

V1.1
By Darwin Candidate

Ah, right on time. Please, make yourself comfortable. Don't mind the laser cannons aimed at you, an Evil Genius can't be too careful after all, even if I am retired. Oh, and don't try to get up, or the pressure sensors in your chair will trip the detonators. Even an individual of your *particular* talents would be rather put out by what they set off.

Good, I'm glad we understand each other. Yes, I'm aware of your nature, Jumper. An amusing little romp through the cosmos, is it? How *delightful*. Well, you're here to prepare for the next step in your journey, through the world I once conquered and ruled with an iron fist…

Why did I retire? Well, to be perfectly honest with you… taking over the world in the first place was *ever* so much more fun than actually *running* the dreary little place. Once the tedium began to get to me, it was a trivial matter to fake my demise and retire in luxury. And now that the status quo has resumed, a few new would-be tyrants are preparing to throw their hats in the ring to replace me. I'm curious to see if they manage as well as I did.

What? The Forces of Justice? Hah! Still as complacent as they were when *I* took over! Still, perhaps one of those agencies will actually manage to come out on top this time. Though I doubt it.

Right then! Time for you to take your place in this interesting little tableau, Jumper! Take these **1000 Crime Points**, I suspect you're going to need them…

Origins

So! Who are you, now that you're here? Your age is 20+D20, and your sex is unchanged from your last jump. Or choose them freely, your call. Any of the Origins may be taken as Drop-ins, if so desired.

- **Minion** (free): You step out of the helicopter in your bright yellow jumpsuit and are immediately ushered inside a strange facility, only to be shouted at by an impressively dressed narcissist alongside dozens of other new hires. You're still not entirely sure what exactly you've been hired to *do*, but it's sure to beat Temp work, right?
- **Henchman** (free): You're bad, and you know it. You were already a kingpin of the underworld, a name feared throughout society's underbelly. Until an even *bigger* name took notice of you, and offered to raise you up higher than ever as their right hand. Now you work as an enforcer for an Evil Genius, and if you play your cards right, you'll be one of the top dogs in the New World Order.
- **Agent of Justice** (free): Really? Okay… Perhaps you work for one of the global agencies, or perhaps you're an independant looking to make a name for yourself. Either way, you've chosen to serve Justice, and as such you're the sworn enemy of Evil Geniuses worldwide.
- **Evil Genius** (200 CP): *Now* we're talking… The world is yours for the taking, Jumper. Construct your lair. Disguise it with a cover operation. Create a Doomsday Device, and bamboozle the Forces of Justice when they try to stop you. Let nothing stand in the way of your ambition… not even the *other* Evil Geniuses who think they can rival you.

Perks

All Perks are discounted for their origin. Discounted 100CP Perks are free, the rest are 50% off.

General Perks

Forever Useful (free/100 CP): You will never hear those dread words "You have outlived your usefulness". You will also never be arbitrarily chosen to be an object lesson, or picked to do something blatantly suicidal just to see what happens. Take care, though; this is no protection if you *personally* anger your boss. You just won't get picked at random.

This Perk is free for this Jump, but costs 100 CP to keep for the duration of your chain.

Kiss Up (100 CP): You are a *master* at being obsequious without being annoying. You have a real talent for knowing exactly how to flatter someone, such as a temperamental and unpredictable Evil Genius, without sounding like you're trying to schmooze up to them. Excellent for calming down short-tempered megalomaniacs before they do something unfortunate with that ray gun...

Beneath Notice (100 CP): People tend not to care if you go wandering in places you shouldn't. Construction sites, backstage at a concert, government offices, secret evil lairs… as long as you aren't getting in the way, bothering anyone, or doing anything blatantly hostile or attention-getting, you'll be left alone. Stronger-willed individuals like Henchmen, Evil Geniuses, or elite agents/minions can see through this effect, but the regular joes will either not see your presence as worth reporting or consider it someone else's problem.

Remember that this offers no protection to mundane hazards found in such places. Bring a hard hat to a construction site and watch for traps in the lair, for your own sake.

Uncontrollable (200 CP): In a world filled with methods of mind control, brainwashing, and subliminal suggestion, you need not fear any of them. Your mind is your own, and no one can change that through any method.

If someone attempts to control your thoughts, you *do* receive the instructions, just no compulsion to obey them. If you have some skill at acting, you can give the impression that the attempt worked.

Minion Perks

Rapid Construction (100 CP): What's that? The boss wants you to turn a hole in the ground into a fully stocked and functional command center for a global conspiracy, and he has a tendency to announce that he's feeling impatient with gunfire? No problem. You possess the knowledge and skills to construct pretty much any basic structure you have the plans for in surprisingly short time frames.

Wood? Concrete? Steel? Stone? Doesn't matter, you can work with them all. Dig out a foundation? Install a lightning rod? You can do it. Plumbing? Electricity? Ventilation? It's in your wheelhouse. You might need an expert's help to handle the *really* complicated jobs, but as far as the basics go you've got it all covered.

And if you have access to *advanced* tools, like say a Lair Builder 5000? That's when the *magic* happens. You could assemble an entire lair from top to bottom in a *week*, assuming you have all the materials and funds at hand. And if you have a decent-size crew of fellow minions with you? A *day*.

Specialist Training (200 CP): Pick **Muscle, Science**, or **Deception**. You've been selected to receive training in one of these fields, and are therefore either a Guard, a Scientist, or a Valet. Further training opportunities are available during the Jump, and should you take them you can become a world-class expert in a surprisingly short span. It's up to you to make time for that training, though.

- **Muscle** minions start out trained in basic hand to hand combat, the use of light weaponry of both lethal and stun varieties, and a wide variety of security and rapid-response protocols.
- Further training adds heavier weapons (up to assault weapons and sniper rifles), black-belt level martial arts, silent takedowns, and advanced small-unit tactics to your repertoire. Upon reaching the peak of your training, you also get a sharp black suit, mirrored sunglasses, an orange turtleneck, and the rank of Hitman.
- **Science** minions are trained in the use of a variety of complex research tools, and have an education in math, physics, chemistry, engineering, and biology, roughly equivalent to a Bachelor's Degree in each. Take note, these are the *local* versions of these fields, which have a number of interesting applications that could only be described as *mad science*.
- Further training can upgrade each of these fields to Master's Degrees, and eventually PhDs. Upon receiving your second PhD, you earn the rank Quantum Chemist, which comes with a snazzy custom lab coat and an awesome hat that resembles a plasma globe and apparently helps contain your roiling, maddening thoughts.
- **Deception** minions are trained in the arts of dissembling, distraction, sleight of hand, pickpocketing, and lying with a straight face. You've also been taught to sing and dance adequately, how to mix a wide variety of drinks (as well as how to drug them subtly, if needed) and can run a variety of standard casino tables.
- Further training teaches you to subtly take control of a debate or press conference, identify infiltrators, charm your way into any social event, and improves your more basic skills. Completing your training earns you a flattering set of evening wear suitable for a variety of social functions, and the rank of Counter Agent.

You can purchase this more than once to get access to a second or third field, but acquiring further training in more than one field is going to be quite time consuming. In later Jumps, each purchase provides a X5 multiplier to training rate for the relevant fields.

Lessons In Evil (400 CP): You've got a real talent for passing on your skills. Under your watchful eye, students rapidly acquire and internalize the knowledge you wish to impart, and will learn almost as quickly *you* would, counting whatever training multiplier Perks you might have. While you do need to actually be trained in a field yourself to serve as a tutor, your presence is all that's required, even if you're just watching them practice while doodling on a clipboard. *Actually contributing* helps even more.

This works best in a one-on-one setting, but it will still work even if you've got a lecture hall full of students to teach.

…For We Are Many (600 CP): Minions are individually weak, but there are always a lot of them running around! Once per day, when you need more able bodies to assist you, you can simply call for them, and a group of "generic minions" will just… show up, and start helping you with whatever task is at hand, whether that task is building something, operating machinery, or combating intruders. No one will question who these people are or where they came from unless you draw attention to it. Likewise, when the task is done, they just… leave. And nobody will bother to wonder where they went.

The nature of the minions vary depending on what Jump you're currently in, but are generally a group of unremarkable humans (or equivalent) equipped with basic tools and gear as appropriate to the setting and whatever group they represent- in this Jump, for example, they'll typically have a yellow jumpsuit and a Lair Builder 5000. In a fantasy setting, they might be a squad of lightly-equipped foot soldiers, or a coterie of royal servants.

You start with the ability to call up to five minions at a time, but practice and experience can increase this capacity. Eventually, you might be able to summon small armies of minions to your side… though you can hold back and summon fewer if you need them for a smaller job.

Henchmen Perks

Rough Customer (100 CP): You're stronger and tougher than the average mook, and you know how to throw hands with the best of them. You're a capable and experienced fighter, with a knack for surviving fights that would kill lesser men with only minor injuries. You're trained in a variety of common weapons, from brass knuckles to submachine guns, and you can use them well.

I Know a Guy Who Knows A Guy (200 CP): You have an uncanny knack for finding suppliers of questionable materials and services quickly and easily, and convincing them to do business with you. You have an instinctive ability to navigate the gray and black markets to find whatever you need, from stolen goods to illegal weapons to doctors that don't ask stupid questions about where a bullet hole came from.

This is particularly useful for those who like to commit to a theme… if you want razor-edged playing cards, umbrellas with built-in flamethrowers, or a hat with a sharpened brim capable of removing a man's head in one throw, this Perk has you covered. You can find people who will provide such oddities without asking questions, and you don't need to worry about the purchase being traced back to you. You can also use this ability to acquire substances that *are* legal, but tend to attract unwanted attention, without leaving a paper trail.

There is one limit to what this Perk can help you acquire: it has to reasonably exist in whatever Jump you're currently in. Don't expect to find a magic carpet in a modern crime drama, or enriched uranium in a pre-industrial fantasy setting.

A Particular Set Of Skills (400 CP): A silver tongue to distract the law, an expertise in applied chemistry, a mastery of forgery, a really big freakin' gun and the strength to use it… you possess some talent or skill that sets you above a mere guard with a pistol or truncheon. You have access to some unusually potent and useful technology, esoteric training, or natural ability that is the reason an Evil Genius wanted to recruit you in the first place.

You also have some manner of defining theme or quirk related to that skill that serves as a calling card. Perhaps you dress like you're on a Victorian safari, and insist on hunting The Most Dangerous Game. Perhaps you're a stage magician, and use a combination of smoke, mirrors, and very real fire to accomplish your goals. Perhaps you're a former opera singer who uses your powerful lungs and vocal talents to inspire the minions and stun your foes. Perhaps you're a successful crime lord who insists on talking Jive, or a highly trained samurai with anger issues, or a sushi chef assassin who poisons targets when they eat at your restaurant.

Basically, you could slide into Batman's Rogues Gallery and fit right in. Please fanwank responsibly.

Dragon-In-Chief (600 CP): Evil Geniuses get all the attention, the glory, the infamy… which makes it all the easier to hide who's *really* in charge. You're a skilled manipulator, capable of getting enemies and allies alike to dance to your tune, but you *truly* shine at becoming The Man Behind The Man. With a few well-chosen words, you can convince people that you nominally serve not only to go along with your plans, but that those plans were their own idea.

This is *not* any kind of mind control or other domination, and astute leaders will certainly realize they're being manipulated if you aren't careful, but with patience and planning you could very well end up in effective control of whatever organization you're "advising". And when the Forces of Justice (or whoever opposes the faction you work for) come to kick in the door, it'll be your "boss" that they're looking for, not *you*.

Agent of Justice Perks

Too Curious For Your Own Good (100 CP): You've got an ear for secrets, and a nose for trouble. You're skilled at picking up on hints, clues, and even the most subtle trails. You have

training and experience at investigation, interrogation, forensics, and all the other aspects of crimefighting- though you may not be quite as good at the more technical aspects as the actual experts in those specific fields.

Master Of Disguise (200 CP): Wherever you go, you can both talk the talk, *and* walk the walk. With just a little preparation time and a few supplies, you can easily disguise yourself as part of the faceless masses and blend in. While you probably won't be able to pass yourself off as someone specific, it's quite simple to simply be just another Minion walking around the lair, or just another government flunky looking busy in the office, or just another man on the street.

Even if your appearance is quite distinctive or recognizable, only the sharpest-eyed observer will pick up on it- and even then, only if their attention falls specifically on you.

Didn't Check The Body (400 CP): You are incredibly hard to keep down, Jumper. Whether through luck, skill, tools, or simply being too tough to die, you are nearly certain to live through situations that by all rights you shouldn't. Fell off a cliff? Caught in a massive explosion? Building collapsed on you? You might get knocked out or injured, but you have a downright uncanny knack for being able to walk away from such catastrophes under your own power.

In addition, your foes have a strange tendency to simply assume your demise was a sure thing, and make only token efforts to verify your status. Once the same foe has fallen for it a few times, though, they'll start to grow wise to your tricks and be more thorough.

If you use this ability too often or try to abuse it, it'll start to become unreliable. For example, if you intentionally set off a bomb in your hands in an attempt to fake your death, without any means to survive but by invoking this Perk, you'll likely be unpleasantly (and very briefly) surprised.

Super Agent (600 CP): You are a world-class super-sleuth, Jumper. You're a peer to Agent X, or "Wrecking" Bola, or even the legendary John Steele himself. You are an expert at infiltration, demolitions, sabotage, and otherwise going places you aren't allowed and messing stuff up.

You have a reputation as a shining beacon of Justice that aids you in getting support from law enforcement agencies. Backup, reinforcements, access to crime scenes, records, supplies and armaments… So long as you aren't blatantly acting against the cause of Justice, you'll have an easier time getting any assistance you need.

If something goes wrong, you're a master at escaping cells, cuffs, deathtraps, and other restraints, though you might not want to do so *too* quickly, as there's just something about you that makes your enemies feel the need to monologue about their plans…

Evil Genius Perks

Demanding Presence (100 CP): You can induce your servants and minions to work harder just through your sheer presence, dignity, and a lot of angry shouting. Work being done in your presence by those who view you as their leader will be completed far more quickly, with no drop in quality. After all, haste makes waste, and waste gives Evil Geniuses itchy trigger fingers…

Impressive Execution (100 CP):You can motivate your minions to work even harder by executing one of them for failing you, betraying you, or even just annoying you. Witnesses to the execution will work harder and faster for a day or so with no reduction in quality, and the reminder of the cost of treachery will quell any mutinous thoughts your subordinates might be having.

This does stack with **Demanding Presence**, so lingering after an execution to oversee the work of the witnesses will "inspire" them to the height of efficiency.

Unshakeable (100CP): Conquering the world is no task for a shrinking violet. You have the infinite, unbreakable will to see even the most Herculean task through to its completion, and the self assurance to laugh in the face of world leaders and gun-toting super-soldiers alike.

Lead By Example (200 CP): Choose **Muscle**, **Science**, or **Deception**. You are familiar with the subject matter as described under the **Specialist Training** Perk, and are an adept manager of such minions, skilled at keeping them focused, on task, and supplied with everything they need to serve you well. Your new recruits into your chosen field train faster and tend to get results more reliably.

Alternatively, instead of choosing one of those specialties you may instead choose to be more focused on the administrative aspects of running your organization. You can recruit minions and henchmen more reliably and cheaper, and your operations to bring in cash, either "legally" through your cover operation and "legit" businesses or the *fun* way through heists and cons, tend to achieve greater results.

You may purchase this more than once to gain additional specialties.

The Right Reputation (200 CP): You're a known figure on the world stage. Genius, billionaire, playboy, philanthropist… or all at once! The public thinks well of you, and the businesses, institutions, and charities you are involved in are beyond reproach.

Or at least that's what John Q. Public knows. In more dubiously-legal circles, people know a little more… like how people who anger you have a tendency to "disappear mysteriously". Even the most hard-bitten mercenary will think twice before crossing you. The Forces of Justice have heard these rumors, but between how vague they are and how strong your public image is, they won't dare act against you without some actual evidence.

In future Jumps, you can activate this Perk or suppress it as you wish.

Lethal Feng Shui (200 CP): You are an artisan of death, a master of planning static defenses. You can make excellent judgments about how to place flamethrowers, gas sprayers, murder holes, and other traps to maximize their effect while minimizing signs of their presence. You can even reliably position multiple traps together to create complex and entertaining networks of chain reactions. *Eight-ball, corner shark tank*.

It Must Be Mine! (400 CP): You plan on conquering the whole world eventually, so why not take some smaller pieces in advance? You have a knack for acquiring items of global significance, from world famous works of art to historical artifacts to entire monuments! Even items that are supposedly mythological aren't safe from your grasp!

The Mona Lisa? Excalibur? The Declaration of Independence? The Eiffel Tower? You can come up with a plan to steal them all, and they stand a good chance of working! Basically, if Carmen Sandiego could do it, so can you.

Your loot can be displayed in your base to show off your achievements, and its presence will reinforce loyalty and raise morale among your subordinates. They often also provide a more tangible benefit, as well! Famous paintings may inspire your minions to take up art (and therefore forgery), the doors of Fort Knox could be used to secure your own vaults, Rumplestiltskin's Spinning Wheel can provide you with a steady stream of gold...

Just be careful of attempts to steal your loot back or to use its presence in your base as evidence of your crimes. It's kinda hard to try and claim that you didn't know the Statue of Liberty's torch was stolen goods, after all.

New World Order (600 CP): Now what kind of Evil Genius would you be if you didn't have a plan to conquer the world? Unlike most, though, *you* actually know what you'll do *after* you've shown them, shown them all!

You are a master schemer and strategist, capable of planning intricate campaigns on global scales. You have a head for efficient administration and organization, an eye for picking apart your foes' weaknesses, a nose for opportunity, and can keep all of your many plots, plans, and projects straight in your mind without difficulty.

You know how to balance the logistic needs of an organization with global reach and influence against the need to keep that reach and influence secret and subtle. You're adept at managing political, social, economic, and martial conflicts, all at once- though part of that comes from your skill at knowing what you can safely delegate, and to who.

You've also got a strong understanding of the tasks necessary for running a powerful nation, or even an empire. You know how to set taxes, raise armies, manage legislation, establish policy… if you want to prove yourself to be an enlightened despot far superior to any existing government, you've got the skills you need. On the other hand, you also know *exactly* how far

you can let all that slide without it all collapsing around you if you'd prefer to indulge in tyranny and hedonism. You do you, Jumper.

Items

Lair Builder 5001 (100 CP, Free Minion): This handy-dandy multitool is an entire mining crew, construction team, and moving company in one convenient package! Destroy stone walls to excavate the Lair! Layer on floor, ceiling, and wall panels just as quickly! Use the proprietary shrink ray mode to transport even the largest machines, devices, or articles of furniture where they need to go in a snap! And you can even use it to quickly and cleanly transport those unsightly body bags to the incinerator!

Every Minion is issued a Lair Builder 5000 as standard, and it'd be trivial for a Henchman, Evil Genius, or Agent of Justice to get their hands on one… but the 5001 model is fiat-backed! Self repairing, self powering, reappears back in your Warehouse in a day or so if it's lost or destroyed… the usual insurance.

You also receive a copy of the plans for the Lair Builder 5000, allowing a technically-minded sort to easily make more.

Training Room (200 CP, Discount Minion): Time to get edjumacated! This chamber is filled wall-to-wall with automated tutoring systems capable of taking any Joe Blow off the street, and swiftly turning him into a skilled and valued minion! Well, for a given definition of "valued", at least…

Whether you specialize in Muscle, Science, or Deception, this chamber has all the educational tools you'll need. Training dummies, marksman's targets, automated teaching stations, tool benches, press conference simulators… every kind of training device to be found in an Evil Genius' lair! Whether you want to brush up on home appliance repair at the Technician trainer or want one of your Companions to start learning to identify enemy infiltrators at the Counter Agent station, you're covered.

If you want to add any other training equipment you possess or acquire to the room, you'll always find that there's always *just* enough space to fit them without getting in the way of the other stations. In addition, study and practice here is always just a *bit* more effective than it normally would be, and produces results just a little bit faster. This is on top of any additional fast-learning or fast-teaching abilities that may be in play.

This room can be its own attachment to your Warehouse, or can be added to any other home/lair/base/office building you may own.

Retirement Package (400 CP, Discount Minion): When a Minion is sent out into the world to participate in a heist or run a con, the last thing the boss wants is for that Minion to come back

and track Justice all over their nice clean floors. Instead, the Minion gets a retirement package- one that isn't a euphemism, for a nice change of pace!

Consisting of a modest house or nice apartment in a city of your choice (or your Warehouse if you prefer, in later Jumps), this safe house is fully furnished in your preferred style and comes complete with enough untraceable local currency to live comfortably for about ten years… or extravagantly for one.

Best of all, the place is untraceable- it, and by extension you, will never be connected with any crimes you committed before you started living here, an ability that refreshes each Jump.

Iconic Weapon (100 CP, Free Henchman): Eli Barracuda Jr. has his father's silver-plated revolver, Agent X has his custom shotguns Truth and Justice, Red Ivan has his rocket launcher… now you too have a weapon entwined with your legend.

The weapon takes the form of a customized and high-quality version of any modern man-portable melee or ranged weapon. In addition to being of superior make and durability and the usual fiat-backed protections, this weapon also has a sinister air, aiding in attempts to impress, inspire, intimidate, or demoralize. After all, everyone knows that when *this* weapon is being brandished, things have gotten *serious* and somebody's going to die.

Furthermore, the weapon is distinctive enough to be highly recognizable, and can serve as a form of unofficial proof of its wielder's identity.

You may import a suitable medieval, modern, or near-future weapon you already own to gain the benefits of the Iconic Weapon. For 100 CP on top of that (total of 100 for Henchmen) you can instead import something blatantly sci-fi or magical, like a plasma rifle or a flaming sword.

Stylin' Threads (200 CP, Discount Henchman): As the saying goes, the clothes make the man. You have a full wardrobe of duds suitable for a wide variety of engagements, including several iconic outfits that suit your personal theme- useful if you took the Perk **A Particular Set Of Skills**. Additionally you have less noticeable outfits for when you don't want that particular type of attention, evening wear suitable for the ritziest of black tie events, variations on the above ranging from 'tropical summer' to 'arctic winter', and all of it is self-repairing, self-cleaning, and returns itself to the Warehouse within a day if lost or destroyed.

And you can even add clothing obtained elsewhere to the collection to give it the same benefits.

Syndicate (400 CP, Discount Henchman): Whether you're an assassin, a counterfeiter, an arms dealer, or criminal kingpin, you wouldn't have risen up to your position without a lot of people and resources at your back. Informants, enforcers, fences, suppliers, safe houses, you've got them all and more. If you work for an Evil Genius your network is now but one part of a larger whole, but your people still know who they're *really* loyal to. And who knows? Maybe they could start slowly subverting the rest of the network, as well...

In future Jumps, your network can exist in the criminal underbelly of wherever you go, in a form that suits the setting.

Mini Investigations Kit (100 CP, Free for Agents of Justice): Never leave home without it! This deceptively small case contains endlessly replenishing stocks of all sorts of tools necessary for field work and crime scene investigation. Latex gloves, evidence bags, a small camera, a bottle of Luminol, a fingerprint kit, and more!

Whatever the crime, this kit will keep you supplied with the tools you need to find the truth.

Bag O' Bombs (200 CP, Discount Agent of Justice): This satchel contains a dozen small but potent demolition charges, and refills itself every week. Because sometimes, Justice must leave its calling card for the forces of Evil, and that calling card takes the form of a smoking pile of rubble.

The bombs can take the form of a general high explosive, a shaped charge suitable for breaching doors or walls, or an incendiary bomb. They can also be set with a timer, or a remote detonator. Simply concentrate on what kind you want as you draw it out of the bag.

Short-Range Teleporter (400 CP, Discount Agent of Justice): For when being a disguise artist just isn't enough, this device can allow a small strike force deep into the bowels of an Evil Genius' lair!

The machine can transport up to ten subjects anywhere within a range of a hundred feet, which may not sound like much but is more than enough to circumvent the first several layers of security in a lair, bank vault, or corporate headquarters! Getting back out, though… that part's up to you.

In addition to the normal fiat-backed repair/replacement plan, the teleporter has safety features that guarantee that the users need never fear being entombed in a wall, or telefragging someone unlucky enough to be standing in their arrival zone. If one of the users *would* have met with such a fate, their arrival point will simply be shifted into the nearest open space.

Inner Sanctum (100 CP, Free Evil Genius): A brilliant mind needs peace and quiet to plot world domination, and you aren't likely to get it surrounded by idiot Minions breathing your air. So that's why every Evil Genius needs an appropriately lavish office in which to plot and scheme!

The Sanctum is designed to your exacting specifications, with custom decorations and fixtures to suit your every evil whim. Want the walls plated with gold? Sure. Want statues of yourself to line the walls? Go for it. Want a champagne fountain loaded with tomato soup? Weird flex, but okay.

Whatever else you choose, two pieces of furniture are set: your desk, and the meeting table. The former is a massive and intimidating slab of wood (or marble, gold, whatever) complete with a high-backed chair bearing your sigil. The latter is likewise, but has a seat for you at the head and room for a dozen henchmen, minions, or captives down the sides.

Both pieces of furniture are just what you need to oversee an evil (or non-evil, if you insist) empire, and both give off a faint aura of attentiveness and motivation that guarantee that work done and meetings held in the Sanctum will be more productive than such things typically are.

Trap Collection (200 CP, Discount Evil Genius): A great way to liven up the place! Temporarily, at least. They do tend to eventually leave the lair a bit corpse-y.

This is a large and eclectic collection of static defenses suitable for deterring, capturing, and killing (usually in that order) unwelcome guests. They range from minor inconveniences (such as giant fans, giant magnets, giant pinball bumpers, and soapy floor panels) to the hazardous (such as ice beams and bee launchers) to the downright lethal (such as the ever-popular laser grids and trap doors over shark tanks).

The traps provided are self-cleaning, self-powered, self-maintaining, and can be collapsed down into an easily-portable brick-sized form at will, which can then be moved to new positions and restored to full size and functionality. Normally you need a Lair Builder device to do that, but these traps can do it themselves!

And don't worry about the sharks, bees, carnivorous plants, or other biological components- they can last in the collapsed state indefinitely with no problem. After all, you might be an Evil Genius, but you aren't a *monster*.

Lair Starter Kit (400 CP, Discount for Evil Genius): Your very own private island, complete with a long-dormant volcano and a long-abandoned casino with the associated docks and helipad! It's a bit of a fixer-upper, but that's what minions are for!

The island covers a few square miles and rises up to an impressive peak, the precise details of its shape, layout, and ecology are up to you (Tropical islands are traditional, but some Evil Geniuses prefer something more temperate, or even arctic). The casino's games and facilities are all broken down past the point of repair, but the structure is still sound. Likewise for the docks and helipad.

Geological surveys also indicate the presence of a few gold veins within the mountain. It'll take quite a bit of work to reach and extract them, but why argue with a windfall?

You start off with a crew of ten basic Worker minions (who are considered Followers) each equipped with a Lair Builder 5000, the equivalent of 50,000 USD in gold bullion, and a helicopter capable of carrying a dozen people to the mainland. You also have access to both a network of

shady bankers able to trade your gold into any currency and back untraceably, and an evil HR firm that can keep up a constant stream of newly hired Workers (even in later Jumps!).

In future Jumps, your Lair may either exist in some sufficiently large body of water with an optional shift in the cover operation, foliage and wildlife to match local conditions, or it may reside as an attachment to your warehouse.

Doomsday Device (400 CP, Discount Evil Genius): For those that want a head start on their dominance plans.

Maximilian has M.I.D.A.S. (turn entire regions to gold), Red Ivan has H.A.V.O.C. (rain fire from the skies), Emma has V.E.N.O.M. (kill 'em all, let entropy sort it out), Zalika has V.O.I.D. (global-scale brainwashing), Polar has Z.E.R.O. (freeze the world)... and now you too have a weapon capable of causing chaos on the world stage! In a world of mad science such as this, nearly anything is possible, so feel free to fanwank a machine *worthy* of an Evil Genius!

Initially, your device is merely a proof of concept, capable of unleashing a fraction of its true potential. It will take a dedicated effort in research and development to bring it to fruition, and the necessary test firings will be quite hard to hide from the Forces of Justice, so be prepared to fight for your right to bear Doomsday Devices!

Now slap on an acronym that may or may not actually stand for anything, and start writing your victory speech!

Companions

Council of Henchmen (50 CP each, 300 CP for 8, Max 8) Create or Import existing Companions to join you in your quest to save and/or conquer the world. Each gets an Origin and 800 CP to spend.

Canon Henchman (200 CP, Discount Evil Genius): Build your own quirky miniboss squad!

Canon Super Agent (200 CP, Discounted Agent of Justice): With a little pluck and determination, you might just be able to convince these paragons to join you in spreading Justice across the multiverse!

Drawbacks

You may take as many drawbacks as you think you can handle in exchange for additional CP, with no cap.

Long Haul (+100 CP): Rome wasn't built in a day, and you don't want your world conquest to be rushed. Add ten years to the length of the Jump.

You can take this as many times as you like, but this Drawback doesn't include any protection against the effects of aging.

Bum Luck (+100 CP): Lady Luck seems to have it out for you. Events seemed skewed toward making things as unpleasant as possible for you, though never severely enough to put your life at risk. Just your pride, dignity, and wallet.

I recommend investing in lots of four leaf clovers and lucky horseshoes. It won't help, but it might make you feel better.

OUTRAGEOUS HAM! (+100): You compulsively act in an over-the-top, scenery-chewing manner. You have no concept of an "indoor voice", and constantly use exaggerated gestures and florid language. When a task calls for stealth and subtlety, you should probably ask someone else to handle it.

This may or may not include a ridiculous and over-the-top accent.

Corpse Patrol (+100 CP): Corpses no longer disappear in a puff of smoke to be replaced by nice, neat body bags. Now, clean-up duty after the Forces of Justice attack or a lazy Minion is executed is a much grosser affair, and a lackluster job will leave behind both evidence and some unpleasant smells. Better stock up on bleach…

Fashion Victim (+100 CP): There's no two ways about it: you look ridiculous. Maybe the Worker jumpsuit makes you look like an obsequious banana, or people can't get over your giant fishbowl science helmet. Maybe the Agency of Justice you work for forces you to dress in patriotic colors and prattle on about apple pie and Mark Twain. Whatever your problem, you just can't get people to take you seriously. Your presence in an interrogation tends to produce laughter rather than fear, and attempts to threaten world leaders result in sneers instead of pleading.

Of course, since this is a Drawback, any time being underestimated would *help* it doesn't seem to work.

Got Me Monologuing (+100 CP): You can't help but gloat to your enemies, going into great detail about your plans and what terrible fate awaits them. This is especially difficult to resist if the subject has been captured and currently appears helpless, even if this same person has escaped you before. And for some reason, you just can't bring yourself to lie when you indulge in this, even by omission.

Lair Builder 4999 (+100 CP, Not available for Agent of Justice, Incompatible with **Back In My Day...**): You know those handy-dandy Lair Builder devices your minions use for practically everything? Well, there's a *reason* it took five thousand iterations to get it right… Unfortunately, you and everyone else on your team could only get the Model 4999. It's *nearly* as good! They

hardly ever backfire, misfire, set fires, or explode! But as rare an event as it is, there's an awful lot of them being used around the base, so that's a lot of chances for things to go wrong…

And yes, this *does* replace your fiat-backed version if you purchased the **Lair Builder 5001** item. When the Drawback ends, you'll get your 5001 model.

Priority Target (+100/200/500 CP): You've got a target on your back, Jumper. Maybe you foiled a few too many schemes, or you learned too much classified intelligence, or you were framed for something *really* heinous. Whatever the reason, you're being hunted. Better brush up on your disguise skills, or find a good safehouse.

For the 100 CP version, you are considered on the Top Ten Most Wanted list of either one of the Evil Geniuses vying for control of the world (Maximilian, Red Ivan, Emma, Zalika, or Polar), or one of the Forces of Justice (P.A.T.R.I.O.T. in America, Canada, and Greenland, S.M.A.S.H. in Mexico, Central America, and South America, S.A.B.R.E. in Africa, H.A.M.M.E.R. in Europe and Russia, A.N.V.I.L. in the rest of Asia and Australia, J.A.W.S. in the oceans, and the Steele Programme worldwide).

The Geniuses will regularly send teams of Minions or even their prized Henchmen after you on a regular basis, though their efforts will be hindered by their need to stay under the radar.

The Forces of Justice will hunt you constantly so long as they know you are in their jurisdiction, though they will be bound by their need to remain in the bounds of the law while they do so (Mostly. Some of the FoJ are a little more *flexible* about such things then others). They will *try* to take you alive, but the agents are aware that not too many questions will be asked if they bring you in via body bag.

They will also request cooperation and assistance from the other FoJ when you aren't in their turf, but between bureaucratic red tape and the fact that the rest of the FoJ don't initially see you as such a high priority you'll have some breathing room.

If you are an Evil Genius yourself, expect regular attacks on both your lair and on the teams you send out on missions. Your chosen rival will go out of their way to interfere with your plans even if they don't directly benefit from doing so, or the chosen FoJ will start pointing resources and experienced agents your way much sooner and with less provocation.

For 200 CP, you're being hunted by an Evil Genius *and* one of the FoJ. And both sides see you as an important enough target that if they should locate you at the same time, they'll put a higher priority on fighting you then each other! What did you *do?!*

For 500 CP, if you're an Evil Genius then *everybody* is after you as their top priority, rival Evil Geniuses and FoJ alike! Maybe your threats against the world were a little *too* dire, huh?

For non-Evil Geniuses, all of the Geniuses and FoJ *except for the one you work for* (if applicable) are after you. Better make yourself valuable enough to your boss not to be traded away or cut loose as a liability!

Macguffin (+100 CP, requires **Priority Target**): Good news, you aren't the target any more! Bad news, you're *holding* the target. Your Benefactor has given you a Macguffin, and they expect it back at the end of the Jump. It's small enough to fit in a reinforced attache case (and comes with one, in fact). It might be an irreplaceable component of somebody's Doomsday Device, or a file full of blackmail written in a code you can't crack. Whatever it is, it's absolutely useless to you, whoever **Priority Target** set after you wants it, and if you aren't in possession of it when the Jump ends, you chain-fail.

It cannot leave Earth for any reason, including by putting it in your Warehouse or taking it into space. While you can hide it somewhere, it must be recoverable with a minimum of effort on your part- no burying it or leaving it on the bottom of the sea.

Self-Made Madman (+200 CP): This is your standard "no out of Jump Perks or items" Drawback. Wave goodbye to your Perks and Warehouse for ten years, and plan carefully. If this is your first Jump, enjoy the free CP.

Welcome To My Parlor (+200 CP): You just can't help yourself! You have a compulsion to constantly challenge the various Super Agents of the Forces of Justice to attack your Lair and prove their helplessness against your fortress… even if you're still cleaning up the body bags from the last attack. Traps still busted? Generators wrecked? Nearly out of minions? You *still* feel an overpowering urge to demonstrate your superiority.

You can fight the urge for a while, but *eventually*, you'll give in. Will-reinforcing Perks can buy you a little more time, but not all that much. Here's hoping you're actually ready when it happens.

If you're a Minion or Henchman, this afflicts your boss, and you're expected to be on the front lines when the lawmen show up. No excuses!

If you're an Agent of Justice, you have just as much trouble ignoring the many challenges you receive, no matter how prepared your foe is for you. Have fun storming the Lair!

More Than Guidelines (+200 CP): You have a personal code of honor that you refuse to break, no matter how often it makes things more difficult for you. You might leave calling cards at the scene of your crimes, grant last requests to doomed foes, announce your presence rather than take advantage of surprise, send your rivals riddles that reveal your plans, or maybe you're old-fashioned (aka: slightly sexist) and refuse to strike a woman no matter what.

Some people may call you an idiot for adhering to your code… and they're probably right… but you'll stay true to it anyway!

Back In My Day… (+300 CP, Evil Genius only, Incompatible with **Lair Builder 4999**): ...We didn't need any fancy-schmancy Lair Builder gizmos! We did it the *proper* way, with pickaxes, dynamite, and elbow grease! You and your forces no longer have access to any of the Lair Builder line of products. Constructing the Lair is going to take much, much longer now, among other difficulties, but at least hard work builds character, right?

If you purchased a **Lair Builder 5001** from the items section, it'll be provided to you when the Drawback wears off.

Hard Mode (+300 CP): I hope you know what you're doing… Everyone opposed to you seems just that much more skilled, strong, and intelligent.

If you are on the side of Evil, then recruitment is slower, heists greater risks for less payout, suspicion falls on you far more quickly, and the Forces of Justice have better leadership and resources.

If you serve Justice, Evil Geniuses are more cunning and aggressive, Henchmen are more vicious, minions are more attentive and better trained, and evidence is much harder to come by (and has the strangest tendency to "vanish" after it leaves your custody).

If you aren't on either side and are just trying to mind your own business, you will keep finding yourself caught up in the clash of Evil and Justice… and after the first few times, both sides might start to think your constant "coincidental" presence is suspicious…

What now?

And here we are again, Jumper! I hope you enjoyed your time here, but now you need to make the big decision! Now that the Drawbacks you selected are wearing off, what will you do now?

- **Retirement Package**: You felt the ennui of victory as well, hm? Or perhaps you're just homesick. Either way, your Chain ends, and you return home with all of your skills, powers, Companions, and stuff.
- **The World Is Mine!**: Oh? You want to stay here? Well, you're certainly welcome to. Your chain ends, and here you remain. Good luck staying on top!
- **New Worlds To Conquer**: Au revoir, Jumper! May the Perks and tools you acquired here serve you well in your next Jump!

Notes

- **Origins** don't *require* that you stay in that role, they just determine where you start. A sufficiently skilled and dangerous Minion might get a promotion to Henchman, an Agent

can offer their services to an Evil Genius, or a Henchman can “turn a new leaf” and defect to the FoJ. It might take some doing to convince them you aren’t a spy, though.

- **Lead By Example** does not include any mastery in the field you chose, merely enough familiarity to direct your subordinates effectively. If you actually want to master those skills, you’ll need to take **Specialist Training** or possess a similar fast-learning Perk… or do it the old-fashioned way.
- **It Must Be Mine!** will help you develop a plan with a good chance of working, but it does not guarantee that you’ll have access to the resources and manpower necessary to *enact* that plan. That part’s up to you.
- **Got Me Monologuing** does affect Agents of Justice as well. They tend to brag a little too much to captured Henchmen, and during assaults on Lairs.
- The **Macguffin** doesn’t necessarily need to be on your person when the Jump ends, but it does need to be reasonably *in your possession*. It can be carried by a loyal Henchman or a Companion, or in a vault in one of your bases, or even in your safe deposit box. As long as it requires a minimum of fuss to reacquire and nobody *else* can make a strong claim of possessing it, the Benefactor will be satisfied. Furthermore, the only requirement is that it be in your possession when the Jump *ends*. If you lose it, you have until the end of the Jump to get it back.

Version Notes

- Version 1.0
  - Document exists
- Version 1.1
  - Additional Items added
  - Items Section Organized
  - **Lair Starter Kit** now discounted instead of first free
  - **Council of Henchman** granted more CP
  - **Lair Starter Kit** no longer defaults to Tropical
  - **Lethal Feng Shui** moved to Evil Genius Perks, instead of General
  - **Lessons In Evil** improved.
  - **Specialist Training** given a X5 multiplier in later Jumps