

Black Lagoon Jump
v1.0

by Verbal Smacker

Welcome to Roanapur, Jumper! Placed somewhere in Thailand, this city is infamous as a den of crime and corruption and is home to a wide variety of criminals and outcasts including pickpockets, thugs, mercenaries, thieves, prostitutes, assassins, and gunmen, all of whom operate without much hassle from authorities. A city of Dreams… or Nightmares, depending on what kind of person you are or who you hang out with. Regardless, you'll start out at the time Rock meets with Revy and Dutch for the first time and You'll spend your 10 years here from that point forward.

To help you survive here, Take **1000 Choice Points** to fund your stuff. Good Luck. You're gonna need it.

Age and Gender

You need to roll your age using a **1d20 + 1d8**.
By default your gender is whatever you were previously.
It is **50 CP** each to freely choose your own age or gender.

Origins

Drop-In
You are dropped in this new universe with no background , memories, or documentation. While this makes you no strings attached to any organization in Roanapur, that may also bite you in the ass, if you get yourself in trouble.

Undercover
Like Eida, you're an undercover agent working for the FBI,CIA,MI6 or any other organization that wants to know what's going on in Roanapur. I'll get your documentation for your false identity, a place to stay and whatever needed to keep your persona legit for anyone curious. But like many people would tell you bout being undercover - The hardest part is keeping those two identities separate, cause when they blur.. you'll lose focus on what's important.

Hustler
Criminal, Mercenary, Smuggler, or entrepreneur in … Various kinds of business, you're trying to make a living here, however that may sound like. No matter the past, it gave you enough skills to ensure there are people who are in need of your skills. The World is yours for the taking and you have enough guts to take it.

Psychopath
TO be honest, everyone in Roanapur is a bit crazy, trying to live there, but YOU are a special Kind of crazy. Whether it's insane gunslinging skills, Using Chainsaw as a weapon, being a one man army like Roberta or being a total wildcard. Rest assured, Roanapur is a place for people like you, unless your tendencies shall kill you first, which wouldnt be surprising.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Beats to die for [Free]
You have the Access to Black Lagoon's ost. You could play them on any music player or simply in your head like internal headphones. You can also mix it up with some other music perks you got. Time to Rickroll some fools

The Rule of Cool [100 CP]
With this perk, you'll get that cool factor around you that at least will make you standout, at Most will draw people in to you. Whether it's the Signature look, Fighting style, weapons or any other. Whatever you do, you make it look easy. Making people drawn to you

Pimp my Ride [200 CP]
You got your way with Vehicles. You know how they work, You can start any car without use of Keys, You can upgrade them and if needed too You can make car from scratch

Killer Instinct [400 CP]
This is a Capstone Booster
In a world such as Roanapur, one has to evolve to survive. And you are no exception, with this one, you will see as your instincts and skills will gradually evolve to high levels in order to ensure your survival. (Like John Wick on Steroids)

Drop-in

Never Underestimate a Japanese Businessman [100 CP | Discounted for Drop-in]
This Perk Gives you a high tolerance for Alcohol.

Nobody [200 CP | Discounted for Drop-in]
That's what you are. And It might have some benefits to it. With this perk forward, You find it easy to disappear in the Public's eye. If you do something quick, without witnesses, without placing too much attention on yourself or simply behind the scenes, no one will even recognize that you did it or blame someone else for it.

Inner Balance [400 CP | Discounted for Drop-in]
In the land of psychopaths, It's always common to come to blows, that's where you come in. Your personality or simply common sense is the reason for everybody around to reach an agreement. And whenever people may be in a pickle to decide on a plan, you may find a way around anything to ensure that everyone will enjoy

The Art of Dodging [600 CP | Discounted for Drop-in]
In a place where they serve bullets for breakfast, those who aint as crazy or Gun confident tend to do the most reasonable thing, either dodge or go for cover. You have took it to the art of Mastery, you could dodge any attack coming at you with ease.

Capstone Boosted - Fly like a butterfly, sting like a bee, why don't you? Now you can dodge with such speed, precision and finesse that even Muhaamad Ali would be proud. No matter if it's one person, a group or a horde.

Undercover

Secret Identity [100 CP | Discounted for Origin Two]
Classic of every agent. You'll get for this and every jump after (if needed), a set of documents which pretty much cement your set identity rock solid, (only ones who could figure you out would have to be either omnipotent or extremely lucky to catch you lacking. Up to you to play your role

Basic Training [200 CP | Discounted for Undercover]

You have now mastered the martial Arts and training that your organization uses.

I spy [400 CP | Discounted for Undercover]

You have quite attention to detail, and what you dont find, you can easily set up a web of informants to help gather info

Man who sold the World [600 CP | Discounted for Undercover]

Compared to Eda, you know that World aint Black and white. Just many Shades of Grey. That's why you can make decisions without much of a guilt or remorse as long as it serves your goal

Capstone Boosted - No one knows whose side you're actually on. You're that good at being undercover even those close to you could have been fooled.

Hustler

You cant Outhustle the Hustler! [100 CP | Discounted for Hustler]
In this business, you gotta know whether people are trying to scam you, and that's where the perk comes in. You have a hunch when someone is trying to trick you. What are you gonna do with such, it's a different matter.

Silver Tongue [200 CP | Discounted for Hustler]
Another tool of the Hustler's trade is the way to convince people that making business with you is a deal that benefits everybody. The perk allows you to do just that, making you a skilled orator not only able to seal the deals, but maybe save yourself from getting killed or held by ransom should the need occur.

Leadership [400 CP | Discounted for Hustler]
Business in order to Boom, needs sufficient leadership. That perk gives you skills in order to do so. With this you can gather people and with enough time, you can turn them into a steady group that works like a clock and it's twice as efficient.

Ace of Spades [600 CP | Discounted for Hustler]
You have a knack for Risk Management. As if playing Poker, you know how to read people so you know how to push their buttons enough so that they'll do what you want and how, but know how not to go too far. That also gives you the ability for a good bluff.

Capstone Boosted - You could even lie to the Devil with a straight face and he would believe you.

Psychopath

Jumper Style [100 CP | Discounted for Psychopath]
You tend to stand out more than usual. Select a fighting style, with that you have mastered it 100%. there can be more practitioners but your style is unique.

Hunter Sense [200 CP | Discounted for Psychopath]
Your Senses are very sharp to the point you can find your next victim just by smell, Notice little details like if the Room is bobby trapped and what not etc. Whoever your victim may be, you'll find them no matter what

Weapon Savant [400 CP | Discounted for Psychopath]
IN your Hands everything can now become a weapon to kill a person with. Whatever you have in your hands, instinctively know how to use it offensively, you can even feel where to strike with these to cause as much damage as possible.

Too Angry To Die [600 CP | Discounted for Psychopath]
You're a hard person to take down. When determined to see things through, to finish the mission or simply fueled by Vengeance, there's no one that could put a stop to you. You can shrug off most sorts of damage and skilled enough to take on small squads by yourself.

Capstone Boosted - OH DEAR GOD. With this, you're now on par with Manga's version of Roberta if not even better. You could take on armies consisting of Professional soldiers and come back without a scratch, even if it should not be possible.

Items

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Guns, Lots of Guns [Free]
IT's easy to get one around here and everyone has at least a blicky. Why shouldn't you?! With that you get a cache of guns and ammo. Guns are always in prime condition and Ammo regenerates every 2 weeks

Your Own four corners [100 CP]
You got yourself a place to sleep. simple apartment for one person (includes a working kitchen with a fridge, Shower, AC, TV and Bed.

Money [200 CP]
A small Cache of money, not too much to guarantee that people will try to rob you but enough to survive. Invest it well

Sweet Ride [400 CP]
be it a car, boat, motorcycle, it's yours and you can call it anytime and it will arrive near your position.

Drop-in

The Merchandise [100 CP | Discounted for Drop in]
Manga of Black Lagoon, figurines, and anime. All of this belongs to you now. All in pristine condition.

Necessary documents [200 CP | Discounted for Drop in]
To whoever needs it, these are the documents that explain your existence here. (the Id of your character, you can design this how you will)

Map of Roanapur [400 CP | Discounted for Drop in]
a Map of Roanapur with all shortcuts, secret passages and all that. Always a handy tool to have.

Radio [600 CP | Discounted for Drop in]
It can hold onto any radio sequences in high quality, so you could listen to a conversation on the airwaves.

Undercover

Cover [100 CP | Discounted for Undercover]
Whatever your fake identity may be, you'll always get a place or a job and everything else to support that cover. You're pretending to be a priest? You'll get a chapel, and some in the know people to work as nuns and priests.

Tools of the Trade [200 CP | Discounted for Undercover]
Spy Cameras, trackers, the phone bugs… You get the point

The Network [400 CP | Discounted for Undercover]
You got yourself a network of informants and/or agents who work directly under you by gathering and sharing info they find by anything.

Friends in High places [600 CP | Discounted for Undercover]
Being undercover. Sometimes it is good to know the higher ups that can do you a solid in order to further your goals. You'll get a phone that will call directly to whoever is in high charge in this or other settings. Careful sometimes it may be that you'll have to do something for them in return, that's how the world works after all.

Hustler

The Drip game [100 CP | Discounted for Hustler]
Hustler's drip needs to be impeccable. That's why you'll get 7 sets of custom tailor made suits. Their design is up to you

Lucky Dice [200 CP | Discounted for Hustler]
Well they ain't that lucky, they're just modified so that they roll exactly in your favour.

Business to Run [400 CP | Discounted for Hustler]
The Bar. The Casino, Mercenary company - this is what you do for a living. complete with the base of operations, vehicles, everything needed.

The Boys [600 CP | Discounted for Hustler]
What's running the Business without a bit of muscle power? With this perk you'll get enough muscle power to be able to tango with Crime bosses in Roanapur. They're loyal to the end, trained and ruthless.

Psychopath

Signature Weapon [100 CP | Discounted for Psychopath]
Sawyer has her Chainsaw, Revy has two pistols… you too now have a signature weapon which you are most deadliest with. It's always in mint condition and barely breaks.

Fans [200 CP | Discounted for Psychopath]
Believe it or not, there are some people who enjoy your work. They love to hear about your exploits so much they decided to emulate you by them or by your style in order for you to notice them and maybe take them under your wing.

Secret Lair [400 CP | Discounted for Psychopath]
Very customized hideout that can serve as temporary HQ where you can sleep, eat, shower and train in between missions

BAG (Big ASS Gun) [600 CP | Discounted for Psychopath]
There's no way one person could hold it. Or Even fire it one handed. But You can.

Companions

Companion Import [50-200]
So you want to create your own crime fighting sidekick or family? Do you want to rule Roanapur at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin for 50cp each or eight for 200cp.

The Twins [100 CP]
Hänsel and Gretel… Hoo boy. Those two unnamed Romanian twin assassins were forced to such terrible things (killing other kids, vicious sexual abuse, the usual) that would twist anyone's psyche like a pretzel. Until you came into the picture, by killing their abusers and busted them out. Little late to stop any homicidal tendencies growing in their minds, but as a result, they grew very attached to you as the only person who showed them actual human decency. Calling you their Poppa or Momma (or anything else it's up to you), they decided that they will follow you on any endeavors. And well, tough luck to anyone who would put their hands on you. Gretel carries around a M-1918 BAR concealed by a blanket, and Hänsel wields an incredibly sharp-looking battle axe as well as two small pistols hidden in his jacket.

Balalaika [100 CP]
Balalaika.. the boss of Hotel Moscow's Thai branch in Roanapur. The Fry face - called mostly by those who wouldn't dare say that to her face. due to her reputation, skills and the Manpower she possesses. And despite all that.. You did what none had done or even dared to do before you… You stole Balalaika's heart. At first it was an amusement, maybe mutual respect for each other, during all the times you helped her, she repaid the favours and so and so on, but with time, It was clear to some people that she started developing feelings for you. (those who would use it in order to threaten you or blackmail her were killed) And being the woman that she is, she invited you to a private meeting where she laid it all out, much to your surprise. The Night after was steamy… to say the least.

With taking her as your companion, you can expect that the Hotel Moscow shall follow as well.

Revy Two Hands [100 CP]
Revy Two Hands, always thinking she aint human anymore, due to trauma she went through leaving her as Cynical as one could be to survive. But one night at Yellow Flag, she met you drinking alone. She got wasted way faster than you, so you decided to help her get back to her own apartment. That's how it started.
Then there were days, she either invited you to drink (or invited herself to drink with you) to shoot some shit and rant about her current problems while you listened and offered some advice. And with time you both spent together, she slowly started opening up to you about her past and all her baggage. Her face of relief when she saw you took it all in and didn't think of her differently afterwards was priceless. She now sees you as true friend and who knows with time maybe something more

OC Companions

The Animal [200]
This man …doesn't talk much. If at all. You two have met after Hotel Moscow soldiers were trying to eliminate you for meddling in their business. Needless to say, He saved you from execution by killing every squad member and from that point he stuck around (or whenever you called him). From what you have seen, anything in his hands can become a deadly weapon (from Guns to Kitchen appliances) and side from Jeans, regular shoes and letterman Jacket, he has a collection of Animal themed masks, whenever he wears a different one, it's like he has a different Personality.

The Murder Maid [200]
Everybody knows about Roberta, the Bloodhound of Florencia? Well, now there's two of them. Meet her twin sister, Carmen Hernandez, also known as the Crimson Slasher. Very equally skilled to her sister, Carmen had an encounter with you, similar to what Roberta had with the Lovelace family. And as a thanks for saving her life, she swore a blood oath to serve you as a Maid. Like mentioned earlier she's as equally skilled as Roberta in terms of everything. But give her a sword.. then you'll see poetry in motion.

Say Hello to my Little Friend [200]
A Cuban Immigrant who went to Roanapur, to make something of himself to become rich. During his time here, he heard about your exploits and decided to join in to gain something on his own. You found about him too, as the Man in question simply knocked on your door and simply put his job application so to speak. When not triggered, he's a very reasonable family man with his own code of honor. But when it's time for business…. You can see that man can be very ruthless when needed. So unless you decide to make him do something against his morals (like killing little kids) you may become a steady friends.

Scenario

Scenario One [The World is Yours]

Everybody wants to rule the world, so the lyrics say in that one song…. Fortunately for you, it doesn't have to be the world. Just Roanapur. Simply speaking, you Gotta get enough influence and/or Manpower to take control over all Roanapur and keep it for the time you spend here for Scenario to be Completed. With Competition/obstacles ahead of you (Hotel Moscow, Cuban Gangs, Triads or Foreign agencies) You have a tough road ahead of you.

Reward

Since you've conquered it, why not take it with you? The Winner takes the Spoils, after all. As a Reward for completing this scenario, you'll get Roanapur and its nearest surroundings as a whole (alongside with its citizens) either as an extension of your Warehouse (Or Personal Reality) or you can place it anytime for your next jumps as your hideout.

Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Rival (+ 200 CP)

You got yourself a rival who's hellbent on crossing you every time just to oneup you to prove they're the better.

Manhunt (+ 800 CP)
Now you done fucked up. There's a big bounty placed on you (The kind that would make folks retire in peace) and everybody and their grandma in Roanapur is gonna gun after you. Better sleep with your eyes open and gun ready.

Decisions

You have three choices …

Go to next Jump
You're one of those people.. Would go crazy if they had to stay in one place. Well Cant blame you. Godspeed Jumper, make your legend known.

Stay
Alrighty then, Get yourself an additional 1000 Cp and stick around. Roanapur is a place where crazy shit can happen any day, so You won't be complaining about Boredom

Go back
You've seen enough shit to last a several lifetimes. Makes sense that you would want to go home. Safe travels, you and everything you have bought.

Change Log

v1.0:
- Initial Jump Creation
- "The Animal" is an expy of Jacket from Hotline Miami series, "Say Hello to my Little Friend" is Tony Montana from the Movie Scarface,
- Version 1.0 is finished.
- Corrected some grammatical errors