You can use this to create new companions as well.

Canon Companion (100cp) – Did someone steal your heart? Yet you don't have the means to bring them with you? With this you're able to convince that person to come along with you on your journey when your ten years are up or if you fail your chain. Now just make sure you make them pay for stealing your affections.

DRAWBACKS (CHOOSE UP TO 600cp)

+0cp Reboot - For some reason you've landed in the Thief reboot-verse, it's not too bad, just it's not great. You'll be there when there's a certain explosion. I hope you're far enough out.

+0cp Garrett Jumper – Sometimes it's not good enough to emulate the person, but to become a person. With this your life has been altered. Even as a Drop-In your memories & life lived is that of Garrett the Master Thief. His troubles are now your troubles.

+100cp Un-mastered Graphics - The original Thief wasn't bad graphically for its day, but everything looks like it was straight out of the original Thief.

+100cp Taffer - For some reason everyone has the worse cockney accent, you can't understand a lick of what they say. Just know you'll be called a taffer at every third word. Works both ways, they can't understand you either.

+200cp Loading Screens - Every now and then you'll be stuck, unable to move, but aware of your surroundings. It's only a few seconds, but it's always happens when you enter a new area. Sometimes, you'll relive the same day, only to have everyone know your actions ahead of time.

+200cp Plague Bearer – You've caught the plague. You're immune to its deadliness, but it does wonders for your appearance. You have painful boils that randomly pop, your hair if any falls out in clumps. Lastly you have a killer cough with lots of phlegm. I hope you like living in the sewers. You can't actually transmit any plague, just everyone thinks you can.

+300cp Hunted (Hammerite, Pagans, Keepers, or Garret) - Pick one, you're reviled by one these groups. They will throw everything in their power at you, and wish you dead. They will make your life very difficult, as they'll eventually develop techniques to counter your powers.

+300cp Expert Difficulty – You seem to follow the commandment of "Thall Shall Not Kill" to the point where killing anyone or anything sapient on purpose will kill you as well. True accidental deaths do not count. I hope you're good at running away or knocking people out.

ENDING

Once your ten years are up, choose one the options below.

Continue On -> Your time here is up, time to move on with your chain to continue your journey.

Go Home -> Giving up? Pack it up, you're going home.

Stay -> Are you staying put? Well best of luck, here's an extra +1000cp for staying as a parting gift.