

Bing~bong~!

Welcome to the world of Cabin Pressure! It is much like our own, save for this one little airfield in the English town of Fitton. Inside you will find the headquarters of MJN Air, the world's smallest, cheapest and unluckiest airline. Or rather, airdot. You cannot put one jet in a line.

Maybe you arrive only to buy a ticket to somewhere else. Maybe you are the newest hire and will spend the next decade enjoying the steep ups and downs (sometimes literally) of the charter air travel business.

Either way, it is sure to be an interesting experience.

Please fasten your seat belts, turn off your electronic devices, take these +1,000 CP and prepare for takeoff.

Age

Roll 3d8 + 21 for your age in years and gain +100 CP or pick yourself but gain no extra CP.

Arrival Date

You will be arriving on June 25th, 2008. MJN will be transporting a very unhappy cat to Abu Dhabi in one week.

Location

There’s only one place worth arriving at for this Jump.

Fitton Airfield – A rather shabby passenger lounge. Who is that woman you hear calling someone a dunce?

Background

Choose one for free. If you would rather, you can drop in to any of the four airline backgrounds with only the technical knowledge of your role, bypassing a new set of memories and relationships.

Drop In – You arrived with no memories, equipment or friends, but what you bring with you. You have no employment waiting for you at MJN, although you could certainly make a pitch. Equally, you can hire them and join on as a passenger.

Captain – You have just been hired as MJN's *other* captain. Martin will not be taking this well. As there is certainly not enough money to pay you an appropriate salary, it can only be assumed that you have your rank because Carolyn wanted to tweak Douglas' nose. Expect shenanigans aplenty from your coworkers as you try to project an image of authority.

Second Officer – You have just been hired as MJN's newest (and least experienced) pilot. The length of your career will probably be however long it takes for Carolyn to grow short of money again, so try not to cause any expensive delays or mishaps, all right? Also, smuggling is right out. At least you can put down some prior job experience on your next application. Try not to let Douglas give you too much grief.

Cabin Crew – Brilliant! Arthur has always wanted an understudy. Not that he knows what that word means. You will be flying around the world while dealing with the sort of paying customers that went for the lowest priced ticket, yet expect the highest kind of service. MJN Air appreciates cabin crew with enthusiastic attitudes, good work ethic and a willingness to put up with quite a lot of nonsense. Working with Arthur, you will see (and need) all three.

CEO – What is this? It seems Carolyn has grown tired of managing the day-to-day affairs of MJN and hired you to sign the dotted lines. Best of luck keeping this struggling airdot of a business financially viable. You will be

working against daily expenses, bad luck and the incompetence of your own coworkers.

Perks

The 100 CP perk assigned to your background is FREE. All others assigned to your background are discounted to 50% off their original cost. That said, anything that is FREE is not mandatory. Only take what you wish to take.

General

Fly Me To The Moon [FREE] – You cannot go here without taking this. Well, you can, but we do not recommend it. You are now completely immune to both claustrophobia and acrophobia. Enter that metal can and ascend to a height of several thousand feet in the air without an ounce of fear!

Drop In

Last Seat In The House [100 CP] – Sometimes things just work out. For you, I mean. Anytime you need to purchase your place in an airplane, a ship, a concert, whatever, you will always find a space available for you. Maybe there was a booking error. Maybe someone made a last minute cancellation. Maybe they never showed up at all. Whatever the reason, it's yours if you want it.

Budget Shopping [200 CP] – Yes, the larger airlines have things like wider aisles, better drinks and a ride that doesn't arrive with fewer pieces than it took off with. The important part is that you saved a bit of cash. Whenever you want to buy something traditionally considered 'expensive', a cheaper option will make itself available within three days if you keep looking. Maybe it will not be as glamorous, but it will get the job done as long as you don't mind making a few concessions.

Paying Customer [400 CP] – Hey, you warned them you had some special requirements. So long as you give notice beforehand, anyone you are hiring for anything for any length of time will be tolerant of any of your needs, quirks and habits that most people would find... unusual. Need a special bottle of whiskey? It'll be on board. Think everyone is trying to kill you? The crew will serve your drinks carefully. Require someone to address you by

your proper title on pain of decapitation? Will do. That is not to say that they will be *accepting*. In fact, they're probably having a laugh at your expense in the galley right now. But so long as you are a paying customer, well, money has a way of smoothing over all your rough edges.

Citizen Of The World [600 CP] – You belong nowhere and everywhere. As a Jumper, you have no permanent home (save, perhaps, your Warehouse) and any place you travel to is only ever a brief stop on the road. You have to forge your identities anew each time or go at it without one as best you can. No longer. With this Perk, wherever you are, you belong. You now automatically receive the highest legal protection and social respect any citizen of the area you are in can possess, while being exempt from any required service. You can access public benefits such as free healthcare without issue. You will never be harassed or arrested by any law enforcement officer unless they catch you red-handed in the process of a crime. You can enter a new world and buy a house with cash on the same day, no questions asked. No person or system will ever question this, so long as you avoid attracting a great deal of attention to yourself.

<u>Captain</u>

Captain Bligh Flies Again [100 CP] – You are an aerial ace! Okay, not really, but you passed your CPL certifications and managed to fool the CAA examiners into thinking you knew what you were talking about. You now have a working understanding of all modern day Earth aircraft, from rockets to jets to biplanes to monoplanes. You can identify and pilot anything from the Wright brothers' collection of canvas and sticks to a Lockheed McDonnel 3-12. You also gain updating and perfect knowledge of all commercial transport and aviation laws for your setting, the better to help you avoid those pesky infractions that your CEO hates so much.

I Am The Captain [200 CP] – And while we are in the air, what you say goes. From the moment you take command of your chosen vessel until the moment you release your crew from their duties, your word is their command. They will obey any order, no matter how ridiculous or dangerous, such is your authority over them. Just don't expect them to not complain about it.

Literally In This Together [400 CP] – Because at 38,000 feet above ground inside of a plane held together with gaffer tape and string, you'd better trust your mates. Whenever you are in a bad situation and can't find a way out, your subordinates will find one for you. Maybe your scheming first officer has a plan to move a fire engine with some drunken cricket players, maybe the idiot cabin steward asks why you can't just drive there – if there is a way to get the job done, someone will see a way to do it.

You Would Be Lucky To Have Me [600 CP] – You aren't finished yet. Not by a long shot. Look at how far you've already come from when you began this mad quest. Only you get to say when you are finished. Take this Perk and from now, any aspect of yourself that you want to improve on will improve if you put the time and effort in. Potency, skill, knowledge, form, aspect – it does not matter. Even things that should be set in stone and unchangeable, such as your Perks, can be strengthened and improved. Does it need special equipment? You'll find a work around. The techniques you need are lost to time? You can recreate them. You literally cannot progress any further because you've reached the pinnacle of what is possible? *Bullshit.* Because when you started you were a one. Well, no, honestly you were a zero. Then you Jumped and became a one, then a two, then a three... and you aren't finished yet. Maybe your growth will continue at a snail's pace, maybe you'll struggle for every inch, but you will never stop improving at anything until you decide you are done.

<u>Second Officer</u>

A Friend Of Mine [100 CP] – You are not a smuggler. Certainly not. You simply have a lot of... friends. And the ability to easily meet new... friends. Starting here and now, you have something of a sixth sense for who wants what and what they would be willing to give you for it. Never money, that would be illegal. A bunch of orchids for some fish and fish related products? Merely a friendly exchange.

Not Technically Illegal [200 CP] – Rules are such a bother, but you have to live with them. Or at least, you did. Now, the rules for any organization you

are a member of, no matter how large or small, are fully and forever memorized by you to a T. A more responsible person might use these to never make a bad call. You are going to use them to make sure any call you make never gets marked as bad. In addition to knowing all of said rules, you have become almost supernaturally skilled at finding ways to bend them to the breaking point while still being irreproachable (no matter how much your boss wishes otherwise).

I Am (Not) The Captain [400 CP] – Although people certainly seem to think you are. You exude confidence and charm, leading people to look to you for leadership. You can charm or bluff your way into getting a perfect stranger to spill their life story after only one drink and even your superiors who know better will listen to your advice as if you were the more experienced individual.

Oh Come On, Jumper, Just Find It! [600 CP] – Some people have a knack for finding things. You have an eerie talent. That type of brown sauce your wife likes got its recipe altered? Turns out they still use the original recipe in Greece. Your boss has a ludicrously expensive bottle of whiskey stashed away somewhere? Ah, the captain has it. A supply of gold hidden away by a slimy Australian ex-husband? Check the wiring channels. When there is something specific you want to find, you will find it and relatively soon. Maybe the local idiot slips up with the location, maybe you notice a hotel receipt lying around – either way, you always find your prize.

Cabin Crew

Someone To Do The Hoovering [100 CP] – Pilots may get all the glamour, but the cabin crew keeps the passengers from rioting. That's true for most places, actually. You now possess all the knowledge and patience needed to work in any low level job, the sort of occupation where you usually won't get so much as a word of thanks for what you do. Still, someone needs to dispense the drinks. Here's the trolley and remember that passenger derby requires at least three go arounds before the seat belt light goes off.

Inventor Of Fizzy Yogurt [200 CP] – There's bad cooking and then there's your cooking. This ability can be toggled on and off, which is good because otherwise you would be eating take out for the rest of your life. Any dish you make will turn out to be lethal and anyone or anything that consumes your dish will die immediately without sudden and skilled medical intervention. In your hands, even a bit of toasted bread and butter can become a devastating poison. A bowl of chocolate something-or-other will make an old woman scream in mortal terror and disgust. Forget guns. A bag of flour and some water are all you need to ruin someone's day.

Team Player [400 CP] -You are not a clot! But you do tend to do better in a group. So long as you have one other person helping you with something, it will be completed three times faster than if you were to do it yourself. This will increase in relation to however many people are helping you, up to a maximum team of ten individuals helping you finish a task thirty times faster than if you were to do it alone. Remember that teamwork makes the dream work! Or maybe it’s just that you have less chance to mess things up? Nah, can't be.

Brilliant! [600 CP] – You can be described as enthusiastic. Also irritating, idiotic and oblivious. Who cares? Life is too much fun to worry about things like that. There's so much to do, so much to see and so many people to meet! You are endlessly cheerful and able to keep your good mood in even the worst of circumstances. More importantly, you can entertain yourself no matter how long the layover with nothing more than your own imagination. Someone locks you in a pitch black cell for a thousand years? You will emerge no worse than when you entered. Your upbeat nature is the stuff of legends and little mundane things like boredom and depression simply do not have a place in your heart anymore.

CEO

Penny Pincher [100 CP] – Let's face it, running a business is expensive. Happily, you are a fervent believer in frugality. From now on, you will never pay more than a service or item is worth. Scalpers and scammers seem to lose a few IQ points when interacting with you, and mark ups all seem to

mysteriously go on sale. Moreover, you have an instinctive feeling of whether or not a given purchase is actually necessary. Maybe that water cooler you want to replace isn't broken-broken. Maybe it just needs a new spigot.

How Little Would You Take? [200 CP] – Rather than money, how about a fancy title? Or work experience? You have a gift for convincing people to accept alternative means of compensation that don't cost you much of anything. This will not work if they are dead set on getting paid with money, but if an alternative exists that they would take, you'll be in business.

I Am The Owner And CEO [400 CP] – And you certainly know how to run a business. Now you have all the knowledge and intuition needed to make a viable business last in this world of bankruptcies and credit defaults. Good thing too, with these idiot pilots making unscheduled passes over Cumbria to drop sugar bricks on some poor fish.

Signed The Prenup [600 CP] – Sometimes things don't work out in a relationship and all you are left with is deciding who gets what. Well, you remembered to hash that out beforehand and the answer is half. Of everything. From now on, any serious romantic relationship with another person that you end with the Jump will cause half of the other person's material possessions and financial wealth to appear in your Warehouse or Personal Reality. Please note that these are exact copies, not the items themselves.*

Items

If any of these are lost, destroyed or stolen, they will vanish and respawn good as new in a location of your choice 24 hours later. Willingly giving something away will not count as losing it. The exceptions are the replenishing Items, which will respawn in a manner listed in their description. Anything still missing from your inventory at the end of the Jump for any reason will respawn at the beginning of the next Jump.

All of these Items are fiat-backed to accept any upgrades/modifications you apply to them and will carry those upgrades/modifications forward into future Jumps. If you have any similar Items you would like to import into your new purchases to give them their qualities, feel free to do so at any time. All of the properties/facilities will seamlessly integrate into your Warehouse/equivalent if you so wish.

General

Uniform (FREE) - A well tailored uniform, fit for your current position in life. If you took Drop In, then choose any outfit you could reasonably buy for $200 circa 2008. A cabin crew/CEO can expect a low quality suit with comfortable shoes, while either rank of pilot gets a gaudy, heavily decorated suit, dress shoes and hat. Think Bolivian tank commander and you won't be too far off.

Drop In

Cash [100 CP] – A lump sum of $10,000 cash or whatever the local equivalent is. You will receive this at the beginning of the Jump and every Jump after. How you receive this is up to you to decide.

Travel Pass [200 CP] – A set of papers that allow you to board whatever form of transport you are aiming to use. Passport, ship ticket, bus pass, whatever. It will change to match your needs and always fits in your pocket. Usable only by you.

Carry On [400 CP] – A small leather suitcase, suitable for storing in an overhead bin. The interior has been vastly expanded, however. Whatever the exterior looks like, the interior is a 10×10×10 foot storage space that time locks whatever is placed within. Anything you wish to store must be able to fit within the edges of the suitcase as they will not stretch. Placing or retrieving an object is a simple matter of putting your hand into the empty space and willing the item to leave or return to your hand. Yes, this works on living things. No, you shouldn't transport otters on board a plane, even hypothetically.

Cell Phone [600 CP] – An unbreakable smart phone, circa 2008. You pick the brand and model. It has an unlimited data plan and storage space, can get service anywhere, never runs out of power, has every OS available in whatever Jump you are currently in (as well as letting you switch between them as you please and will keep them even after the Jump ends), is unhackable, can sync with anything that offers (although only one way. The other end of the connection will not see anything from your phone unless you wish it too), accepts any form of cable attachment or wireless connection and if you somehow find a better phone later on, this phone can and will adapt those upgrades to itself instantaneously. Also, you get your choice of cases.

Captain

Transit Van [100 CP] – A well-used white transit van. Contains an electrician's tool kit. Never runs out of fuel and will repair itself over the course of a week if damaged. Registered under your name.

Pilot's License [200 CP] – A license to fly a plane. Or a space ship. Or anything, really. You are now licensed to operate any commercial passenger transport vehicle in existence.

The Star Of Liechtenstein [400 CP] – Somebody's got to have it and that somebody is you. While wearing this slightly ridiculous medal, you are owed one massive favor per Jump from the local government due to services you rendered unto them. What services? Well, something. Maybe you took their king to school.

Dad's Ring [600 CP] – In addition to helping you remember your father's love, wearing this ring also ensures that you never lose your cool when it matters. Is the plane crashing? You'll remember the proper procedure for an emergency landing. About to lose your business' livelihood to a scheming ex-husband? Do an impersonation to get the vital sale before he can. You may get nervous, but panic is gone. No matter how dangerous or zany things get, you will not show a hint of visible doubt. Calm, decisive, resourceful – that's you.

Second Officer

Whiskey [100 CP] – A 50oz glass bottle of twenty-five years old, single malt Talisker whiskey. Worth about $250. Refills itself yearly.

Captain's Uniform [200 CP] – Hey, why do you have this? A captain's uniform, including hat and shoes. It looks much nicer than the uniform your actual captain wears. People who see you wearing it tend to assume you are in charge of whatever is nearby.

Wedding Ring [400 CP] – You've been through a lot, despite your insistence on always seeming cool and collected. Drinking, divorce, smuggling, gambling – you've done it all. Still do some of it, truth be told. But you have a reason to keep trying. While wearing this ring, you will have the strength of will to refrain from succumbing to malicious influences. Alcohol does not lose its temptation, but you will endure. Smuggling does not lose its allure, but you will refrain. Even magical or psychic means to attack your will shall falter. And if you do fail? Piecing yourself back together after will be easier.

Smuggler's Cargo [600 CP] – Worth about $1,000,000. Good luck finding a buyer, but if you can, you'll be set for a while. At the beginning of this and each subsequent Jump, you will start out in possession of certain illegally transported goods. They can arrive in the setting with you or within your Warehouse or Personal Reality. What exactly these goods are is up to you, but you did not obtain them legally. Being caught with them will count as a

crime, so be discrete. After they leave your hands, they cannot be traced back to you.

Cabin Crew

Games Collection [100 CP] – A large collection of board, card and dice games. All in new condition and ready to be enjoyed while you are trapped in a holding pattern before landing.

Trolley [200 CP] – A stainless steel snack and drink trolley. Contains everything you might find on a cheap flight and never runs out. If you can survive off of water, cheap tea, peanuts and mediocre catered meals, then this might do you some good.

EpiPens [400 CP] – A case of six EpiPens. Although historically meant to administer epinephrine to counteract allergic reactions, these EpiPens are manufactured to counteract any toxic materiel that finds a way into your body. Each pen is good for only one emergency, though the case refills each month. The full dose must be given to the patient for the effect to be achieved.

A Book About Mali [600 CP] – Or anywhere, really. This combination atlas, history and travel book will give you the condensed rundown of any location of your choice within the Jump you are currently in. The *true* rundown, mind you. Any conspiracies, cover ups or schemes that affect the country and/or its people will be covered in detail. Notable figures, such as royalty or military personnel, will have extensive dossiers, with real time location tracking. There are detailed maps showing any and all roads, tunnels, secret rooms or hidden trails, within and outside of civilization.

CEO

Office [100 CP] – A basic office for business work. Consists of a 20×15×8 foot space with off-white walls, bland artwork and tasteless carpet. Has seats for your clients. You get a basic chair, desk, laptop computer and printer. Office supplies such as pens, paperclips, stapler, etc. are also included with

your desk in an unlimited amount. All utilities and taxes will be paid for you in full by fiat, all property and business paperwork will be filed with your name and it can be placed wherever you wish at the start of subsequent Jumps upon completion of this Jump.

Nice Car [200 CP] – A very nice 1995 Bentley Continental R. Comes in white. The interior is bespoke, with hand-stitched leather covering nearly every surface. Will never run out of gas and always remains in immaculate condition, no matter what mess may occur inside or outside of it. Any damage taken will slowly repair itself over the course of a week.

A Big House [400 CP] – Does not come with a twenty-nine year old mother's boy, thankfully. A standard McMansion with about 15,500 square feet of living space, it includes six bedrooms, six bathrooms, a large kitchen and dining room, a library, a study, a game room, a theater, an attached garage with room for four cars and a large fenced yard. All utilities and taxes will be paid for you in full by fiat, all property paperwork will be filed with your name and it can be placed where you like at the beginning of each subsequent Jump.

Lockheed McDonnel 3-12 [600 CP] – A rather battered and worn passenger jet airplane. She handles like a drunken albatross, but she has seen you across the world and back again over many years. Comes with a galley, sixteen seats, a climate controlled cargo hold, a television with attached DVD player and golden wiring. Will never run out of fuel and, although not in the best cosmetic condition, always remains structurally ready to fly you safely from A to B. Any extra damage that it does take will slowly repair itself over the course of a week.

Companions

Import [100 CP] – Bring in your full roster of Companions. Each of them will receive a +600 CP stipend to make their own purchases and they can each take up to +400 CP worth of Drawbacks.

Export [100 CP] – Would you like to take a setting native or natives along with you when you leave here? With this you simply obtain their consent and they will all follow you further along the chain.

Create [100 CP] – Pay this 100 CP price now and you can create a custom Companion from the options given above. They will have +600 CP to spend on their build and you can inflict up to +400 CP worth of in-Jump Drawbacks on them.

Drawbacks

No more than +1,000 CP may be gained from Drawbacks. You can take more if you wish, but no CP will be gained from it.

While your own Benefactor's house rules will certainly trump whatever this document says, for those who prefer to follow local law we have the following – these Drawbacks are not insurmountable. They are intended as challenges, not stumbling blocks. Unless you have something that ensures your efforts to mitigate and work against Drawbacks fail (such as the **Everything Is Worse!** Drawback from the Universal Drawback Supplement), these can be at least managed.

All of these Drawbacks will vanish at the end of the Jump.

Supplement Mode [+0 CP] – Use this Jump as a Supplement to another.

Early Exit [+0 CP] – If you would rather leave a bit early, you can get on with things after Christmas Day, 2014.

Bought On Credit [Variable] – If you have some patience, you might be interested in this. For everything you buy and are willing to not receive until the end of the Jump, you will gain half its value back in CP. Temporarily forgoing a 100 point Perk would see you getting 50 points back, as an example.

You Are A Clot [+100 CP] – You are not that smart. Well, no, that's being kind. You are the kind of moron stories get told about. If there is a way to mess up some simple task, you will find a way. If there is a social blunder to be made, you will do it. If there is a sensitive topic to be avoided, you will stampede right into it. Honestly, it's a miracle that you've lived this long. Although, it might be your mother who managed to make that happen. That said, as long as you have someone to keep an eye on you, you will probably make it through things fine.

ATC Is On Autopilot [+100 CP] – Oh dear. ATC is a pilot's eyes on the ground and yours seem to be a bit nearsighted. You will never miss any really vital information – anything that would affect the safety of your aircraft – but anything less than that is going to be something that ATC does not think to speak up about unless you very specifically ask them. Expect lots of delays and rearrangment of your flights and travel plans.

The Victim Of Fizzy Yogurt [+100 CP] – I hope you have a strong stomach. Once per week for your entire stay, you will be given and must completely consume a meal that has been prepared from scratch by Arthur Schappy. You can take this multiple times, but you might be mad if you do.

Birling Day [+100 CP] – Mr. Birling is the poshest Welsh retiree in existence. He is also an insufferable ass. Unfortunately, you now have to meet up with him once a year every year for your stay here. If you work for MJN Air, then the date is the World Cup Final as usual, but if you do not, then you just meet up with him randomly. He will decide that spending the day – from 7 a.m. to 7 p.m. – following you around and belittling you is the best way to kill some time. If it's the day of the World Cup, you will at least have the length of the game to be free of him. If not, it's a full twelve hours. Nothing you can say or do will make him stop and all attempts to do so will backfire. You just have to put up with it until he wanders off for another year. On the bright side, if you can consistently kiss his ass for the entire day, he will leave you with a nice tip at the end (and I am talking five grand at a minimum).

Broke [+100 CP] – You are constantly broke. *Constantly.* If you so much as find a five dollar bill on the ground, it gets yanked away by the wind as soon as you pick it up. Keeping a leaking roof over your head and bland food in your belly will be possible, but don't expect more than that until this Jump ends. Includes one baked potato as a treat every month.

- Poverty [+200 CP, Requires Broke] – You wish you were broke. That would be an improvement. All money you receive vanishes as soon as you receive it. You won't even get the baked potato with this and maintaining even the barest level of self sufficiency is impossible. Expect to beg, borrow and steal to get by. Alternatively, you could ask

Carolyn if you can sleep in G-ERTI's hold each night. I'm sure she'll ask for only modest compensation of some kind.

A Good Pilot And A Safe Pilot [+200 CP] – And you can only pick one. For the duration of this Jump, you are either A) a neurotic, rules obsessed, thin skinned, try-hard who can pilot adequately or B) a cavalier, thieving, selfish layabout who can pilot well.

Lousy Sense Of Direction [+200 CP] – You know what's important in a pilot? Being able to tell where you are. With this Drawback, you couldn't find your own ass with a map, a compass and a native guide. Forget locating a specific city in another country. You will have to rely on other people for everything up to and including getting to work each day. Self-driving cars are supposed to be a thing soon, right?

Unlucky In Love [+200 CP] – There’s someone for everyone, but you only ever seem to find disappointment. During your time here, you will fall in head-over-heels in love with at least two people. Things will progress at least as far as moving in together before everything falls apart badly. Cheating, stealing, screaming matches – all of these are in your future. I hope you were not expecting to find The One anytime soon.

Powers Removed (+300 CP) – All out-of-setting Perks and abilities are disabled. You can only take this if you have any out-of-setting Perks or abilities to lose.

Companions Removed [+300 CP] – All of your out-of-setting personnel are forbidden from entering this setting, although they can still make their purchases if you are still willing to pay the importation fee. You can only take this if you have any out-of-setting personnel to lose.

Items and Warehouse removed [+300 CP] – All of your out-of-setting items are banned for the duration of the Jump. You cannot access your Cosmic Warehouse or any of its equivalents until the Jump has ended. You can only take this if you have any out-of-setting items and/or a Cosmic Warehouse or any of its equivalents to lose.

Mayday, Mayday! [+300 CP] – This is potentially deadly. In the show, there was only one really dodgy moment. Now there is going to be another. At some point in your Jump, you are going to be in a vehicle accident. If you're part of G-ERTI's crew, it will be in the air. Otherwise, it will happen with whatever happens to be closest at the time. Whatever it is, quick thinking and the correct action will see you survive safely, as well as everyone around you. If you fail however, the results could be gruesome.

Gordon's Ex [+300 CP] – You are Gordon Shappey's ex. Don't ask how, no one likes to hear the details. For the duration of your Jump, expect him to interfere with your everything in ways ranging from petty to disastrous once every four months. He'll try to steal your stuff, harass your coworkers and leave insulting messages on your answering machine. Don't expect any kind of legal, psychic, physical or magical protection to work and if you try to kill him, it will always fail and make things worse for you. On the bright side, you and Carolyn can have a fun time trading horrible stories.

No Hidden Treasure [+300 CP] – Well, it seems G-ERTI isn't a flying treasure chest in this universe. Maybe Gordon got the gold back before Carolyn received the plane or maybe it was never in there to begin with. Either way, there is no pot of gold at the end of this rainbow and you will have to somehow make MJN Air a profitable business on its own. Failure to get this little airdot running in the black before you leave will result in chain-failure.

As You Were [+1,000 CP] – You enter this Jump with nothing but the guarantee of a healthy body that can be found on any average human on mundane 21st century Earth, whatever purchases you make here and your memories of previous adventures. No previously obtained Perks, Items, Companions, skills you've picked up along the way, supernatural powers you've been granted since leaving home, nothing, zilch, nada. How resourceful a person can you be with just a regular body, your memories of Jumps past and what you buy here, Jumper? You can only take this if you have something to lose from taking it, even if it is just the Body Mod.

Your Final Choice

Bing~bong~!

Well passenger, it seems you've arrived at your destination. Where will you proceed from here?

Disembark – It's a lovely little world, isn't it? Why not stay here and build a life for yourself. Take a last stipend of +1,000 CP to buy yourself some more treats.

Remain On Board – Your next Jump is right around the corner.

Return Trip – Go home to regale your friends and family with tales of your travels.

NOTES

*Please note that this must be a real relationship. If you half-ass it and intend to leave them behind from the start, or are only in it to get the material possessions, well, that’s not love, is it?

V1.1 completed on 01/04/2023. More Drawbacks added, spacing added between sections to make it easier to differentiate at a glance and a few price points were altered.

V1.2 completed on 04/28/2025. A few things added, clarified and cleaned up to bring this more in line with my current standard for Jump documents.