Razzle Dazzle Jumpchain v1.2 final
AKA The Great Jumpini
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The last thing you remember was that your ten years were up, you waited for it to end, a sensation of passing and now,

there's a bloody saw in your hands,

the lights are shining in your face,

thousands of faces staring at you raptly.

But before you can open your mouth in explanation they clap and cheer, as your bisected victim waves happily. Great Houdini's ghost, you're a magician Harry!

You have 10 years to become the greatest magic act in the world.

+1000CP

What does it mean to be the world's greatest magician? Is it the fame and respect? Beating every other magician in a show-off? Box office grade ticket returns? Your own pine scent line?

Well, I can tell you it's not being remembered as a magic dragon, underground ring fighter or wall street billionaire. They must think of you as the Great Magician when they hear your name, or you've missed the point.

Locations

Where did you learn your how to first shuffle a deck, palm a piece or saw a lady?
Roll 1d8 or pay 100CP.

1 The UK: England, Ireland, Scotland, Wales. Choose either Dublin, Glasgow, London or Cardiff as your humble abode. Entrenched in history is the magic act here, so get used to some reworked classics.

2 Paris, France: Welcome to the City of Lights. Feel free to take your time enjoying the sights, sounds and company here. Or you could creep into the catacombs for some of the dirtiest and riskiest underground magic circuits in the world.

3 Beijing, China: You will face tough competition here, as the Chinese youth have discovered a new passion for the stagecraft. Facechangers have given way to some of the best sleight of hand the world over.

4 Sydney, Australia: The peak of Australian culture can be found here (or Melbourne, woo!), and many streets are covered in some of the most interesting street magicians in the world (and Melbourne's, woo!). Always something to see, or copy.

5 The Magic Capital: Colon, Michigan, USA. A town that hosts an annual super gathering of global magicians, and can also pull a good card trick the rest of the year. Good for resources and material.

6 Viva Las Vegas: Casinos, bars, restaurants and Elvises. This is one of the worst places a newbie could start, but one of the best places to learn from the masters. Don't mind the sin or gamble away your allowance, and you can pick up a lot.

7 Circus Folk: You've signed a contract with a three ring circus. While they move from landmass to landmass every few years, you might want to hit it big or break out on your own. Roll 1d6 to choose where your first show was.

8 Free Choice: Alakawow! You can now choose to be anywhere in the world, except Antartica. Cold audiences there.

Backgrounds

16 + 1d8 years old. Same gender as last jump.
100CP to choose each.

Self-taught (0CP): Intrigued by the things you saw on the silver screen or the streets, you have taken time to develop some tricks of your own.

Traditionalist (100CP): You come from a long line of magicians, and though they don't expect you to do so, have put on your coat and magic hat for the family legacy.

Daywalker (100CP): There is a breed of creature that is no longer satisfied with stalking darkened rooms or superstitious rich folk. Now they walk in the light, hidden in plain sight as they feast on- wait, that's the other thing. Street magician reporting in.

SFX Artist (100CP): Give them the ol' razzle dazzle, give 'em an act with lots of flash in it. How can they see with sequins in their eyes?

Mandatory

No magician worth their silk cravats goes without these.

Signature: Whether it be an outfit you never change out of, a song that plays, a specific act you keep, a line you say or a card you force, this helps solidify your status as a unique individual in the world of stage magic instead of some shmuck.

Patter: You can lead an audience on, tell jokes, or bring in the dancing girls. All to hide the hidden gestures and instruments that make your act tick.

Standard Tricks: You've got some card tricks, simple cup and ball, can palm ping pong balls and make false pockets. Nothing that would fly in the big time, but it's the fundamentals.

Perks

The meat and bones of the act, what have you got?

Advanced Card Play (100CP, Discount Self-Taught): Mastery of shuffles, cardplay, draws and turns. You can bedazzle people for hours with some help from your 52 friends. Common playing cards are now a deadly weapon in your hands, easily the equal of daggers or buckshot. Does not actually make you better at gambling.

Advanced Sleight of Hand (100CP, Free Traditionalist): Mastery of palms, simulations, substitutions and plants. Your hands can fool high speed cameras at this rate, and you can pick pockets like a breeze. Teleport small (handheld) objects from your person to another location within line of sight.

Advanced Patter (100CP, Free Daywalker): Mastery of audience distraction. Your time on the streets and close examination have given you the gift of the gab. People want to be fooled, that's the secret, and you can better hide any slip-ups or trapdoors than ever! Guaranteed to distract anything, time depends on you.

Quick Change Artist (100CP, Free SFX Artist): Mastery of the instant wardrobe change. When you are hidden from view, you can freely change your appearance, from makeup to clothing. Even go to fully armoured from underwear in split seconds! Does not require dressing in layers. Outfits need to be ones you own.

Nothing Up My Sleeve (100CP): Never go without the proper tools. Even when stripped bare of anything, you can summon or smuggle anything you can fit into your hands. Keys, watches, lockpicks, bullets, anything that you own.

Trust Me I'm a Magician (100CP): A quick way to gain the audiences trust. Allows you to use your magician credentials in place of other abilities. Impersonate doctors, lawyers, pilots, detectives, etc.

Good With Numbers (200CP, Discount Self-Taught): Mastery of numerology. Though not a real magical practice, a head for numbers allows you to calculate many things in advance, such as cardless card tricks or bullet trajectories. Grants a limited form of precognition.

Phantom Image (200CP, Discount Self-Taught): Mastery over holographics. You have intricate knowledge in how to train the human eye, and how to confuse it. Bring images and paintings to life, convincing as long as nobody touches them, or takes too many steps to the left.

Ventriloquism (200CP, Discount Traditionalist): Mastery of remote vocalism. Throwing your voice to anywhere within eyesight, as if you were really there. Comes with superior vocal range and mimicry of any previously heard sound.

Ropework (200CP, Discount Traditionalist): Mastery of knots. There is a knot that is inescapable and a knot that only looks like it. Your knowledge of ropes puts sailors to shame, and can easily entangle people with thread, hair or cabling.

Knifework (200CP, Discount Daywalker): Mastery of knives. You can always throw a knife exactly where you want it, how you want it, and with just the right amount of force. Great crowd act, your skills work with anything that can hold an edge.

Think of a Number (200CP, Discount Daywalker): Once the purview of mentalists, you've stripped it down to the basics; you can read the mind of anything you plant thoughts into. This may be names, numbers, pictures, good for subtle information gathering. You could even lead them on and have your pick of data.

Cornucopia (200CP, Discount SFX Artist): Mastery of the bottomless pocket. With just a few simple set ups, you can make it seem like you're pulling water from an empty jug, mountains of coins from a purse or eggs from a dove! Future jumps give you the power to temporarily multiply items for a day.

Prop Specialisation (200CP, Discount SFX Artist): Whether it's the rope, coins, a deck of cards or the hat, you now specialise in magic tricks revolving around a certain prop. Tricks or Spells using this prop as a foci become noticeably more potent. Can be bought multiple times.

Photogenic (200CP): Maybe they're born with it, maybe it's makeup. Whatever the case, you now have a strong media presence, without requiring digital assistance, and people would gladly pay money to watch you perform.

For My Next Trick (200CP): As long as you can keep another act going, you have the audiences spellbound and focused on you. Good for preventing early walkouts and improving televised show ratings, or distractions.

Illusionist (300CP, Discount Self-Taught): Mastery of misdirection. The closer they look, the less they'll see. Long nights practicing in front of a mirror have made your tricks flawless, becoming truly astounding. Makes you less suspicious in future jumps, easily blending in or away.

Transmutation (300CP, Discount Self-Taught): Mastery of transformation of objects. Turn water into cola, dead sticks into bouquets, yourself into butterflies (seemingly). You can transform any 'object' into anything else, as long as it's not sapient. You must know what the object is, and what you are turning it into, or have similar objects in your possession. Transmutations last up to a day.

Seance (300CP, Discount Traditionalist): Mastery of necrocommunicative ceremony. You can conduct events and rituals to contact the dead for truths, mysteries and secrets. More powerful in small groups, but a larger range of ghosts can be found and controlled with large groups.

Intangibility (300CP, Discount Traditionalist): Mastery of the immaterial. Walk through the great walls of china, stick your arm into safes, pass pennies through bottles. Future jumps remove the requirement to have prepared items ahead of time, letting you pass through obstacles like a ghost. Just don't tunnel through rock, you cannot pass through anything longer than your total armspan.

Meditation (300CP, Discount Daywalker): Internalizing the lessons of the ancient yogi, you have synchronized your body and mind to the point where you can actively control its functions. Ignore pain, boil water or lift weights with your eyebrows! These are a taste of what you can do with full control of bodily energy.

Sword Swallower (300CP, Discount Daywalker): Master of dangerous edibility. Sword swallowing is an ancient discipline, which takes advantage of the many empty spaces in the human body. Not only does this harden your insides like your outsides, you may now also safely store weaponry in your personage.

Pyrotechnics (300CP, Discount SFX): Mastery of the flash in the pan. Wow audiences and add extra oomph to distract them from the switches and props. Can summon spontaneous explosions as strong as a stick of dynamite.

Smokescreen (300CP, Discount SFX): Mastery of theatrical chemistry. You know harmless but threatening looking combinations that can add that subtle touch of dread or amazement. Can summon impenetrable fog, smoke or knock-out gas on command.

Beast Tamer (300CP): Mastery of the act of domestication and animal education. Works on everything from macaws to man-eaters. Results may vary with training time and animal maturity. May result in uplifting to sapience.

Apprenticeships (300CP): Improved teaching ability. Its maximum effectiveness is split among the total number of students you take per teaching session. Cannot impart supernatural abilities without their physical prerequisites.

Foldaway (400CP, Discount Self-Taught): Mastery of impossible placements. You can amaze and bedazzle audiences by pulling swords from beer bottles, blankets from thimbles or hat-racks from handbags. Post-jump lets you extend this property to objects for up to a year, but weight unaffected.

Restoration (400CP, Discount Self-Taught): Mastery of pseudo-destructive acts. When you cut and restore rope, you really cut and restore rope. Burn it, shred it, smash it and feed it to fish, and yet the rope is still whole when in your hands. Cannot restore objects to better than pre-existing condition.

Human Pincushion (400CP, Discount Traditionalist): Mastery of penetration acts. No, not like that. Nullify any and all damage from piercing, stabbing or cutting attacks. Does not reduce blunt force trauma.

Lady and the Tiger (400CP, Discount Traditionalist): You have mastery of translocation, so much that you could have it done in quick succession with multiple participants. In other jumps you can now instantly swap the locations of animals and people within your usual line of sight or detection. Momentum is conserved.

Look Into My Eyes (400CP, Discount Daywalker): Hypnosis has never been easier! Of course, it's all about manipulating human psychology and willing participants, but after this jump, many criteria get dropped. Like being able to hypnotise with the sound of your voice, your body language or music. Participants do not remember what actions they take. Participants can only do things that they would do comfortably with their own ethics. Participants need not be human.

Statuary (400CP, Discount Daywalker): Mastery of immobility and unchanging to entropy. Become immune to heat, time, injury and hunger as long as you are immobile and focus your will onto the act. Can induce a lesser version of this onto others through hypnosis.

When Things Go Wrong (400CP, Discount SFX): Mastery of risk assessment. Things go wrong, no going around it. But not your tricks, even the ones using non-prepared props. Not if you can help it. Gain precognition and danger sense towards any action you take, that only gets stronger the closer it gets. Only works on actions you can control.

Dummy Bullets (400CP, Discount SFX): Mastery of defying weapon lethality. No matter how improbable, any weapon or object used to inflict harm within your possession or upon contact, can be rendered incapable of inflicting damage or injury. Effect is reversible.

Skeptics Society Member (400CP): You are a card-carrying member of the International Skeptics Society, a magician tradition. Any magic or supernatural acts drop two ranks when observed by the magician. Destroys weak spells and reduces strong spells effects. Comes with "I Roll to Disbelieve" bumper stickers of any size!

All Part of the Act (400CP): The magician can dismiss the use of one of their or their companions powers as trickery, sleigh of hand or SFX for the sake of performance. Limit of once a day or five times a week.

Animation (600CP, Discount Self-Taught): Mastery of puppetry. Dance beside troupes of possessed ballet shoes, conduct invisible orchestras and fence mannequins to the death. You can grant life and autonomous motion to any inanimate object in future jumps for up to a day. Just don□ft go around doing it on monuments, people don't like it when they walk off.

Levitation (600CP, Discount Self-Taught): Mastery of defying the grip of gravity. Grant flight and levitation to any object or individual with the magician's concentration. Caps out at the size and weight of a battleship.

The Transported Man (600CP, Discount Traditionalist): Mastery of the vanishing act. The magician has left the building, (and so have any images or lasting records of them). Teleport yourself and those in arms reach to previsited locations without substitution or exchange. Also grants you innate knowledge of hidden objects or anything trying to fool your senses.

The Handcuff King/Queen (600CP, Discount Traditionalist): You have become a master escapologist. Even without prepared constraints, you can never be held imprisoned or immobile against your will. Yes, works on non-physical prisons as well. Just be sure not to show this off, or folks will wise up.

The Fall-apart Man (600CP, Discount Daywalker): Mastery of sawing people in half has granted you insight into dislocation and dismemberment. Disassemble yourself and others with complete autonomy. Separated limbs and body parts still function as normal and can be swapped with others.

Pantomimicry (600CP, Discount Daywalker): Mastery of the art of mimes. A limited form of telekinesis that works as long as you perform the action. Fire invisible arrows from bows, stop traffic with invisible brick walls, ride phantom horses, call people on hand-phones. The effect works best when the action is obvious.

Now You See It (600CP, Discount SFX): Disappear and Reappear Objects, raised beyond an artform. The only limit to this is that you have to return the object to its original state later, and how much the audience believe you can do it. So dissolve cars and jet fighters easily, but cruise ships and monuments will require a lot of effort and reputation. You can remove concepts at that point. Let's not get into removing the moon. Hard cap of a day's removal.

Do Not Adjust Your Sets (600CP, Discount SFX): Mastery of remote audience participation. Not only can you give compelling orders over communications, you can turn usually one-way recording devices into two way surveillance. You can even perform any tricks from this jump over the wireless.

Don't Try This at Home (600CP): The ultimate in copy protection. The magician can set a certain action they have done as banned or taboo to everyone who has seen it. Limit of three per target. Effects lasts until magician removes it. Companions are not affected. Does not affect actions innate to target, such as breathing fire.

Third Act Twist (600CP): Mastery of narrative theory, you can always add something unexpected to your tricks. Whether faking your demise in a deathtrap or mistakenly pick the wrong card first, you always keep it fresh for audiences. Also grants you the ability to hide your true nature and leave 'traps' in your plans. Shouting "This is not my final form" optional.

Items and Companions

Let's see what we can spare for you from the back, shall we?

USPCC Lifetime Customer (50CP): An unlimited amount of playing cards at your disposal. Good for tricks, rainy sundays, or throwing at the papparazzi. Yes, you can now draw them from thin air AFTER the jump.

Vegas Party Favors (50CP): Great tailored suits, bottles of expensive liquor and steak dinners every time you stay at a hotel as long as you perform there.

Resources (50CP): Whether it's savings, favours from local magic circles, or your last jar of tips, you can live comfortably for about three months.

Magic Wand (100CP, Discount Self-Taught): A slim wooden rod three finger lengths long. Collapsible and light, can be any imported magical foci. A magic wand increases potency of magical power and is never lost.

The Amazing Boiler Case! (100CP, Free Traditionalist): This antique container is just bursting with goodies. Silk handerchiefs in thousands of colours, crystal juggling balls, and hidden compartments containing the secrets of the magicians of yore. Bigger on the inside and lighter than it should be. Cannot be opened or damaged against your will.

Bed of Nails (100CP, Free Daywalker): You can also set this on fire. Sleeping on this regularly makes your skin harder and more damage resistant (and fireproof). Caps out at the effects of a bulletproof vest and fire blanket at once.

Indian Rope (100CP, Free SFX Artist): Woven by mystics, you are granted an indefinite length of magical rope. Any length removed from the rope becomes normal woven rope. Obeys your will, becoming as soft as hemp or as hard as steel cable, while forming to any shape or knot.

Invisible Ink An Introduction (200CP, Discount Self-Taught): Ghostwriting and hidden messages with disappearing ink. Hiding things in plain sight and multilayered secrecy makes them undetectable. Enchantments or codes written in invisible ink do not lose potency.

A Flight of Doves (200CP, Discount Traditionalist): Enough doves to end ten world wars and furnish uncountable protests. Docile and trained to the point of telepathy, a great opener or finisher to acts. Go well with hammerspace perks. Half-messenger pigeon. Replenishes weekly as necessary.

Juggling Clubs (200CP, Discount Daywalker): A set of five simple wooden clubs, practicing with these give you enhanced dexterity and grace. Anyone else who is given these clubs is compelled to juggle with them until exhaustion, following your orders while doing so.

Blueprints (200CP, Discount SFX Artist): A roll of blank blue fabric that usually helps creating devices and mechanisms. When placed on a surface of a device or mechanism, it will automatically describe or draw the makeup and performance of the device or mechanism with astounding detail. Will not show programming. Does not work well on buildings. Works on magic and alien tech.

Straightjacket (400CP, Discount Self-Taught): Something of your own design, wearing this may restrain your own movements, it grants you the ability to similarly shackle other's limbs. Only works on those in visual range.

Smoke and Mirrors (400CP, Discount Traditionalist): A solid mass of smoke and some impressive floor lengths mirrors, when combined they allow you to "teleport" between the two mirrors, duplicate objects for a day and a night, or trap people in the mirror world (they can escape when moonlight hits it or after a months time).

Drum Set (400CP, Discount Daywalker): Passed down from ancient battlefields, this set of drums can once a day guarantee the success of an individual's next action when played or increase the general success of a large group of people.

Magic Bullets (400CP, Discount SFX Artist): A small cigarette case containing 6 musket balls. Inertia-defying, momentum bending, obeying your will when shot, they fit to any caliber of gun in existence. Always refills to 6 after an hour.

Lovely Assistants (100CP): You can now import any or all of your companions as attractive supermodel females to distract and entrance the audience. They may not like it, but that's showbiz. Gain 200CP each to use on undiscounted perks.

The White Rabbit (200CP): Retiring from his days in Caerbannog, this fluffy fellow has mellowed out in his later years. Not good with pyrotechnics, but highly intelligent at sleight of hand and ropework. Works for vegetables, but can also 'dispose' of hecklers with uncomfortable ease.

The Elephant in the Living Room (200CP): Probable not an immortal engine of destruction. She can fit into any small space or container up to the size of a ring box without any loss in strength or sturdiness. Works for peanuts and never forgets a thing.

Double Act (300CP): You can now choose one companion to receive a background and 700CP to spend on options you didn't choose, as a complementary partner. Yes, they expect half the cut and equal billing. Max one, similar age to you.

Drawbacks
Choose up to two for an extra 600CP.

+100CP Stage Fright
  The Shaking Magician they call you, something went wrong with your first gig and you've never managed to recover yourself fully. Flubbing your lines, tripping on stage and don't even think about audience participation, you can get over it in time but your first years will leave you a wreck.

+100CP Party Time
  For some reason, the only jobs you can get in your early years will be performing in kids backyards and run down clubs. Don't expect to break out or get discovered until after your third year. But on the plus side kids will love you, the ones that aren't brats that is.

+100CP Copycats
  Your first night was great! So good, in fact, that you've spawned a horde of imitators. While it would be good for publicity, some of them are quite talented. You'll have to mix it up and keep things fresh or get overtaken by this hat trick think tank.

+200CP The Aristocrats
  No matter how far you run, or which venue you play, some idiot always lets these jokers in first. They are sure to disgust and horrify any audience and with them as the opening act expect to work twice as hard to cleanse their minds of the atrocities. Arranging 'accidents' for them doesn't seem to work, it appears to be a global conspiracy against you.

+200CP Society of Parents Against Magic (SPAM)
  After one of your shows, some kids tried pulling the same stunts and something went wrong. Now a crusade of concerned parents, relatives and philanthropists have rallied themselves against your acts. Be prepared for a strong resistance against any risky, flashy or violent looking tricks in your career.

+200CP The Amazing Kiddo!
  Remove 8 years from your age. Not only must you deal with being one of the youngest aspiring magicians, but have to go through the schooling system and get certified or lose respect in the eyes of the adults.

+300CP The Age of Disillusion
  Folks these days just aren't into prestidigitation anymore. More concerned with their likes and their profile pages and their hashtags. Any audience you can muster up will spend half their time glued to touchscreens, and the rest recording your acts to dissect or ruin them.

+300CP Loose Lips
  Well it certainly wasn't you, or your companions or the stagehands, was it? Whatever it is, the magic circles of the world have closed their doors to you, and the interest has gone out of your work ever since people figured out how your tricks and the tricks of others worked. You'll have a much harder time building a respectable reputation.

+300CP Escalation
  You actually like being a stage magician. So much that you can't keep it from consuming your personal life or risk your health. Prepare to pay for meals with bills behind their ears, drive to work in invisible cars or brush your teeth through a mirror.

+600CP Ordinary Human Magician
  Well it turns out that this place isn't quite like the home you left so very long ago, da ze. Many actual wizards and witches have found their true calling, the stage, da ze. And while they are free to use their parlor tricks for parlor tricks, you swore to do everything the way Houdini would do it, da ze. Triumph against your empowered competition, and become the true Ordinary Human Magician that you always were, da ze!
  (Can not use magical or supernatural effects)

+600CP Jumper and Friends' Greatest Show on Earth
  In ten years time the Pan Galactic Skep Empire will come to conquer the planet unless it's representatives can show they are somehow unique. How does this relate to you? Get ready to give the best shows of your life your whole life, and get on that representative short list to perform for the galaxy. Invisible string or sorcery won't cut it this time.

Epilogue
Your ten years are up, now what?

Curtain Call
  Return home to Earth. You've decided it's time to retire from the Jumper biz and hang up your hat.

Encore, Encore!
  Do you hear that? They love you, they really love you!

Next Showing at...
  Pack up your rabbits, your false knives and your tailcoats, let's get this show on the road!