

Jumpchain

Version 1.2

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Introduction

Hello, and welcome to yet another new world. This one seems exactly like your original world, at first glance. But it's not.

Ancient conspiracies lie in wait here, jumper. A vast and immensely powerful organization works behind the scenes to abduct children and train them up into assassins whose talents are then sold to the rich and powerful so that they may eliminate anyone they find a bother.

They have been around for centuries, always hiding, always profiting off of death. They are the Nine Clans, and contrary to what the world believes, they are very, very real.

You arrive just before the events of the movie, as Mika is at the verge of collecting the final pieces of evidence she will be using to convince Maslow.

It is dangerous to be unarmed in this world, Jumper. Best take **1000 CP.**

Origins

Roll 1d8+25 for age. Your gender remains the same as your previous jump, or you may pay 50 CP to change.
You arrive in any major city in the world you feel like arriving in.

Drop-in: The typical song and dance. You arrive with no additional memories, and no attachments or associations.

Officer: You are a senior officer in any major agency of your choice. You're pretty high up, the kind to head entire investigations and with the authority to take small armies' worth of police into combat.

Researcher: You are a member of Law enforcement still, but strictly a non combatant. Instead of being a field officer or a station head, you are an experienced researcher, working your magic in archives and from behind computers to connect seemingly varied pieces of data into a whole cohesive story that puts criminals behind bars.

200 CP Ninja: You were picked very young, either taken from an orphanage or simply picked up from the street, or you could even have been kidnapped from your parents, it matters little. What matters is that you were taken by one of the Nine Ninja Clans, specifically, the Ozunu clan. They trained you into the arts of the ninja, and molded you slowly and painfully into a weapon to be used for their gain.

And you flourished, in that training, You're equally as good as Raizo ever was, if not better slightly. Anything he could do, you can too. You know how to sneak in and out of places without anyone being any the wiser, how to handle yourself in a fight, how to kill ruthlessly and quickly, using bladed and projectile weapons, and all the rest.

Perks

100 CP perks are free as per origin, all others are discounted.

General

Reputation- 100 CP

The Ninja are a legend kept alive through their sheer popularity and mystique, despite all the years that have gone by since they operated openly and their own efforts to suppress knowledge of them.

Theirs is a story that gets retold over and over, which is whispered and murmured and dreaded. You have the same, now. Stories of your actions tend to float around, integrating into the background of every world you visit. These can be true stories from your actions,

exaggerations or understatements, entirely up to you, but whatever you decide on, they will always have a kernel of truth.

These also come with factual changes required to support them, such as historical records, changed histories et al, but never enough to impact the setting in a meaningful way at the time of your jumping.

Drop-in

What Clan Are you From?- 100 CP: People hide so much of themselves, donning masks, pretending to be what they're not. Such tricks don't work on you, however. Or rather, they work much less. Whenever you see something or someone, you get a sense of whether they're hiding something.

And depending on how well the person is hiding things, you get an idea of what it is. If supernatural means are involved, you get only the merest hints, but if it's mundane concealment, you may even get an exact 'guess'.

Pretty Face- 200 CP: For some reason, people find it difficult to say 'no' to you. You have a powerful charisma, a sort of attraction that makes everyone want to help you out and protect you. And unless you abuse this, they will be willing to go quite far for you, as long as it does not challenge their personal beliefs and principals. And even then you gain a powerful advantage in convincing them.

Body Discipline- 400 CP: Hunger and thirst, pain, sleep and injury, these are the body's weaknesses. Master them, and you master the self. And you have, jumper. Through intense training and discipline, you have gained the power to control and regulate your body's natural processes, so that you can go without food or sleep for days without losing any effectiveness, keep your senses sharp no matter what, and resist pain like you didn't even notice it.

You have a grip over your body that allows you to fight and train past any limits or constraints it has, and to do so without any long term detrimental effects. Well, until you just collapse, anyway. This doesn't make you a terminator, just very, *very* good at both training up your skills and using them.

Greatest of all, you will be able to direct your body's internal processes so that your body heals at a dramatically accelerated pace, allowing you to heal gashes and cuts in minutes while even life threatening wounds take only a day or two at most. This will not, however, allow you to heal any wounds that *cannot* be healed, such as regrowing limbs or eyes.

Officer

Truth Sense -100 CP: You're good at people. As in, very, *very* good reading people, and you have a fantastic nose for bullshit. You have a sixth sense of sorts, being able to tell near perfectly whether someone is lying or telling the truth, or at least what they believe to be the truth.

Cool Under Heat- 200 CP: Ever so often, you happen across something that a lot of people don't like you happening across. Such occasions can bring down a lot of heat on your head. Your job may be threatened, they may try character assassinations, *actual* assassinations, they may threaten your friends, your family...they may do a lot of things. Other people would panic under pressure like that. You don't.

No matter what opposes you, no matter how much mental strain and external pressures try to shake you from your path, you remain every bit as cool, calm and detached as you ever are. This also doubles as mental defence perk, but not a very good one. To be more exact, this doesn't provide you any additional willpower. It just prevents any external factors from eroding what willpower you have.

Ace Shooter- 400 CP: There is a reason the Ninja are in the past and law enforcement is in the present. And it's mostly due to people like you. You have top-notch training from some place like Interpol or maybe an intelligence agency, in all the tricks you need to know.

You know how to set up trails and how to dodge them, to organize stakeouts and surveillance, and all the other skills needed for a veteran law enforcement officer of the very highest calibre. Perhaps the greatest example being your abilities with guns.

You're a genius with all projectile weapons, knowing how to handle them, how to clean and maintain them, and you *never*, ever miss. This is a continuously growing skill, which will allow you to similarly master any other weapons you use in the future at the same rapid pace.

More than that, you're able to share this ability with others. Any group you're in charge of will generally be quite extraordinarily capable with guns. While this dilutes with the size of the group, even a group of hundreds would be almost perfect shots with you in command.

Researcher

Okay, you Got Me- 100 CP: In today's world, it's hard to get 'modern' and 'enlightened' people to believe in anything at all out of the ordinary. But not for you.

As long as you present your case even decently well, without making any stupid mistakes, people will almost always believe you in even the most ridiculous, 'out there' sort of things.

I Like you More and More- 200 CP: You have an instinct, of sorts. You always seem to know just what you might be needing to survive your next almost-deadly encounter. This isn't exactly precog, more like an always active 'good sense'.

You know that the only guy who can save you will probably need his weapons to do so, you know that going at something alone is stupid and you should bring in the guy with actual authority...it's a strange feeling, which allows you to make just the right choices more often than not.

In no way is this an absolute thing, you're still only human. But you're much less likely to make stupid mistakes than the next guy now.

They're out There- 400 CP: You have an incredible ability to sniff out things that are being hidden, for whatever reason. Whenever there's any kind of secret organization or conspiracy or scheme even remotely close to where you are, you seem to get an itch of sorts, just 'lucking into' hints and traces of ideas that hint at the truth.

Not that you need luck. You have the skills of the best researcher and investigator in the world. You never forget anything, be it a name, a face, a random fact from a paper you once glanced at, or even any theoretical or practical knowledge you have. You know the right question to ask, and how to connect the dots where no one else can.

Your analysis abilities are superb, meaning you can chew through ridiculous amounts of data in record time and spot patterns and evidence, instinctively identifying fact from rumor and a good lead from a dead end.

Once you get on track and in the mindset to find out something, you have a dogged persistence, remaining on the tail of even the most elusive truth. You might end up following it through a myriad path of random court transcripts, historical record, hearsay and rumor, but you will still arrive at precise fact.

Ninja

Power through Pain- 100 CP: They say the more you sweat, the less you'll bleed. But that's not exactly true, is it? The world is full of sadists passing themselves off as trainers, or even foolhardy young people who 'train' themselves into permanent issues and problems. Well, for you the proverb *is* true. No matter how unreasonable or outrageous your training/practicing regimen, you will always eke out *some* benefit from it.

Pushing up on a bed of nails, doing things that should leave you permanently crippled in the name of building up your pain threshold, these are all valid strategies for you. Indeed, more than all of that, you actually *benefit* from it all. The harsher, crueler your training, the faster you gain those skills.

Mastery- 200 CP: Ninja, as a rule, do not often use guns. Neither do you. You are a master of both unarmed combat and combat with a bladed weapon, anything that cuts or stabs. Your reflexes, physique, all are utterly supernatural, making you capable of acting far, far faster than anyone else around you.

There is no style of unarmed or bladed combat you do not know, and ninja tactics aside, even in a direct, stand-up fight you could take on dozens upon dozens and leave them all dead in your wake.

No matter what it is, knives, shurikens or just your fists, you know *just* how to use them to inflict the maximum possible damage with the minimum possible effort. What little you don't know, you can pick up ludicrously quickly.

Into the Shadows- 400 CP: You are a true ninja of the Ozunu, easily the equal of Raizo or Ozunu himself. You can move through shadows not just by sneaking but by actually moving through them. You can enter a shadow completely, and emerge anywhere that shadow, or any shadow connected to it is present, however thin the connection.

At night this almost becomes teleportation, as you can move across large distances without being seen at all. This also assists you immensely in combat, as at any time that you're hidden you get almost a level of super-speed, moving faster than anyone can see, able to hurt people while their back is turned no matter how much they try to avoid it.

Items

Take the 50 CP item free, and have a discount for the others.

Organization-300 CP

It's awfully hard operating alone, especially in this kinda job. Whether you're an officer, a researcher or a ninja, having resources and trustworthy comrades at your back can be vital if you want to have any kind of success.

Which means it's good you have this, then! This is an organization of your very own, it's exact nature depending on what origin you have. For Researchers and Officers this is a Law Enforcement Agency, like the FBI or Interpol. It doesn't have the same reach or influence, of course, but it's comparable, with all that entails.

If you're a Ninja, this is a full-fledged Clan, equal to any of the Nine. Maybe a branch that split off a long time ago, maybe a rebel movement comprised of escapees from all of them, but the point is that it has all the resources any of them do.

That means a mile long list of satisfied clients, hundreds of highly trained, ultra-deadly assassins, an organization spanning the world that gets you recruits for more, immense political influence reaching a vast array of national governments, and all the rest.

Drop-ins can pick either, or opt for a third organization of some kind. Maybe a corporation, maybe an NGO or a Secret Society, it's up to you. The only limit is that it's power and resources cannot be greater than the ones outlined above.

Drop-in

Wardrobe- 50 CP: You look *good*, jumper, and these help you with that. This is a set of clothes that will fit you perfectly no matter how small or large you get, and this will always make you look at least three times as good as you normally do. Men will be handsome even of you're an Igor, and even hags could be dateable with a gown from this wardrobe on. Contains about eight sets of clothing at a time, and yes, *does* work on others, as long as you allow it.

Guns Galore- 200 CP: Guns are great, and you have a lot of them. You have a shipping container which holds one of every single human-portable firearm to be found in your average 21st century Earth. You may take out as many as you want, there will always be one remaining. This will update with all firearms that are available on a common basis in all future jumps.

That is, this won't give you any super-secret techno-magic blaster, but anything that can be bought like you would buy a gun on Earth, or issued to armies or police groups is available.

Cigarettes- 400 CP: This is a box of cigarettes with a very specific purpose. While you may smoke them, the real purpose they serve is if they're just allowed to burn in your presence. Let one burn down to the filter, and any trace of where you've been is destroyed irrevocably. Works to disable any scent-based tracking, tire treads, magical viewing, anything.

For the next few hours, only beings that are ridiculously, stupidly good and tracking and finding people will have a shot at finding you, and even that will be a long shot.

Officer

Suits- 50 CP: An Officer of the Law should look the part, and you do, quite well at that. This suit is basically 'legitimacy' woven into a cloth. Wearing it you may stride into any law enforcement office or facility, and as long as you don't do anything that is clearly illegal or detrimental to them, people will automatically assume you have a right to be there. You may even get away with giving orders and moving stuff around, but again, only as long as you don't do anything *too* obvious.

Badge- 200 CP: This is a Law enforcement agency badge, ready to be pinned to your coat or shirt. It comes with an assured senior position, about at the same level as Maslow is in Europol here, in any one law enforcement agency in all future jumps, and seems to exude an aura of authority and intimidation besides.

In addition to your position granted with this badge alone, it enables you to carry over your position or positions in one jump into the background of the others, inserting them out of the way so they don't affect the jump too much before you start.

Private Guantanamo- 400 CP: Whoa there, this is bad! This is your own private little Guantanamo Bay, an entirely off-the-books prison for holding those you need to hold. It can contain even the most dangerous and slippery of targets, as long as they're not powerful enough to simply blow it away in a breath or otherwise destroy it with about as much effort. Just to be clear, this prison adapts to perfectly hold any being not explicitly supernatural, and escaping will be a struggle for even them, unless they have help.

Researcher

Research Garb- 50 CP: Even researching things can use a good set of clothes, Jumper. And this is nothing if not that. Put this on, and any research requirements become ridiculously simpler for you. Simply by reaching into the pockets of this garb, you may pull out pages or digital media holding any and all information that is owned by you in any way, shape or form. It doesn't matter how, if you have the information under your control, you may pull it out through these clothes.

Now this is only for research and analysis, so no pulling entire books out of here! You may get a few pages to outline a particular fact or context, or a drive containing a few minutes of video, but no more than that. And while the papers are permanent, digital media disappears after few hours when you aren't looking.

Tracking Beacon- 200 CP: This is a tracking beacon of the most powerful sort. Barely the size of your little finger, you will **never** lose track of this thing, no matter what. Get it on, or *into* someone or something, and it will never malfunction, its signal will never waver. That is, unless the target finds it and destroys it. It could be seventy galaxies away in a different universe, and you'll still know exactly where it is. Of course, *getting* to it is a different story.

You may have only one at a time, but you find a new one in your pocket as soon as it's destroyed or rendered irretrievable.

Evidence Crate- 400 CP: This is a big grey cardboard box, the kind they store records in. And it gets used for something similar by you too. In this box you will find absolute, concrete evidence for anything you know to be true.

It may be anything, from people guilty of a certain crime to the existence of an ancient conspiracy, if you know something to be true, and it actually *is* true, you will find evidence strong enough to convince even the worst of skeptics. It does not matter in the least *how* you know it to be true.

The evidence on the crate can take whatever form is relevant for the world, but any items formed will only be usable as evidence.

Ninja

Ninja Wear- 50 CP: This is a head-to-toe costume that fits you perfectly, coloured jet black. It allows you to melt seamlessly into the shadows. While wearing it, you may move from shadow to shadow, as long as they're even slightly connected. In essence, you may *become* shadow, and sneak below doors, through keyholes or on walls.

Tools of the Trade- 200 CP: This is a collection of small swords, shurikens, throwing kunai daggers and any other ninja weapons seen in the movie, made of the very finest metals and always keeping their edge, no matter what. There will always be at least one of every weapon in here, no matter how many you take out.

In future jumps, this will grow to contain any and all common stabbing and cutting weapons, though not any that are made of exotic materials or designs.

Mountaintop Shido- 400 CP: This is a far-off, isolated compound built into a mountain somewhere extremely remote. You may use this for many purposes, but one thing this place is exquisitely well designed for is to train people.

In this place, you can train large number of people in anything you want at a dramatically accelerated pace, and everyone training gains the benefits of 'Power through Pain' while here, allowing them to learn from training methods that would under most circumstances classify as little more than torture.

Companions

Canon Companion- 100 CP: Take anyone from canon you feel like. They get 700 CP to spend, and any perks they would logically have for free.

Import- 50 CP: Create a new companion, or bring an existing one in. They get 600 CP to spend on whatever they want.

Drawbacks

You may take up to 600 CP from Drawbacks, or 1000 if you take one of the 600 CP drawbacks. More may be taken, but yield nothing.

Thinking With the Wrong Organ +100 CP: You just can't resist a pretty face. Any time a member of your preferred gender is in danger, or even just asks for your help, you find it almost impossible to resist. It *is* possible to restrain yourself, but very, very difficult.

Who Killed the Cat? +100 CP: Curiosity did. And it's going to kill you too. You just can't leave things alone, no matter how much better an idea it would be for you to *not* poke into that drug cartel's affairs. Or that neo-nazi cult's dealings, or that millennium old Assassin group.

Nosy Researcher +400 CP: There's someone at a major law enforcement agency who's utterly, completely convinced that you are a criminal, an evil mastermind of the worst sort. And they will not rest until you are brought to justice. They have the entire Researcher tree, and will not stop for anything. You cannot convince them of your innocence in any way at all.

Panic +400 CP: For some reason, you're incredibly easy to spook and panic now. Not to any comical levels, but any sight of violence or blood makes you nauseous and makes your knees weak just like it would any ordinary person.

Black Sand Envelope +400 CP: Seems like someone put a contract out on you, jumper. Wherever you go, Ninjas of the Ozunu clan seem to be waiting to jump out of the shadows and take your head off.

Nerfbat +600 CP: Ouch. Why'd you take *this?* This is awful! First of all, you lose all powers and abilities, and all access to your warehouse. Only what you have bought here and your body mod remains with you. Second, through some accident of fate, you seem entirely unable to 'miss' any canon events. One way or the other, you *will* be drawn into the affairs of Mika Coretti and Raizo, and you *will* need to do your best to survive.

Ozunu +600 CP: You are part of the clan, and the clan is part of you. This is the truth you've always known, jumper. You were 'adopted' by Lord Ozunu as a prepubescent, and have been trained by him ever since, either as a Ninja or as an agent in wider world. Your memories of your previous jumps are gone, leaving behind only bits and chunks here and there. You are a loyal soldier of the Nine Clans, and that is how you've always known yourself.

Your powers are still with you, as is your warehouse, but do not know how to activate or access them.

Over the course of your jump, you will get hints and suggestions as to the truth of you. They'll come in dreams, in whispers from random passers-by, in half-read pages you were assigned

to steal, always hinting that something is not right. You must piece together the truth by the time your ninth year starts, and free yourself from the Ozunu completely, or a loyal soldier of Ozunu is all you ever will be.

Choices:

Stay: Like Hell you're picking this.

Go Home: This either.

The Next Mission: That's the ticket!

Notes

Changelog:

1.0–1.1

Fixed fucked up spacing.
Reduced stupidly high Companion Import price.
Ninja Origin now casts 200 CP only.