James Cameron's Titanic

It was 1997, Harry Potter is published, Dolly the sheep was cloned, Hong Kong was returned to China, and *Titanic* becomes the first film to gross a billion dollars. It's a story about love, inequality of society, freedom, and heartbreak set around one of the greatest maritime tragedies in history. For others it's that movie that took an hour and a half for the iceberg to show up and see some action. You find yourself by the waterfront in 1912 Southampton, England ticket in hand and ready to embark on an unforgettable voyage aboard the RMS Titanic.

Drop-In (free): In this day and age your lack of records or backstory is still not uncommon. Like many of the poorer immigrants all you have are the clothes on your back and whatever items you purchase here. Roll 1d8+18 for age.

Crew (free): Through luck, years of impeccable service, or well connected friends, you have managed to secure a position aboard the flagship of White Star Line. Whether you toil below decks or wait upon the elites of western society you are expected ensure the highest quality of service. Roll 2d8+18 for age.

First Class (100): Mr. Monopoly

Age & Gender

Roll 1d8+18 for Drop-In and First Class age
Roll 2d8+18 for Crew age
Gender is free to change.

100 CP perks are free for corresponding origins with the remaining discounted 50%.

Drop-In

"We're Americans" (100 CP): [catch all excuse to avoid extra questions and suspicions ex: skip health screening because, why? Because Americans don't have lice]

"Draw Me Like Your French Girls" (200 CP): Art schools will open their doors and collectors their wallets when they seen your work. Not only do your drawings record life perfectly but flow with emotion as well. Sketch a sad old man and people will feel melancholy and regret, draw an erotic seen of a woman lying naked on a couch and…you get the idea. Finding models will not be difficult and people who have never done so before will be willing so for you.

"I'm The King Of The World!" (400 CP): [Charisma and obligatory handsome/beauty perk]

"Love Was When I Loved You" (600 CP): Your skill in romance eclipses that of your rivals and those that precede you. Even after you to break up your ex will hold a place in their heart for you and frequently relive your moments together for years to come. This does not change your physical appearance so if you are of the wrong gender or a tentacle monster they may love you more as a brother or sister.

Crew

Know Your Place (100 CP): Don't want to spend your time on the *Titanic* shoveling coal or cleaning up after spoiled brats? A position of your choice aboard the ship has been opened due to unforeseen circumstances and a replacement is needed quickly. The position of Captain is barred but the junior officers are open to you. In subsequent jumps you will easily find job openings and employers are far more likely to hire you than others.

Friendly Service With A Smile (200 CP): Poor treatment and insults roll of you like water on a duck. The drudgery that is your job will no longer leave you despondent or in a fit of rage but with calm acceptance. Your morale and self-respect receive a boost against those who try and break you down.

Seen And Not Heard (400 CP): A sign of proper service is that the help perform their duties with as little interference in the lives of their employers. As long as you make a conscious effort to remain unnoticeable while working others will overlook your presence. People will discuss their thoughts, opinions, and intentions with little regard to you and the chance that you may be listening. If they actively look for eavesdroppers or make a serious effort of discretion you will be noticed.

"Women And Children Only!" (600 CP): Whether it's the uniform or an air of authority people are likely to follow your orders in the midst of a crisis. While you cannot command someone to directly harm themselves they won't challenge or ignore you out of hand. Outside of an emergency the effects of this are diminished.

First Class

Old Money (100 CP): You were born with a silver spoon in your mouth and it shows. Proper schooling, manners, knowledge in all polite conversation, and respectable good looks set you apart from those of lesser means. Quality establishments and clubs will recognize your status and will quickly seek to provide the best service possible for you.

Unquestionable Character (200 CP): The proper authorities will be more likely to listen to your side of the story, especially when the other party is of a lower class than yourself. In a criminal investigation they will not ignore evidence found but in a case of "he said, she said" they will likely side with you.

"So We Have An Understanding Then?" (400 CP): You have money, and money makes many friends that are willing to do favors for you. By flashing a roll of bills and some discrete propositioning many of those people who never considered taking a bribe will become tempted to bend the rules this once. It will not necessarily be cheap and men of strong morals may choose to resist but in the end everyone has a price.

High Society (600 CP): There's wealth and than there's influence, you have both in spades. Whether you're a steel tycoon, newspaper owner, famous author, minor nobility or related to one, there is little that you cannot do. You will receive numerous invitations to social events, well wishers that seek to gain your favor, and a politician or two may wish to garner your support.

Items

Bottomless Box of Tissues (free): For those sensitive individuals or their significant other/s. Silky smooth sheets that won't irritate your skin and disappear when thrown away.

"I Make My Own Luck" (50 CP, First Class get 5 purchases for free): $1000 in cash, the average yearly salary for an American worker at this time, respawns monthly.

Soundtrack (50 CP): You can now choose to have the music of composer James Horner play on demand with original scores added to set the mood of the events transpiring. At the end of this jump you will also receive the complete Titanic movie CD collection for future enjoyment.

Whistle (50 CP, Free for Crew): A simple looking metal whistle that when blown issues a much louder note then you would assume. The more interesting feature is its ability to summon help in times of great need, from a woodsman in the wilderness to a passing freighter in the ocean.

Finger Paintings (50 CP, Free for First Class): A wooden crate containing five oil paintings made by a Spanish artist, something Picasso. Others may believe that they are worthless and the work of an amateur but perhaps the style appeals to you or maybe they will be worth something in the future.

Sketchbook (50 CP, Free for Drop-In): A leather bound portfolio that comes with paper and a pouch with art supplies. The paper is of high quality and surprisingly water resistant, capable of surviving largely intact even at the bottom of the ocean for nearly a hundred years. The paper and materials will be resupplied after a week of being used.

Ice Tray (100 CP, Discount for Drop-Ins): Where did this come from? This ice tray, when water is poured in and frozen, creates ice cubes that will grow into an iceberg of considerable size and shape when dropped into a body of water. They have no special qualities and will melt like regular ice in warm temperatures. Water and freezer not included.

Tea Cup And Saucer (200 CP, Discount for First Class): There is no reason in panicking and running like a headless chicken, even if the ship you are on is sinking. After drinking properly heated tea from this cup you will still recognize the threat of imminent death but remain as cool as a cucumber. Carrying this cup and saucer will give an aura of calm dignity, allowing you to appear unruffled even in the midst of disaster. If broken you will find a replacement on the kitchen table tomorrow.

Liquid Courage (200 CP, Discount for Crew): A classy silver flask that bestows fearless bravery in those who take a swig from it. The effects scale with the alcohol level of the drink inside with Budweiser giving you the guts to talk to that girl at the bar while Everclear will inspire the lowest of cowards to charge Cthulhu with only a salad fork.

Safe (200 CP): Never again worry about your hard earned money and artwork rotting away at the bottom of the ocean. Nigh indestructible, it has been designed to withstand the pressure of the deepest part of the ocean, dropped in a volcano, and survive explosions without a scratch. The 4ft cubic interior warded with glyphs that prevent magical methods of theft and create a stasis field protecting the contents from the ravages of time.

Heart Of The Ocean (300 CP, Discount First Class): An extravagant blue diamond once worn by the king of France Louis XVI, after his execution the diamond was recut into a 56 carat heart and become known as the heart of the Ocean. Considerably more valuable than the 45 carats Hope Diamond, if sold you could easily make upwards of $250 million USD. Note of authenticity included.

Iceberg Resistant Steel (300 CP, Discount Crew): These were invented too late to be used in the construction of the Titanic, perhaps you have a ship in need of these plates? Designed to withstand tremendous impacts from ice and rock you could ram head on with an iceberg or land without damaging the hull. Unfortunately there is no improvement against explosive or plasma based weaponry. Every subsequent jump you will receive enough plating for a single ship.

The Titanic II (300 CP, Discount Drop-In): Didn't have enough time to fully appreciate the grandeur and opulence during your trip? With this purchase you receive a miniature scale model of the Titanic inside a glass bottle that, when dropped into a suitable body of water, can grow to full size. It comes with a crew of NPCs to run the ship and optional NPC passengers if you feel lonely, both crew and passengers are restricted to the ship and cannot leave. At the beginning of each jump the ship will return to its bottle to be used again.

Companions

Manservant (200 CP, Discount First Class): Quiet, efficient, loyal, and capable of carrying out any unsavory acts with the upmost discretion, he can also make a proper cup of tea. While without special abilities he is an ex-Pinkerton and has experience as a private investigator, bodyguard, and finding goons to hire. Comes with Friendly Service With A Smile and Seen And Not Heard for free.

Debutante (200 CP, Discount Drop-In): Through wit, charm, or striking good looks you have the attention of a lady of wealth and class who is willing to overlook your…colorful background. Comes with Old Money and Unquestionable Character for free.

Rat (100 CP, Crew Discount): While at first glance it appears to be an ordinary rat this rodent has a supernatural sense for danger and knowing where safety lies. In a disaster your new whiskered companion can serve as a guide through collapsed tunnels, burning buildings, and flooding corridors with the upmost speed.

Bunkmates (100 CP per, 400 CP for 8): What fun is a cruise when travelling all by your lonesome? Invite your companions to enjoy the many amenities of the Titanic including, but not limited to, the Turkish baths and pool, squash court, and cafés.

Canon Companion (200 CP): Made friends with someone onboard and wish to invite them on a much more epic voyage have you? With each purchase you may bring a fellow passenger or crewmember with you when your story here ends. You still need to convince them to join, unlikely to be too difficult as the case may be.

Drawbacks

800 CP limit, 1200 CP if take both Heart of Ice and No Jumper, You Are The Iceberg

Titanic: The Legend Goes On (+100 CP): Instead of James Cameron you are now in Camillo Teti's animated retelling of the Titanic. Denounced as one of the worst films ever created expect lousy animation, poorly written dialogue, characters stolen from Disney, and a dog that raps. Don't take this.

"It Is A Mathematical Certainty" (+100 CP): No matter what you do the events leading to the sinking of the Titanic and death of 1,514 people will happen regardless. Destroy the iceberg? An anarchist will detonate a bomb sinking the ship. Teleport the Titanic to New York? Whoops, 710 people make it but the Titanic and remainder are lost during the trip. You can't beat fate.

"Not The Better Half" (+200 CP): Every negative stereotype of the wealthy elite is true when describing you. Egotistical, elitist, arrogant, willing to do anything to make a buck, or in in layman's terms an asshole. Everyone but you will notice this within five minutes of meeting you and unless they have to they will avoid you as much as possible. This includes your companions who will only perform the smallest effort to help you during you time here.

Jinxed (+200 CP): People see you boarding and they jump off without putting on a life vest first. Every form of mass transportation you take with more than four people onboard will sink, crash, explode, experience the plague, or all of the above. For the safety of others, please refrain from using any vehicles larger then a car.

"I Won't Let Go" (+200 CP): During the voyage you will fall madly in love with someone, unfortunately that person is doomed to die. No matter what you do they will die horribly no later than 2:20 AM April 15th, 1912. For the remainder of this jump you will be unable to move on or find love with someone else. **For an additional 100 CP you will forget that you took this drawback.**

"It's Been 84 Years…" (+300 CP): That's right, instead of ending in 1922 you will remain in this world until 1996. World Wars, Great Depression, segregation, Vietnam, and disco are things you get to look forward to now and, try as you might, you'll find yourself dragged into some of the big problems of the 20th century.

Historically Accurate (+300 CP): There were no superheroes, Gundams, witches, or spaceships that saved the Titanic and there won't be this time either. All your abilities outside this jump, technology invented after 1912, and access to your warehouse are removed for the duration. You are also limited to a human form as are any non-human companions that accompany you.

Heart Of Ice (+600 CP): This shouldn't be too difficult for you Anon, even less so if you got rid of that pesky little thing called a "conscience". The iceberg fated to cross paths with the Titanic has been nudged just enough to miss the passenger liner, your job is to put it back on course. You have until 11:39 PM on April 14, 1912 to ensure the nautical disaster and deaths of the passengers take place, failing to do so will result in failing the jump and being sent home. Is 600 CP worth the lives of 1,517 men, women, and children?

No Jumper, You Are The Iceberg (+600 CP): You have a heart of ice, literally. For the next 10 years your body is that of the iceberg that sunk the Titanic. You retain full use of your powers except for those that allow shapeshifting, you will remain a iceberg for the duration. Melting or losing 50% or more of your mass will be counted as having failed the Jump. I would avoid the Caribbean if I were you. **May only be taken with Heart Of Ice, "It's Been 84 Years…", and Titanic: The Legend Lives On**

Notes:

March 31st: New drawback, import companions added, discounts added, renamed drawbacks, free perks for Manservant and Debutante.

April 3rd: Minor editing, changed Drop-In perk names and rough descriptions.

April 4th: Canon companion and item added.

April 5th: Fluff

September 5th: Rewrote drawbacks and origins.

September 7th: Spellcheck, rewrite of items, added requirement to No Jumper, You Are The Iceberg, added conditions to "It's Been 84 Years…" and Heart Of Ice drawbacks.