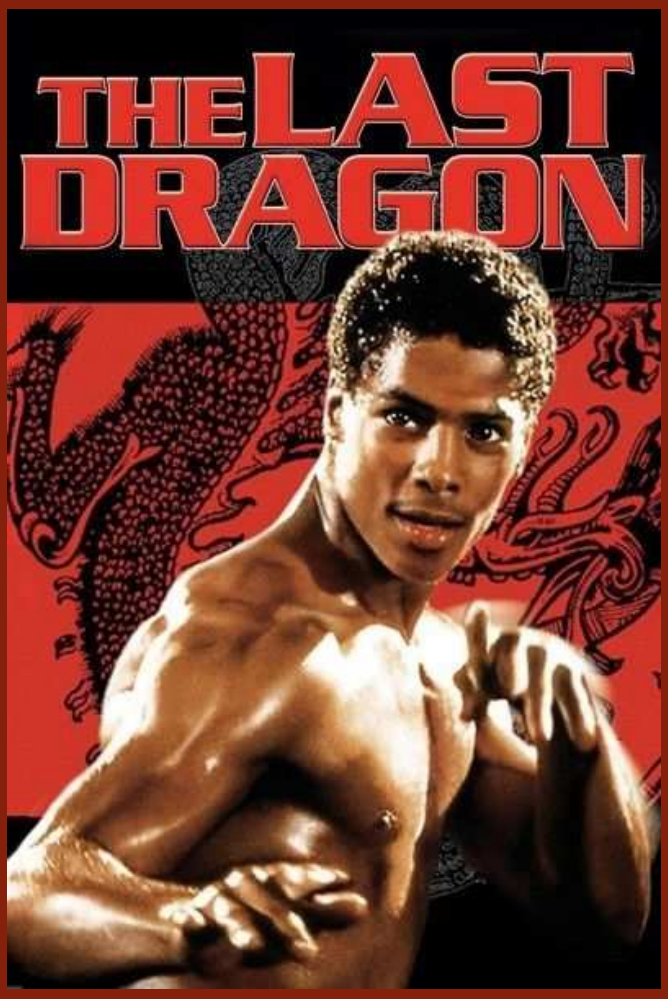
The Last Dragon



Subtitled: Generic Modern Day Martial Arts Enlightenment
Version 1.0
By Ursine The Mad Bear and SJ-Chan

Harlem, NYC, The 1980s. A time of intense… comedy? Martial Arts Action? Cultural Appropriation? Big Hair? All those things and more are true. Welcome to the world of Berry Gordy's The Last Dragon, a blaxploitation kung-fu comedy classic that depicts the conflict between Leeroy Green (aka Bruce Lee-roy) and Sho-Nuff, the self-proclaimed Shogun of Harlem. Leeroy seeks enlightenment, Sho-Nuff seeks obedience, and Harlem is not large enough for the two of them… and now you're here too. Sure is getting crowded. Have **1000cp** and chart your course. Will you stand with Leeroy or claim Harlem for your own?

Age and Gender

You can choose any age and gender you desire, as appropriate to your Origin. Which means Drop Ins can be whatever they want. Have fun!

Location

All the action is going down in Harlem, NYC, so that is where you are starting. Doesn't mean you have to stay there. New York has a great public transit system, after all.

Origins

Who are you, and what has gotten you involved in these wacky adventures? Any of these Origins can be used as a Drop In option, leaving you with no memories or connections to this world.







Penultimate Dragon

You are a student of martial arts, quite likely a form of kung fu. You were trained to be respectful and dignified, though you probably watch too many martial arts flicks as well.

Bystander

You are not a hero or a villain, but you still tend to end up involved in the action. Your skills are not combat-related, but maybe you can make yourself useful anyway.

Boss

You are the head honcho, the guy in charge. You might not have been born rich and powerful, but you are going to rise to the top, no matter what you have to do to get there.

Harlem Samurai

Am I the meanest? Am I the prettiest? Am I the baddest mofo lowdown around this town? Well who am I? Who am I? I can't hear you...

Sho'nuff! Or a reasonable facsimile thereof.

But, Master...

You are a venerable old asian martial arts master, a sagely old man or woman whose destiny it is to train those who will carry on the traditions of old into this brave new world.

Perks

Perks that cost 100cp are free for their Origin. All other perks are Discounted for their Origins.

General

Fabulous 80s Hair (Free for All)

Just for visiting, you get an amazing hairdo that would be right at home in the 80s. Not only that, but from now on, people will think your hairdo is amazing no matter how ridiculous it is… even if it looks like you just rolled out of bed after getting electroshock.

Close Enough For Hollywood (Free or 100cp)

For the duration of the jump, no one will care about the distinction between Japanese and Chinese Culture, nor take offense at any of the more overtly racist or ignorant things you do and say as long as you don't mean anything hostile by them. Purchasing this will allow you to keep this effect in future jumps, and extends to all manner of cross-cultural interaction. People won't even care about you appropriating their culture to make a quick buck.

You Look Like A Master To Me (100cp)

Something about you makes others view you as a being worthy of respect… or challenge, depending on their personality and how you present yourself. As long as you remain calm, others will tend to come to you for tutelage or protection, or to prove themselves. When you grow angry, others will tend to either flee or gird themselves to face the threat you present. Oh, and you gain the ability speak entirely in koans or similar mumbo-jumbo phrases where you speak what appears to be nonsense to the uninitiated but secretly impart wisdom to those who clear their minds of preconceptions.

Bullshit Superman Stories (100cp)

Your reputation will spread, even if you don't seem to do anything to enhance it. Stories about the amazing things that you have done will be passed from one person to another. This will garner respect, maybe even fear, from many people, but it might also attract challengers.

The Final Level (600cp)

You have followed the path of knowledge and enlightenment to the end, and found yourself back at the beginning. You know that there is always more to learn and discover. Because of this, there are no longer limits on how far you can advance your skills and abilities, as long as you put in the time and effort.

In addition, this is a Capstone Booster, enhancing the effects of those perks.

Penultimate Dragon

Martial Arts (100cp, Free for Penultimate Dragon)

You have mastered the art of fighting without fighting. Or the art of breaking people in half. Or possibly the art of punching through people's rib cages. Regardless of the specifics, you are a brilliant martial artist and fighter, skilled enough to be the main protagonist or antagonist of a martial arts action movie. Pick a martial arts style, or even a few different styles, to be trained in, and you can learn new styles in a tenth the time it would normally take you.

Can You Show Me Some Moves (200cp, Discounted for Penultimate Dragon)
How can someone that awkward and weird also be that endearing? Somehow, you pull it off. Maybe it is because you exude innocence and sincerity, but people will find you charming even if you are bit socially clumsy. And if you happen to have good people skills as well? Then who knows how far you could go on charm alone.

Know Without Knowing (400 CP, Discounted for Penultimate Dragon)
You have a kind of enhanced situational awareness, one that allows you to feel when attacks are coming your way and to know instinctively what response would be the most appropriate to deal with that attack. For example, you'd be able to block any number of red arrows fired at you only to catch the single blue arrow among the group. Oh, yeah, you can now block or catch arrows in flight. This sense is not limited to purely physical attacks however; it will give you a sense of what actions that you are capable are appropriate to any circumstance, what words you might be better off not using in front of your current audience, and what secrets are best unshared.

Mind And Soul Have Become One (600cp, Discounted for Penultimate Dragon)
You have achieved a perfect unity of thought, action, and emotion. Because of this, your actions follow your thoughts perfectly, with no delay for physical reactions, and allowing you to always perform to the very limits of your ability. Your mind and spirit are both strong and flexible, providing both great willpower and resistance to mental influence, no matter the source.
The Yellow Glow
If you also have **The Final Level**, you can manifest a yellow glow. While active, this glow grants sufficient superspeed and damage resistance to allow you to catch a .45 caliber bullet in your teeth. You can also use full strength blows that will somehow never do more than stun an opponent or knock them unconscious with no lasting harm. This glow can also be used to weaken or negate an opponent's abilities, as long as those abilities are fueled by or somehow linked to malicious emotions such as fear or anger.



Bystander

To the Beat of the Rhythm of the Night (100cp, Free for Bystander)
You can now dance until the morning light. Seriously. Dancing, partying, and other physical activities done for fun are now no more draining to your endurance than a slow walk might be. Yes, even that. In fact, as long as you're having fun, you'll recover endurance faster than you're burning it. Your body can burn through any form of party drugs, including alcohol, almost instantly. You can also summon 80s pop-rock legends Debarge to provide dance music whenever you like. Debarge cannot fight for you and cannot be injured. This perk does not come with any special talent in dancing or love making.

Damsel In Distress (200cp, Discounted for Bystander)
I do not know why you would let yourself get captured or held hostage all the time. I mean, you are supposed to be a badass extra-dimensional adventurer, right? It gives you some sick sort of satisfaction, I guess. Well now, you can indulge in this odd interest without worry, because whenever you are a prisoner, hostage, human shield, or are otherwise under someone else's control, help will not be far away. Someone will show up to rescue you, or at least give it their best shot.

Versatile Skills (400cp, Discounted for Bystander)
You have a certain set of skills. Skills that probably do not make you a nightmare to anyone, unless it is a rival singer or dancer. But you also have a particular brilliance for using your skills in unusual ways. You might breakdance out of the ropes you were tied up in or use your vocal training to fool a voice-activated lock.

Keep it Up (600cp, Discounted for Bystander)
You have incredible personal magnetism, allowing you to mesmerize a crowd with your singing or dancing. What's that? You can't sing or dance? Well, you can now! You gain a twenty year veteran singer / dancer / choreographer's skill and the talent of a virtuoso in those fields. Alternatively, you can sacrifice either singing or dancing & choreography to gain a similar degree of excellence in a musical instrument. The mesmer effect is highly distracting and will allow you to influence the minds of the easily manipulated, but those with strong wills or those in actual danger will find it easy to resist this effect.
The White Glow
If you also have **The Final Level**, you can use the White Glow to inspire those who see your performances, influencing them in a direction of your choice, whether that be to strive for excellence, be a better person, or to embrace communism as the obviously moral and correct economic and social philosophy. This is only influence, not control, but it can be insidious and long-lasting.



<u>Boss</u>

Dirty Books (100cp, Free for Boss)
You are an expert at the grey side of business, the middle ground between legitimacy and all-out criminal behavior, with an occasional step into the black. You are also an excellent producer of video games, music videos, and other media. You are so good, in fact, that you actually know what a producer does.

From Kew Gardens (200cp, Discounted for Boss)
You may have come from humble beginnings, but you aren't going to stay there. You have an instinctive ability to find opportunities for profit or that might otherwise improve your long term situation. This won't make you an instant success, but you'll never miss a shot at making it big.

Good Help Is Hard To Find (400cp, Discounted for Boss)
But you are an expert at finding it. Anytime you try to hire people for a specific purpose, you will have no problem finding them. Even if you need a half-dozen differently-themed gangs, and you need them in less than a day, you will have enough applicants that you can turn some away and still have enough to do the job.

Video Arcade King (600cp, Discounted for Boss)
You have made your fortune, one quarter at a time, and you know that money is life. You know how to use money to get what you want, often in less than honest ways such as bribery. You also can trade money to keep yourself alive. Once per year, you can trade all your current financial resources to survive something that would have otherwise killed you.
The Blue Glow
If you also have **The Final Level**, those exposed to your Blue Glow will slowly find their moral compass becoming more aligned with your own. You can push this effect to make it work faster, but that makes it highly noticeable and easier to resist by the strong-willed.



Harlem Samurai

Martial Arts (100cp, Free for Harlem Samurai)
You have mastered the art of fighting without fighting. Or the art of breaking people in half. Or possibly the art of punching through people's rib cages. Regardless of the specifics, you are a brilliant martial artist and fighter, skilled enough to be the main protagonist or antagonist of a martial arts action movie. Pick a martial arts style, or even a few different styles, to be trained in, and you can learn new styles in a tenth the time it would normally take you.

Who is the Master? (200cp, Discounted for Harlem Samurai)
Who's the meanest, the prettiest, the most lowdown around this town? Well, I guess that would be you if you take this. Your emotional state now resonates into your physical appearance, meaning that the stronger you feel anything, the more your appearance reflects it. The angrier you are, the more frightening you will be. The more prideful, the more commanding. The more serene, the prettier. The more lustful, the more appealing. With practice, you can even tune this ability so that the exact emotion-appearance shift pairings suit your desires better. It never really makes you look inhuman (unless used in a form that is already inhuman, of course) but it does refine your features and aura.

Group Coherence (400cp, Discounted for Harlem Samurai)
You are an expert at recruiting, training, and leading small groups. Your followers are always loyal and tend to be highly competent. They will learn anything you try to teach them in much less time than it would normally require.

Brute Force Enlightenment (600cp, Discounted for Harlem Samurai)
Strength and brutality are your path through life, you seldom encounter a problem that cannot be resolved by applying force to faces. Beating people down can serve in place of diplomacy or persuasion, and can often lead them becoming loyal followers. It can also serve as a method of teaching and moral education. Violence is the answer.

The Red Glow
If you also have **The Final Level**, you can manifest a Red Glow, which boosts your strength, power, and ability to intimidate others, relative to your personal confidence and the level of fear that other people feel towards you.



But, Master...

Martial Arts (100cp, Free for But, Master...)
You have mastered the art of fighting without fighting. Or the art of breaking people in half. Or possibly the art of punching through people's rib cages. Regardless of the specifics, you are a brilliant martial artist and fighter, skilled enough to be the main protagonist or antagonist of a martial arts action movie. Pick a martial arts style, or even a few different styles, to be trained in, and you can learn new styles in a tenth the time it would normally take you.

See the Courtesy (200cp, Discounted for But, Master...)
People will always be polite to you, even if they hate your guts. This might just be a polite greeting and a moment to prepare yourself before they throw a punch, but still, manners matter.

Teach Me Something (400cp, Discounted for But, Master...)
You are a fantastic teacher, instinctively knowing the most effective way to teach any student anything you already know how to do. This also makes it easy for you to hold people's attention, keeping their focus where it should be.

The Master Becomes the Student (600cp, Discounted for But, Master...)
The true secret to all wisdom is that learning has no end. There is always something new to learn, some new facet of life to understand, some refinement to be gained. Whenever you reach a plateau in your learning, you will always be able to find someone who can teach you something new that allows you to break through to a new level of understanding.

The Unglow
If you also have **The Final Level**, you'll find that the slopes of enlightenment are easier for you, with gentler geometric curves than would otherwise exist. Powers of ten become powers of seven, if you need a metric (i.e. something that would normally have a progression of 10, 100, 1000 units of effort would, for you, have a progression of 10, 70, 490 units of effort).



Items
You can import similar items into Item purchased here at no additional cost, even similar items from this Jump. Any item can be taken multiple times, though subsequent purchases of free items are only discounted. If items are damaged, they will be repaired in 24 hours. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. Any modifications or improvements you make to these items will be retained, even if the item is destroyed. Discounted Items are half price.

General
Soundtrack (Free for All)
You have the full soundtrack of The Last Dragon, which can play without apparent source or from the nearest speaker. You can choose if anyone besides you can hear it and what volume it plays at. You can also add any music you hear to your soundtrack playlist.

Chopsticks (Free for All)
You have an infinite supply of very fancy chopsticks for you to use and share with others.

Infinite Fortune Cookies (50cp)
You have an infinite supply of delicious fortune cookies, each one containing some pearl of wisdom from the noted sage, Sum Dum Guy. These fortunes are for fun and in no way actually tell the future. Not even if you add 'in bed' to the end of the fortune.

Infinite Daddy Green's Pizza (50cp or 100cp)
You have an infinite supply of the absolutely amazing food served at Daddy Green's Pizza. This includes the best new york style pizza you have ever eaten, as well as take away pasta, chef salads, hoagy sandwiches, soda, and various desserts of the same level of quality; basically all the food you would expect from a pizzeria. For an additional 50cp, you also have an actual franchise of Daddy Green's Pizza, which will run itself and bring you a decent income in this and future jumps. Just Directa your Feetza to Daddy Green's Pizza.

Martial Arts Movie Collection (50cp or 100cp)
You have a copy of every martial arts movie ever made, in every format that you have access to. For an additional 50cp, you also have movies inspired by your own adventures, made in the style of Hong Kong action movies and starring whoever you want to appear in them.

Fancy Belt Buckle (100cp)
You have a fancy-looking gold belt buckle. It does not belong to a martial arts master or an enlightened sage, but it does keep your pants secured properly at the waist. Also, once per Jump (or ten years for longer Jumps), it will block a single attack that would have otherwise hit you. Of course, it is no better at stopping that attack than any normal belt buckle, so this might not help much.

Sum Dum Guy (100cp)
You have a machine designed to print out little fortunes meant to be inserted into fortune cookies. The fortunes printed by this machine will always be relevant and somehow slightly useful to the person who receives them. If you have the **Infinite Fortune Cookies**, the fortunes in those cookies will also have this effect, and are produced in your new fortune cookie factory, always located someplace convenient to where you reside in a given jump and with pre-existing contracts with local restaurants.

Epiphany Water (100cp)
This large barrel is always full of cold, clean water. If you are somehow immersed in this water sufficiently that you cannot breathe air, you will experience visions that will lead to an epiphany or realization about some conundrum or riddle that is plaguing you. This does not provide any new information, but it will help you examine what you already know from new angles, possibly leading to new understanding.

Penultimate Dragon

Silly Outfits (100cp, Free for Penultimate Dragon)
You have a full wardrobe that does not necessarily fit in with what is commonly worn around you. Specifically, you have traditional Chinese clothing, as well as a ninja-esque sneaking suit.

Weapons (200cp, Discounted for Penultimate Dragon)
You have a wide array of martial arts weapons available to you. This does not include any form of firearm. You have enough to arm yourself and any allies that you might have.

Martial Arts School (400cp, Discounted for Penultimate Dragon)
You have a small but fairly successful martial arts school. This school will run itself and provide a modest income for you. Your students might be willing to do favors or even fight for you, but it is up to you to convince them and make certain they know what they're doing.

Bystander

Silly Outfits (100cp, Free for Bystander)
You have a full wardrobe of eighties-style clothing, especially club gear. Comes with a +2 handbag of thug smashing.

Limousine (200cp, Discounted for Bystander)
Anytime you need a ride, a luxurious limousine or the equivalent transport for the world you are in, will show up and provide transportation. This limousine will always have enough room for your whole party.

Seventh Heaven (400cp, Discounted for Bystander)
You have a nightclub/television studio designed and equipped to film and broadcast your own personal version of Soul Train. Seventh Heaven will run itself as a nightclub if you desire, and will make you a good income. It is sponsored by Coke-a-Cola (Coke is it!)

Boss

Handgun (100cp, Free for Boss)
You have a handgun. You can choose the make and model, as long as it exists in the real world, and the weapon never needs cleaning or maintenance. You will always have ammunition available when the weapon needs to be reloaded and as long as it is holstered, this weapon will not be found, no matter how closely you are examined or searched.

It Gives You The Creeps, But It Comes In Handy (200cp, Discounted for Boss)
No one seems to know what is in this large tank of water, but it can devour a cow leg in seconds, so it can probably eat a person pretty quickly as well.

Video Game Arcade (400cp, Discounted for Boss)
You own a large arcade, which always has all the most popular video games available to play. This arcade will run itself and provide a very good income for you.

Harlem Samurai

Sports Armor (100cp, Free for Harlem Samurai)
Okay, I don't even know how to describe this one. You have a weird sort of combination of a martial arts practice uniform and some football pads. Your choice of color.

Converse (200cp, Discounted for Harlem Samurai)
You have a pair of Converse shoes. They are the most comfortable shoes that could ever exist, are indestructible, self-cleaning, and fit absolutely perfectly. After this Jump, these shoes will change to be the perfect footwear for any outfit, and they can absorb any footwear with special abilities or properties to gain those aspects.

Mooks (400cp, Discounted for Harlem Samurai)
You are the leader of a small group of thugs. They have some martial arts training, dress in matching though ridiculous clothing, and are completely loyal. They will run a small scale protection racket if you let them, which will earn you a decent, though illegal, income. They are not Companions unless you import one of them as such. If they die, the gang does not replenish until the next Jump. They are not particularly smart, but are excellent yes-men.

But, Master...

Personal Dojo (100cp, Discounted for But, Master...)
You have a large, well-designed training area, perfect for safely and effectively working on any of your skills and abilities. In fact, any form of training performed here is twice as effective as it otherwise would be.

Houseboat (200cp, Discounted for But, Master...)
You gain a large houseboat and an upscale location to dock it along the Manhattan shoreline, fully paid for. In future jumps, you'll have a similar dock wherever is most convenient (though it can't be moved after it's placed). No matter how stormy the weather gets, the boat will never rock more than a little and it is completely unsinkable by natural forces. This house is large enough to accommodate a full sized dojo with room left over. It never runs out of fuel and can move surprisingly rapidly for a barge with a house on it.

Mother in Miami (400cp, Discounted for But, Master...)
Once a year, you gain an all expenses (within reason) trip to a vacation spot somewhere within a day's travel. This vacation is two weeks long and events in the timeline of your adventures will simply pause while you go and relax. It is entirely up to you if your mother lives at this vacation location. You may take up to three others with you, free of charge. While you're on vacation, you cannot take actions which will influence the plotline back where you came from, nor are you allowed to use the time to train beyond the maintenance level.

Companions

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a ratio of **1cp** to **2cp**, respectively.

Create/Import (50cp for 1, 200cp for 8)
You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot purchase Companions.

Canon Companion (100cp, Discounted for matching Origin)
You can recruit any canon character as a Companion. That character will be as loyal to you as any OC character you might create, and they will have all the abilities and personal items they possessed in the movie.

Bruce Lee (100cp)
Bruce Lee will step off the silver screen and join you on your adventures. This version of Bruce Lee knows everything that all the characters he ever played knew as well as his own life story up through the end of filming on Enter the Dragon, and has the combat skills and experience of all his combined roles as well as his real life. He does not remember dying and is not worried about leaving his family behind, since he understands that they think he is dead.

DRAWBACKS

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward.

Self-Insert Toggle (+0cp)
You can choose to insert as a canon character that matches your Origin. You do not gain any abilities that you do not pay for, and property or allies that are not paid for are only kept for this one Jump.

One Hour and Forty-Nine Minutes (+0cp)
Instead of ten years, this Jump will only last as long as the events of the movie did. However, taking this Drawback guarantees that without your direct involvement, the worst possible ending (from your point of view) will occur instead of the canon outcome.

Sequels (+100cp)
Your time in this Jump is extended by five additional years, but these will not be peaceful years. You will continue to have adventures on a fairly regular basis for the full duration of this Jump. This Drawback can be taken multiple times.

Astounding Naivete & Honesty (+100cp)
You are utterly incapable of lying or keeping secrets and will never see betrayal coming (as long as the traitor hasn't stabbed you in the back before). This Naivete is a ground state and you may work on it to get better, but it will be a slog. You will continue to see the best in people until they absolutely prove there is no good in them.

Annoying Kid Brother (+100cp)
You have an unasked for sidekick, a younger sibling that is always getting you into trouble, or always getting into trouble him or herself, thus requiring you to rescue them. No, you can't just let them suffer the consequences of their actions. Why not? It will never occur to you to do so. If they survive the whole Jump essentially unharmed, you may take them as a Companion.

Don't Even Have a Paintbrush (+100cp)
You are painfully unversed in the art of lovemaking, seduction, or even flirting. Everything you attempt in this arena will be groan inducingly inept.

Sho-Nuff (+100cp)
You have a frankly ridiculous way of talking. You speak about yourself in the third person, make grandiose claims about yourself at maximum volume, and have an unfortunate tendency to rap or rhyme when you speak. You are inordinately fond of using slang in everyday conversation, and often invent your own slang terms on the spot and grow annoyed when people don't understand what you're saying.

Fix Your Face (+100cp)
You find yourself constantly being emotional and crying at every little thing. Maybe you can fight through the tears?

Deep & Meaningful Quest (+200cp)
You have some mission in this world, one that will take you many new places and require you to learn new things, unlearn old ways, overcome challenges that are uncomfortable, unpleasant, and potentially deadly. This quest is a driving goal of yours and you will be unable to rest easy until you have seen it through to resolution. This will take at least eight years, but could take much much longer. You're here at least until this quest has been resolved and the meaning you sought has been achieved.

Confusion is a Part of Life (+200cp)
As are Vengeance, Fear, and Love. All Facets Must be Embraced. What does this mean? That is for you to determine. You cannot leave this world until you understand this on a fundamental level. You will find yourself confused often, afraid many times, vengeful more than once, and will come to know the highs and lows of love in your time here. How you respond is entirely up to you.

Who is Jumper? (+200cp)
You have a burning need to prove yourself. To who? To everybody. You will not rest until everybody knows that Jumper is the Master! What does that mean? Figure it out!

Limp Wimp (+200cp)
You are scared to fight. In a dojo, you might be the best of the best, but when it comes to a real fight, you are a complete coward. You might overcome this if your life or the life of a loved one is on the line, but I doubt it.

A New Journey Which You Must Make Alone (+200cp)
All your companions get a ten year vacation on some resort planet while you're here in this world, alone, by yourself. They will greatly enjoy themselves and come back fully rested and recovered from any problems they might have been having.

The Great White Hopeless (+300cp)
You are going to lose every fight you are in. But you are never going to give up, always thinking the next time will be different. You will forget you took this for the duration of the Jump.

A Return to the Beginning (+300cp)
You no longer begin this jump at its beginning, but at the moment your new identity was born into this world, as a baby. All your abilities from out of jump are reduced to their lowest possible setting and must be trained up to regain their original effectiveness. Your stay in this world is (at the very least) lengthened to however long it takes you to reach the age you would have been at the end had you not taken this (e.g. if you would have been 22 at jump start originally, you remain here for 32 years). At the bare minimum, this must be 25 years.

A New Emptiness To Be Filled (+300cp)
All your memories have been reduced to a dreamlike haze, leaving you uncertain of yourself, your future, your destiny. You have something inside you that asks what is the purpose of it all and drives you to discover who you are and who you were and who you might someday become. Yes, this is an Amnesia drawback combined with an existential crisis. You're welcome.

I Would Not Do That If I Were You (+300cp)
All your superhuman powers and abilities are stripped away as painlessly as possible. You will not even notice they are gone, but for the duration of this jump, you are no more than a mortal human, reduced to your Body Mod and what you have bought here. If combined with **A Return To The Beginning**, this means that you start as a normal child and must gain everything through hard work and effort, though you are guaranteed to be presented with opportunities to learn the abilities chosen in this Jump.

Nobody Turns Down An Eddie Arkadian Invitation (+400cp)
You owe Eddie Arkadian or someone similar. What exactly you owe them for is irrelevant. Once a month for your entire stay, this individual will call in the marker and have you do something for them. They don't know exactly what you can do, but any time you publicly demonstrate any special talent, even something as prosaic as being a really good cook, they will learn of it. You must, to the best of your ability, fulfill their request. Taking out your taskmaster can only be done after you've fulfilled the most recent task and another taskmaster will show up a month later. These people are greedy, self-centered, and cruel and their tasks will not be nice things. They will often cause harm to others. That said, you should feel free to genie their words whenever they aren't specific enough.



Final Choice

As you may expect, at the end of ten years here, you may choose to Go Home, Stay Here, or Continue Jumping. No matter what you choose, all your Drawbacks go away.

Notes

To Whom It May Concern

Ursine does not actually have access to the movie, but SJ-Chan does, so this Jump is being created based on his memory of having seen it multiple times and her extrapolation. If they got something wrong, contact Ursine on SB and tell him about it. And if you really like the Jump, and think he should have a copy, contact him and he will tell you where to send the money.

Mother In Miami

This can be your real Mom or your Origin identities mother, and she can be there even if she is dead, imprisoned, or otherwise unavailable.

Rainbow Glow

If you have all five of the capstone perks and The Final Level, you can manifest a Glow that shows all five colors at once. When this Glow is active, all your abilities are improved by a full order of magnitude, and it counts as all five Glows being activated. Also, you can utilize the effects of any of the lesser Glows without the representative light show, but only one at a time.

Change Log

Version 1.0

Created the document.

