

Welcome, traveler, to a world much like your own, in the 1930s and 40s. Only, here there is no great depression, no great war. Only adventure! And when it comes to adventure, no one can match young Belgian reporter Tintin.

Perhaps you can solve mysteries with the young man. Dive into the sea for pirate treasure, uncover lost civilizations in the jungle, solve murders, race to claim a meteor of a previously unknown element, climb mountains, even take a rocket ship to the moon! Or you could stay home and read about his exploits in the paper, but then, why even come here?

Of course, it wouldn't be a proper Jump if you didn't get **1,000 cp** to spend and give yourself an edge.

AGE, RACE, GENDER

Change any or all of these at no cost. People, somewhat surprisingly, won't judge.



ORIGINS

Boy Reporter: Or girl. You're young, and have a job writing stories that lets you run around and just submit a story whenever you need rent or grocery money. Can be taken as a drop-in.

Old Seadog: You wash-hic- you was born to the sea, know everything there is to know about life on the waves and can navigate from stars and memory.

Absent-Minded Professor: Well, I say! You seem like an educated chap, learned in the sciences, and perhaps just a little hard of hearing in one ear. Well! Best you be getting to work on... say, what were we doing?

Crack Detective: When Scotland Yard needs the very best, you know who they call? Well, Poirot, or that Grant fellow. But your name is definitely on the list! Somewhere!

Crook: There's a sucker born every minute, and why shouldn't you take advantage of them? I mean, besides plucky boy reporters, those could really ruin your day.

PERKS

Stout (Free to all/-100 cp to keep) Tintin is usually pretty grounded and well-researched for a comic book, but pretty much nobody ever dies unless they're poisoned or riddled with bullets. Car crashes, plane crashes, head trauma, massive explosions. At most these things leave you unconscious. More often, you'll be comically dazed and disheveled for a little bit.

Crack Shot (-100 cp) It's a funny thing, but when your back is to the wall, when times are desperate, the last bullet in your gun will always strike true and then some. It will somehow do far more damage than could be believed, perhaps hitting a weak point or causing a chain of failures to rout a small force. It's not a miracle fix by any means, but you can't fail to walk proud after downing a plane with one shot.

The Milanese Nightingale (-100 cp) You have a magnificent singing voice, with awe-inspiring range. You can shatter glass with a concerted effort.

Nose for a Story (-100 cp, free Boy Reporter) You always stumble onto opportunities for adventure. A plane crash nearby contains a mysterious figure, a tchotchke you buy contains a clue to a treasure. Your life will never lack for adventure if you make any effort to look for it. Can be turned off if you really want.

Lightning Reflexes (-200 cp, discount Boy Reporter) Now how can a person charge thirty feet and punch out a gunman before he opens fire? Well, they could be you, to start. Not only are you amazingly swift and sure-footed, you are never hampered by surprise. Even when startled, you react exactly as you would have if you had sat down and planned out your actions.

Keen Observation (-400 cp, discount Boy Reporter) It really is amazing how Tintin can memorize the license plate of a car speeding off into the night moments after trying to run him down, remember a person he passed in a stairwell once or find the one missing element in a ransacked room. You're no Sherlock Holmes, but you are remarkably observant, and need glimpse something only once to remember it and be able to review it at your leisure.

Blistering Barnacles! (-100 cp, free Old Sea Dog) You can curse up a blue streak without ever once saying a naughty word, and go for hours without repeating your insults. Sailors blush to hear your tirades.

Like the Back of My Hand (-200 cp, discount Old Sea Dog) You've traveled much of the world, and know how to get around all kinds of straits. Once you've visited a place a few times, it's impossible to get lost there, no matter what may have changed. From walking in the dark in your house without bumping the furniture to running a maze of streets and alleyways, you truly know your environments.

My Ancestor's Blood Begins To Boil (-400 cp, discount Old Sea Dog) You're an exceptionally tough and skilled brawler, able to casually defeat whole mobs of opponents. Relatedly, you have a very intimidating aura that can drive most people off when you get ready to throw down.

Learning (-100 cp, first free Professor) Pick a field of science, could be as broad as physics or chemistry, could be medicine, astronomy, metallurgy, social sciences like psychology and anthropology, or fields as specific as sigilography or game theory. You are now one of this world's foremost experts in this field. Which ah, may mean less in things like Computer Sciences than just living in a setting taking place ninety years in the future. Can be taken multiple times.

Dowsing (-200 cp, discount Professor) When seeking something, you can find a direction, if not distance by concentrating on it while swinging a pendulum. This works for locations, and very large, valuable, or personally important items, but not people.

Omnidisciplinary Scientist (-400 cp, discount Professor) Ah, to be an inventor in such times, designing a submarine one month, the next taking part in an archaeological expedition. Your studies and comprehensive knowledge have made you at least basically competent in *all* fields of science. And soon, you will be far more than merely competent, because your learning in any one field advances all others. Not as quickly, and not always evenly, but a few weeks working on geology cannot help but make you a somewhat better botanist and biologist, and a far better metallurgist and vulcanologist, for example.

To Be Precise (-100 cp, free Detective) And you are always precise, in your information, but also in your movements. You have phenomenal fine-motor skills.

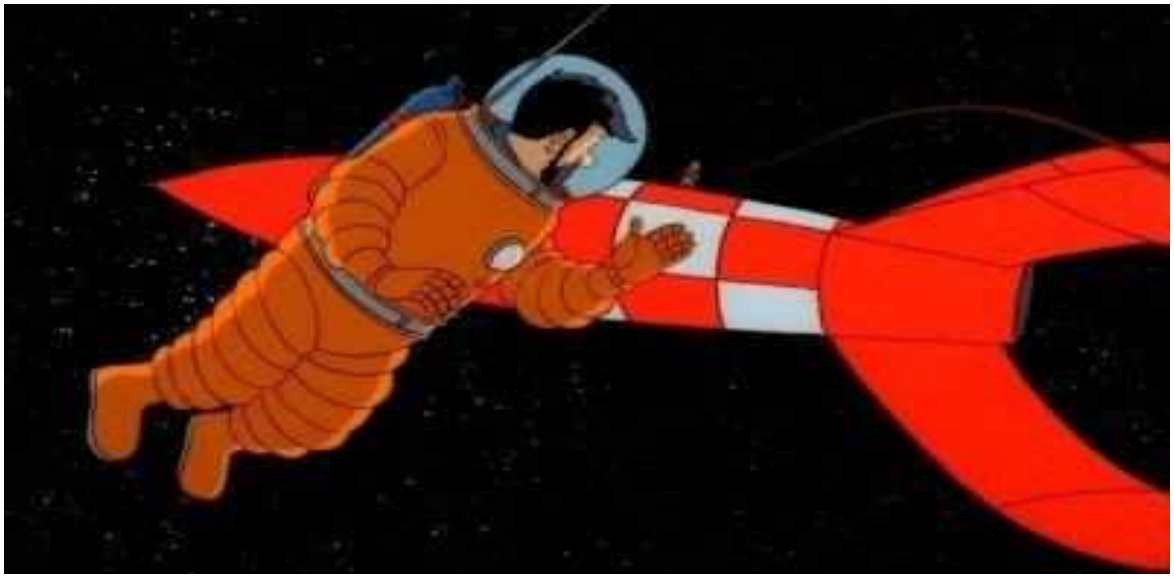
Master of Disguise (-200 cp, discount Detective) You are a master of undercover work, easily able to adopt a false persona and appearance in moments, and live that legend for months at a time.

Drat the Luck! (-400 cp, discount Detective) Is what your enemies will say. Anything that can break your way on the hunt, will. If you're hunting a pickpocket, they will suffer the poor judgement to try for your wallet. If a criminal hijacks a getaway car, you'll be in the backseat.

Blackjack (-100 cp, free Crook) Somehow, when you hit someone over the head from behind with any tool or blunt weapon, they will be instantly rendered unconscious with no lasting harmful effects.

Moon-Curser (-200 cp, discount Crook) An ancient name for thieves, who work in the dark and bitterly rue the nights when the moon comes out. You're good at getting around unseen, hiding in shadows, stowing aboard vessels, and shimmying up to the second-floor windows that are rarely locked.

Friends in Low Places (-400 cp, discount Crook) As a villain you naturally have a vast and powerful organization at your back. From snoops and stool pigeons to burly knee-breakers to perhaps a couple of people at the highest levels of government who profit off your operations or owe you favors. In future Jumps, you are very good at building such shady networks of connections.



ITEMS

The Adventures of Tintin (free all) The complete comics, cartoons, and film(s) of the series, along with numerous commentaries and reviews.

Idol (-100 cp) A large idol of... you. Stylized and exaggerated to show some of your traits, but clearly you. Makes a great conversation piece.

Crystal Balls (-100 cp) Seven crystal balls that easily shatter when hurled to a wall or floor, but will not accidentally break. On shattering, they release a powerful sleeping gas. Refills annually.

Truth Serum (-100 cp) While scopolamine just makes people more-or-less drunk, this sinister serum makes people boastful of their secrets and especially their crimes and shames. Give two people a dose and they'll eagerly compete to see who is the most evil. Incidentally, you have just two doses, though they refill annually.

Formula 14 (-200 cp) Boom! One day your car just goes boom! Don't give in to gloom! You probably caused it. This drum of Formula 14, added to fuel, can turn any engine or generator into a time bomb. If consumed by a person, they will rapidly grow hair that cycles through many bright colors while exhaling bubbles with every breath for hours. As above, refills once a year.

The Castafiore Emerald (-200 cp) A beautiful, near-priceless jewel. You may keep it as a fond memory, or sell or trade it, confident it will return by the end of the Jump or decade.

Ranko (-200 cp) A large and powerful gorilla has taken you as a friend, and will follow and protect you as best he's able. Becomes a Follower after this Jump.

Job (-100 cp, free Boy Reporter) You have a steady job that provides enough for a young bachelor, at least, and doesn't mind you disappearing for months at a time. You do still need to work to get paid, but your job will always be waiting for you.

Flat (-200 cp, discount Boy Reporter) A spacious apartment, rent-free with all utilities taken care of. Be the envy of struggling college grads everywhere.

King Ottokar's Sceptre (-400 cp, discount Boy Reporter) Should the king of Slydavia ever fail to produce King Ottokar IV's sceptre on St. Vladimir's Day, he would be forced to abdicate in shame, which is precisely why agents of Borduria tried to steal it. This sceptre cannot make you a king, but it will grant you in the eyes of the populace the power to confirm or delegitimize one.

Boat (-100 cp, free Sea Dog) A tramp steamer, perfectly solid with plenty of room for cargo, much like the *Sirius*, *Karaboudjan*, or *Aurora*.

Marlinspike Hall (-200 cp, discount Sea Dog) A luxurious mansion and sprawling estate, making it clear to all that you are a person of wealth and class. Well, wealth anyways.

Red Rackham's Treasure (-400 cp, discount Sea Dog) A massive treasure? How big you ask? Enough. Want to rent Liechetenstein for a month? You have enough money. Pay off the national debt? You have enough. Build a space program? You have enough.

Experimental Submersible (-100 cp, free Professor) Capable of diving down to 900 feet and making six knots underwater, with a two-hour air supply, this sharkproof (and shark-shaped) submersible is perfect for searching for underwater objects, or evading scrutiny.

Shooting Star (-200 cp, discount Professor) A head-sized chunk of Phostlite, a rare element found only in space. The strange invisible rays from this stone encourage rapid growth in organic life, with trees sprouting up overnight. Though it doesn't seem to affect humans for some reason, exposure can enlarge animals to many times their original size.

Rocketship (-400 cp, discount Professor) A checkered red rocket, bigger and in many ways more advanced than NASA's later model, with room for eight and many supplies, nuclear engine, artificial gravity through constant acceleration and such.

Cane (-100 cp, free Detective) A cane, it's good for hooking things and often overlooked as a potential weapon.

Authentic Dress (-200 cp, discount Detective) A closet of highly colorful ethnic and/or historical outfits, ranging from tartan kilts to silk robes. They won't help you blend in *per se*, but anyone looking at you will think you're a tourist or perhaps some kind of reenactor, not a threat.

Double (-400 cp, discount Detective) A Follower who is a perfect lookalike for you, and can easily match your speech and mannerisms. Your own twin, diversion and body double.

Getaway Car (-100 cp, free Crook) A nondescript vehicle with the ability to change color and a changing license plate. No one will connect it to a crime after you make a getaway. Can import other vehicles to gain this aspect.

Poison of Madness (-200 cp, discount Crook) This drug, Rajaijah from India, renders a person insane. At least, they'll flail about, act randomly and say wild things for weeks. Very handy for silencing loose ends without leaving a body.

Press (-400 cp, discount Crook) Like the Muir Island Gang, you have a full printing press with all the necessities to churn out perfect counterfeits of any paper money in the world. It will even randomize serial numbers. You'll be rich!



COMPANIONS

Old Friends (-100 cp) Import up to twenty companions with 600 cp apiece to spend.

...And New! (-100 cp) For a small fee, feel free to recruit any number of people in this Jump to join you on future adventures!

DRAWBACKS

Uncanny Valley (+100 cp) Welcome to the world of the Spielberg/Jackson film, where some events are slightly out of order, and everyone's face seems... off, somehow.

Easily Distracted (+100 cp) You have a little trouble focusing, especially when a lot is going on around you. Or when you have to sit still and wait for hours, then you start getting twitchy.

A Different Time (+100 cp) Remember when this began and I promised no one would judge you for your race or sex? Well, the comic *does* have a bit of an unfortunate history with that sort of

thing, Belgium being still a colonial power when written and having been endorsed by the Nazi Party at one point. It doesn't intrude in most stories, but sheesh, the series can *never* live down *Tintin in the Congo*.

So yeah, with this drawback, people will be exactly as racist and sexist as the 1930s and 40s of your history, and you will be some form of minority. Have fun.

Flat Broke (+200 cp) You just can't seem to save or hold onto money. Each month, after you pay the rent, zoom! Empty bank accounts and wallet. You're going to have to work real hard, or cheat the system, to get by.

Stone Deaf (+200 cp) Really, you're just a little hard of hearing in one ear. What's that? Right now? Well of course. From time to time you might misunderstand a person, but it's really no great trouble. Eh? You want to visit? Whom do you want to visit? Why? I'm so confused.

Long Runner (+200 cp) The first Tintin comic was published in 1930, the last in 1979. Now you too must spend forty-nine years in this world instead of the customary ten, the events of the stories spaced over many years. You will not perish of age or related complications, but may yet die in other ways.

Old Drunkard (+300 cp) You just can't function when you haven't had enough hooch. Of course, you can't function when you've had too much, so expect to spend every day trying to find that happy medium. Naturally, this overrides any perks that would give you resistance to alcohol or hangovers.

Drat the Luck (+300 cp) Everything that can go wrong, will go wrong for you. From chasing a treasure around the world only to find it isn't there to constant pratfalls.

Snowy? Why is it always Snowy? (+400 cp) Alas, you cannot remember any of Herge's comics. Metaknowledge is really unfair in what is largely a mystery series, you know. If you wish, you can be at least a casual acquaintance of Tintins so you might get involved in the adventures even if you don't know you're supposed to.

Older Than Superman (+400 cp) Phenomenal cosmic powers aren't really what these comics are about. Check them at the door please and take a number, you'll get all your powers back when you leave. Academic knowledge and non-supernatural skills can stay though.

THE END

Remain: It's quite a jolly little world, maybe a good place to settle down.

Go Home: After a good adventure, what could be better than returning home, flush with victory and riches.

Move On: One adventure ends, the next one awaits!

Jump written by Aehriman