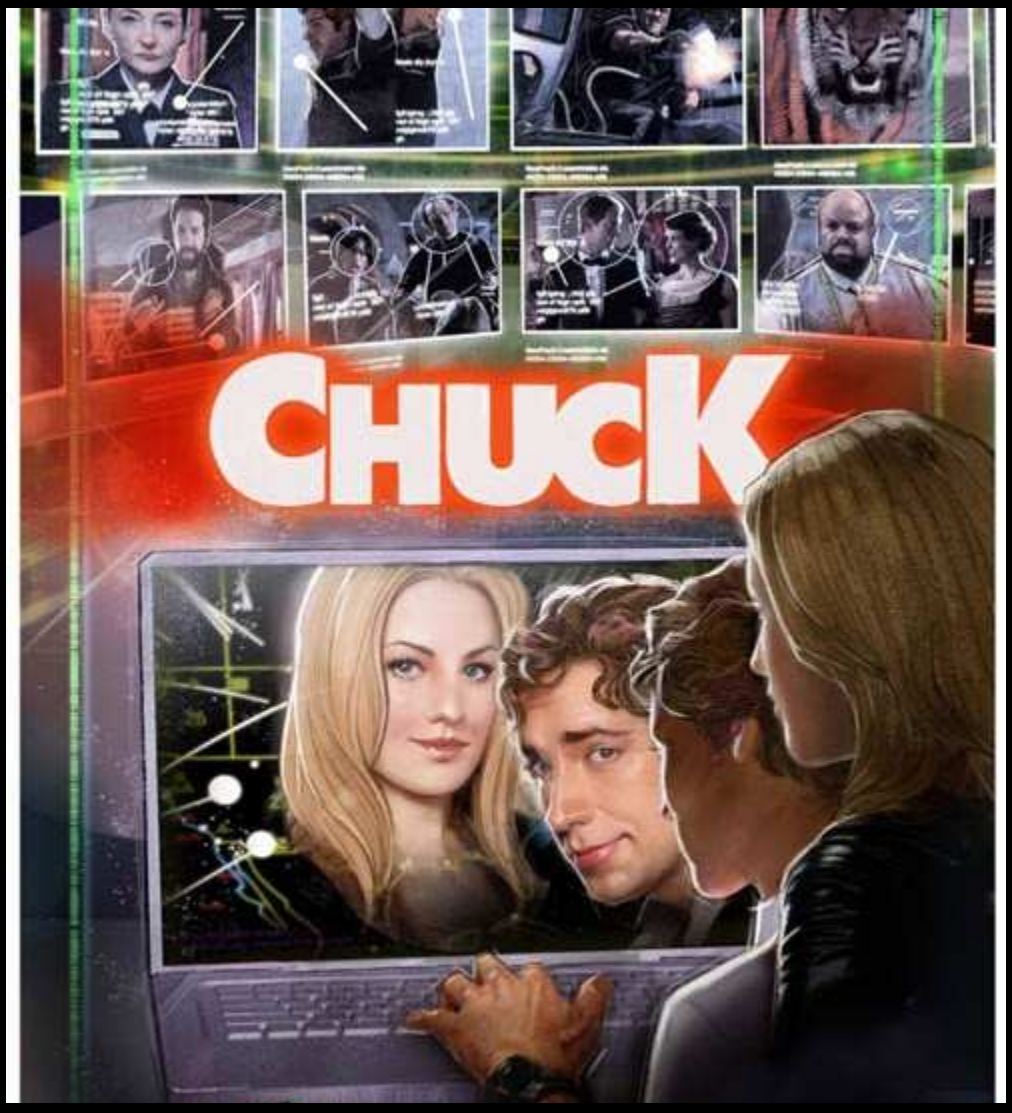
Chuck



Welcome to the world of Chuck. In this world there is Charles (Chuck) Bartowski, a 26 year old intelligent computer nerd who works at the Buy More; after being expelled from Stanford University on false cheating charges a few years ago which basically turned Mr Tycoon into Mr has no motivation and life goals. All of which is about to change, you see, the friend who helped get Chuck expelled, well turns out he is a CIA agent who tonight is going to steal The Intersect, destroy the computer storing it and send it to Chuck causing all of that info to become stored in his brain. Which will then force the NSA & CIA to send Major John Casey & Agent Sarah Walker to investigate starting off the whole show.

You arrive on the day that Bryce Larkin destroys The Intersect and betrays the CIA.

Here's 1000 CP, enough for your 10 year stay.

Location

You arrive in Burbank in Los Angeles County and the place where the story begins and the home to Charles and Ellie Bartowski, Devon Woodcombe & Morgan Grimes live.

Origins

Your age for all of these origins is set at 26 years old and your gender is your choice. Any of these can be Drop-Ins.

Nerd: You are a good person, one who lives their ordinary life away from the hustle and bustle of the spy world. For you, life is about having fun, spending time with family and friends and staying true to who you are.

Agent: Whether you were recruited in college or while on the run, you were inducted into either the CIA or NSA and became a spy. You have gone by dozens of names with your current one, maybe not even being your real one, have had to lie to those closest to you (if you have anyone that is) and risk your life everyday for the safety of the public. Without expecting a thanks of course.

Best Friend: Your best friend may be a spy or he might just be a nerd regardless, that doesn't matter not to you. For whatever the situation, even if you don't fully understand it, you are there ready to lend a helping hand and emotional support if the need ever arises. Ready to threaten others for the safety of your friends and betray them if necessary to keep them safe. To do whatever it takes to keep those you care about safe and sound.

General Perks

Awesome (100 CP): The classic good looking perk that gives movie star looks and a body most would kill for the kind of body that could make professional spies lift an eyebrow in amazement and desire and even hardcore generals nervous. Can decide body type and the semantics for example, swimmer build, herculean, blond and blue eyed, black hair, tall, how tall etc. You decide. For free, this can come with a British or American accent you choose.

Plot Armour (400 CP): As it so unimaginatively says, this gives the same level of plot armour that basically allowed Chuck and his team to survive all of their missions. For example, you could be shot at by a helicopter armed with machine guns and not one of them would hit you, you could be captured by enemy spies and they would not even think of killing you and would instead hold you captive which would give you a chance of escape. You know the type of armour I am talking about.

Nerd

Doesn't Have What It Takes (100 CP): Spies & mercenaries think not being able to kill is a weakness, that it's a flaw that must be stamped out no matter what. But it's actually both a strength and a sign; a strength that you don't need to kill to reach your goal/objection or complete your mission and a sign that no matter what comes, no matter what experiences you will go through, no matter the loss and sacrifice you may have to make; you are still you, you are still the same person you have always been, your heart hasn't hardened and became cold; and most importantly, that regardless of whatever goal you have, nothing is good enough to compromise what you hold sacred. Nothing and no one.

It's A Sweet Felony (200 CP): You are the exact opposite of a spy, you aren't a cold, unfeeling automaton, you are literally and I mean literally, a sweet, kind, gentle person. You unlike the vast majority of people actually empathise with others, you can understand them, you can get through to them and more importantly, you can make them better. You could, with a single conversation, make a selfish DEA agent go back for your friends and within a year or so make a robot-like NSA Major open up and be human. And as an add-on, this gives you the ability to know exactly what to say in a given situation, ready to say exactly what a person needs to hear as well as some skills in leadership. In essence, you are a good person to the point where even a master at reading people would know you are one.

You Are Special (400 CP): There are only a handful of people in the world who can handle The Intersect and survive. Only a handful who can process and contain the vast amount of information that make up The Intersect and you are one of them, you are one who can process limitless quantities of information (and because you are paying CP, it is limitless and you have limitless storage capacity) and store it inside your mind without an issue as well as perfectly remember every piece of information/data without hindrance. Additionally, you can instantaneously retrieve any and all information you have absorbed and recall it with 100% clarity (which is basically an eidetic memory on steroids).

Orion (400 CP): The thing that made Orion terrifying isn't just his intellect but his ability to enter and bypass firewalls and electronic security, to break into the FBI, CIA, NSA; basically so long as it is online, it is never safe from him to the point where currently, the NSA has a directive stating that all communications pertaining to the hunt for him is to be carried out non-electronically. I mean think about it, an entire intelligence agency brought low by one man and forced to go old-school in order to even attempt to keep on his track. And you, you are his equal, in your hands any computer or device that has a signal becomes a weapon and any database, bank account, social security number etc is never safe. Use these skills wisely Jumper.

Omniscience (600 CP): The Intersect is a database consisting of vast quantities of information. What makes The Intersect so special is its ability to link information together even the most miscellaneous and worthless parts and link it with other pieces that no one thought matched to form a complete picture. You don't have that. You have what The Intersect was based off of; you have the tidiest and most orderly brain with accelerated thought processes and if combined with an ability to process and remember limitless quantities of information (wonder where you can get that from) you can process all of that data and instantly cross-correlate it together allowing you to find and analyse patterns and instantly process and integrate an infinite amount of those patterns as well as identify all the variables in any theoretical situation (and because you are paying CP, it happens instantly but unlike The Intersect this doesn't happen unconsciously your mind is just that fast). Lastly, you can understand any information and adapt it to suit your needs. As Arthur Conan Doyle stated all other men are specialists, but his specialism (and now yours) is omniscience.

Agent

For My Country (100 CP): You will do anything, fake your death, lie to those you love and even abandon your own child. For what you love, you will do anything and everything to protect it, kill, maim, torture, be killed etc you name it, if the situation demanded you would do it.

Everyone Lies (200 CP): That's the truth of the world isn't it, everyone lies, they can lie about anything, their favourite food or film, their likes and dislikes and even in the case of spies their entire lives. And I don't know about you, but I am sick and tired of it, regardless of the reason it is annoying hearing all of these lies. Something you will now know as I am cursing ..... ahem I mean blessing of course that's what I meant, blessing you with the ability to know when a person is lying, no matter what they say, you will know if it is truth, lie or half-truth regardless if it's a tape/recording, through a bug or face to face you will know. And it doesn't come with a toggle ... but.... I don't want to ..... fiiiiine, it comes with a toggle, happy!

I Know Kung Fu (400 CP): If you are going to be a spy and who hasn't dreamed of being one as a kid then you are going to need the skills for it and I'm not talking the normal CQC and marksmanship abilities but the skills of a true spy a master of all; equalled only by a user of The Intersect 2.0. You are not just a master in martial arts but chokes and holds, kung-fu, boxing, firearms, fencing, nunchucks, knives, knock downs, paired fighting, tonfa's, quarterstaffs, katana's, sanshou, judo, shuriken, javelin and knife throwing and dodging and those are just the combat skills. You can also zip-line, play the guitar, dance (all classical and normal club-level dances), cooking, free-running, creating and get out of knots and restraints, code breaking, surgery, torture, the ability to drive planes, motorcycles, ships and a car and the ability to read, write and speak 27 languages (you can choose which 27 and different varieties of the same language count as one purchase so purchasing Chinese comes with standard Chinese, mandarin etc.). For those who are asking why not just give The Intersect 2.0, this is because these skills are forever yours and do not require flashes and before you ask what level you are at, you are a MASTER as in one the ten best in the world (and not the bottom

or mid tier either). And comes with an incredibly high pain and torture tolerance.

Agent X (400 CP): When Hartley decided to go undercover, he begged his friend Stephen Bartowski to use The Intersect for his mission; this version was meant to temporarily overwrite his real identity and replace it with an invented persona; Alexei Volkoff, an international arms dealer for a few months. Of course, something went wrong and his real personality was subsumed for decades. Which you are now capable of doing somewhat but obviously without the whole subsuming thing; you are capable of creating identities inside your mind with the more detail involved; the more solid and real the identity becomes and most importantly, you are capable of placing those identities over your own allowing for yours to be subsumed and the new identity to take control. Now, before you ask this does not mean you lose control to the new identity when I say subsumed I mean that your mannerisms, body language, innate reflexes, tastes etc is replaced by the identities so in essence you become another person and when you want to, you can take that identity back and reassume your original one. Basically, this makes you the god of method actors. And yes, this will let you fake being another real person but the same rules apply the more data you have on them the greater you can become them oh and don't worry about any dissociative identity disorders or any mental issues involved.

The Intersect (600 CP): The secret power of the entire series, The Intersect is a database containing encoded information taken from every intelligence agency in the United States including the CIA and NSA. How it works is that The Intersect takes that data and sees patterns in it, cross-checks it and combines all of the information together to see the big picture, basically it does everything the Omniscience perk does except The Intersect does it all unconsciously. And when in a person like you, this comes in the form of flashes where all the information is linked together and presented to you which happens (to you) instantaneously and because you are paying CP, you have no outward manifestation of it happening and The Intersect updates continuously at all times with more and more data and with data no longer useful or out-dated being deleted and most importantly, with no side effects whatsoever. Post-Jump, this updates to hold information pertaining to

organisations similar to the ones in this world. (For those who want the info and don't want the flashes, you can choose to gain of all the information but it won't be cross-checked and cross-linked and you would have to do it yourself but if you have the Omniscience perk then you can do it).

Best Friend

World-Class Comedian (100 CP): Being funny isn't a skill, it's a gift one granted to only a select few. Those blessed with such a gift are expert comedians able to get anyone and everyone to laugh, a limerick on their lips and a joke in their mind ready to make anyone laugh whether it's your best friend, a hot girl or a crazy robot spy.

No (200 CP): I think I'm losing my voice, no scratch that I am definitely losing my voice, so I'm just going to take a little break while you look over this perk that removes any and all fear, anxiety, nerves etc, making you literally fearless. No idea why you would want it but hey you do you.

Deal With The Devil (400 CP): Did you, did you actually make a deal with The Devil I am not judging or anything, but it would make a lot of sense. Because I can't think of a possible reason for how you manage to get those of your preferred gender to fall in love with you no matter how nerdy, geeky or lame you are, almost as if by magic. For example, you could get an attractive woman to quit her job and follow you to a Buymore by just having a conversation with her through the length of a plane trip, or getting a spy to fall for you by just being yourself; somehow. As an add-on, you are also masterfully good in bed as well and all related bedroom aspects. Also comes with skill in flirting, conversation and date ideas.

Another Try (400 CP): When Bryce was shot and killed by Casey, he was somehow brought back by Fulcrum and given another lease of life. And now for 400 CP, so too can you. Upon any death, you will wake up in a spherical container in an abandoned location fully 100% healed and at tip top condition. Now, unlike with Bryce, you will be brought back regardless of the damage even if somehow you were destroyed down to atoms or erased from existence; after a few months give or take, you will return good as new.

All Of The Cool Stuff (600 CP): Some are born with great bodies and a supernatural aptitude for combat, others for secrecy and deceit and some are born with great one of a kind minds; some like Orion and yourself; okay, not

Orion he's good but not to your level. For example, take Laszlo a lesser genius but a genius nonetheless and an asset no government wants to lose; he could design whatever spies called for such as thermal vision ray bands, a parachute disguised as a backpack; he is basically a real life Q. And Orion, the closest thing to an equal was the brains behind The Intersect, something that Fulcrum and Ring required years to create with the latter needing to reverse engineer an already destroyed Intersect and even then coming nowhere near the ones created by Orion as well as The Governor a device that looked like a pocket watch which could govern a person's neural network. Of course, having an intellect doesn't just make you book smart, you are also now quite an expert at devising plans on the fly which whether through luck or just by your smarts rarely fail. So is this worth 600 CP or not.

Items

One 50 CP item is free. Can discount two items of each price except 600 CP which you can discount only one item.

G4 (50 CP): Your own private plane, home to a large cabin, a long range of 8,060 km and maximum cruise height and speed of 45,000 ft and Mach 0.85. The exact appearance of the interior and exterior are up to you.

Money (50 CP/One Free Purchase To Executive Jumper): The classic item that every jump offers for good reason I might add; seeing as how most settings run off of currency even cultivation worlds for some odd reason. Anyways, I am getting off topic. This gives 878 million dollars, all of which is legal and coincidentally the exact amount given to the Bartowski's by the Volkoff's. Can be bought multiple times. Can be in cash or bank accounts and fanwank how you got it, for example did you invent something, an inheritance, play the stock market, have a company etc.

Echo Park (50 CP): A two bedroom apartment in Echo Park directly opposite the home shared by Ellie & Devon. Exact interior and size is up to you.

Laudonal (100 CP): A prototype CIA drug that removes emotions making one stronger, faster and fearless. You get the recipe.

Compound (100 CP): Your own LA compound complete with a ten bedroom house, amazing swimming pool and great surround sound. And all the amenities are paid for and cleans and repairs itself. Actual appearance is up to you.

Chuck The Series (100 CP): The entire series from 1 to 5.

Buymore (200 CP): Where it all happens, this is the Buymore, the electronic store that took Chuck in when he was expelled from Stanford and where he has worked ever since until Sarah Walker and John Casey recruited him for the CIA/NSA task force. It is located at 9000 Burbank Boulevard and is 100% yours. Oh and don't worry, it will always make you money and never operate

at a loss and will be run by someone who is good at the job and is loyal. P.S, you own all of the Buymores. (How much it earns, I'll say half of the money item per year if you didn't purchase it or half what you purchased at the money item fanwank how and that is by itself if you get involved and actually try then obviously it will go up).

Clean Identities (200 CP): As the title states, these are two brand new spik-span identities detailing entire life stories from birth up until now from medical records, to school reports to immunisations everything perfect for disappearing. Can be purchased multiple times.

Safe House (200 CP): Not really what a spy would call a safe house but then again, they don't have the power of the Benefactor do they. While they hide in their dingy apartment safe houses, you will hide on a private beach where close to it is a comfy five bedroom home stock full of amenities. And the best part of this is, is that so long as no one follows you to this place, you will be completely safe and sound and before you ask, yes this means that if no one followed you to this place you could be surfing on that beach or sunbathing while an active satellite is overhead and they still wouldn't see you. All amenities are paid for and automatically cleans itself including dishes.

Influenza (300 CP): An antiviral serum for a strain of airborne influenza, this strain is so deadly that it kills a person within an hour when exposed. This also comes with its antidote.

IRG (300 CP): Short for Intersect Removal Glasses, by placing this onto a person who possesses an Intersect, the glasses will remove that Intersect from their minds permanently. These glasses for free also possess the ability to remove other things from the persons minds such as for example brainwashing, triggers etc.

Orion's Laptop (300 CP): A next generation computer engineered by Orion, strong enough to override military defences and hijack basically into any and every single one of this worlds government databases; basically, there is nothing and no one capable of stopping this laptop especially in the hands of a master (fiat backed). Can decide appearance and fanwank how you got it.

Castle (400 CP): No true spy is complete without a place to call home and this, this is it. A top secret underground base filled with hi-tech computer equipment, various security features, a weapons room, firing range, gym, interrogation chambers, safe rooms, multiple detention cells, disguise storage and dojo. There is also a room entirely dedicated to servers. This base also comes equipped with extensive communications and computer databases, a large-scale communications grid, a video uplink, and connections which allow access to EVERY single law enforcement on the planet. The main computer used is one of the very best supercomputers on the planet and is superhuman when it comes to cryptoanalysis and video processing. The exact entrance of the place is up to you. If you have bought or own a property like a mansion or Buymore, you can decide to place the Castle beneath it with a secret entrance leading to the base. Can be upgraded with upgrades keeping jump to jump.

Executive Jumper (400 CP): Your very own company equal to Roark Instruments just better well not better, just bigger and richer okay so maybe better. Where was I? Oh yeah, this is a multi-million dollar corporation spanning at least a fair share of the globe with numerous subsidiaries, near limitless capital and hard-working dedicated employees (the exact nature of the corporation is up to you e.g. a tech company, weapons, biomedical etc). Lastly, the exact structure of the corporation is yours to decide and for those who want to be hands-off, you can choose for there to be an experienced vice-president taking the helm for you and don't worry, he will be absolutely loyal. Also, can decide how you acquired this company, did you build it from the ground up, inherit it etc, and for those who picked the Chuck drawback you can choose for you to have created this company in the few years between the start of the series and being expelled from Stanford, and yes, people will 100% believe you did it by yourself.

The List (400/600 CP): Something that the CIA & NSA would love to get their hands on let me tell you, because this is a list of all RING agents across the entire world including names, date of births, pictures and most importantly, minute by minute locations of where they are and of course, this includes FULCRUM as well, seeing as how it is part of the RING. And when I say all, I mean all agents, scientists, workers, leaders etc, if they hold allegiance to the

RING then they are on this list. **For 600 CP**, this list also includes all rogue CIA, NSA, DEA etc agents as well.

Hydra Network (600 CP): The wet dream of every terrorist and spy organisation, this is the Hydra Network patented off the one owned by Alexei Volkoff except obviously, yours is better. You see, in every organisation or business you own or command the Hydra Network will contain every scrap of data concerning that organisation including info on any deals, transactions, business proposals as well as information about everyone of your employees and subordinates. From their real names to their childhood pets to their true allegiance everything. And this includes information on any partners or business associates as well. It's physical container is your choice and it cannot be hacked or destroyed.

Norseman (600 CP): A device that can kill someone with just their DNA, by implanting a person's DNA into the device, that individual will die instantly, and this can happen anywhere on the planet, so for example you could be in Russia and your target in America and by activating the device, they will die, instantly (fiat backed).

Omen Virus (600/800 CP): A devastating computer virus capable of effectively eliminating all data stored worldwide on computers no matter how advanced (fiat backed) with infected machines showing a glitching red screen. Now, unlike the canon Omen Virus, this one is actually capable of doing what it says. For an **extra 200 CP**, this virus does not eliminate all data but instead copies it and THEN eliminates the original data.

Companions

Comes with additional memories and changes your origins/starting location as appropriate. Can pick multiple choices and they will be okay with choosing you.

Carina Miller (Free): The Femme Fatale, Carina Miller is a DEA agent known for using her beauty to get what she wants. Carina takes life head on and is professionally fearless, however, this lends itself to her taking unnecessary risks (which she loves) and improvising on the go. However, deep down Carina like most spies does possess certain cravings for the normal life which she without hesitation crushes down. You guys met when she was sent to attempt to seduce you by the DEA because of some connections you had to let's say unsavoury gentleman; of course, while it was found that you weren't involved in any of their business, Carina stayed on and using your relationship over the course of a year or so was able to arrest your accomplices which was I'm told an incredibly high profile bust. And during that year, Carina enjoyed a normal life at least when she was with you, with her surprisingly finding herself enjoying spending time with you and over the course of that year you two fell for each other. With Carina herself deciding for a time at least to switch to a desk job (even she was surprised her bosses agreed) with her believing that when your relationship fell apart she would just slip back into her old life. Well astoundingly, it didn't and in fact you two actually got closer with your relationship evolving. Now, it's been two years with you two living together and your relationship being ironclad. And who knows, she may be expecting more in a year or so.



Charles Bartowski (Free): The titular main character, Charles is a winy, unmotivated nerd who is fit to waste his life as a part of the Buymore Nerd Herd. At least that is what was supposed to happen, except he met you somebody who for some reason or other managed to motivate Chuck into bettering himself and becoming the person he when he was at Stanford wanted to be. At least enough that he moved out of his sister's place and is actually thinking about his future. And when it comes to you, Chuck is absolutely in love with you and is actually a good, caring and romantic partner putting you first and foremost above everything; with you two supporting each other through thick and thin. And yes, it will last forever.



Daniel Shaw (Free): Shaw is a complete professional and superspy and one that is the CIA's expert on the RING. In an alternate timeline, Shaw's wife Evelyn would have been killed in an attack that he would believe had been perpetrated by the RING causing an almost obsessive need to destroy them. I say alternate because he never met Evelyn Shaw (who was still killed by Sarah Walker); he met and married you five years ago and for those five years, you have been very happily married to each other (or more if you want for whatever reason, your jumps your choice).



Jill Roberts (Free): Dr Jill Roberts to be more precise, you two met either in Harvard or after she left and started working. At first it was just a work lunch, something she did just as a courtesy type of thing; not expecting much at all to come from it; except, obviously it did, Jill found herself enjoying the date immensely and that was just the beginning. Anyways fast forward and you two have been in a serious relationship together for years now and going strong, having been living together for a while as well. If inserted as Chuck, then you met in Stanford and she didn't break up with you. You guys can decide for Jill not to be in Fulcrum at all; something she might actually be thankful for if she knew.



John Casey (Free): Formerly Alex Coburn, John Casey is a man who epitomises the stereotype of a cold agent; willing to follow any and all orders, morality be damned. You two met on a mission, well, he met you while on a mission the details for obvious reasons remain sketchy at best. What isn't however, is that for the first time since Kathleen (his fiancée) John actually fell in love with you with him opening up (and a part of me still thinks I'm having a stroke) and his life and personality wise as well; being one of the few he let in. Fast forward a couple of years and surprise surprise you two are still together and going strong, having moved in together a while back and living a semi-normal life; however, due to his job, you two have had to move a bit.



Morgan Grimes (Free): Charles's best friend and fellow nerd. Morgan is a kind, funny and surprisingly compassionate person willing to lend or ear to those he cares for. However, when it comes to relationships, he tends to be a bit awkward, shall we say but when people get to know him, they find a nice guy who legitimately tries to make his partners happy. You guys have known each other for a number of years, having grown close during the time Chuck was at Stanford and when he 'came back' you two were together; of course, that was four years ago and your relationship has evolved rivalling I would say Ellie & Devon's.



Vivian Volkoff (Free): Daughter of Alexei Volkoff, Vivian was raised away from her father and his influence with her thinking he was actually an oil company executive and then only meeting ten minutes every decade. Unknown to her, she has been groomed by her father to be his successor and is deadly to all who underestimate her. You two met each other in England more specifically, you met at one of her masquerade balls; honestly, how you two actually met during a ball like that and actually got her interested is quite literally beyond me but regardless, you two over the course of the next few months began dating. And those months turned into blissful years together (living together or not is your choice). With Vivian's father himself somehow leaving you both

alone and not intervening. Maybe feeling he allowed his daughter some happiness in her life, something you gave in abundance.



Drawbacks

Fanfic (+0 CP): By taking this, you can insert some changes into this world for example instead of sending The Intersect to Chuck, Bryce Larkin instead simply doesn't upload a copy and just destroys it; keeping Chuck out of the whole spy business. On the bright side, Chuck is no longer involved in the world on the other hand, all of the plots and events that Chuck, Sarah & Casey stopped won't be as they relied on The Intersect which is kaput. Or maybe the RING and Fulcrum no longer exist or The Intersect was never made etc. You can decide the changes, however, be warned the butterfly effect is real though then again the companion section kind of also changes this world as well.

Chuck (+0 CP): You self insert into Chuck. For female jumpers or non-binary etc the world will change and Chuck will instead be that gender.

Start Again (+0 CP): You can change when you start, instead of arriving here on the day that Bryce Larkin betrayed the CIA, you can instead change the date. Maybe you arrive before Hartley has his Intersect uploaded, or before Alex Cobourn fakes his death or before Sarah Walker joins the CIA or when Chuck is expelled from Stanford etc. You can choose the arrival date but not after the day you were meant to arrive.

Creep & Creep (+100 CP): Lester & Jeff are going to love you, after all they very rarely meet those who are as willing as they are to sit in vans and peek at half naked women through binoculars or peep at their chest with obvious abandon. Basically, someone just as perverted as them.

Extended Stay (+100 CP): Every purchase increases your stay by 10 years. Can be purchased multiple times.

Lester (+100 CP): You are an alcoholic for every hour you go without some form of alcohol whether it's wine, beer, larger etc. You will suffer from terrible withdrawal symptoms, irritability, anxiety, aches and pains, cravings etc. Until you manage to get a drink.

Morgan (+100 CP): Suffering from anxiety and nervousness is an issue for quite a lot of people and that is not bad, we are human and this comes both with benefits and drawbacks. But, saying this, no one is as nervous and anxious as you; you could be completely at home with close friends and family and still be insanely nervous and anxious for no reason.

The Willies (+100 CP): Otherwise known as making one feel nervous, a lot of people get the willies for a number of reasons; for you, what gives you the willies are old computers; the mere thought of standing next to them invokes feelings of anxiety and nervousness.

Wookie (+100 CP): As the name states, you are now a wookie or to be more precise you are as close to a wookie as a normal human can be so your entire body from the neck down is completely covered in hair. And before you ask, any attempt to shave or wax will not work, the hair will grow back instantly.

Deaf & Blind (+200 CP): Self explanatory.

Inexperienced (+200 CP): You know that perk that basically makes you a master spy, well that and all of the other combat perks you have cannot be taken and/or used for the remainder of this jump, making you as inexperienced in all forms of combat as Charles. On the bright side, this isn't stopping you from learning or re-learning.

Truth-Teller (+200 CP): If you are going to be a spy in this world, then you really shouldn't take this, I'm telling you seriously just walk away right now. Are you sure, 100% okay. This drawback will strip you of the ability to lie, meaning that for the next decade, you will not be able to lie whatsoever, not even a tiny white one.

Blank Slate (+300 CP): When you take away people's memories, their experience, what are they if not blank slates. And now, that is something that you will now experience because by taking this, all of your memories are erased so when you enter this jump, barring the ability to speak, talk etc, you will have no memories whatsoever.

Broken Circuit (+300 CP/Requires The Intersect): The Intersect doesn't come with just advantages, for many of its users, it begins to damage the mind causing bad flashes - when the intersect images interfere with the user's vision and equilibrium, causing mild to severe headaches, vivid nightmares and even a risk of The Intersect one day overwhelming their mind. Now normally, paying for this with CP would prevent any side-effects from occurring at all but it seems it didn't quite take and the negative effects have begun to occur. Good luck.

Companions (+300 CP): No out of jump companions.

Items (+300 CP): No out of jump items.

Powers (+300 CP): No out of jump powers.

Agent X (+400 CP): When Hartley used the first Intersect, his original personality was subsumed and he became his cover identity; Alexei Volkoff. And unfortunately, the same thing has happened to you, unlike what should have happened where you should have awoken from the lives of your origins, that has not happened and the personality and memories of your origins are now the only ones you have meaning you do not possess any out of jump memories and have only/know only what your in-jump persona would know. **Cannot be taken by Drop-Ins**.

Pentothol (+400 CP): It seems you were unlucky enough to come across Reardan Pierce, a cowardly SOB who infected you with a toxic derivative of Pentothol which has accumulated in your occipital lobe and will unfortunately kill you in 3 hours. But on the bright side, you were able to escape and you have a chance of survival. Oh and you get 400 CP.

The Norseman (+600 CP): You know that device in the items section, well you have been poisoned by it; no, that's wrong, you were poisoned by a copy of that device which is why you are still alive and have about 12 hours left to live. Now, before you get too excited, you are in no position to do anything as you will be incapacitated and totally unconscious. And the only cure to this device

is lying in the vault of Alexei Volkoff in his office and even then, the cure may not fully exist yet.

Hunted (+800/1600/2400 CP): For **800 CP**, you, much like Orion, are now being hunted by the CIA & NSA. For **1600 CP**, you are hunted by the CIA, NSA & The Ring and for **2400 CP**, are hunted by the CIA, NSA, The Ring & Volkoff Industries.

Ending

Go Home: You go back to your home universe with all of your abilities and items.

Stay: You stay here.

To The Next World: You decided this place isn't for you and the lure of the spark is too much, onwards you go to the next great jump.

Notes

Inserting into Chuck and taking certain items like money, Buymore and Executive Jumper will change your background somewhat and you will get the appropriate memories.

If you insert into Chuck and take the above items and start earlier fanwank how this works.