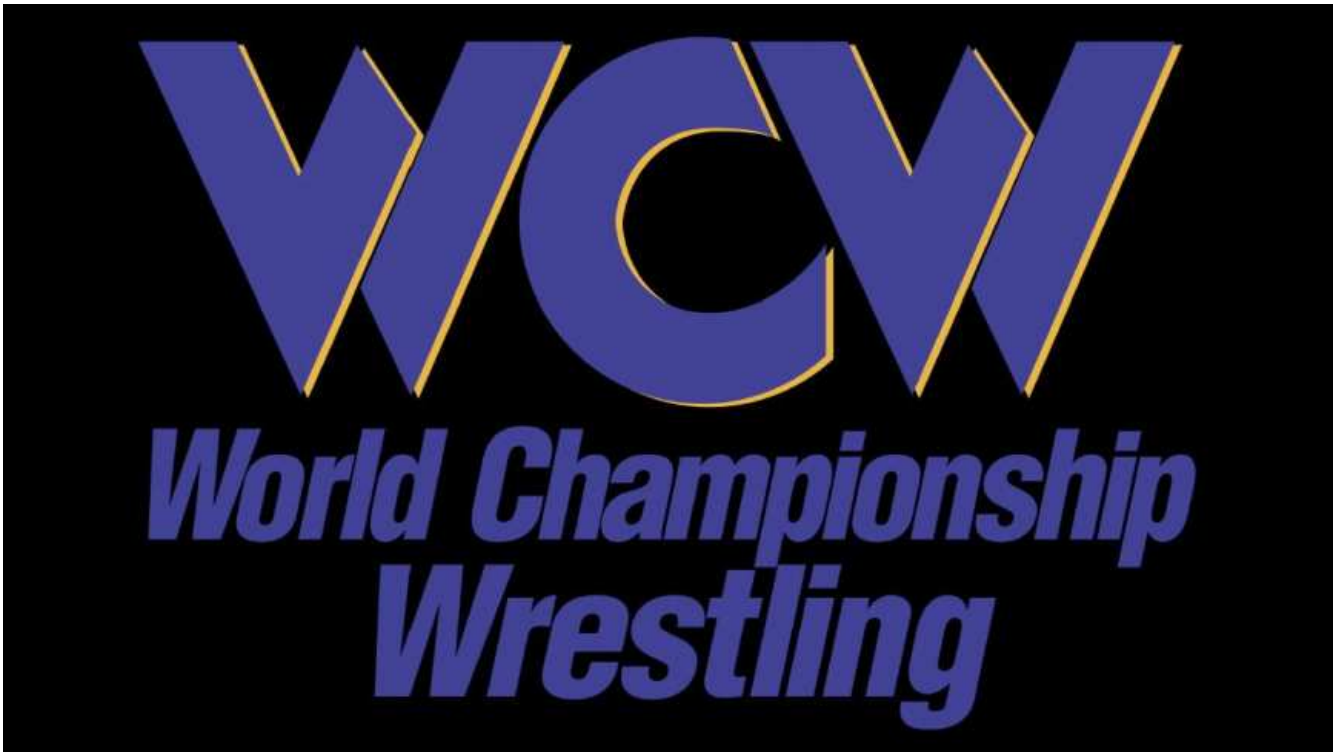


Welcome to World Championship Wrestling, Jumper. Where The Big Boys Play. You'll be entering this world January 1st, 1991, where you'll be handed a contract by Ted Turner himself for just over ten years of professional wrestling. Here, you'll see it all; the goofy nonsense of the early 90s, the massive wrestling boom of the mid to late 90s, and the spiral of swerves and chaos that marked 2000 and 2001, culminating with the final day of your contract; March 26th, 2001, a Monday that would normally spell the end of WCW. Whether that happens, and what happens in between, is in your hands.

What will you do with your decade in WCW? Will the crowds cheer or boo when your music hits? Can you overcome your rivals and claim championship gold? Do you have the skills to dodge the worst and embrace the best of the era? It's all in your hands.

Take **+1000 CP**, and spend it well. Make yourself a legend that will be talked about for decades to come.

Age & Gender:

Wrestlers of the era in the West, especially in WCW, tend hard towards males. But since when should those limits matter to a Jumper? You can pick your gender freely, and either retain your age from your last jump, roll 2d8+16, or pay **50 CP** to pick.

Location:

You'll be starting out in Atlanta, Georgia, your ten year contract in front of you and a pen in your hands. Once signed, you'll be flying out to join the boys on the road. Expect to be traveling around a lot; professional wrestling on this level means money and miles, not always in equal measure.



Specialties:

A Specialty is What You Are; the techniques and prowess you bring to the table, that makes you a skilled professional wrestler worthy of that 10+ year contract Ted Turner gave you to start this Jump off. You receive one for free, and may pay **100 CP** to take a second one.

Brawler: Punch, kick, headbutt, choke, knee, elbow, and the occasional outside object; on the surface, your skill set seems better fit for a bar brawl than inside a professional ring. But with enough skill and power, you can prove to all the rest that sometimes, the simplest ways are the best.

Technician: Submission experts, former collegiate athletes with excellent mat wrestling techniques, and even ex-Olympians; all find themselves in the category of the Technician, wrestlers that can ground, wear down, and submit even the biggest and baddest wrestlers.

Powerhouse: From freakshows seven feet tall or more, to stout tanks on legs, to unbeatable legends with win streaks a mile wide, the Powerhouse is a staple of professional wrestling dating back decades. Skill matters less to them than brute strength and the ways they employ it, and the best of them can bring to heel even the most immortal of foes.

Tag-Team Expert: A hybrid of other Specialties with a focus on teamwork, the Tag-Team Expert needs to fill multiple roles while also maneuvering carefully to keep the match in their favor. Cutting off the ring, aiding one's partner when they're in distress, and tagging in/out at the perfect moment to really run wild, a Tag-Team Expert can bring the crowd to their feet with little more than a well-timed high five.

High-Flyer: Who's that jumping out the sky? You! With rapid pace, leaping off top turnbuckles and over top ropes, springboarding with reckless abandon, and flinging your body like a lethal projectile into your foes, your swift and exciting offense will get the fans cheering and leave your foes in a dazed heap counting the lights.

Loyalties:

Loyalties are Who You Are; the company you keep, the resources at your disposal. Your friends, and often inherited right alongside, your enemies. While many of these groups only existed for a short time, and many would not exist for several years after you arrive here, any you select you will count as for the duration, and can effectively declare your actions as being under the banner of at any time. You receive one Loyalty for free, can pay **50 CP** for one more, **100 CP** for three more, and **200 CP** for seven more. That may seem excessive... but, well, the number of different groups that existed just between 1991 and 2001 were pretty excessive too.

WCW: Your heart and soul is this company, period. Others may hitch their wagons to any number of short-lived groups and movements, but you know that what matters most is the name on the ring. If needs be, you'll face down anyone who thinks they're bigger than it. While you won't have the same level of camaraderie as the other Loyalties, you'll have a wide array of potential allies at any given time.

Four Horsemen: If you hear the beat of the hooves, it's already too late. The most storied and legendary group in WCW and beyond, the Four Horsemen pioneered much of what would become stables of WCW groups; dressing sharp, using a mixture of intense skill and deception, and the Horsemen Beatdown where all members of the group would join together to inflict pain on a chosen target (usually Sting). While the roster changed and shifted countless times, the truth remained. If you hear the beat of the hooves...

Lone Wolf: No one deserves your loyalty. They've proven themselves unworthy. You walk alone, driven by your own ethos, no matter what comes your way. Some might think you mad, especially in a world where walking alone can doom a man. Then they see you, and know why you feel safe and strong in doing so.

The Dungeon of Doom: SULLIVAN MY SON! A new soul has entered the Dungeon! Formed originally to destroy Hulkamania, this strange gathering of freaks and monsters, madmen and backstabbers, seems to have endless possibilities. Frankly, the only way you'd stand out in this crowd would be to be normal. And odds are, that ship has long since sailed.

NWO Hollywood: For. Life. The New World Order. The 'black and white', the original invaders, the ones who broke the professional wrestling world and ushered in a boom period the world could barely comprehend. The ones who made being the bad guys just. Too. Sweet! Be prepared to break all the rules and defy all conventions... and to make frankly insane merch sales.

NWO Wolfpac: Guess who's here, the bad boys of wrestling. The 'Red and Black Attack', this breakaway faction from NWO Hollywood became the anti-heroes (And occasionally just villains again) the world was in dire need of. Ultimately, they're the 90s-heroes version of NWO Hollywood.

Misfits In Action: MIA; this faction from 2000, a group of oddballs and rejects who renamed themselves after military references and dumb puns, were nonetheless a collection of talented wrestlers who could pour on the action when the time called for it. If you like your wrestling with a slice of camo-painted cheese, this is the group for you.

Millionaire's Club: A collection of veteran and classic wrestlers, this short-lived group fought against the young talent under the New Blood banner for control of WCW's future. Given they came to be in

2000, there admittedly wasn't much of it to fight for, but the sheer star-power of this group saw these alleged villains cheered regardless.

The Blue Bloods: Class. Nobility. A rarefied breed of competition and talent. These are the things that Lord Steven Regal, Earl Robert Eaton, and Squire David Taylor brought to WCW. With the aid of their butler Jeeves, this trio may have seemed above it all, but when push came to shove they could be among the most brutal and efficient scrappers in any arena.

West Texas Rednecks: There's only one thing that they hate, and it's a bunch of crap! In response to the formation and invasion by the No Limit Soldiers, this group led by the legendary Curt Hennig fought all comers and managed to produce a pair of weirdly beloved country songs to boot. If you're looking for some Good Ol' Boys to team with, you've found them.

Team Canada: If I could be serious for a moment... this team, led by Lance Storm, exploded onto the scene late in WCW's life. Between rules-bending referees, wild matches, and three major titles ending up on their leader simultaneously, no one can doubt that these patriotic villains left their mark on the company and industry.

New Blood: This mega-group of young talent, in early 2000, briefly controlled the championships and fate of all of WCW. Comprised of original members along with the Natural Born Thrillers and Filthy Animals, this faction may have been short-lived but it gave a glimpse into what the future might've been...

The Jersey Triad: Three boys from New Jersey (well, one was from New York, but they didn't hold that against him) against the world! This trio of powerhouse talent- Diamond Dallas Page, Chris Kanyon and Bam Bam Bigelow -may have been short-lived (bit of a pattern around here) but were still able to rack up multiple tag-title reigns and cause no small measure of damage, all while boasting awesome matches and a treasure trove of titles from numerous promotions between them.

lWo: Born out of frustration at being held down by the powers-that-be, Eddie Guerrero interrupted a match and birthed the Latino World Order. The lWo was a group with the goal of pushing aside men like Eric Bischoff and Hollywood Hogan and claiming their own spot at the top of the ladder. And while it may not have gone all according to plan, it not only helped shape a lot of futures, but also helped give rise to...

Filthy Animals: Ashes to ashes, and back to dust. This innovative, energetic, and consistently chaotic batch of troublemakers- primarily led by Konnan and Rey Mysterio, Jr. -swerved between noble and sinister, but always brought high-flying rule-bending excitement.

The Dangerous Alliance: Paul E. Dangerously was a man with a rap sheet in wrestling a mile long even before he joined WCW as an announcer. When fired from that position, he was quick to assemble a hit row of talent, managing the likes of “Ravishing” Rick Rude, Bobby Eaton, Arn Anderson, and a young up-and-coming “Stunning” Steve Austin. With Paul dead-set on revenge, the group went on a brief but intense run at the top of the card, taking gold from heroes and crushing foes in their wake.

Nitro Girls: Originally hired on as a dance team to entertain the crowds during live events, the Nitro Girls- initially led by Kimberly Page -would over time interweave into various stories, groups, feuds- especially internally! -and have a surprising influence on the industry for much longer than their time or intended purpose would suggest.

Raven's Flock: What about Raven? Comprised of the unknown, the outcasts, and those Raven personally scouted and recruited or beat into submission, Raven's Flock was a grunge-themed 90s-drenched cult of personality. With their ringside seats and sudden explosions of violence against any wrestler Raven disliked, luring foes into Raven's Rules matches, Raven's Flock brought a taste of the extreme to World Championship Wrestling.

Stud Stable: Led by Col. Robert Parker- a dapper southern gentleman, manager, and promoter -the Stud Stable was a heel stable boasting a mixture of old-school southern thugs and some of the toughest men to ever lace up wrestling boots. While rarely ever punching above the midcard, the Stud Stable proved a challenge to many a good guy, and few could deny being delighted by the hopes that this would be the night Col. Parker would get a good swift punch in the yammering maw.

York Foundation: The stable of the 90s!... in that they began in 1990. Headed by businesswoman Miss Alexandra York, the York Foundation was fond of using their proprietary computer program to predict the path to victory (which often involved using a heavy early-90s mobile computer as a melee weapon). Miss York brought name changes, suits and ties, and hefty paychecks to her stable... even if she didn't bring too much in the way of victories.

Natural Born Thrillers: Hailing from the 'mean streets of Bronx, New York', this septet of Power Plant graduates formed in 2000 to be the muscle of the booking duo of Eric Bischoff and Vince Russo, pushing aside the Filthy Animals as they rocketed up the ladder of success. Racking up wins and championships, the group of young wrestlers even secured their leader a spot as commissioner of the company for a time. While ego clashes in the dying days of WCW caused the group to implode, their brief run showcased the members well. Maybe an outside influence could've kept them together...

No Limit Soldiers: With rapper Master P backing them, this allegedly heroic wrestling extension of his No Limit Records managed very successfully to... get crowds to boo them viciously, and be the brief pit-stop for Konnan and Rey Mysterio, Jr. en route from lWo to founding the Filthy Animals. But hey, at least they had a fun feud with (and caused the formation of) the West Texas Rednecks while they lasted, and that's not nothing. Hoody hoo!

Diamond Mine: Successor to his previous Diamond Exchange stable, this early-90s group was formed around then-manager Diamond Dallas Page and initial members The Fabulous Freebirds. With an entourage of beautiful Diamond Dolls, the group boasted future hall of fame stars making their first inroads into a company and industry they'd help define. Turns out there really were a lot of diamonds in that mine.

The Fabulous Freebirds: A group whose roots date back to the late 1970s, this trio innovated the concept of the three-man gang in wrestling, and of using existing popular music (specifically rock) as an entrance theme. Helmed chiefly by Michael “P.S.” Hayes in their many forms and rosters, the Freebirds were responsible for introducing the “Freebird Rule” to wrestling, where if a group won gold such as the tag titles, any qualified members thereof could then defend it, giving them a flexible advantage over all comers. Heroes or (more often) villains, few could deny the Fabulous Freebirds changed the landscape forever.

The Varsity Club: Initially formed in the late 1980s in the NWA, The Varsity Club reformed in WCW in 1999 just long enough to backstab folks, pose in varsity jackets, and have a cheerleader. More a wink and nod to the past than a threat in the present, but hey... they had a cheerleader. Do YOU want a

cheerleader and a cool jacket? People have joined groups in WCW for less.

Jung Dragons: This trio of youthful high-fliers, managed by former Varsity Club cheerleader Leia Meow, brought a spark of impactful cruiserweight energy to every match they had. Primarily matched up against 3-Count, the Japanese themed group had limited success but considerable fan support. Just try your best to ignore the one white guy from West Virginia in a mask pretending to be anything but. 2000 was a different time.

3-Count: They like the Backstreet Boys, NSYNC too! This trio of boy band singing wrestlers, when not being distracted by TRL or lip-syncing their theme songs, brought the fire when it came to trios wrestling. With more than a fair few wins, titles, and of course their beloved gold record and recording contract, they even managed to pick some, er, unlikely fans. Like the bulbous shoot fighter Tank Abbott, who wanted at first to be a backup dancer and then lead singer for the trio. If you can handle the spotlight, get up on your feet and put your hands together!

Magnificent Seven: The last bosses at the end of the line. Formed in the final months of WCW's life, this group helmed by then-CEO Ric Flair was a power stable of current and former champions, running roughshod over anyone foolish enough to step in Flair's way. They weren't here for a long time, but they damn well were at the top of the card while they were here.

The Revolution: It takes a spark to light a fire. With the latest incarnation of the Four Horsemen having broken up, two of its members recruited two others to form a power stable intent on pushing past management in the company and staking their own claim, declaring it wasn't an evolution, it was a Revolution. Less famous for the titles they won then their sudden exit and what it meant to the Monday Night Wars, The Revolution nonetheless was able to showcase the prowess and promise of its members. If you're willing to force change no matter the cost, maybe this is a flag you should fly.

NWO 2000: The band is back together! Formed in late 1999 (when applying 2000 to things was still just-barely considered future-forward and cool sounding), this final WCW incarnation of the industry-redefining group wore the black-and-silver and initially formed around Bret Hart, Jeff Jarrett, and the Outsiders (quickly adding Scott Steiner to the mix). What had promise as a new start under the NWO banner fell apart rapidly due to injuries, but for a short time, they ran the table and held all the top titles.

Perks:

Making it out of house shows and to the main event is going to take some serious skill, ability, charisma, and luck. But these should help! All Perks are discounted to half-cost for their respective Specialties and Loyalties, with 100 CP Perks free for the same.

General:

Free/100 CP: Jimmy Hart Version. You know that song? The one you like so much, that fits you as a Jumper so perfectly? This... kind of isn't that. It almost is! This is a custom version, tweaked enough to avoid a lawsuit, and made to be about you specifically if it has any lyrics. You'll get this automatically made for you and can have it play before any fight you're about to have here, or just when you enter the scene. For **100 CP**, you can keep this for future Jumps; have fun rolling into everything from starship battles to ki-powered superbrawls as some sweet tunes announce your arrival.

Free/100 CP: Iron-Clad Contract. Given how rapidly things could change, and how insanely, the last thing you need is some new executive coming along and ruining your Jump by terminating your contract. Or worse, deciding to never book you and leaving you on the sidelines while they wait for that 2001 deadline to come up, unable to wrestle anywhere. With this, that's no longer a concern. Your employment can not be endangered by any outside force for the duration of your time here. That said, if you break contract by doing something absurdly illegal like attempted murder (outside of wrestling, of course), you're on your own. For free, this is in effect for the duration of your time here, and for **100 CP** this can apply to any profession or group membership you begin future Jumps with.

Free/100 CP: Finisher. Whatever you do, however you do it, you've got one move that is Yours. For everyone else, it's just another move, but in your hands it's inexorably more damaging, harder to escape, harder to counter, and if you land it odds are good they'll be raising your hand in three seconds. When you take this, pick any professional wrestling move or variation thereof; you're now the master of it, even if it wouldn't normally go with your chosen Specialties. For maximum effect, however, you have to build up to it and can't just use it out of nowhere at the start of a match. For **100 CP**, however, once a week you can just land it whenever at full power, no build up required. It's just like the Diamond Cutter now; they'll never see it coming. BANG!

Free/100 CP: Hotdogging & Grandstanding. Not everyone who comes out from the back to that ring can handle a microphone. There's a reason we have so many managers running around here, after all. Thankfully, that's not too much of an issue for you. This gives you the basic promo skills to at the very least not embarrass yourself in front of a national audience, and occasionally even provide some witty off-the-cuff comments and catch phrases that might stick. For **100 CP**, however, this skill elevates to a level putting you on par with the best talkers WCW ever saw; from Hollywood Hogan to prime Ric Flair, you could be a match for them with a mic in your hands, and can sway a crowd to cheer when you want, boo when you need, and hang on every word while pre-ordering the Pay-Per-View.

Brawler:

100 CP: Street Fighting Man. If it's good enough for a back alley or a pub, it's good enough for you. Punches, kicks, chokes, bites, and most any kind of moderately-sized improvised weapon are all things you're an expert in. To top that off, you've got better-than-average durability, making it so you can take it and dish it out. Anyone dumb enough to get into a brawl with you, if they're not equally trained or

tougher, is going to get what they deserve.

200 CP: Environment Attack. You know how to use your surroundings to maximum effect. Sometimes that just means running the ropes to make a lariat hurt that much more, sometimes it means a good hard Irish Whip into the corner, and sometimes that means making use of more esoteric options ranging from tables and ladders to guardrails and rampways to pools of water and parked motorcycles. Instinctively, you know the best way to use it all to your advantage, and it's that much more effective when you do it than when others do.

400 CP: Bounce Back. It ain't about how hard you can hit, it's about how hard you can get hit and keep moving forward. Your durability has increased significantly, but even more than that your stamina has as well. Fifty minutes into an hour time-limit match and you're at-worst at a half-tank while the other guy is probably gasping for air. You can kick out more often, push through the pain, and have enough energy left to capitalize once you drag an opponent into the deep water. That's how winning is done!

600 CP: Surprise! Sometimes you don't want to play fair. Sometimes you're done playing fair when the other guy is cheating. Whatever the case or circumstance, you're now the ultimate expert of the dirty play. A well timed shot to the crotch, a ringside object used to crack a foe across the skull, or even just a roll-up with a handful of tights. Once per match/fight, you can make optimal use of such an illegal tactic, such that all else equal it should turn the tide if not outright win you the match. Bear in mind, this works best one-on-one, and when your opponent isn't expecting it.

Technician:

100 CP: Classically Trained. Your mat grappling is worthy of a graduate of the Hart Dungeon up north. You've mastered traditional amateur wrestling techniques mixed with the most common pro-wrestling tie-ups and submissions, giving you plenty of options once you get your mitts on them. With this, you can put on a real classical clinic.

200 CP: Sudden Burst. Slapping on a hold or bringing a brawler to the ground requires committing yourself in a way that can easily leave you open to simple counters; can't take a leg if you're getting clobbered in the head, or if they simply back away and then pounce before you can recover. However, with this, every five minutes you can display an unexpected explosion of speed for the purpose of a takedown. Whatever your normal speed, this moves three times faster, and can catch all but the fastest off guard as a result. It's little more than a lunge, but it will happen too quick to dodge or counter easily, giving you an opportunity even against fellow experienced wrestlers.

400 CP: Escape Artist. It's one thing to be able to slap on a hold. It's another to get out of someone else's. Your expertise in grappling has accelerated to where anyone trying to grapple you against your will- for anything from a collar-and-elbow to a submission hold -will find you almost impossible to pin down. You know all the ways to shake off, counter, and in some cases even turn the tables on someone looking to fight on your level.

600 CP: Tap Or Snap. Everyone has weak points. Everything has breaking points. And you? You know them all. When you enter combat with anything, you immediately know all their most vulnerable points. Any attacks, especially submission holds, delivered to these will be inexorably more damaging and agonizing. No matter how well hidden, even to themselves, if you can reach a weakness, you'll leave them only two choices; submit, or break.

Powerhouse:

100 CP: Big Man. Dang, even for this industry, you've got some meat on those bones. You're larger than average, and as much of that is muscle as you want it to be (and can maintain). You could easily pass seven-foot-tall off this alone, and your bench press would make lifting weights- or fellow wrestlers -a lot easier. This alone won't make you a maven of the ring, but you sure as heck bring that towering presence to any match you're in, and strength to match.

200 CP: Delayed X. With your sheer power, you can easily halt most moves halfway through with your opponent still firmly in your grasp. A simple suplex or chokeslam leaves the opponent hanging in midair, held up by you, for way longer than they'd be otherwise. Not only is such a move vastly more damaging than normal, but any onlookers are more likely to react, get involved, and even cheer such an incredible display. Nothing like letting the blood rush to the opponent's head while soaking in the cheers, then landing a brutal brainbuster for the win.

400 CP: Feat Of Strength. Holy crap! What the heck did you just do?! Something crazy, that's for sure. Burst through a wall? Use a motorcycle as a melee weapon? Tipped over a van with bare hands, without even hurting yourself? All that and more is an option. Not only does this serve as a general boost to your strength overall, but once a year it can serve as an act of freakish strength so absurd, it cows and shocks even the most jaded or stalwart observer. Go ahead, smash up that limo or break those cuffs, then bask in the dropped jaws of your foes before you shatter them.

600 CP: No Sell. It happens to everyone. You're going about your business, beating someone down in the ring, then wham! Steel chair to the back, or a guitar to the head. Your average wrestler is going to cry out in agony, collapse, and likely get an unfair loss on their record. You, though? You're not normal. Once per year, you can simply... refuse to take damage from an attack. Just, no. Didn't do a thing. Nothing showcases what a Powerhouse can really do like taking a hit that would drop anyone else, snarl, and then charge forth to punish them to the sound of a roaring crowd. Fair warning; this negates the damage from ONE attack. So watch what the other folks in/around the ring are up to when you make use of this.

Tag-Team Expert:

100 CP: Co-Operative. You've trained extensively to be an adept partner. You can cheer, encourage, and overall buff up your partner from the apron, easily able to rile up the crowd to clap or boo as you/they would prefer. You're also very good at modifying your existing moveset to be good in tandem with others. After all, best way to be helpful is to pull off a devastating multi-man attack.

200 CP: Filling The Niche. Pick a partner at the kick-off of a Jump. Could be an existing or new Companion, or just someone who exists in the world you are at least loosely allied with. You gain the skills, for the duration of the Jump, to be a perfect tag partner for them; not merely able to fight on their level, but fight in a way they don't or can't to give your team more flexibility. If they're swift, you're strong to match. They're a bar-brawling boxer, you've got equal skill as a submission expert. They're a silent beast, you're a scrappy promo machine. If for whatever reason you break up or become foes, however, you'll lose the benefits of this Perk, unless you somehow come to terms and reunite. This resets each Jump, giving you the option to pick someone new. Post-Chain, you gain all the skills and abilities this Perk provided.

400 CP: Burning The Tag. It's a little-known unwritten rule that the partner currently tagged out can 'burn their tag'- once! -to jump in and break up a pin or submission. Doing it more than that, and the ref is well within their rights to immediately disqualify that team. Now, you gain this ability across the board. Once per Jump (or every ten years, whichever comes first), you can 'burn your tag' to save an ally. From anything. They could have been literally flattened by a bus, but once you burn your tag, they walk away safely.

600 CP: The Hot Tag. Nothing amps up a crowd like that moment where the face in peril, beaten down for several minutes, manages to make an opening. Crawling, desperate, using every last ounce of their being as they head for their corner, and moments before the opposition can stop them, hand slaps hand, and the fresh man is in, cleaning house. You now have this power to the Nth degree. Should you be available just in time as an ally is at their lowest- be it for the hot tag in wrestling or as they're nearly overrun in some kind of military engagement or anything else -all your relevant skills and abilities are briefly sent into overdrive. You are, for a short span of time, the ultimate cavalry to the rescue.

High-Flyer:

100 CP: Aerial Assault. The sky is your home. Where most opponents have distinctly two-dimensional thinking in combat, you're that modern breed for whom the third-dimension is an ally. You know just about every technique that can be done using a height difference, from second/top rope leaping moves, dives from the ring to the outside over or between the ropes, and even more wild and esoteric tactics. Not only do you enhance damage doing so, you reduce your own injury, letting you be even more reckless in combat.

200 CP: Speed Over Stature. There's some big tough guys around here, and against them a fancy leap from the top rope just means they didn't have to lift you in place for a damaging slam themselves. So how do you counter them being stronger than you are fast? Get faster! When up against an opponent who is bigger and stronger than you are, your speed kicks up to match. This will give you a good chance to duck, dodge, deal what damage you can, and get out of harm's way. You still need the stamina to keep this up, however, and if you over-commit or miss this won't help much, so pick your spots well.

400 CP: Don't. Powerbomb. Kidman. When will these poor fools learn? You cannot powerbomb Kidman! He will ALWAYS turn it into a facebuster! And yet, they never learned. Thankfully, some of that fortune has rubbed off on you. You have a perfect counter to a common but damaging power move, like a powerbomb or chokeslam, and for some reason folks just keep trying to use it on you. Yes, even the ones who never use it on anyone. In roughly half your matches, your opponent will try (likely only once) to perform this power move, giving you the chance to turn the tide. Post-Jump, this extends to any fight you have involving unarmed melee. No, we don't know why an orc barbarian would try to powerbomb you, but at least now you have the answer for it.

600 CP: One For The Highlight Reel. There is a reason springboard and top-rope maneuvers are commonly called 'high-risk'. You miss, you take all the damage and your opponent can either rally to take advantage or get a moment to recover. But they're also high-reward, in that if you connect the damage is often much more than would be dealt otherwise. Now, once a year, you can channel all the high-reward with none of the high-risk. When you deliver a high-flying move that requires you to dive, leap, or jump from a considerable height above the battlefield down onto it, you will not miss. You will not be countered. You will deal the absolute maximum damage possible to your opponent, and you will take a mere fraction of the injury you'd otherwise suffer. Go ahead, dive off the damn big

screen if you're feeling extra froggy. If your Finisher is also a high-risk high-reward move requiring such a leap, the cooldown instead becomes once a month.

WCW:

100 CP: Legacy. Yours is the lineage dating back through Georgia Championship Wrestling in the 1940s, the National Wrestling Alliance through it, and up through Jim Crockett Promotions right until it became WCW in 1988. As such, flying the banner of WCW brings you that legacy. People who honor tradition and history will be more instinctively inclined towards you, opening doors for allies, trainers, and managers you otherwise might never have access to. It might even, on occasion, result in figures from the past offering you their service or aid without asking. This only holds up if you're not bringing too much dishonor or disrespect to the legacy, however, so be wary of getting too 90s about things if you want this to work.

200 CP: Nitro-Fueled. When you fight for WCW, you bleed, you sweat, WCW. And that gives you an edge above all these selfish self-centered groups. You can push yourself further, strive harder, than any other man otherwise your equal and sometimes even your superior. It's an inner reserve, a mixture of iron will, tenacity, and adrenaline that can't be predicted and can only be experienced. It'll only kick in when the rest is spent, but even with blood streaming down your face after an hour of grueling combat, you'll be able to go that extra mile.

Four Horsemen:

100 CP: Style & Profile. You just ooze professional charm. You look better in a suit, tie, and sunglasses than most runway models look on their best day. Not only does this catch eyes, it also puts pressure on those around you to treat things as Serious Business, as if doing less in your presence would be a cardinal sin. This only applies when you're dressed professionally, though, so come dressed proper for Horseman Business.

200 CP: Horseman Beatdown. More than damn near anyone else before or after, you have learned the primal art of the numbers game. When you and your allies are looking to isolate and batter a threat, you've got better luck getting them alone, and you can do more damage in a short span of time than normal. Single out a target, and make an example of them, or weaken a rival before a major match. Whatever you do, just do it Horseman Style.

Lone Wolf:

100 CP: Whose Side Are You On? It's a question they and everyone else will keep asking, demanding, begging, and in some cases assuming. You're a wild card, and in a place used to folks joining this group or that one, you're afforded at least a moment's hesitation if not borderline gullible belief that you're coming to join them with no more evidence than you walked out and stood vaguely near them. Works equally well in getting with some new friends, gaining temporary allies against a common foe, a dramatic assault from the front if you're here for blood, or just a good old fashioned betrayal. Takes time to cool down against the same target, though, so try not to overuse this.

200 CP: One Man Army. The numbers game should be against you. Should. But for whatever reason, the more they bring, the worse off it goes for them, as their skill, durability, and morale diminishes the greater their numerical advantage. It might only give you a slight edge if they just have one person in their corner, but against some of the larger groups around here and beyond, you're their

personal walking apocalypse.

The Dungeon of Doom:

100 CP: Spooky Slice Of Ham. WCW was largely more grounded than the boys up north, yet somehow right alongside more traditional wrestlers was a stable with teleportation, evil lairs, wrestler summoning, evil transformations, and THE YETI. By comparison, Jumper, you might almost seem normal. So long as you are hamming it up and chewing the scenery, you can get away with using all but the most overtly impossible powers you have to offer. Folks will just shrug their shoulders and say 'Oh, yeah, Dungeon of Doom does that sometimes'. Fair warning; Hulkamania *might* be conceptually invincible, so don't think this is an automatic win button.

200 CP: Monster Truck Madness! Wait, so, what does a monster truck sumo match have to do with a supernatural dungeon and blood feud? And why did it need to be on a rooftop? Who cares! Once a year, you can challenge an opponent you'd normally be able to face in one context (e.g., a wrestling match) and shift it to literally any other context (e.g., a monster truck sumo match). Victory and defeat will have the same value to it as if you'd won in the original context, so if the winner of what otherwise would be a pistol duel to the death instead wins at high stakes poker, whatever they'd gain aside from the death of the other is theirs. The only caveat is, your opponent must have at least a reasonable chance of victory in the second context. If anyone asks why, just say the match is 'etched in stone' and that will shut everyone up.

NWO Hollywood:

100 CP: With Us Or Against Us. It's all you have to say and prove. Folks know there's no acceptable gray zone when it comes to conflicts you're involved in, and sides have to be chosen. Folks who don't pick a side sided against you, and are fair game. It's dirty, nasty business, but if you can back it up with violence in and out of the ring, more and more folks will come to your banner willingly, if only to avoid being on your bad side.

200 CP: One More For The Bad Guys. Hey yo. It's survey time. And shockingly, yeah, a lot of folks ARE here to see the N... W... O. No matter what vile despicable acts you might commit that would normally get a traditional wrestling crowd to boo you, if they're entertaining enough regardless, you'll still be treated like a national hero. Great for getting the crowd hyped up, selling merch, and getting butts in seats. And all you have to do is live up to being the best Bad Guy you can be.

NWO Wolfpac:

100 CP: Red & Black Attack. Folks who team with you should be exceedingly wary of getting on your bad side. When you fight folks you were previously allied with, you and all those with you get a substantial boost to your overall fighting ability. If it would have been an even fight before, with this, they might wind up in a body bag.

200 CP: Anti-Hero Coolness. Hey, weren't you just part of the bad guys? Aren't you literally still using their logo, even? Oh, wait, no, it's red now and you've got cool new theme music. Works for me! All it takes to drop your flags and switch allegiances to a new group, even one you create, is the most minor of shifts in style and a declaration that it's so. Onlookers will typically roll with it, potentially giving you a hero's welcome for doing so. Even heated rivals you'd opposed for years could end up swiftly putting that behind them without a single question, especially if in your new role you oppose

your former one.

Misfits In Action:

100 CP: Corporal Pun-Ishment. You are the 'master' of word puns. In so much as you can easily sneak them into any conversation with ease. Folks will get your meaning without issue, but even if said meaning is somehow inappropriate for current company, you won't suffer unduly for it. No promises they won't punch you in the face for making too many puns in general, though.

200 CP: Radical Rebranding. Sometimes, your current outlook and persona just isn't working. Or, well, maybe it's more other people think that's the case. Either way, you need a sudden and drastic shift? Take this Perk; with it, once a Jump, you can instantly switch your public persona to a second one as different as you want it to be. From street tough to military man, broke bum to cheerful braggart, hero to the people to vile villain. Instantly, everyone will believe and go along with the change, though this doesn't have any impact on whether they'll like the new you or not. And if you decide the rebrand just isn't cutting it, you can revert to your prior persona any time you'd like. Only one round-trip for your public image per Jump, though. Any more than that just wouldn't be credible, bro.

Millionaire's Club:

100 CP: Roll Deep. When you're around, everything just seems higher class. Meals taste better, suits fit better, limos shine and roll better. It's like adding an extra star on everything from the hotel to the restaurant to your groceries. Might not win you any matches, but it'll damn sure make folks want to befriend you.

200 CP: Vanilla Midgets. Listen, dude. A real millionaire is too cool to dip down into the lower ranks, brother. A real high-roller in this industry isn't gonna just roll over and sell for some little guy who couldn't draw fleas to a flea market, jack. Or to put it another way with slightly less Hogan all over it, people who haven't achieved as much as you have in a given Jump (or, post-Chain, any given Jump in your Chain) are woefully ineffectual against you. Their hits do less, they can take less damage from you, and even if they should be faster or smarter they just seem to be having one hell of an off day when you're around. One on one, they'd be lucky if they even got you to stumble. They'd need to stack the deck to borderline intelligence-insulting levels to get a 'win' on you. Bear in mind, this only counts for things you **actively** have done/achieved in this Jump, so if you want to make the most of this, better book yourself into a title win or three ASAP when starting a new one. Brother.

The Blue Bloods:

100 CP: Queen's English. You are a true noble, in grace and dignity if nothing else. The rules and manners of high society are second-nature to you, and you always know what words best to use with those above your station... or below it. In short, for those you view as under you, you'll always have a cutting cruel comment or two that artfully expresses that disdain. Good trick to have to get some rabble to come after you blindly, especially if you have a plan to follow up on it with.

200 CP: Power Of The Punch. You gain the remarkable ability to... hide a small object on your person! Wait, no, come back, I swear this is worth the points. You can hide a single object about the size of a pair of brass knuckles on your person, no matter how little you are wearing. Even a thorough search will not detect it. Should the time arise to secure it, however, you'll be able to deftly and easily

draw it out. And not to put too fine a point on it, but if you can't work out how best to make use of such a power in a wrestling ring, you're no proper villain.

West Texas Rednecks:

100 CP: Good Ol' Boys. Southern born, southern bred, when you die you'll be southern dead. You've got all the abilities of a stereotypical redneck; you can drive a four-wheeler and a pickup truck easy as walking, have every fact about NASCAR memorized, can drink all Friday night and still make it to the show sober on Saturday, and have the pipes and instrument knowledge to be a pretty good country star.

200 CP: That IS Crap! What happened? Weren't you supposed to be booed out the building? This might not make management too happy, but any time you're up against something or someone and declare yourself such (be it in song or otherwise), you'll find that folks who feel similarly won't be shy about showing you their support. Handy in the ring and just about any combative walk of life. Hey, maybe if this whole rasslin' thing doesn't work out, you could get a career in politics.

Team Canada:

100 CP: Canada Pride. You're here to prove the superiority of your national style of wrestling over all others, and with this Perk, it's going to be a little bit easier. When up against someone not of your nationality, your abilities across the board receive a minor boost. Better still, if you're partnered with folks who do share it, they'll get the boost too.

200 CP: Belt Collector. He who holds the championships decides the rules. Or at least, that's how it feels when you're around. Once a year, when you're the holder of at least one championship, you can change a rule of a match before *or during* said match. The more championships you have at the time, the more rules you can change for that match. If anyone asks, well, it's in the Canadian Rulebook. Post-Jump, this applies to any competition you're in, so feel free to really mess with some heads if you compete in back-to-back Olympics and medal on your first go-around.

New Blood:

100 CP: New Blood Rising. You and yours have had enough of being held back by the guys who got to the top first, and you're ready to stampede all over them. When up against foes with more accolades than you in the current Jump, you'll find all kinds of opportunities to overcome them. They'll treat you like less than you are, overlook your allies, fall for tricks they'd normally see right through. With a little luck and probably some backup, you can spring a surprise on the old guard and leave them wondering what the hell just happened as you walk away with gold around your waist.

200 CP: Blood Bath. Once per Jump (or every ten years, whichever comes first), you can signal and summon a massive blast of 'strange red liquid' from high above to strike down on a chosen target. Hitting with incredible force and amazingly slippery (but only to the target), this can't kill a foe but is sure to slam them to the ground and knock the wind out of them at the least. Just make sure you aim this properly. It'd be real shameful to miss with something like this.

The Jersey Triad:

100 CP: Jersey Devils. Yeah, that's right, you're from New Jersey! And so's everyone else you're teamed up with! Wait, *what*? With this Perk, anyone you're partnered with even temporarily qualifies

for any Perks you have that only apply to Followers or Companions, or to people who share certain characteristics with you (e.g., species, nationality, alignment, etc.). So, feel free to abuse that Freebird Rule and any number of other more exclusive Perks. Rules don't matter in Jersey, bro!

200 CP: Self High Five. Good God, you are good at this whole wrestling thing. A real innovator of violence, a beast in the ring. But most of all, you've learned how to adopt, adapt, and improve better than most folks. You can slap on holds and perform variations of moves of all shapes and sizes; your options when it comes to counters or especially nasty versions of existing moves you know the basics of borders on limitless. Combine this with the 100 CP version of Finisher, and you'll gain a good dozen variations of your Finisher you can bust out whenever the situation most calls for it.

lWo:

100 CP: I Demand Respect. Management knows who they want to feature, and if that's not you, there isn't much you can do about it. Or is there? With this Perk, the harder you work, the more things tend to happen to reward you accordingly. Keep putting in Match of the Year candidates, and whatever the folks backstage think or want, you'll find fate conspiring to move you up the card. Whether you can handle that spotlight or not, well, that's on you to find out.

200 CP: Toss Them A Shirt. You've got a way with words when they can be backed by righteous anger. When you can point out an indignity shared between yourself and the person you're talking to, your ability to persuade them to follow you and fly your flag skyrockets. Do this enough times in the direction of an especially guilty party and you could amass one hell of an army real fast. Best of luck keeping it all in line afterwards, though.

Filthy Animals:

100 CP: Bunch of Filthy Animals. You're a prankster through and through. You know tons of ways to frustrate, aggravate, and humiliate your targets. Aside from being able to more easily goad foes into acting without thinking, these antics are prone to endear you to younger & more rebellious observers. Good way to get some 90s kids to cheer for you and buy your merch.

200 CP: Feigned Injury. Looks like you picked up some pointers from Eddie Guerrero. You know how to fake an injury such that you can deceive most folk who didn't see you initially fake it that it is legitimate. Outside a match, this is a good way to lure opponents into a false sense of security. In a match? Try tossing a steel chair to your opponent first, then just try not to laugh too hard when they get disqualified.

The Dangerous Alliance:

100 CP: Dangerous Mic Skills. You were born to hold a mic in your hands or a headset on your head. All the skills of a Grade-A interviewer and commentator- color and play-by-play -are at your disposal, making you a unique potential highlight of any show where management is smart enough to hand you a live mic.

200 CP: Stunning. Being shoulder-to-shoulder with some of the greats of the era can be a bit intimidating for anyone, but especially someone very early in their professional career. For you, however, it's an opportunity. When you're the junior member of any group or organization, not only will you improve exponentially faster to begin to cover the gap, but folks will notice. Fans,

promotions, opportunities, they're all more likely to come your way, so long as you hold up your end of the group. Sky's the limit if you use this right, Jumper; one day, those greats might be bragging *they* were in a group with *you*.

Nitro Girls:

100 CP: Dancing Queen. You could put every cheerleader in the country combined to shame. You've got moves for days and charisma to match, coupled with the stamina to dance for hours if you had to. Interestingly, while this alone could net you a steady paycheck around here, what really seals the deal is that any troupe you dance with will get a lesser version of this so long as you're with them. Just by being you, the whole crew is elevated. Don't be shocked if your calendars outsell the boys' merch by a country mile.

200 CP: Sudden Storyline Importance. Life's funny. One day, you're just dancing your heart out. The next, you're interfering in a main event title match, and become the valet to a world champion, all while feuding for control of the whole group. Basically, this is a large Plot, Come To Me button. Once active, life will find excuses to pull you into things more important than what you're currently doing, if that's possible. Fair warning, while this can be toggled, it has a month-long cooldown for on or off, so you can't just decide to bail as soon as the heat gets too hot.

Raven's Flock:

100 CP: Evenflow. Something about you attracts the least of society. The rejected, the wastrels, the broken and wayward. While it may take more than just this to keep such people in line, they'll at least initially see you as a chance for the kind of belonging they currently sorely lack. Cults- even religions -have been built starting from less than this.

200 CP: Raven's Rules. You don't wrestle when THEY want. You wrestle when YOU want, and by YOUR rules. What rules? Well, that depends on you. You can enforce a single rule on any fight or contest, so long as it is universally applied and vaguely reasonable. So, you could make a baseball game have twenty innings, but you can't declare that the opposing team can only field two players when you're up to bat. As for using it in the ring, well, if you happen to make all your matches no-disqualification and you've got a literal cult backing you up...

Stud Stable:

100 CP: Southern Dandy. You've got all the unearned swagger of a man born on third base who thinks he hit a triple. The skills and knowledge of a man of means in the deep South is yours; from the rules of dress and decorum to a knack for fast-talking. The latter could especially come in handy as it can help you get folks to agree to things a bit more slanted in your favor- especially contracts -than they'd otherwise consent to. Accent optional, but if you're going this route, may as well commit.

200 CP: Bunkhouse Brawl. You're an expert in fighting under unusual circumstances. Backstage? Easy. Ranch? No problem. Back of a truck driving down the highway? You're king of the road, baby. Unless it's actively damaging you (e.g., fighting while on fire), you're never at less than neutral whatever the environment. Could come in handy if you're up against someone equally inexperienced at the situation.

York Foundation:

100 CP: Yuppie Scum. You've got what it takes for the boardroom. All the best lingo and cutting edge techniques a savvy business professional would need in 1991, you have it in spades. This comes with a full mastery of the computer sciences as-of 1991, so you can also help York maintain and update her simulation and master the arcane art of 'spread sheets'.

200 CP: Simulation 2.0. With this skill, you could steal the title of Computerized Man of the 90s easily. You now have the ability of a refined version of Alexandra York's wrestling simulation program, enabling you to take all data you have available to you and craft an ideal combat strategy that will even provide a clear time to victory if followed. If you can follow the strategy beat for beat, you can obtain victory... provided you were not mistaken in your information, had enough of it to go off of, and no outside factors interfere. Hey, refined or not, you're still working off York's simulation here. Maybe keep a blunt object to bludgeon the other guy with on hand, just in case your data was incomplete.

Natural Born Thrillers:

100 CP: Power Plant Graduate. Unlike some folks around here, you came up in the modern WCW system, trained by some of the greatest this industry has ever seen. As a result, first day you had a camera on you, you were ready for the road, the mic, and the ring. This acts as a force multiplier, improving all Specialty and General Perks you've taken in this Jump. A lot is going to be expected of you right from the start, so better put all that training to good use.

200 CP: Brotherhood Born Of Training. By the time the Natural Born Thrillers showed up on television, they were already a well-oiled machine when it came to working together; rare for such young talents, but not surprising given they'd trained together for quite some time. Now, when training alongside others, you'll find that not only do all of you improve faster together, but your ability to cooperate and coordinate is considerably boosted too, akin to three times the results you'd have gotten from practical experience alone. This doesn't apply for folks who trained you, though, so do with that- and them -what you will.

No Limit Soldiers:

100 CP: Hoody Hoo! You, Jumper, are the single most effortless heel this industry has ever seen. Everything you do and say gets fans agitated, and the more they see of you, the more they want to boo. Sounds bad? Never forget, this industry has been built off the back of giving folks heroes to cheer and villains to boo; leverage this right, and they'll pay through the roof just for the chance of seeing you get beat down. Oddly, this also come with moderate skill as a rapper. Maybe try combining the two, see what happens.

200 CP: Get That Bag. Some folks complained about the guys at the top and their guaranteed contracts, or their creative control clauses. Maybe don't let them see yours; you're getting paid like you're a guest star and Eric Bischoff was desperate for your time. You might not be quite pulling Master P numbers (rumored to have been $200K every time he showed up), but expect your pay to be by far (excluding upper management) the highest per appearance in the company while asking nothing more from you than any other worker in the locker room. Won't do the company's finances much good, but your accountant will thank you. Post-Jump, this applies to any paycheck you receive from any company that employs you.

Diamond Mine:

100 CP: Doll Magnet. There's something about you that attracts attractive people. They want to be your friend, they want to work for you, want to get to know you. Handy for the dating scene, and for making sure you've got a couple lovely local ladies (or lads, we don't judge) to escort you to ringside every night.

200 CP: Diamonds in the Rough. You naturally draw people to you with incredible potential. They may not yet know it, or have come even close to realizing it, but these persons each have the capabilities to be among the most storied in their respective industries. Nurturing these people and helping them reach their full potential is something that will come as second nature to you, and they'll be a lot less likely to forget it down the line.

The Fabulous Freebirds:

100 CP: Play Some Skynyrd! You remember Jimmy Hart Version? It now gets a massive buff-up; you instead get the actual song of your choice in addition. Same goes for every soundtrack, theme, or otherwise music-based Perk you have or will obtain on your Chain. For every single one, you can slide in one extra choice that the Perk otherwise wouldn't normally provide. And even if used in a situation where it'll be on live television or Pay-Per-View, you'll be able to use this free of charge with no legal complications or fees. They'll all have a boosting effect to the morale of those who hear it, too; nothing hypes up a crowd quite like a good song they already can sing front to back, after all.

200 CP: Freebird Rule. Normally, when one guy (or two for tag-titles) is a champion, best the rest of his friends can do is cheer them on or occasionally interfere. Not anymore for you. Any time a title or championship held by one member of your group(s) needs to be defended, any member of it can sub in and have it be completely legal and accepted. Keep the other guys on their toes, and make sure you can always put in the best man or combination for the job. Post-Jump, this will let you also sub-in a Companion to tackle any single Scenario on the Jumper's behalf once per Jump. Handy especially in instances where you'll be otherwise indisposed or where Scenarios might be mutually exclusive.

The Varsity Club:

100 CP: Collegiate Athlete. Pick any given college sport of your choosing, and if applicable any two roles in that sport. You've now got experience in it as if you'd spent all of high school and college (so, roughly eight years) training and competing in it at a state-champion level. Aside from the general advantage this provides for overall physical health and ability, this also gives you a bit of sports cred, which can endear you to a portion of the audience.

200 CP: Team Captain. You are a rather impressive ring general. With relative ease, you can rally your allies, change plans on the fly, and adjust to all but the most insane events. Granted, this is WCW, so that does still leave a lot on the table. But with this, something not going according to the pre-game plans will barely even cause you to pause, and if your team listens up you can right the ship with ease.

Jung Dragons:

100 CP: The Power Of Jouth. Your journey has only just begun, and it would suck to make it alone. When you set out on any new task or profession, you naturally attract people of equivalent (in)experience. Any you choose to ally with, and yourself, will find that by working together, you'll

learn faster and improve better than if you were to train and/or compete alone.

200 CP: Jumper-San. What, that? Oh, no, that's not Jumper. Jumper doesn't wear a mask! All it takes for people to roll with the idea that you're whatever you say you are is a mask that covers at least 50% of your head. Claim a different race, gender, even species; so long as the mask stays firmly put, no one will question it. Handy for the wrestling ring, and if you decide to moonlight as a superhero in the future.

3-Count:

100 CP: TRL Worthy. The looks! That smile! Your voice! Those moves! You've got everything you need to rank an easy #8 or so on any given Total Request Live show. Singing, dancing, hitting your mark and giving the fans a winning grin, these come as naturally to you as a headlock does to most other folks around here. On a more practical level, this also gives you a mild teamwork boost, keeping your movements in sync with one another. Equally handy for choreography and tag matches.

200 CP: Unnatural Attraction. Anyone can get fans, but you? You get... uh... well, we hate to use the term 'fanatics', but it's hard to claim otherwise. As a natural passive ability, you attract a wide array of faithful, eager to scream your name and buy your merch. The more you perform, the stronger this can get, until it might even breech into the ranks and roster of those around you. The only downside? You've got zero ability to control who this attracts to you. You're just as likely to get the attention of the most beautiful woman on the roster as you are an overweight ultraviolent borderline psychotic shoot fighter. And while their interest is (at least initially) more in you as a performer than as anything else, navigating the results of this is entirely in your hands. Good luck with that.

Magnificent Seven:

100 CP: Prove Your Worth. The Magnificent Seven, as said in a promo by Ric Flair, was formed to prove to 'the new owners' why Flair was still standing after all the other greats came in and went out. In the same way, when you form or run a group, you can take a shard of their deeds as your own. A member won a match? You can share in the glory as if you won it, even if you just sat in the back and ate catering. This doesn't swing both ways; if they lose, it's their problem, but if they win, you can bask in at least partial accolades. While this works for outsiders to boost your stature, be wary of overdoing it... the members of the group you're leeching off of might come to take offense.

200 CP: Final Boss. When a Jump is coming to its end, sometimes it's on you to throw down with your greatest foes. Other times, however, those foes will come to you. If you're the one being potentially approached for battle in the final six months of a Jump, you can position yourself as the final obstacle. They won't go after folks around you, they won't attack you ahead of time even if it would be to their advantage. As if they know the story is ending, they'll face you head on, one-on-one, for all the glory. This only works if you do the same, so no baiting a foe into a one-on-everyone situation using this, but it makes certain you can close your time in a world with whoever you consider your final rival. Winning, however, is up to you. Post-Chain, you can do this once every ten years, picking a potential rival to call out for a fair duel they won't reject or try to work around.

The Revolution:

100 CP: Raise Your Flag. Division over tactics is often the bane of attempts to change things, and the last thing you need is petty differences splitting your focus. With this Perk, when you are either in a

leadership position or full equality with the other members in a group, they'll tend towards your brand of ethics. Keep things honorable? Cheating and deception? The majority will trend whichever way your flag blows.

200 CP: Radical Departure. Sometimes, it's less about what you do than how you end it. Once a Jump, you can effectively declare your involvement with a group, organization, company, or movement over, and it will instantly come to pass. No red tape, no contract disputes, no physical or legal attempt to blockade you. For circumstances where that normally would not- or even could not! -be the case, this could be so shocking that it will become the news of the day, giving you momentum, while throwing your former compatriots into disarray at the suddenness of it all.

NWO 2000:

100 CP: Wearing The Old Colors. The risk of effectively declaring yourself the inheritors of an older legacy is, well, it's old and has a legacy. Some folk might be turned off by you rehashing old ideas, while others will despise you because they despised where said legacy came from. Now, both are virtually impossible for you. You can easily lay claim to old titles and banners, gaining the benefits while minimizing the downsides. Only caveat is, they need to be A) currently unclaimed, and B) you need at least a fig-leaf of reason to be able to take them. Grab one or two guys from the old gang, throw them in there, bam, done, you're golden. Might be harder if in future you try to use this to take an empty throne or something, but hey, at least if you do you won't have too many folks complaining about it.

200 CP: Injury-Proof. You know what would suck? If you built up for a month or more for the big reveal of your new group, only to have it ruined literally instantly by a series of unfortunate accidents and injuries, leaving everyone with the worst possible taste in their mouths. Fortunately, now your allies can worry less about that. Anyone in a group with you has a kind of low-tier luck field around them when it comes to anything that might cause significant lasting damage. They always seem to dodge the worst of it; a stiff sidekick that would cause a concussion instead just leaves them with a ringing headache, a shard of glass to the arm just scrapes the surface instead of slicing deep enough to endanger the limb, and both quads and ankles behave themselves in the course of normal daily activities. You can even extend this to your opponents if you're feeling kindly or just don't want to risk the other half of the feud. Two notes, though; this effect is minimized if the damage is *intended* to be significant and lasting (i.e., not an accident), and you don't gain this benefit. So for everyone's sake, stay safe.

Items:

Wouldn't be much fun to send you out there without any toys to enjoy, would it? Take a **500 CP** stipend for this section. Certain General Items get special additions or variations for free to each Specialty, and for any Loyalties, you get your (base) Item for free.

General:

Free: Wrestling Gear. We can't exactly send you out there without something to wear, after all. You'll gain one general purpose attire with this, plus one appropriate variation for every Loyalty you have.

Free/100 CP: Money & Miles. Hey, that contract you signed at the beginning is a work contract, after all. You'll be pulling a steady paycheck from the head office for the duration of the Jump, both for appearances and for any merch sold. This alone won't put you at the top of the pile, but in this industry it's very nice to know the checks will keep coming so long as you keep being around. For **100 CP**, post-Jump, you'll continue to pull whatever pay (plus royalties) you're getting by Jump's end each month. Guess you were on one of those *really* good long term contracts.

50 CP ea.: Merchandise. Where the real money is made! Each purchase of this gets you a full shipping containers with your choice of either general WCW merchandise from 1991 onwards, merch only featuring your Loyalties, or a full state-of-the-art 1990s/early 2000s entertainment center complete with all the WCW VHS tapes, WCW video games, and associated means of playing both. We'll even throw in a few WCW albums to sweeten the pot.

100 CP ea.: Signature Weapon. Steel chair? Steel chain? Golden spike? Brass knuckles? Tables? Ladders? Guitars? A freaking cattle prod? Whatever the case, you've got a weapon folks tend to associate with your usage. Any time you have a match, a copy of this weapon can be found under the ring; just flip up the apron, and there it will be. It's no more effective (or less stealable) than any other equivalent would be, but with this, it'll always be handy. You can purchase this multiple times, either picking a different weapon or doubling up on past purchases if you really want to load up. Post-Jump, your Signature Weapon will appear with alarming regularity anywhere you happen to have a fight.

100/200/300 CP: Home Base. Not every day is spent on the road, in hotels, or in the ring. You need somewhere for them to send the paychecks and other mailings to, if nothing else. This purchase will grant you full ownership of a home somewhere in the continental United States. For **100 CP**, this will be a 2-bed/1-bath apartment, with a reserved parking space somewhere on the same block. For **200 CP**, this will be a two-story family home with front and back yards, attached 2-car garage, and your choice of a basement or attic. For **300 CP**, this is a sprawling estate, gated, with its own Follower security detail, 4-car garage, and your choice of either a fountain in the front or a helipad in the back.

Anything you purchase with this will come furnished to a modest living standard, and will have all utilities and taxes paid for in perpetuity. You may purchase this multiple times, if you so wish. For the 200-300 CP options, you'll also get the option (or bonus, depending on your Specialties) of some add-ons:

-100 CP: Groundskeepers. You're going to be gone. A lot. And the last thing you want to do, accordingly, is come home to an overgrown lawn, chipping paint, overflowing garbage pails, and dusty pillows. Sure, if you've got a significant other, they could do all the upkeep, but combining that with you being on the road a lot sounds like a bad time in the making. So, get this instead! A team of Followers will handle everything from yard and home maintenance to cleaning duties. For the 300 CP

option, we'll even toss in a personal chef, butler, and maid. Always know you're coming home to a sparkling clean abode.
-100 CP (Free for Brawler): Man Cave. With a sweet set-up like this, if you weren't ineligible, you'd easily win something for those Best Nitro Party contests WCW throws. Massive entertainment center with a big screen TV, plush couches, an overhead projector and pull-down screen for films, surround sound, and a full bar with five drinks of your choice on tap perpetually. We'll even throw in free cable (all channels!), a pool table, and a couple full-size arcade machines to really complete the experience.
-100 CP (Free for Technician): Jumper Dungeon. No, not like that. This is either an extension or spacious basement room bedecked in thick floor mats, with your own personal ring and a display wall for every title, award, and championship you earn. Spacious enough for at least a half-dozen folks to use the space, it's not a full training center, but certainly an able place to practice and teach. If you've got a family interested in the business, no better place to show them the basics than under their own roof.
-100 CP (Free for Powerhouse): Back Forty. Oh. Wow. About that back yard of yours, Jumper... it's a lot. Like, acres and acres of undeveloped land, likely with some incredible trees to boot. For one thing, you'll never want for firewood, while for another you can easily go on a nature hike any time you wish. Comes with a full outdoor grill and patio for hosting, so you and your guests can chow down on grilled meats while enjoying the sights and sounds of nature. If you'd like, we'll throw in a stables and a horse, if you really want to go all-in with this.
-100 CP (Free for Tag-Team Expert): Guest House. Hey, if your partner is in town, you don't want them to have to bed down at a hotel, right? This 1-bedroom/1-bath house exists somewhere on your property, and while for the 200 CP option it's not much else, for the 300 CP option it'll also come with a living room and kitchen, plus parking space. Interestingly, if you buy any other add-ons, the Guest House gains a lesser bonus from it. Luxury upgrades, maintenance, entertainment center and mini-bar, etc. If you got Back Forty, it'll have its own dedicated yard and patio too.
-100 CP (Free for High-Flyer): Luxury Upgrade. Looking to really ramp up the quality of your abode? This one's for you; that 'modest living standard' furnishing is now absolutely turned up to 11, in whatever way you see fit. Retro cool? Ultra-modern? Garish and gold-plated? Go for it! We'll even throw in a pool, a sauna, whatever you like. So long as another add-on doesn't cover it and it could even vaguely be featured on MTV Cribs, this does.

200 CP: Power Plant. Everyone needs somewhere to either learn or brush up on the basics. You now have yourself a training facility complete with locker rooms, showers and bathrooms, and practice mats & rings, fully owned by you, no rent or taxes required, utilities included. You'll also get the option (or bonus, depending on your Specialities) of some add-ons:
-100 CP: Core Staff. Everything else here assumes this to be a private facility for the use of you and your allies. And while you might want to keep this the case, it is nice to have options. This will provide you with staff facilities and a break room, along with all the infrastructure to run the place either well as a public for-profit entity, or absurdly well as a private one. It'll even add in fridges an shelves, so you can stock workout supplies for personal use or sale. This includes Followers to run the front desk, handle janitorial duties, and a dedicated handyman in case anything breaks. In case you need one, we'll even throw in an accountant. Most Jumpers could use an accountant.
-100 CP (Free for Brawler): Dummies, Bags, And Pads. This huge set of gear looks like it was stolen half from an expensive martial arts dojo and half from an NFL team's practice yard. Covering all shapes and sizes of bodies, these dummies & bags make practicing hard striking moves a lot easier, and the massive number of striking pads can help sharpen those skills to a razor's edge. Comes with a set of Followers; two striking coaches specializing in different combat styles, and a team of assistants under them to hold pads and provide similar support.
-100 CP (Free for Technician): Tape Room. This incredible library of wresting tapes would likely

make you one of the world's pre-eminent archives of professional wrestling footage on planet Earth. With everything from around the world since the 1950s, and updating every week, this comes with a viewing room with a large screen and plenty of seats. Helpful for scouting opponents or rewatching one's own matches to find where to improve. Comes with two Followers, one librarian to make it easy to find what you need quickly, and one retired wrestler with absurdly keen eyes who can help you single out vital moments in the tapes you might otherwise miss.

-100 CP (Free for Powerhouse): Full Gym. Weights, treadmills, ropes, machines, and more. This massive add-on practically dumps a full-size gym sufficient to handle dozens of people training their bodies to the limit, and just to sweeten the pot, also adds in a bank of televisions for them to watch while working out. All with free cable, though the only choices for channels are Turner-owned ones (CNN, TNT, TBS, etc.). Comes with a half-dozen Follower trainers that will construct full workout regiments for you and yours, to get the most out of the facilities.

-100 CP (Free for Tag-Team Expert): Promo Room. Training your body and your mind are two-thirds of the battle. The remaining third is your image, which this room can help with in spades. Equipped with two cameras and an associated tech area, mics and a sound system, stage, and seating, you can practice anything from interviews to entrances to promos in comfort. Comes with Followers serving as cameramen, an editor, a sound engineer, and a speech coach.

-100 CP (Free for High-Flyer): Extreme! You're going to probably want more than just the basics, especially with how buck-wild some matches in WCW can get. So, let's get wild too! This will add a series of rock climbing walls, a free-running course, and an indoor bike/skate park, along with all equipment needed. We'll even throw in the materials to set the practice rings up for cage matches, so you can practice the other kind of extreme as well. This will come with Follower trainers for each, to make sure you get the most out of these while staying safe.

WCW:

100 CP: Nitro Grill. Where the big boys eat! Formerly located singularly (and briefly) in Las Vegas, Nevada, you now own a second instance of the themed restaurant franchise that barely was. Featuring a full bar, multiple large screens perfect for watching wrestling (or, you know, other sports) on, and a stocked gift shop, this steakhouse has 16,000 square feet of space and can seat up to 350 hungry persons at once. Assuming they can handle a menu with more puns than an hour-long Misfits In Action promo, like the Figure Four Fajitas, Diamond Dallas Burger (DDB!), and the Booker T-Bone. You'll have full ownership of it, complete with a staff of Followers trained in all the recipes on the menu and with replenishing stockpiles of ingredients to make them all. In future Jumps, can be imported anywhere you'd like, or it can remain as a Warehouse add-on. We'll even throw in a free Hulk Hogan's Pastamania for your Warehouse, so they can be buddies! Please, take it.

Four Horsemen:

100/200 CP: Jet-Flyin'. Buses? Rental cars? That's no way for a real wheelin'-dealin' son of a gun like you to travel the country! For **100 CP** (Free for a Horseman), the company will personally charter and staff a modern (for the time) jet plane for your travels to and from the city of each show and for any related press or media events. It's just for company purposes, though, so no using it for personal reasons. Well, unless you pay **an additional undiscounted 100 CP**, in which case the jet with Follower crew is all yours, along with a hanger at the airport of your choice to store it in when not in use. Fluids, parts, and upgrades up to a 2001 standard of air travel all included.

Lone Wolf:

100 CP: Baseball Bat. When it's you versus the world, you're going to need a little something extra. This black baseball bat is virtually unbreakable, and it hits with the power of karma; if you're rolling in as some kind of avenging angel on your or someone else's behalf, it'll hit the guilty with additional force based on the weight of those sins.

The Dungeon of Doom:

100 CP: Custom Monster Truck. Behold, the latest gift from The Master... your very own monster truck! Tricked out with incredible suspension, a powerful engine, gigantic tires, and bedecked in colors and iconography befitting your pro-wrestling persona, this Goliath of a vehicle can easily crush lesser vehicles, and would even be a match in terms of horsepower for any similar monster truck. Might be a bit tricky using this to commute from venue to venue, but at least you now have a good solution for freeway traffic. Unlimited fluids and maintenance provided on the house.

NWO Hollywood:

100 CP: Ad Time. The following message is paid for by the New World Order. Hey, Jumper, ever want to just get some uninterrupted time to shit-talk, shill, and do whatever the hell else you want in front of the camera without running the risk of interference? Take this Item, redeemable once a month for a sixty-second spot on any given program. Uncensored, uncut. Hey, if they won't give you promo time, you can always just go over their heads and buy it from the network, right?

NWO Wolfpac:

100 CP: Spray Paint Set. With one can for each color- black, red, and silver -this spray paint set never runs out. The paint applies easily, stays as long as you'd like, and when you don't anymore will vanish quick as a wink. Warning: using it on someone else's person voids 'as long as you like' warranty and they can easily wash it off. Please spray other human beings responsibly. Just for good measure, we'll throw in a free motorcycle of your choice, right out of the 1990s. Likely was a spare laying around after a Road Wild PPV.

Misfits In Action:

100 CP: Backup Contract. Fun fact; did you know that the reason the MIA faction had all those name changes and gimmick changes was, in part, because the wrestlers were fired by Eric Bischoff for not playing ball with him, and this was how they snuck back into the company? Crazy, right? And yet, absurdly, it worked; their second contracts with absurdly fake even for wrestling names got them back in the door. You now have much the same; once a Jump (or every ten years, whichever comes first), anytime you would be fired, have a contract voided, or nonlethally experience Chain Failure due to a Drawback or Scenario, you can invoke this Item. Think of it as a heavily caveated 1Up. One downside; you're going to need a gimmick change to match. And it needs to be at least as extreme a change as, say, going from a straight-forward multi-time tag champion to being unironically named G.I. Bro, or from a no-nonsense gruff wrestler to General Hugh G. Rection and spouting military puns every other minute. Maybe save this until you ***need*** it, Jumper.

Millionaire's Club:

100/200 CP: Limousine Ridin'. A man of your wealth and taste should never arrive to the arena in anything less than the pinnacle of luxury. This black stretch limo with tinted windows has plush

comfortable seating for ten, a full bar with glasses and drinks on ice, interior running lighting, and an excellent stereo sound system running from front to back. For **100 CP** (Free for Millionaire's Club members), this will be paid for by the company to take you to and from your hotel to every arena you'll compete in. For **an undiscounted additional 100 CP**, it will be yours permanently, with a Follower driver and mechanic, plus a garage set up to house and maintain it. Unlimited fluids, parts, and drinks included; we'll even throw in your favorite kind of small snack, like nuts, to indulge in on the ride.

The Blue Bloods:

100/200 CP: Noble Title. It simply wouldn't do for you to proclaim yourself a man of lineage and nobility and not have there be some truth to it. You might be a villain, but you're a *proper* villain, thank you. So, with this, you will have a measure of either earned or birthright nobility. For **100 CP** (free for a Blue Blood), this is equivalent to a member of the landed gentry in Britain, while for **an additional undiscounted 100 CP**, you are a full member of the peerage, such as a duke or earl. While not as earth-shattering as in the past, this does come with (aside from the ability to look down at others) a variety of unique rights in Britain, and a measure of land. At the landed gentry level, this is a smaller parcel, around 50 acres of mostly pastoral land. You likely have a small estate to your name here, perhaps the majority set aside for agriculture to bring in a bit of funds for you off of rent from local farmers. As a member of the peerage, this balloons to roughly 200 acres, likely with some measure of established industry, housing, and/or natural resource of value. Any income you pull from this will be a lot greater, as will your standing with fellow peers. While this defaults to Britain, it- and its equivalent -will fit anywhere such a system of nobility resides, and will grant the same benefits if Imported into future Jumps. Alternatively, you can obtain a door in your Warehouse leading to the self-same region you acquired in this Jump, if you just feel homesick for it.

West Texas Rednecks:

100 CP: Redneck Weekend Party Pack. Hard to be a Good Ol' Boy with your friends if you don't have something to bring to the table. This package includes one six pack of beer, one fully gassed up four-wheeler, one fishing pole with line and lure, and one well-tuned guitar. Cowboy hat optional, but included upon request. Anything expended, used, or ruined will be restored/replenished come Friday night, so you can party again all weekend.

Team Canada:

100 CP: Stickers. Spray paint? How pedestrian, and utterly beneath a man of national pride like yourself. When you want to stake your claim, you've got something much better... stickers! This endless pouch of stickers, defaulting to the image of your national flag though you can alter this, will reshape themselves to fit anything you have won or obtained. Slap it on there, and you gain the full irreconcilable ability to rename said trophy, championship, or what have you. Only way the name can be changed, reverted, or even referred to by its original title is if someone then wins it off you or otherwise obtains it from you. Even then, joke's on them, since they'll have to remove the sticker, and we all know doing that is a pain.

New Blood:

100 CP: Flea Market. Well, guess this is one way to prove a certain someone wrong. This traveling swap-meet can follow along with you across the country, offering booths and a stage for local sellers and musical acts, as well as a ring for local talent to wrestle in. It comes complete with the trucks and

equipment to set up anywhere large enough for it, plus Followers to handle the day-to-day of assembling, running, and striking the market to move to the next town. Aside from being a nice side hustle since you'll get a cut of the profits, said ring has a tendency to attract fresh faces that just might have what it takes to move up to a bigger company like WCW. And all else fails, you can always put in an appearance to drum up business, or if you just feel like getting in an extra match that day.

The Jersey Triad:

100 CP: Jersey ID Card. See? Jersey! This is a real deal US Driver's License, along with a passport, voter registration, diplomas from elementary up through a university of your choosing, birth certificate, social security card, and full medical records, all now duplicated in the system to clearly cleanly prove to anyone and everyone that you are in fact a bonafide resident of these United States. Only caveat is, it's all gotta originate somewhere in New Jersey. Nothing's perfect. Comes with a free advanced reader copy of DDP's autobiography, Positively Page, signed by the man himself.

lWo:

100 CP: Box Of Shirts. Defaulting to the tri-color lWo logo but changeable to any you pick upon purchase, this seemingly endless cardboard box of t-shirts comes in all sizes, from a Youth Small to 5XL for adults and everything between. Anyone wearing such a shirt gains all the benefits and downsides of being a part of any Loyalty or similar organization you are a part of for so long as they continue to regularly wear it (but not perpetually; laundry day is not grounds for expulsion). Handy if you're looking to gather an army super fast.

Filthy Animals:

100 CP: 101 Ways To Prank Your Coworkers. This handy-dandy paperback, slim enough to slide into the pockets of most 90s male's pants, will on a casual perusal have an array of creative general purpose pranks and gags to pull on folks. The power of it lies in the ability to get more selective; if you open the book when thinking of a specific person or group of people, the book will instead provide four chapter's worth of pranks. One for friendly pranks they'll be able to laugh along with, one for disruptive pranks that will easily distract them, one for vicious pranks that will get them blind with rage against you, and one for malicious pranks that are likely to injury the target(s). Only question now is, how mean do you want to get today?

The Dangerous Alliance:

100 CP: The Phone. This beast of a phone was what passed for a 'mobile' device in the late 80s and early 90s; huge, bulky, with a prominent antenna jutting from the top, it looks like the least advanced advancement this side of a military walkie-talkie. However, yours has a special trick or two up its sleeves; first, any deal you make over it is legally binding if the other party agrees. Once you hang up, the appropriate paperwork will appear for you both, signed and notarized. Second, it is borderline immortal; it always has a charge, always has reception, and would take a tactical strike from a major world power to do anything more that scuff it up. Handy if you need to switch from making deals to bludgeoning someone at a moment's notice.

Nitro Girls:

100 CP: Dance Studio. Much like the Power Plant Item, this one is all about the training. Unlike it,

it's expressly for dance. In addition to boosting your overall training here, along with that of anyone else you let use it with you, your stamina while training is effectively infinite. Feel free to practice until the latest hours perfecting your moves.

Raven's Flock:

100 CP: Ringside Tickets. Hard to scope out your opposition when you can only sit in the back and watch on monitors. Doubly so if you're looking to get some free hits in when they're not looking. These tickets are a set of reserved seats in the front row at any WCW show, perpetually granting you new ones every new show. With a full set of eight of them, you can fill the section with your allies (or followers if you lean that way), or just give them out as gifts for folks you're eager to bribe. Or, you know, if you want a loved one or family member to see you compete for a title, if you're a total mark.

Stud Stable:

100 CP: White Suit. This absurdly stereotypical suit is custom-tailored to your specifications. More importantly than that, however, is the fact that while wearing it, folks will automatically think you a lesser threat than you really are. You could be an accomplished wrestler with a long list of accolades, or a manager prone to cheating on your client's behalf constantly, and somehow it'll still come as a shock to them when you prove otherwise. This effect only works on each individual once before they wise up, though.

York Foundation:

100 CP: Alexandra's Computer. This heavily modified Tandy TRS-80 Model 102 Portable Computer comes with the usual for its model; a text editor, a telecommunication program which uses the built-in modem, and its own solid version of BASIC. Unlike others of its kind, however, under the hood it is bordering on a supercomputer. With a nearly limitless hard drive and a battery that will keep it running strong after the sun snuffs out, it also has the YORK SIMULATION ROM. This program will, when fed a substantial amount of data on a specific individual, be able to plot out their strengths and weaknesses, and can craft an ideal system either of training to bring them to their full potential, or the means by which such a person can be brought low. The only issue is, you're going to have to either type in all the info, or be abnormally patient while it takes in said data; that modem is only running at 300 baud, and if you don't know what that means, it's 300 bits per second. Feel free to do the math yourself for whatever means you use to upload the data.

Natural Born Thrillers:

100 CP: Developmental Contracts. On your travels up and down this land of ours (and beyond), you might come across some folks just starting their journey in the pro-wrestling industry. Or, some who should, but the idea hadn't quite occurred to them yet. Should you spot such a person, you might want one of these on you. These six contracts, pre-signed by Ted Turner, grant the one who signs them a one-year developmental deal to train at the WCW Power Plant, which can be then converted into a main roster contract should they prove worthy of it. Any such person who does get called up automatically gains one of your Loyalties; they damn well will remember who got them their big break, after all. Post-Jump, a fresh six contracts will be available for entry-level positions in any company you work for or own. The new hires there will still gain one of your Loyalties, oddly enough, and the 100 CP Perk associated with it. Guess some gimmicks stick with us.

No Limit Soldiers:

100 CP: Appearance Fee. Having someone famous promote your group or product won't always help, but it certainly can hurt; those folks tend to charge the big bucks, doubly so if you need it in a hurry. This Item, however, provides you once a year with a token. Cash it in, and it'll pay for any one celebrity to show up ASAP and shill for you however you'd like. They get their full appearance fee in the bank, and you didn't have to spend a dime on it.

Diamond Mine:

100 CP: Roledex. You and your friends (or clients) are going to need folks. Beautiful girls to serve as Diamond Dolls and accompany your wrestlers to the ring, local rentals for cars and other equipment they might need, and the best restaurants in the area to book for a post-event dinner to celebrate wins at. Thankfully, you have this to help out. This roledex contains forty removable cards in four categories; one for local jobbers willing to show up at a moment's notice for a payday, one for ladies willing to accompany wrestlers to the ring and serve as a distraction for their opponents, one for rental companies complete with price and services offered, and one for dining options ranging from the cheap and quick to the five-star variety, but all offering the best in that field available. Every time you come to a city or town, the roledex will populate with ten cards for each category. If you decide one in particular is worth singling out, you can pull it from the roledex, so when the next set populates it'll remain intact. Any cards featured will be able to respond ASAP to your call, with rentals having at least one of an acceptable item on hand, and restaurants having at least one table not yet reserved for the night. Grab a phone, makes some calls, make some plans. Post-Jump, these will populate much the same, just subbing in 'jobbers' for folks who can do some quick temp work for a day more generally.

The Fabulous Freebirds:

100 CP: Duffle Bag Of CDs. You must've hit every yard sale and record shop from here to Badstreet, Jumper, to fill this thing up. In this sturdy canvas gym bag is an unreasonable number of CDs, covering every genre you could name, though a fair majority do seem to be under the general umbrella of rock music. Interestingly, any use of these you'd like is 100% legal. Sell them, use them to score a film, use them for entrance music, rip them to the internet when that becomes an option. You could do it in front of the band themselves and at best they might ask which track from the album you liked the most. Fair warning, there's no CD in here dated past early 2001.

The Varsity Club:

100 CP: Letterman Jacket. Went to college, huh? Could have played professionally, if you hadn't started pro-wrestling, I'm sure. This jacket gives the wearer the allure of a man both of athletic accomplishment and academic. Off this alone, the average person's opinion of you would be appropriately adjusted upwards. Just don't do anything that would put the lie to either, and you'll be golden.

Jung Dragons:

100 CP: The Mask. This handy breathable luchadore-esque mask, in your choice of colors and design, will conceal anywhere from 40% of your head to 100% of it, depending on your preference. Aside from never being an impediment to your vision or hearing, this mask is special in that your opponents can gain absolutely no advantage from it. Trying to twist it to blind you will result in them

jamming a finger or getting a fabric burn for the effort, and if they try to pull it off your unwilling head you'll magically have an identical copy underneath. The only way this mask moves at all is if you chose to move or remove it.

3-Count:

100 CP: Gold Record & Recording Contract. This dual item not only gives you (potentially unearned) credibility in the music industry, but it also gives you a bare-minimum one album deal with a major 1990s record label. Anything past that is on you, so best hope for at least one hit to put truth to that gold record. Post-Jump, this will turn into a once-per-Jump equivalent credibility and pass for an equally appropriate form of mass media/entertainment in that setting.

Magnificent Seven:

100 CP: Executive Privilege. You must have something Ted Turner really likes, because now not only do you have a contract as a wrestler, you've also got a major backstage title. While not on par with WCW's CEO or the like, aside from a boost in pay and benefits this gives you the ability to, once a week, book any match of your choosing. Bear in mind, you'll carry the shame and blame if the match ends up a dud or a disaster, which could remove this title for an extended time. Post-Jump, you'll have a similar post and power at a company (or equivalent) of your choosing in the setting, and can make a similar once a week demand with similar expectations.

The Revolution:

100 CP: A Flag Of Your Own. If you're going to raise your own banner, first you're gonna need one to raise. This flag, with optional pole, comes in the color and design of your choosing and can shift from as small as 3'x5' to as large as 20'x38'. Seeing this flag not only will provide a substantial morale boost to anyone who considers it 'their flag', but will also help to encourage others to cheer for those living, competing, and striving for success under it. Maybe even enough to recruit new fans...

NWO 2000:

100 CP: Special FX Kit. Sometimes, when you want to fool folks, you need to step it up a notch. This Special FX makeup kit is professional grade, and when used can emulate any number of grievous injuries in a way that looks perfectly legitimate. Best of all, it's extremely water soluble, so when the ruse is over, a quick splash will have it run off and away with ease.

Companions:

It's a rough world out there for folks with no one to watch their back or share a long car ride with. Feel free to purchase as many or few Companions as you'd like. Note: Companions cannot purchase Companions, but they can purchase Followers.

50/200 CP: Running Buddies. Got yourself a stable already, partner? Fair play; for **50 CP** you can bring in an existing Companion, and for **200 CP** you can bring in up to eight. Each one gets a free Specialty and a free Loyalty, and 800 CP to spend on anything on top of that. And no, it doesn't have to be the same Loyalty/Loyalties as yours. Nothing wrong with some friendly competition.

Free/50/100 CP ea.: Recruitment Drive. Odds are good you'll be finding a lot of folks around these parts you'd be keen to befriend, and maybe even bring with you after this all wraps up. This lets you take wrestlers you meet here on as Companions. To start, pick one Loyalty you have (other than WCW or Lone Wolf); you get all the members of it (or as many as you want) as Companions for **free**. For all other Loyalties you have, **50 CP** will net you the same. For any Loyalty you don't have, it'll be **100 CP**. WCW and Lone Wolf can each pick up to five wrestlers who competed for WCW anytime between 1991 and 2001 in place of their Free choice.

50 CP ea. (First purchase free): Fan Club. Want to drum up groundswell for yourself? Here's a keen place to start. Purchasing this will give you a dozen die-hard fans as Followers. We're talking the sort who will absolutely evangelize the heck out of your athletic abilities, trumpet to the high heavens all about your best matches, and make all the excuses for you in the world if something does go wrong. Any product you're featured in, including TV and PPV, they're buying it and encouraging others to do the same. Once the internet becomes a bigger deal, expect them to get even louder, and to not be shy they're watching the product for you in particular. Could be a good cornerstone for getting you popular, and at least one will make it out to every show you're featured on. Each purchase after the first doubles the amount of Fan Club Followers you have (24, 48, 96, etc.), and in turn doubles the minimum number showing up for each show.

50/100 CP ea.: Security Detail. For **50 CP** each purchase, this set of six Followers are trained private security, decked out in matching uniforms and willing to throw themselves between you and threats outside a match. They're not exactly on par with your average wrestler, but that might matter less if you're just looking for an impediment against being jumped without recourse, or want to look cooler than normal. For an additional **50 CP**, they all receive additional training akin to former law enforcement, and are decked out in full tactical riot gear including face-shielding helmets. Much cooler, much more effective, much more intimidating... just make sure you know who is under each helmet, so your rival(s) can't use this to sneak close to you.

50 CP ea.: Managers & Valets. Every good stable has someone up for being in their corner. Managers to handle the talking and contracts, valets to smile and charm the crowd, any of which might happen to offer a bit more material support in the form of distracting or hitting an opponent or sliding you a weapon behind the ref's back. For **50 CP**, you can acquire as Companions **either** all Managers and Valets who were associated with all Loyalties you have (minus WCW and Lone Wolf), or any single Manager or Valet who worked in WCW from 1991 to 2001 otherwise. For WCW and Lone Wolf, each purchase will instead let you pick up to three 1991-2001 Managers or Valets.

100/200 CP ea.: Refs & Officials. It can pay to have someone in a position of authority to back you up. For **100 CP**, you can pick any single WCW referee employed from 1991-2001 to have as your ally,

be it due to a strong friendship or just having them on your payroll secretly. Handy if they end up officiating your matches, less so if they don't. For **200 CP** (discounted if you have the Executive Privilege Item), you instead can select any major official, from commissioner on up. This comes with a lot more potential to tilt things in your favor, or at least keep things neutral and fair if that's your preference.

100 CP ea. (First free for WCW & Lone Wolf): Cameo! A lot of celebrities have come and gone through the entrance in WCW over the years. Everyone from comedians to musicians have made appearances, some just for a one-off show, some for a match, and some changed the face of the company for good. Now, you can strike up a friendship with one such, and even offer to give them a spot as Companion in your Chain. Each purchase of this lets you pick a non-wrestler than appeared in WCW between 1991 and 2001 to befriend; should they elect to become a Companion, they can bring with them anyone immediately associated with them, such as a spouse, kids, and/or bandmates, so they don't need to pick between adventure and who they'd be leaving behind.

Drawbacks:

Feeling like there's too much you want, and just not enough points to have it all? Or maybe you want to make sure you really get all the challenges this era can provide. Either way, feel free to take as many of these Drawbacks as you'd like, adding the points offered to your own total with each one taken.

0 CP: Reality Is Out To Lunch. If we take everything- and I do mean everything -as canonical in WCW, then it is one weird place. Vader had a castle of doom, the Dungeon of Doom had mysterious arcane powers that could warp the wills of men, Robocop and Chuckie are real and exist and occasionally get involved... if you pick this toggle, you open the door to even more insanity, as everything WCW ever crossed over with becomes fully integrated with this world. How does one balance a reality where Baywatch is real and OCP runs Detriot? Heck if I know. Good luck in the pro-wrestling equivalent of the Tommy Westphall universe.

0 CP: Kayfabe. Is it real? Is it fiction? Is it a work, a shoot, a worked shoot, a work that turned into a shoot or a shoot that- oh no I've gone cross-eyed. WCW, especially in its later years, played fast and loose with what was real life and what was scripted entertainment, to the point where they were even trying to trick the folks backstage into thinking what was fake wasn't. If you want to keep things a bit simpler for yourself, this toggle will let you pick how much- or little -of your stay here is real athletic competition that just so happens to follow some wacky tropes and narrative oddness, and how much/little is written for the home audience.

+100 CP ea.: Target On Your Back. Select a Loyalty other than your own. This group has you in their sights, and they won't be content until... well, it depends on the group, really. Maybe they want to recruit you, maybe they want to humiliate you, maybe they want to drive you out of the company, or maybe they want to beat you into an early retirement or worse. Whatever the case, if they're in the same building as you, expect them to make an attempt on you. You can take this up to five times, and the only solace you'll have is the possibility their attempts will trip over each other.

+400 CP: The Alliance To End Jumpermania. (Must take Target On Your Back 2+ times to take this) Never mind that chance, Jumper. Now every group out to get you will cooperate, even if normally they'd be at each other's throats just as much. That's how much they want to get at you. Aren't you lucky?

+100 CP: Fashion Disaster. Someone in costuming has it in for you. In every era, your attire will be absolutely out of place. Striped down and basic in the early 90s, 80s-colorful even after the NWO show up, and just plain awful all around. Sheer ability will overcome it and might even win some more fans, but don't expect to make much money off any merch with your full body on it.

+200 CP: "Where's Your Scissors?". Well, this is... awkward. Folks around here seem to know you're a Jumper. That is to say, folks in the company, and mainly the folks you're feuding with only. And they keep making public reference to it, especially to anything humiliating or embarrassing you've done. Aside from potentially opening old wounds, this is going to confuse and annoy the audience more than anything, since the majority have no context for all of this while at-best maybe 2% will know and (mostly) not really care. I mean, sure, Jumper, neat, but they'd really rather just watch some wrestling, you know? Not an ideal situation if you're looking to get folks invested in you and your matches if this keeps happening anytime you're on screen...

+200 CP: "Dogpile in the ring, fuck you WCW". Geez, Jumper, who did you piss off? Evidently,

everyone. All the independent magazines, the ragsheets, and the burgeoning field of internet review/recap sites have essentially decided you are The Worst. They'll go after every match you have, every promo you're a part of, and even every piece of merch you have for sale. The impact will be limited at the start of your Jump, but as these resources have greater and greater influence among hardcore fans, you'll hear about it more and more.

+200 CP: The Friend No One Likes. Pick a Loyalty you have. Your fellow members in that group... do not like you. Some might even hate you. Don't expect them to come out to help you if you're being beaten down, and if the group is jumped expect them to leave you to your own devices. Also expect the leader(s) to throw you to the wolves as a speedbump regularly, forcing you to have matches against their rivals to keep them from getting to their title(s). You can take this multiple times, but only as many times as you have Loyalties. If that many folks hate you, Jumper, maybe it's more on your then them.

+200 CP: Spin The Wheel. -and make a deal! Every time you're going to have a match, you'll need to spin a wheel with twelve different matches on it. Could be a normal match, a street fight, a cage match, and... coal miner's glove match? You'll never know what's on the wheel or what you'll have to compete in until it is match time. This could at least make your matches must-see TV, but it won't make things very easy for you in preparation.

+200 CP: Insane Dusty Commentary. If the news came out that right before your matches the commentary booth all dropped acid, you'd honestly believe it. Your televised matches are legendary for arguably one of the worst reasons, as the color and play-by-play are constantly going off on side tangents, getting distracted by one another, talking about things coming before and after your matches, and sometimes just saying things that don't even seem to match up with the reality you currently inhabit. Whatever secret sauce commentary can bring to your matches, therefore, has been replaced with expired mayo and hallucinogenic mushrooms. Hope your wrestling can make up for it.

+200 CP: Brand Ambassador. Normally, being one of the guys seen as a face of the company would be a cherry spot to be in. Normally, however, has a very loose relationship with WCW. Prepare to be constantly tapped for talk show interviews you won't be ready for, interacting with guest stars in the most awkward of ways, and ending up in front of a camera for everything from sitcoms to movies. Why is that last one so bad? Because they'll almost universally make Ready to Rumble look like high art. And yes, your involvement is now non-negotiable.

+200 CP: Outsider. You're not from around these parts, are you, Jumper? Well, obviously, but now the crowd is thinking it. It's a lot harder to win them over to cheering you than it normally would be, as you're seen less as one of the big boys and more as talent from Somewhere Else. You can win folks over with time, but expect a bit more resistance and boos should you ever cross paths with someone seen as a home-grown WCW original.

+300 CP: DTA. Don't Trust Anyone. This sentiment might find more of a memetic home in the other company, but it's more true here. Whether it's a heel seemingly turning face just to betray you, or a 'friend' calling for help against two foes only to turn it into a 3-on-1, this seems to happen to you a *lot* more than to anyone else.

+300 CP: Wrestlecrap. Hoo boy. Jumper, sometimes, there's just storylines and rivalries and unique match ideas that... don't work. And once a year, no matter what you try to do, you'll end up at the heart of one of these. Expect Perks that boost charisma to fail at the last minute when this happens, and that

those involved most certainly won't be helping. These events may even end up infamous, bordering on the wall-shattering debut of The Shockmaster.

+300 CP: The Bill Watts Era. ...evidently never ended for you. If the ref sees you come off the top rope for a move, or intentionally throw/pull an opponent over the top, you lose via DQ. Oh, and the protective ring mats on the outside? They'll go missing, but only for your matches. And no matter what Perks you have, you **will** feel it if you take bumps on the exposed concrete.

+300 CP: Freebird Rule. Take a look at the perk of the same name. Now **every** Loyalty has this Perk. All of them. Even WCW. Even Lone Wolf. Yes, that shouldn't make sense, but that's where you are now. Any title you pursue can be defended, at the group's preference, by any other member(s) of that group regardless of who is the official champion on paper.

+300 CP: Five To A Car, Six To A Room. You're broke, Jumper. I mean, flat busted. No outside money, no outside resources that could lead to money. All you've got is your WCW paycheck, and you're not even being comped for rental cars or rooms, with the singular exception of any overseas tours... but don't expect any seat other than economy. Best hope you can find some road buddies willing to split costs with you on transportation and lodgings.

+300 CP: Call The Hotline. Somehow, someway, “Mean” Gene Okerlund has the scoop on you. I mean, on just about everything to do with you. Luckily for you, he's not looking to drop it all on anyone maliciously. Unluckily, he's essentially selling whatever the latest juiciest bits are for $1.49 a minute on the WCW Wrestling Hotline. This could be anything from your secret plans to what you do off-hours, whatever Gene thinks will attract the most calls this week. Being friends or allies with him might cause him to temper what he offers a bit, but strong-arming won't; the hotline brings in big money, and he's protected by the Powers That Be from any violence you could employ. Besides, c'mon, a buck is a buck. Dude's just trying to hustle here.

+400 CP: Black Scorpion. Someone has a grudge against you. Someone who knows you. Knows you well. Keeps making subtle references that only you'll get, but that won't help you narrow it down. And they're good. Damn good. A real natural in the ring. They're masked, and can sometimes even employ 'fake' versions of themselves to distract or trip you up, or sacrifice to keep you from getting to them. They'll float in and out of your life, but you'll never get closure- not even their identity! -until your ninth year here. At that point you'll have a chance to unmask, reveal, and defeat them once and for all.

+400 CP: Down To Earth. Being a Jumper means potentially bringing more power to the table than potentially the whole roster can handle. And as anyone will tell you, watching someone win over and over with no stakes and no risks makes for damn boring wrestling. All your Perks from outside this Jump are disabled until it concludes.

+400 CP: NWO B-Team. See, there's the guys at the front of the group, getting the promo time and their faces on the posters and t-shirts... and there's you. You are perpetually the junior member of any group you're in, sent to do what the 'main guys' don't want to do. Expect to be the first sent to fight anyone the group has issue with (or potentially sent to be a speed bump against them, doubly so if you picked The Friend No One Likes), or overseas to work foreign markets on the group's behalf, but don't expect much if any screen time for promos or your own merch. Granted, this is just what the guys in charge of the group think. If you manage to fight hard enough and win over both fans and management, there might still be big matches and title belts in your future...

+500 CP: Jobber To The Stars. You're amazing, Jumper. Strong, smart, swift, and with a great winning record... on Saturday Nights, opening matches at the PPV, and maybe if you're lucky against a third-tier champion. But the moment you're in the ring against a 'name'- anyone who has more than the rare fan, anyone who has ever main evented, etc. -it all falls apart. Perks stop working, your timing is all off, and even your best moves will be lucky to get a 2-count. You're never winning the WCW World Heavyweight Championship; hell, you'll be lucky to get a one-week reign as a tag champion. That said, you might still net a considerable fan following.

+500 CP: Void Clause. Remember that Iron-Clad Contract Perk? Yeah, no. It's no longer here, and no longer can save you. Which is a problem, since now if you lose your employment with WCW for a full year at any time, it's a Chain Failure. Same applies if you're not under contract by March 26th, 2001, the prospective end date of the Jump all-else-equal. If you're not either being bought out by WWF on that date or have your current contract still in effect, Chain Failure. A 1Up can be used... to go back a week prior to your contract being terminated and try to right what went wrong. Best hope you can make yourself impossibly indispensable, Jumper.

+500 CP: White Hummer. At some point during your time in WCW, while crossing through an area such as a parking lot at the arena the show is in that night, a mysterious white Hummer with tinted windows will seemingly come out of nowhere and strike you and/or a vehicle you happen to be in at the time. Your Perks and other abilities won't save you from this, but thankfully the damage won't be permanent; you'll be out of action for a few weeks, though, as you recover. Once this happens, however, you're on a ticking clock. You have, at best, one year to figure out who was driving the White Hummer and confront them. Fail to do so, and they'll try again... and succeed, ending your Chain unless you have a 1Up to spare. If you do, the cycle will restart instead, with half as much time to solve it each time it does. Can you solve the mystery?

+500 CP: One Warrior Nation. Oh. Well. Crap. It seems the (formerly Ultimate) Warrior has set his sights on you as the target of his ire. At some point in this Jump, he'll interject himself into your life, committing a rambling promo on you that will signal the start of your woes. From there, and for months, you'll have to endure his attentions. Among these are: teleportation, duplication, brainwashing of your allies, ambushing of your allies, moving at the speed of Plot, fighting at the strength of Plot, choking blinding mist that hides his ninja-like assaults, and illusory powers designed to drive you to the brink of madness. If you're able to put up with this for a few months, you'll finally have a one-on-one match with Warrior, where his Plot Armor is at least dented enough for you to have a chance of victory. He'll still be an able match for you, no matter how good you are, but if you can manage to win, he'll offer up one more rambling promo before leaving your life as bafflingly as he entered it.

+500 CP: Russo Booking. Hey, dog, I hope you weren't expecting your skill and ability to always decide the match's outcome. About half of your matches will have screwy finishes. Distracted refs, crooked refs, outside interference, foreign objects, run-ins, time-overs (seriously, when the heck do those ever happen?!), match restarts, and even something absolutely nuts like getting pinned in a ladder match could happen to you. But hey, at least it'll keep people guessing *how* you'll be screwed over this time, and when it comes to title matches your chance of a screwy finish drops to *only* 20%.

+600 CP: Regenerating Contract (requires at least four other non-toggle Drawbacks, cannot be taken with Void Clause). The antimatter universe version of Void Clause. Now, you can't be fired! Or leave. Ever. You're in this for the full ride, no matter what happens to you or how badly the ship is sinking.

You'll be showing up to every show and fulfilling every obligation you have. And to say this is inescapable is putting it mildly; it's borderline conceptually protected. Someone could literally eat your contract in front of you, and it would simply manifest whole and hearty once more.

Scenarios:

For some folks, just making it the duration of the contract will be challenge enough. But if you want to take one any or all of the following, great rewards await. Failure, unless it would otherwise normally cause it, will not cause a Chain Failure.

March 27th, 2001:

In our timeline, March 26th, 2001 was the final WCW Nitro. Simulcast with WWF's Monday Night Raw, it was a bittersweet farewell episode as- with the television shows canceled by the infamous Jamie Kellner -WCW was bought for a mere couple million dollars by their victorious rival. And while the ending suggested that, through the machinations of Shane, Vince's son, WCW would live on and challenge the WWF once more, it was never to truly be.

It is now your objective to change that. And it won't be easy. WCW hemorrhaged money most years it was in business, buoyed past horrible gimmicks, poor spending, and baffling booking by nothing so much as Ted Turner refusing to cancel it so long as he was in charge. It took the AOL-Time Warner merger to bump him from power, which sadly for WCW coincided with the nadir of their downturn, long after the gravy train that was the NWO/Sting/Goldberg era had dried up. The new company saw WCW as a costly embarrassment, which gave Jamie Kellner all the reason in the world to shut it down for good.

To succeed at this scenario, you're going to have to push WCW into the black for at least 60% of the years you're present. That means not just bumping up PPV buys, merchandise sales, and attendance at shows, but also finding ways to circumvent the more insane expenditures WCW undertook (massive contracts with creative control for nearly everyone in the mid-90s and onward, paying KISS half a million dollars to play a single song on free TV, pulling something similar when they paid $200K to Master P per appearance, flying in their entire 100+-deep roster for every show *just* in case, screwing up an Australian tour so badly they sold out every show and *lost* $400K, the infamous Sumo Monster Truck match on top of an arena, Ready To Rumble, etc.), and all this while still competing around the nation/world in the ring for a whole decade. Just shoving money into the company won't be enough; the ones in charge will just find ways to blow through most of it with more elaborate expenditures (they might pay for KISS to play a whole THREE songs this time!). And that's not taking into account the sheer volume of persons who would become the big stars that buried WCW who began here and were eventually fired, like Steve Austin, Mick Foley, Eddie Guerrero, and the man who'd become Triple H. To get to March 27th, 2001 with WCW still being a corporate entity that exists, you'll essentially need to fix *all* of this. If WCW does not end its fiscal year in the black six years out of the ten from 1991 to 2001, and if it ever loses enough in the other years to cancel out the other years' gains, you lose the scenario.

Reward: There is a contract in your hands for the sale of WCW, Jumper. However, the name on the contract doesn't belong to a McMahon. It's your name. That's right; **you now own WCW**. Contracts, licenses, weekly TV slots, the tape library, everything. You'll get a special add-on to your warehouse with a special 'outdoor' WCW arena, akin to that final WCW Nitro, where new episodes can be filmed multiple times a week.

Rising Sun:

Throughout the early 90s and continuing until late into WCW's life, the company had deep ties in Japan across multiple wrestling organizations, resulting in a large number of cross-promotional matches and even the existence of an NWO Japan. Your fate will now be tied to these events, as you'll find yourself arriving in New Japan Pro Wrestling frequently over your years here. Your goal is a simple one; to win and hold for at least six months (cumulative) any title in the NJPW organization. Expect to be hated and despised for the foreign heel you'll surely come off as, but if you can get past

that, you might find yourself with quite the crowd of fans eager to see you on your many returns.
Reward: Aside from the respect of the Japanese audiences- and likely more than a few fans globally -you'll receive a special perk; **Big In Japan**. This Perk grants you the ability to win over otherwise hostile groups/crowds by sheer ability. Even if circumstance would normally lead to you being hated on sight due to where you're from or what group(s) you are a part of, you'll instead be judged purely on your actions and ability instead. Tendencies to dismiss you due to age, gender, or any other reasons will fail, and even the most prejudiced person in the room will give you the same consideration they'd give to anyone they weren't prejudiced against.

Conquer The World:

Not in the normal sense, Jumper. One look at the Loyalties section will show you how many factions have risen and fallen over the course of WCW's lifespan. Some only blazed bright briefly, some never had a true moment in the sun, and some were among the most powerful forces in all of professional wrestling at their peak.

Select one of your Loyalties; this group now must stand above all the rest in the best of ways. Under that banner, you must see to it that every title in the company is held by you and your teammates at least once each. This includes titles that are by their nature contradictory (heavyweight, cruiserweight, light heavyweight, as well as the two women's championships), and goes for every title the company offered at any point between January 1st 1991 through to the end. So once certain titles become available (e.g., WCW Harcore Championship, first instated November 21, 1999), you have to either obtain it yourself or have a teammate obtain it. That means you'll have an early potential failure state; the WCW World Six-Man Tag Team Championship only existed from Feb to Nov 1991.

Note that this may mean you'll need to recruit new members rapidly as titles become available, some of which you/your existing teammates won't be applicable for. How you manage these recruitments, and what tactics you undertake to get into and win these championship matches, is up to you.

Reward: A true champion deserves a true championship, and as such on the final Nitro you'll be awarded the **WCW Omniversal Jumper Championship**, a title belt of platinum and gold studded with diamonds and rubies set upon a heavy black strap. Aside from the awesome look and overall value of the item, wearing or openly carrying this belt will immediately prove to anyone who sees it that you are a true champion. Not only that, it will prove to them you are a person that can make champions of others. Recruitment for anything will be vastly easier when you have this on hand.

Champion's Road: (NOTE: Requires Regenerating Contract Drawback)

You've chosen to not make it easy on yourself, and given yourself no easy way out. I like that. How about we raise the stakes one more notch? With all those Drawbacks loaded up on your shoulders, complete all three other Scenarios: **March 27th, 2001**, **Rising Sun**, and **Conquer The World**. This won't be a simple journey, and there may well be whole new swerves and bumps even those Drawbacks can't explain. But then, the path of a champion is rarely easy.

Reward: You've run the table. Congratulations. In addition to the Rewards for all three other Scenarios, you now gain the Perk **Kayfabe Achieved**. In every Jump, and every world you can access post-Chain, you can adjust the world itself to run on professional wrestling logic. Anything can be decided by a wrestling match, life is bigger and flashier (and frequently involves pyrotechnics!) and everyone has theme music. Everything from this Jump- Perks, Items, and Companions -are kicked up a notch, helping you to stay on top anywhere you go. Sure, this also means plot twists even you can't predict could lurk around any given corner, and there's a non-zero chance you'll see everything from the thrones of kingdoms to ownership of companies decided in crazy gimmick matches, but after the ten-plus years you had here? Going to guess that's just par for the course in your book.

...besides, *you own WCW.* Convince them to do it in your ring and sell tickets.

End:

That's it, folks; we're outta time. The crowds are headed home, the merch stand is closed, the pay window is shut. However it went, whatever successes or failures you experienced, odds are good you had one eventful time here in World Championship Wrestling. And now, there's just one final decision to make.

Go Home: A whole hell of a lot of folks were happy when WCW closed up shop and they went their own way. Whether you're happy or not, this is the note you've chosen to go out on. You return to your home world of origin. Your Chain is over.

Stay Here: Hey, you're a star now, baby! Why stop a good thing? Even if WCW is done, you could jump to the Fed or go find somewhere new to ply your craft; I hear there's a place or two opening up where you could really make an Impact. You remain in this world; your Chain is over.

Continue: Just because the show is over doesn't mean you're done with the road. Take everything you've learned here, the friends you've made and the skills you've gained, and go forth on your Chain in style.



Notes:

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I know the tone of this Jump can, at times, seem harsh and combative. Understand, it comes from a place of love. I watched WCW and WWF in equal measure growing up. I was actively watching when most of the Loyalties rose and fell. And damned if I didn't love the ride, even when it objectively sucked. WCW brought something awesome to the table, something everyone since has been chasing to greater or lesser success. From TNA/Impact to ROH to AEW and even WWE, WCW's legacy is one worth remembering and celebrating. Yes, even the WrestleCrap.

The lack of heels, faces, and tweeners as traditional Origins is intentional; even before the more fluid days of the mid/late 90s and beyond, WCW often had a very loose concept of what made someone a good or bad guy, with the most respected and loved wrestler under contract most years being the 'despicable' heel Ric Flair. Be you, Jumper, and just be awesome enough, and the definition won't matter.

For Loyalties, only groups with three or more members (not counting managers) who ever wrestled under that banner count. So no two-man tag teams like the Nasty Boys. Sorry.

Why so many Loyalties? Aside from how different each was, and all the options that opened up for me to offer in the Jump... well, no matter how good or bad a group was, how long or short lived, odds are good they had **some** fans, if not of the group then of the concept or individual wrestlers in it. Goodness knows half the reason I included the Jersey Triad was my own fandom of the three men involved. If there are fellow WCW fans in the hobby, I want them to have their pick of the litter as best I can manage. If I missed someone unmentioned across the whole Jump that could have applied, shout me.

Skipped over NWO Elite as a faction since, both in story and in terms of roster, it was basically just NWO Hollywood 2: Electric Boogaloo. Besides, the hell am I going to hand out for that? The ability to disappoint everyone? (For the same reason, I skipped just plain NWO, since that's what NWO Hollywood essentially was; tacking the name on there was chiefly to differentiate it from the Wolfpac after the split occurred.)

“Dogpile in the ring. Fuck you, WCW.” was my wink and nod to one of the first major websites to consistently chronicle and rank every WCW show, DDT Digest. Their archives are still online, shockingly, and were a big help in tracking down certain matches, events, and promos. Go give it a read if you want to immerse yourself while reading early internet reviewers slowly lose their sanity.

On a related note, a shout-out to Wrestling Bios, OSW Review, the Pro-Wrestling Wiki, Sportster, and the countless smaller content creators and uploaders whose work examining, archiving, and analyzing WCW over the years helped me a lot with this Jump. The first two in particular helped me stay sane by listening to them in the background as I wrote this. In honor of OSW, anyone who recognized at least ten references across the Jump without looking them up gets **+200 CP** and a can of Coke for your Jumper.

If you're looking to save WCW for Scenario purposes, you'll find no keener foe than Jamie

Kellner. If you don't know the name, he's the guy who canceled Freakazoid and Animaniacs as well. Admittedly, the man's forte was in seeing other kinds of genre fiction hit the airwaves; he arguably is the reason Fox survived its early years to become the 'fourth' network, and under his watch a lot of great TV got made in the 90s across the dial, but when the man hated something or thought it was no longer good for the bottom line/viewers he thought a channel needed, that was it. If you want to really ramp up the difficulty, go ahead and give him full Perk immunity.

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Version 1.0: Created Jump

Created by Astrangeplaytomake