



PHILOSOPHERS HAVE TOLD US THAT, IN AN INFINITE UNIVERSE, ANYTHING IS POSSIBLE.



**FREE  
BEER**

THUS, SOMEWHERE OUT THERE IS A REALITY WHERE YOU-THE LISTENER-ARE ACTUALLY A CRAZED MAD SCIENTIST (OR, TO BE MORE POLITE, A "SPARK!")



YOU RULE WITH AN IRON HAND FROM YOUR LONELY MOUNTAINTOP CASTLE-



SENDING ARMIES OF UNDEAD MONSTERS, GIANT INSECTS,

OR EVEN HIDEOUS EXTRADIMENSIONAL INTELLIGENCES AGAINST HELPLESS VILLAGERS-

AND BATTLING WITH YOUR FELLOW SCIENTISTS!



WANTING NOTHING MORE THAN TO DANCE UPON THEIR BONES WHILE THE REST OF THE WORLD ACKNOWLEDGES YOUR GENIUS AND CEDES YOU MASTERY OVER ALL WHO KNEEL BEFORE YOU!



IF THIS SOUNDS LIKE YOUR IDEA OF A GOOD TIME, YOU'LL FIT PERFECTLY INTO THE WORLD OF...

# GIRL GENIUS!

# Jumpchain CYOA

Version 1.0

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## Introduction

Welcome Jumpers!

This is a world much like what you may be familiar with... well, that is, the planet is roughly the same... well at least it's at approximately the same spot in...

Nevermind! This is a world of Mad Science, a world ruled and run by Mad Scientists called Sparks! Badly. *Very* badly.

Most of Europa is a wasteland populated by rampaging experiments and half-way dismantled clanks, the British Isles really are an archipelago, there are Seven Popes running around, and all in all, there's a lot going on below, above, and adjacent to the surface.

You'll need these **1000 CP** to get anywhere, let's just say.

## Times and Places

You arrive about a year before the beginning of the plot, sometime between 1889-1891.

## Age and Gender

Roll 1d25+15 for your age. You retain your current gender. Or you may set either for 50 CP.

# Origins

You can choose to take any of the origins as a Drop-in instead, forgoing the memories usually attached to them.

## Minion

Ah, is the actual science not that much to your liking? If you wish, you can be the guy who cleans up after the Sparks, wrangles them out of madness and otherwise serves in a give-and-take relationship!

Not without its dangers, mind you.

## Hero

Or rather, an Adventurer! Much in the mold of the Heterodyne Boys, or the Hoffman Brothers or the One and the Only Othar Tryggvasen, you're a swashbuckling, good-doing, people-helping young wanderer, out to set wrongs right and ensure Good prevails!

## Fighter

No matter how great the Madboys' latest ideas about what they want to get done might be, they're likely to remain ideas unless people like you are around. You're a fighter, a real, proper expert on fisticuffs, the right way to point a death ray, and all other such details Sparky minds aren't very suited to focus on.

## Scientist - 300 CP

Or you may be one of the *real* movers and shakers of this world! With an inquisitive mind, a well-rounded education and a nice toolbox, you're a scientist, one of the forces around whom this world rotates!

Not necessarily a Spark, you may just be a junior assistant, a staff member, teacher or other, similar professions. If you do want to be a Spark, this origin automatically makes you a minor spark, about as powerful as one of the members of Master Payne's Circus for instance

# Forms

## Human

The Basic. There are variations possible, such as some fur or odd colorations, but you have the basic human biology otherwise.

## Deepdweller - 100 CP

The undersea equivalents of the vanilla humans! Unlike the Dryfins, you have a proper appreciation of the world as it exists. The thought of delving into the arid madness that lies beyond the sandy edges of the world irks you, but you *are* capable of it if the need arises.

You may freely choose to be a Deep Speaker or a Boomroarer if you like. You can also use this to be some other type of being who has only mild advantages over a human, such as a Mole person or even a Dino person.

## Jäger - 100/300 CP

Ah, now it's gettink goot! Hyu iz a Jägermonster now, boy! En old school, propa marauder vho zo impressed The Heterodyne vit you skill und ferocity dot hyu vere offered de Jagerbrau, und vere vun uf de few to survive it, too!

Hyu iz verra durable, and also haz regen, regenera... hyu ken git bek up from wounds mozt people would die from und be all right real quick. Hyu gets to choose if hyu hef de battle-lusht or not, und de seme for de looks. If you do hef dem hyu look verry monshter-ish, vit sharp, pointed teeth, vild und shaggy hair, discoloured skin und several odder exaggerated features. Either vay, hyu're verra shtrong und fasht, vit verra sharp senses.

For an additional 200 CP, hyu can skip de growth phases uf de Jägers und become a full General! Each uf de features mentioned above iz enhanced several times over, includink de goot lookz!

Hyu alzo talk like diz now, und may hef a fascination vit Hats. Hyu can choose if hyu hef svorn de Jägertroth, meanink diz comes vit de proper recognition in Mechanicsburg und De Heterodyne's forces, or if hyu somehow gots a vild batch uf de Jägerbrau.

## Clank - 200/400 CP

Or you may be of a more mechanical bent instead. You're a clank now, what would in any other world be called a Robot... or rather an AI to be more accurate. Here, you're a mechanical existence, composed of metal, clockwork and wires instead of flesh and blood.

As you might imagine, this comes with certain advantages. Not only are you entirely ageless, you also don't really get wounded, and even if your body is destroyed it's entirely possible to move your intelligence elsewhere.

For 200 CP your body is only somewhat enhanced. Largely limited to human size, you might have a few guns, some magnetic capabilities, but in general your capacities are comparable more with Anevka Sturm voraus or one of the Fun-Sized Mobile Agony and Death Dispensers of Castle Heterodyne.

For 400 CP, however, your options expand dramatically. You can have the body of a Muse now, or maybe one of the Heterodyne Sins, complete with largely unexplained mysterious powers. Or you could even be a real, proper battle-clank like Mr Tock, or Humongulus, or others in that vein. You could even be a distributed consciousness scattered across several bodies, like Beausoleil.

What you can't be are existences like the Beast or Castle Heterodyne. Not with just this.

### **Assorted Experimental Products - Variable**

Or you may be something else. This is a wacky, wild world with immensely wide and broad choices. You can be a plant-being, or an uplifted insect, or some fusion of unholy science. In general, pricings are guided by the above examples. 100 CP for some extra limbs, 600 CP to be Franz, about 800 CP to be the Beast or the Castle.

About the only beings you cannot be are extra-dimensional beings, like the Dreen and the others like them... without additional purchases, that is.

## **Perks**

For each origin, the 100 CP perk is free and the others cost 50%.

### **General**

#### **Professionally Drawn - Free**

You look *good*, Jumper. Nothing all that extraordinary by itself, but you'd be surprised how often it turns out to be of use. You look like someone drawn and coloured properly by some very skilled cartoonists.

#### **Artiste - 100 CP**

From acting to painting, there's a lot of call for people like you around here! Simply put, you have the skills and talent to be one of the greatest, finest artists of all time. Not just in any one field either.

Your talent is boundless and unbelievable at everything remotely art-related you do. With the slightest effort, you could be a scintillating star in all fields from writing, painting, singing, underwater basket weaving... er, you get the idea. Crowds throng to listen to a concerto from you, and books you write may well cause knife fights between people wanting to buy them!

Such is your talent that in but a handful of months you could become a celebrity every bit the equal of the Queen of the Dawn, or any other celebrity you've heard of. This also makes anything you do look unbelievably good, from your fighting which looks like a dance, to your clanks which all look like Things of Beauty and Grace even when stuffed chock-full of firepower.

### **Mind Control Immunity - 0/200 CP**

Between slaver wasps, dictator spiders and more direct possessions, this world certainly is rife with mind control possibilities. Many people find themselves robbed of their agency, captured in some kind of slavery or another.

They don't have this perk, after all. You are now entirely, completely and absolutely immune to any and all attempts at subverting your control of yourself. From mind control to body control of various kinds, attempts simply fail to work on you regardless of what the perpetrators may try. Slaver wasps or other insects die, would-be possessing intelligences find themselves corralled and stripped of their knowledge and skills... it's impossible.

This perk is free for this jump, but costs 200 CP to take to future jumps.

### **Master Spy - 200**

You are, too! From disguises to poisons, and all the little tricks of blackmail and tradecraft in between, you are a spy beyond excellence, every bit the equal of Ardsley Wooster himself! You have a terrific nose for information, the more secret the better. And once you get started on digging it up, there's very little in the world that can hope to stop you!

You know how to sneak into the best protected fortresses, across borders and customs, while dodging 24/7 patrols. Your disguise skills come close to shapeshifting most of the time. You can develop sources, build contacts, set up routes to not just acquire but securely transmit information halfway, or even all the way across the world, all the while managing half a dozen different jobs at once!

### **Grandma's Scheming - 300 CP**

Between Sparks, the people trying to handle or even just survive them and the people related to both, you can find half a dozen schemes, conspiracies and plots just by wandering in any given

direction. Someone who didn't have the chops to hold their own might find themselves as helpless as anyone under direct mind control, if not more.

It's a good thing that you have this, then. You're now an extraordinarily skilled and talented schemer and plotter, a weaver of webs and puller of strings as good as the absolute best in any world. You can predict people's responses, know what to do to provoke the ones you need, and in general can play entire crowds and nations like a fiddle, while remaining just as good at jerking around individuals.

Your plans are things of beauty, gemlike things of perfection while remaining extraordinarily flexible and adaptive, allowing you to combine the beauty of elaborate intricacy with the certainty that barring something truly extraordinary, they'll almost certainly *work*.

### **Exemplar - 400 CP (Capstone Booster)**

Indeed, it might be an understatement. You're now... more, Jumper. More than what you were and more than what any mortal can be. While the most evident and powerful effects of this perk are seen in Sparks, no beings can go entirely unaffected by something like this.

Firstly, you are now the absolute peak of everything you can be. Human, dragon, clank or Jäger, you're unquestionably among the ten finest specimens of your kind in existence. Indeed, this perk, in addition to paying the full 800 CP price above, would let you even be an extra-dimensional being like a Dreen or somesuch, limited by and large only by your own imagination.

But that aside, you're the finest, most capable beings of your kind anywhere out there. Physically, mentally... in every way that counts, your actions come across as *deeper*, more important, your everything screams of something that defies any and all mortal limits.

Indeed, none apply to you now. Any limits on your training, physical capacity, mental enhancements... any limits on *anything* relating to you ceases to exist. You can grow without end, continuing in an endless growth regardless of how much or how little sense it might make.

In addition to these features, and indeed, *because* of them, this perk also boosts each origin Capstone, adding additional features that are listed with the perks in question.

## **Minion**

### **Loyalty Goes Both Ways - 100 CP**

And with you it truly does! When you do anyone a service, either as their minion or just as a favor, your efforts never go unrewarded. People learn to value your contributions, see you in the light you want to be seen in, and always shower rewards upon you.

Put simply, as a direct minion the loyalty displayed by one side is equally reflected by the other. The better your efforts towards maintaining any relationship, the better your counterpart's.

As a more distant associate, you can have a 'favor for a favor' deal. Any bargains you make tend to be remembered and honoured, and people always at least try to deal fairly with you. This isn't an assurance that any deals you make will always be honoured, just to be clear. People can still betray you or renege on deals. This just makes it very unlikely.

### **Renaissance Minion! - 200 CP**

Smelly, illiterate peasants can be ruled over, but they can't actually be any *use*. Good that you're not one, then. While your education in things like the Si Vales Valeo or the designing of the Falling Machine might leave much to be desired, you have knowledge and skills much more relevant on a day-to-day basis.

Basically, pick one simple, basic field of expertise. Perhaps you're a mechanic like no other, able to repair, maintain and reconnect just about anything. Maybe you're a doctor, well-versed in trauma, poisonings (both causing and curing) and even the basics of reanimation, perhaps you're a peerless chef and general 'household' expert, or maybe you're good in some other field. In any case, you have an impossibly broad, extraordinarily useful base of knowledge, which ensures that while you might not be able to get things done alone... you're never useless.

You can buy this perk any number of times for additional fields of expertise. Just keep in mind, this won't give you the knowledge of any fancy high level principles or sciences, just everyday stuff. In future jumps too, this perk provides you a similar level of knowledge in the local fields in addition to what you get here. You may not be able to invent a warp drive, but you'd know everything needed to manage ongoing repairs.

### **Seneschal - 400 CP**

To be a great minion it's not nearly enough to be great at your own job. It would be a rare spark who could run around building their wonders without a robust, solid organization behind them. It doesn't have to be the Wulfenbach empire, but someone needs to keep the gears oiled, the junior sparks in line, and the people themselves fed. That would be where you come in, now. You

have the skills of a superb logistician, banker, intelligence chief and overall assistant, all rolled in one.

From keeping the Master's vassal sparks cowed and loyal while also preventing them from murdering and reanimating each other, to running a town, managing a criminal network and keeping the kitchens and workshops stocked and running, so incomparably brilliant are your abilities that literally any spark in this world would kill to have you working for them.

### **Common Sense - 600 CP**

A surprisingly rare thing, in this world. And you have it better than most. You are blessed with the impossible, ridiculous power that is basic common sense. You're an incredibly well-adjusted, thoroughly sane and functional person, ready to take on the myriad challenges that life is bound to throw your way.

Your mind is a seamless, inviolable wall at which insanity breaks, and no amount of time can make you even bored, finding amusement at all times without losing focus. Such is the beauty and strength of your mind that you remain capable of enjoying the smallest things in life no matter what you ensure, remaining yourself through the ravages of time, incredible pain or transformation into a gerbil.

Even rarer than having it, you also have the power of being able to *spread* this. You're incredible at wrangling both Sparks and normal people, at snapping them out of The Madness Place or even just regular bouts of insanity or extreme stress. No matter how far gone anyone might be, you're capable of snapping them out of it with just a few words, drawing out instability or insanity like poison from a snakebite.

Even better, with sufficient exposure you can make this permanent in others, and even make it so they themselves become capable of calming others down. Strangely, this does nothing to hamper in any way whatsoever the strength of the spark, or any other creative ability that could be considered to be strengthened by strong emotion or passion.

### **Exemplar Boosted**

The simple nature of your Common Sense acquires a supernatural bent. You become capable of reimposing the Laws of Physics at anything that would seem to be breaking them. Sparky creations fail, regions of stopped time return to normal, and any portals close. Your common sense infects even Reality, in other words.

# Hero

## Benign Neglect - 100 CP

The problem with being a Hero in a world full of Mad Scientists is, they rarely tend to be stupid enough to let you get all ready and going before they start hitting back. Well, that's how it is for others, at least.

Unlike the vast bulk of heroes in the world, you find that until and unless you start directly targeting someone, they simply never count you as an enemy, or even someone to keep an eye on. They won't be particularly inclined to help you either, but it falls to you to make enemies.

## Romantic Hero - 200 CP

There's something insanely attractive about you, that drives everyone of your preferred gender crazy. Maybe it's your perfect looks or your overpowering charm, but you tend to have very little trouble finding partners, be they of the love or lust kind.

## Gentleman Adventurer! - 400 CP

It takes a lot to be a hero, in this day and age. Or in any day and age, to be honest. From the way to buckle the swash to the charming of enemy minions, to the art of getting in and out of enemy strongholds and all the rest, it's a full-time job!

One you're thoroughly equipped to do, now. You have all the heroic skills, talents and raw survivability equaling the likes of Othar Tryggvasen, GENTLEMAN ADVENTURER!, or Trelawney Thorpe, Spark of the Realm! You have the luck and the charm, the sheer bodily fitness, the skill to get in and out of everywhere, the chops to survive getting thrown off airships and get back up onto them in short order, and everything else that's entailed in being a Hero in Europa.

Also comes with an impeccably sharp tongue and wit, and a personalized title that automatically gets associated with you, much like Othar Tryggvasen, GENTLEMAN ADVENTURER! himself.

## Heroic Timing - 600 CP

Not just timing, if we're being completely honest. You now have the unique, hard-to-specify *je ne sais quoi* that follows heroes and protagonists across fiction. That is, if we're to be gauche, Plot Armor.

Exploding airships, labs overrunning with dangerous experiments, monsters rampaging across battlefields... nine times out of ten, you tend to survive it all, and in a suitably heroic or hilarious manner. Often both at the same time. It's all but impossible for you to die from falling

off of something, be it cliffs, windows or airships, and even lasting injuries are extraordinarily unlikely.

Put simply, unless it's clearly, unquestionably visible to several 'important' people in a way that cannot be faked, it almost didn't happen. And visibility means more than laying eyes on it, it means something being properly understood. Got shot, but no one spent a page explaining how it should take you months to heal? You could be running on that leg an hour later.

Supposedly dead, but no one double-tapped to make sure? You were just unconscious. Or playing possum.

### **Exemplar Boosted**

Your unique relationship with causality and time expands to include not just your life and health, but pretty much everything around you. You're a catalyst now, a finger on the balance of fate that the world seems to hold its breath for.

Wherever you go, you're almost certainly guaranteed to arrive in the nick of time. Ancient conspiracies trigger their final stages just when you're around, just as long-dead machines come to life and sealed monsters escape just when you're in position to do something about it.

While this ensures that you will have an eventful time wherever you go, only very rarely will it invent new troubles or crises. Rather, timelines get fudged, and existing events tend to somehow seem to hold their breath, just waiting for you to be around. You're basically a Main Character of any story you happen to step into, put simply.

Of course, you can toggle any and all parts of this if you feel like taking a vacation.

## **Fighter**

### **Halfwit Child - 100 CP**

It can be annoying, yes. It can also be incomparably useful from time to time. Whenever faced with a new antagonist, you always seem to slide right down to the bottom of the priority pole. That is, while people tend to remember anything you did against them, reports from others are almost always blown off as exaggerations or misreporting.

So if facing the same enemy again expect them to be on guard for you, but any new ones would prioritise pretty much anyone and anything else over you.

### **Well-Seasoned - 200 CP**

It is a very rare fight that is lost because one of the combatants simply didn't measure up. No, far more common are simple accidents. Maybe someone was ill, or feeling tired, or annoyed, or any of a thousand and one other things that prevent them from performing at the top of their skills. Such things lose fights and kill fighters, even experienced ones.

Well, they won't kill you, ever. This doesn't do anything to enhance your skill in any way, but what it does is to ensure that you perform right at the top of them, all the time, every time. Whenever doing anything, you do it as the absolute, complete best you can do at the time. This doesn't replenish your energy or stamina, but you use what remains with perfect efficiency.

Every punch you throw, every stab, every plan made and every word spoken is done as utterly, absolutely best as it is possible for you to do, no matter what.

### **Best of the Best - 400 CP**

You are a combat beast now, Jumper. A thoroughly, unspeakably skilled fighter in at least one major style, possibly more. You know several martial arts, and how to combine them for best effect. You have the equivalent of decades of experience at fighting, and an incredible tolerance for pain, exhaustion and injury, anything that would naturally put you down.

What you get from this perk depends on your preferences alone. You could be a Smoke Knight, in which case you would be one of the best alive, someone with skills rivaling Madwa Korel or a Night Master Jaron. Or you could be a Skiffandrian fighter better than Zeetha, an Eastern Martial artist as good as Dr Sun, or even a freestyle combatant capable of going punch for stab with Bangladesh Dupree, Von Pinn, Ol' Man Death and most Jägers.

In essence, this perk makes you a peer to any of the deadliest, fightiest people seen in the comic. The Best of the Best, as it were. Carrying hundreds of knives, capable of breaking off robotic heads with a punch, cracking walls with your kicks, sneaking and stabbing and all the rest of the goodness.

### **Grindstone - 600 CP**

Knowing how to fight yourself? Great. Being able to teach others? Better. You have a preternatural talent for teaching others, whether through slow, steady education or acting like... well, a grindstone for them. 'Percussive education', as it were.

This works best for combat or similar skills, but you can teach basically anything to anyone, at least if they have the innate potential for it. Put simply, this perk allows you to share any and all of your skills at a mind-boggling speed with anyone you would like. The actual speed depends on how many people you're teaching at the same time, but someone you're training exclusively

would learn in days what it would take others months and months to learn, and it scales down proportionately.

### **Exemplar Boosted**

Ah. Well... this, this changes things. Normally there's a limit to how much someone can learn, no matter how good the teacher. There is a limit of innate potential, aptitude, all the other things like that. Except, that is, when it's you doing the teaching. When you take someone for a student it seems as if you ignite something in them, a spark of potential that makes even the dullest, dumbest of people into potential geni with the right tutelage.

You have the proverbial midas touch, as all around you people seem to explode with talent and potential. Fighters become akin to Bangladesh Dupree, all your science students are potential Van Rijns, anyone you teach art to is like Van Gogh himself. You turn the ugliest lump of coal into a brilliant uncut diamond simply by deciding to teach them, and from there it falls on them to learn.

## **Scientist**

### **Clear Understandings - 100 CP**

When it comes to opposition between Sparks, you'd be surprised how often it is that grave enmities and terrible wars erupt out of petty misunderstandings. If only any of them had this perk.

What this does is to provide you a simple but undeniable advantage. Whenever trying to communicate with someone, people will always understand the meaning of your words in full, unquestionably and unequivocally.

No sudden interruptions drop out of the sky to confuse or mislead things, no one makes sudden movements that make things go wrong, none of that! When you're telling the truth, people *know* that you're telling the truth, no questions asked.

### **A Premier Education - 200 CP**

The Spark does a lot, but it helps to have the right education. Village Sparks working with chicken entrails tend to die to pitchforks much more than city sparks working with sound principles. And now yours are the soundest of them all! This perk provides you an incredible, unbelievably thorough, advanced and extensive education in it, such that your knowledge and skills related to it are unquestionably along the absolute best in the world.

This world being what it is, the field in question can be anything from biology to Space-Time analytics, Necromantic Construct Design and Engineering. The narrower the field the better your understanding of it, but as an absolute minimum this perk would provide you a top of the line, first class education like the kind you can get in Rome, Paris, Beetleburg or Castle Wulfenbach.

You can buy this perk any number of times for more fields to be educated in. Comes with fully acknowledged Doctorates.

### **They Will Fight for the Honor of Dying for a King- 400 CP**

Is not the *best* when it comes to principles on which an empire can be based, but hey, it works. Not that you'd need to rely on a crude method like that. You now have a degree of administrative, military and rulership talent and skill that has to be seen to be believed.

From an extraordinary grasp of strategy and tactics, to a gift for 'brute force' leadership like Klaus to a grasp of pomp, ceremony and style like Martellus to sheer diplomatic and intrigue skill like Tarvek, you're as close as it comes to the perfect ruler.

You can command armies, manage scheming courtiers, set fashion trends, run an economy, oversee a fair and equitable justice system... basically anything that it takes to set up and run a prosperous, powerful nation, you're an absolute, incomparable genius at it.

### **A Spark of Genius - 600 CP**

Or you might be an absolute, incomparable genius in general, I guess. While anyone who takes the Scientist Origin may be a weak spark if they wish to, this is where you go for the good stuff. You now have, and thus are, one of the strongest Sparks on the planet now, an absolute, blazing genius like Agatha Heterodyne, either of the Wulfenbachs, Dr Vapnoople, or others at the same tier. The Spark, that *something* that makes the wonders of this world possible, is plugged into your mind and soul, inflaming it, filling it with a fire that boosts your mental facilities to unbelievable extents such that many things that should be impossible... suddenly aren't.

While you specialise in some field to extraordinary degrees, like being able to create artificial sparks if you choose 'Von Neumann Clanks', your genius is unbound by the petty concerns lesser sparks suffer from, allowing you to shine equally bright in every field from Microbiology to Trans-Dimensional Aeronautics.

You have an instinctive grasp for scientific principles, can reverse engineer technology more or less just from seeing it, and have a head for calculation and numbers that defies belief. You can decrypt data in your head, have a completely flawless memory, and are in general the quintessential Mad Scientist. Complete with a gift for cackling and rants that can terrify anyone who *isn't*, by the way.

When in the Madness Place, especially, you have an outright effect that allows you to warp time and space in a small area around you, letting you do weeks' worth of work in hours, and outright warp, twist, spindle the mutilate the very laws of physics as you craft your wonders... and horrors.

Apart from the SCIENCE!, you have a charisma that borders on mind control, as anyone without a spark, or an exceptionally strong willpower is drawn into your orbit by your sheer force of will, ready to help and serve wherever they can. Your body is also somewhat better than most, allowing you to go all those all-nighters without food and fight off highly trained fighters while barely paying attention.

### **Exemplar Boosted**

Your talents with the sparks cross the basic boundaries all the way, transforming you into something altogether beyond. You have had the second breakthrough, the transformation that makes you from a Spark into true Spark Royalty! You are like one of the Immortal God-Queens of old, of which only a precious few remain today.

You're not a fully grown, matured God-Spark like Albia, but you're further along than Agatha or Lord Snackleford. Along with having psychic powers like levitation and telepathy, you can release blasts of pure energy to scour your foes from the earth. You can see in more than three dimensions, and even interact with beings beyond the mortal plane in several ways. You have the power to shapeshift freely, going from giant to normal in an instant, and acquiring any colour, appearance or form you desire.

You can possess willing subjects, and break any mind control or subversion on your subjects. You can control energy in various forms, most of them rather unspecified. Most importantly, of course, your talents with actual Sparking transcend any ordinary sparks entirely, being almost as much beyond them as they are beyond mundane scientists. You have a surfeit of ideas, almost as if you can do anything! You don't even need to bother with Madness Places very much anymore, that is, being 'Suspended in an Eternal Moment of Supreme Clarity'. You do retain your ability to scare lesser minds out of their skin just by talking.

Oh, and you gain a rotating Halo of any symbols of your choice, turning around your head in an endless circle. Basically, you have somewhat weaker versions of any powers displayed by Albia, even those not mentioned here. And you would grow to match her as soon as you acquire enough experience. You can hide the obvious bits of this, but why would you want to?

## Items

For each origin, the 100 CP item is free and the others cost 50%.  
Wherever relevant, you may import existing items at no additional cost.

## Minion

### **A Life to Live - 100 CP**

If a less exciting one. You have a solid, stable job somewhere far away from danger. The pay is enough to keep you comfortable, and the actual job is extremely suited to your skills and leaves you with considerable free time.

Basically, this is what you take if you want to keep your head down.

### **Catering! - 200 CP**

Food! Excellent, high quality, brilliant food, that is. Sparking is hungry work, and no one can *really* say no to a party. This is an infinite supply of the absolute finest food and drink in the world. Rare cheeses and wines, exquisitely prepared meats and sauces, Brandies and breads, anything you may care to ask for.

You can have it in packed picnics, laid out feasts, stocked larders, in any way you care to have. The point is that you won't be running out of good food. Ever.

### **The Blood Circle - 400 CP**

Not the entire circle, of course. You now sit at the head of a huge, incredibly powerful criminal organization of your very own, the likes of which usually exist in Mechanicsburg or other, similar places. Smuggling, drug trade, murder for hire, whatever illegal service or goods one may need, this organization has the means to provide.

If you wish, you can be a member of the actual Blood Circle in Mechanicsburg, which would have the advantage of coming with a Deadly Sin, one of the eleven murderously elegant clanks made by a Heterodyne in imitation of the Muses.

## **Hero**

### **Jumper Adventure Stories - 100 CP**

Novels detailing your own stories, either exaggerated or accurate. These are incredibly well-written, utterly engrossing details covering your past adventures, in easily understood book form. You have a full, complete collection, but if you want certain specific stories also become published by someone or the other.

You won't see a dime out of it, but they have the effect of making you a household name across the world.

### **Airship - 200 CP**

A Hero who can't get places wouldn't be very useful, would they? On the other hand, this might be a bit much... While nowhere close to Castle Wulfenbach, this is nonetheless a giant airship, with room for hundreds of people to live in obscene luxury, several sets of extensive labs and kitchens, and an NPC crew to manage everything.

Also moves really fast through the air, and has a full military complement more than enough to fight off most everyday combatants it may be expected to face.

### **Artefact of Power - 400 CP**

Ah, now this is where we're getting serious. This is a real, proper spark-crafted artefact of some considerable power, something like the Platonic Solid or Archimedes' Lever, or maybe a Lightning Caller that calls down thunderbolts on command, a Death Ray that cleaves across walls and mountains equally easily, or something else in that general vicinity, provenance and power level.

An immensely powerful, incredibly well-made artefact, this is the kind of thing that inspires stories and legends for centuries.

## **Fighter**

### **Personal Death Ray - 100 CP**

Not quite the masterpiece Agatha made that could vaporize stone, this is nonetheless an excellent weapon of great killing potential. The specific nature, from a laser to a lightning discharger to a hyper-focused flamethrower is up to you.

### **Cupboard full of Bottles - 200 CP**

Specifically, an extraordinarily extensive collection of poisons, antivenoms, enhancers and a whole lot else! You have every venom from the Resplendent Immolation to 'Aunty Mehabitel's Natural Causes', the entire Movit series of stimulants, and pretty much all the other stimulants, poisons and antivenoms this world has to offer.

### **Sparky Army - 400 CP**

And just in time for your conquest to! Now you will show them all!

This is a giant, incredibly strong army the kind of which can make or break kingdoms in this world. Something like dozens of gigantic War-Stomper Clanks, or thousands of huge, sapient, incredibly tough and strong bears, to maybe the entire Jägercorps, or a full troop of Bloodstone paladins, just a few giant monsters... or any permutation of these you'd like.

Isn't limited to a land army either, as this can be an Airship fleet, a naval fleet, tunneling clanks... the details are left to you, but this is an incredibly powerful, battle-ready army capable of crushing any ordinary city, complete with support infrastructure, supplies and everything else needed to enable them to keep fighting more or less indefinitely.

You can buy additional armies at a discount.

## **Scientist**

### **Traveling Toolkit - 100 CP**

And an excellent set, too! This is a full set of incredibly high quality, very much portable tools suited for just about any purposes you may need them for, especially for repurposing existing or enemy works! Just the thing any scientist would need for Sparking on the go!

### **DING! - 200 CP**

Well, this is different. A certain gentleman called Von Neumann would be delighted, at least. You are now the proud master of a full set of Dingbots of your own, or similar clanks or drones, at least. They're all minor sparks in their own rights, and can themselves build more of their kind, even though those don't have the spark.

Led by a Prime, they are connected with you on an intrinsic, mental level, being fully capable of building any and all devices or works you can. They get everywhere, performing construction upkeep, salvage and everything else you might need them to. Not even needing blueprints, they seem to draw upon your knowledge directly, using their in-built tools to perform all the things you normally would need to do yourself, making everything you'd like them to... and a lot of them you wouldn't.

Don't leave them unsupervised.

### **Worthy Workshop - 400 CP**

The tradesman needs the right tools, don't you know? More than that, they need the labs! You have a full set of labs, for chemical, biological, mechanical experiments, as well as any other kinds you might need. Abominable, perhaps?

These are some of the most elaborate, extensive laboratories and workshops in the world, with vast arrays of instruments and tools of the finest make, an unlimited supply of test subjects, and huge amounts of spare parts, reagents, books and journals... everything a spark needs to get going. You have just about any and all parts and reagents you might need, even things incredibly rare like water from the Dyne, and the absolute latest in all parts, of course.

Furthermore, any and all properties you have that can support them all develop similar labs and workshops, providing you a virtually unlimited collection of spaces to work from so you're never, ever left unable to tinker to your heart's content.

## **General**

### **Jumper Genius! - 50 CP**

A book of comics and books, all depicting your adventures. They're really good too, excellently written and professionally drawn and painted with quality matching the Foglios and Cheyenne Wright.

### **Girl Genius Box Set - 50 CP**

The books, the comics, every fanfic and every discussion online. This is everything you need to know about this world, and a lot you probably don't.

### **Parisian Collection - 50 CP**

Outfits! A room full of boxes, all chock-full of the latest fashion from the clothiers of Paris, these are clothes, accessories, shoes and hats, and everything else one needs to look good! They have no sparky advantages, but they look really, really good and are perfectly tailored for you!

Expect to be a hit at parties.

### **Pet Wasp Eater - 50 CP**

It goes SKREE! when a revenant is nearby. In future jumps, it serves as a perfect alarm for anyone under mind control, by screaming its head off when it comes near them. Unless they're under *your* mind control.

Need not be a weasel, but it's a small cute animal you can carry around with you.

### **The Right Name - 100/200 CP**

Ah. Not content just being an up and coming spark, are we? With this purchase you're now connected to one of the Great Houses around here. Maybe you're a descendant of Andronicus Valois, the Storm King? Or perhaps you're a Voltaire, a child of the Master of Paris. Might you even be, possibly, a Heterodyne? It's all up to you. Either way, you're related to a very old, very well known bloodline of powerful sparks, with a long history in Europa and beyond. You get an impressive name, diplomatic advantages, and a nifty symbol to integrate into anything you craft!

For 100 CP you're an 'indirect' member, perhaps a younger brother, a cousin or even an uncle. You have the prestige, but not much more. For an additional 100 CP, however, you're right at the top of the family, being either the holder of the family's Title, or their heir!

Buying either level also provides you an equivalent in all future jumps, making you either a relative of the local aristocracy/royalty, or the outright heir!

### **Castle Last Name - 300/500 CP**

Castle Heterodyne, Wulfenbach... Well, why should you lack one? This is a proper spark's fortress, a giant mansion-cum-castle exquisitely suited to be the seat of power for a major power. Not constrained by design in any way, you can have anything from an undersea base to a copy of the Master of Paris's Awful Tower, but the basics remain the same in every case.

Vast, palatial living quarters for you and hundreds of people, a small army of humans, constructs and clanks to make any would-be invaders regret being born, more stationary defences to help, some traps just for fun, and several sets of extensive, elaborate laboratories for use by you and any guests you might be entertaining.

The Castle also has a vast, extensive set of facilities designed to be used to manage with clockwork precision any armies, territories, businesses, spy networks and whatnot one might have, along with dungeons, an extensive library, and all the other little things such places always seem to need.

For an additional 200 CP, it gains a truly *ridiculous* number of traps and defenses, including, most importantly, a proper Intelligence capable of manipulating any part of itself at will. In essence, your fortress is now every bit the equal of Castle Heterodyne, with all that that entails.

### **Corbetite Vaults - 300 CP**

Ooh. This... well, this should be interesting for you, in the Chinese manner of speaking. You have somehow, it seems, come into the possession of a huge, labyrinthine set of underground tunnels, passages and caverns, which holds a set of Vaults apparently lost by the Corbetite monks sometime in the past.

This is a huge, eclectic collection of rogue experiments, borderline berserk clanks, lost research papers, powerful weapons, silly experiments, and everything in between. With hundreds of vaults inside and each of them holding several objects, there are items from some of the most famous (or infamous) figures from European history, a collection of objects that would give several people nightmares. Possibly including you.

Since you're paying CP you can be assured that each and everything in here will end up being useful and nifty *somehow*, but there's no telling how or when it might happen. This is the kind of place where you find Trains that hate tracks and schedules, random Dreen chilling out, and the odd zombified king now and then.

### **Jumper's Town - 300/500/1000 CP (Discounted with The Right Name)**

A title isn't much use if you don't have the means to back it up, is it? You receive a small city of your own to be Lord/Duke/Prince of, several kilometers of territory around it, thousands of inhabitants, extensive resources, defenses, and everything else needed to make it a place next only to Mechanicsburg in terms of how difficult conquering it would be.

You also have a fairly powerful army of your own, the equal of one purchase of the **Sparky Army** above. This is separate from your defensive forces, just to be clear.

You may buy this any number of times, either paying full price for additional towns, or, once each, a discounted price to upgrade any towns you hold currently. Upgrading a town by paying 500 CP instead makes it a rival to some of the largest and most prosperous cities in the world, a megapolis like Paris, London or Vienna, while retaining the obsessive, outrageous level of defensiveness and strength characteristic of Mechanicsburg.

The 500 CP version also comes with additional military forces, now to a total of three Armies.

Buying additional towns means you can build a fledgeling kingdom of your own, or even an Empire. You get an empire that has all the wealth, power and resources needed to stand as an equal to the Pax Wulfenbach or Albia's British Empire, if you pay a full 1000 CP.

Only the 300 and 500 CP levels are discounted, and only with the 200 CP version of **The Right Name**.

### **The Holy Grail - 800 CP**

Well not *quite*, but it might as well be. This is something literally any spark in this world would kill for, something that, if it were out in the open, would cause a furore that would make the Long War look like a childish squabble.

Attached to your warehouse is an archive holding a complete, unabridged, detailed history of this world, all the way from the dawn of the very first civilization to the second before you enter the world. Every war stratagem, every population census, the name of every ruler, it's all recorded here in extensive detail.

But that's not what would attract people to it like moths to a flame. That would be the Scientific archive. Because you see, this archive also holds literally every scrap of knowledge this world has ever discovered or used. Every novel or book ever written, every scientific principle discovered, every paper, journal article or private message, the blueprints for each and every device made throughout the history of the planet, the details of the Second Breakthrough... *everything*.

Don't go showing it off, yeah? In future worlds too, this updates to hold the same level of information on local things.

## Companions

### Import/New - 50 CP

You may import any of your existing companions into this world, or generate new ones. They get 600 CP to spend, along with an origin and all its freebies.

### Canon Collection - 100 CP

Or would you like to take along a local, or several? For 100 CP, you receive the right to take along any and all people you meet in this world, so long as they agree to it. They receive full fiat-backing for any skills or abilities they have, along with any **portable** items.

### Minions and Assistants - 300 CP (Discount Scientist)

A full crew to staff your labs and help out with your work! You have several incredibly efficient, highly capable personal secretaries who take care of any paperwork or official business you need to conduct, enough domestic staff to make up a proper aristocratic household, several minor sparks to help you out with tools, upkeep, and generally into things you can't be bothered with at the time.

You also have several dozen highly trained engineers, doctors and whatnot, enough to make for several bands of repairmen, or keep mobile hospitals working, keep the test subjects fit and monitor ongoing experiments... everything you need minions and assistants for, basically.

In addition to this basic set you get to carry along with you, you also get enough of these to staff and prepare any fiat-backed labs or workshops you have, to make sure your clocks are always wound and your tools are always polished and sterilized!

Everyone in this collection has at least one purchase of the **Renaissance Minion** perk, and they're all led by one Chief Minion who possesses the entire Minion perk line barring the capstone. You can make them all more competent by buying this option repeatedly, or get more groups.

### Honor Guard - 300 CP (Discount Fighter)

This is a small, compact band of fighters, about fifty or so **Well-Seasoned** fighters, with a core of a dozen who have **Best of the Best** on top. Maybe they're Smoke Knights, maybe pirates, or possibly Jägers?

They stay with you pretty much at all times unless you order otherwise, and if separated they find themselves oddly assisted by fate and happenstance to make you come across each other again, until you're all ready to fight together once more.

### **The Council - 600 CP**

Because who doesn't need something like this? These are a dozen incredibly influential, powerful people, each sitting at the head of a **Great House**, each wielding **Grandma's Scheming**. They have a not inconsiderable military power too, each of them having a **Sparky Army** at their command.

And while they aren't in any way unconditionally loyal, it's a reasonable enough approximation so long as they get the chances to pursue their own agenda under your aegis. This is your 'mysterious allies in the background', the people who pull strings and call in favors to make things go your way. Maybe you're a claimant for the Lightning Throne, and these are storm lords in your family's faction of the Knights of Jove?

Or maybe you're a Heterodyne, and these are sparks who would very much like the chaos that would arise from the emergence of a new Lord/Lady of Mechanicsburg and a crack in Wulfenbach power?

## **Drawbacks**

### **The More Things Change +0 CP**

Don't like the canon? Insert yourself into your favorite fanfic or alternate continuity. No crossovers, and the story must be set in the world of Girl Genius. No going along with Agatha dumped in another world.

### **The More They Stay The Same +0 CP**

The history of this world is full of interesting things, if you don't like the present plot. You can set your arrival point to any time in history, all the way to the dawn of civilization.

### **Silly in Love +100 CP**

You get that way. A touch too much, honestly. Whenever faced with anyone you're attracted to, you find yourself getting flustered and spazzy, no matter how composed you normally are.

### **A Face That Only A Jäger Could Love +100 CP**

The artist *clearly* didn't like you. You are now either incredibly goofy-looking or have been repeatedly whacked with the ugly stick, your choice. Either way, you'll have to work harder to be taken seriously. And your dating prospects are now... limited.

### **Nize Hat! +200 CP**

You have one. Jägers want it. That's all there's to be said about this, really.

Well, one more thing. Just *giving* them the hat will insult them and then... umm... insulted Jägers. Not a good thing. Nope, it won't be any fun for them unless they *take* it from you. They *probably* won't be trying to kill you, but y'know, Jägers.

### **Embarrassingly Familiar +200 CP**

There are families in this world that are just... unbelievable. Not in a good way. Your family history is now just as bad as the Heterodynes, Valois or others like them, full of either treacherous and murderous assholes or rampaging lunatics most of the world rightly hates, or just as bad in some other way.

While this is pretty unlikely to cause you significant danger, expect old enmities and feuds to cause more than one sticky situation. If you're a Drop-in, this might just be rumors, but *man* are they persistent.

### **Guest of the Castle (Sparks only) +200**

Your age is now set to young adulthood, and you are one of the young Sparks living onboard Castle Wulfenbach as a combination student/hostage in the Baron's flying university. On the plus side the quarters are quite luxurious, the teachers and the resources provided for a young scientist are some of the best in the world, Von Pinn makes (literal) mincemeat of anyone who'd harm you, and there's lots of interesting young minds to collaborate with. Plus, unless you took an earlier start time you're guaranteed to soon meet an interesting young lady named Agatha...

On the minus side the Baron is carefully watching everything you and your compatriots do, and 'adopting' any of your work he finds useful and shutting down any experiments he disapproves of. If you have **The Right Name** you are also a hostage against your family's good behavior, although the Baron is at least reluctant to kill useful Sparks without great need. If you have **Embarrassingly Familiar**... well, 'walking on eggshells' might be an understatement.

### **Informed Attributes +200 CP**

So you're a great fighter, or a brilliant genius, or a great cook! Supposedly. In a weird twist of fate, whenever the time comes to display the greatest skill that you're *supposed* to have, you turn out to... not be that hot at it, basically. A famed fighter would get the shit beat out of them by every random guy you fight, a great cook prepares inedible food... things like that.

And sure, *eventually* people will figure out you're not that good at it and stop asking you to do it. That is to say, the people you've repeatedly let down will eventually figure that out. Every new person will have to find out on their own that your reputation is misleading.

### **THEY CALLED ME MAD! MAD! +200**

Still do, actually. This is the opposite problem from the previous drawback. No matter what you do or how good your actual science, you just can't seem to... well, make people stop treating you like a joke.

It's not always and it's not *that* bad, but by and large people just can't seem to see you as more than another silly spark ranting. This doesn't mean they go easy on you in a fight or something, mind. Just that they insult you a lot.

### **I'LL SHOW THEM ALL! +300**

You are not one to be content with a simple or safe life. You have *ambition*, Jumper, and you will see those ambitions met. If you do not already rule a domain at least comparable to the 300cp **Jumper's Town** item then you will not stop until you have claimed and conquered one, then held it against all comers. If you do already rule a domain then your ambitions will only be sated by taking and holding territory equal to the next larger tier of item. If you are actually insane enough to take this while having the 1000cp **Jumper's Town** item then you will not be satisfied with anything less than the conquest of both Europa *and* England, you absolute madman you.

This Drawback does not necessarily mean that you're evil or megalomaniacal - even some of the sanest and least malevolent people around here still crave power, for whatever reason. But it does mean you actually have to get out and achieve great things in this jump, because you're not leaving until your ambitions have been sated.

### **Wasped +300 CP**

Aand it all suddenly got serious. You have been struck by a slaver wasp now, infected with your will under attack. Any perks or items that would prevent this are disabled.

Fortunately, it wasn't all the way successful. While you have to obey any direct orders from Lucrezia and anyone else speaking in her voice, you can prevaricate, deflect, think of exceptions of indirect counters, and as such get by so long as she doesn't shut it down explicitly.

There is no known way to reverse a wasping, but maybe you'll be the one to discover one?

### **We Meet Again! +300 CP**

Othar Trygvassen, GENTLEMAN ADVENTURER!, has become absolutely convinced that you are the latest Spark villain menacing Europa and that you must be slain for the good of all mankind. Yes, even if you're not actually a Spark. It's Othar, he's not in what you'd call a close relationship with reality.

In any event you are going to have your entire ten years here spent dealing with this highly capable madman randomly crashing into your life at intervals and trying to empty a death ray into your head, recruit any minions or Companions of yours to be his new Spunky Girl Sidekicks (even if they're not actually girls), wreck your lab, or whatever else makes sense to him (if not necessarily anyone else) at the time.

If you somehow manage to kill him then you will have successfully resolved this Drawback. But given that Othar has both **Gentleman Adventurer!**, **Heroic Timing**, and a really excellent set of Heroic Trousers™, it will take an exceptional amount of work to actually make it *stick*. Lord knows at least half the Sparks in Europa have already tried.

### **Castle Heterodyne +400 CP**

You're there. You start your jump inside a sadistic, borderline insane AI inhabiting the strongest fortress in Europa, which can manipulate its own insides almost infinitely, likes to kill and torture people for fun, and is in general a blood filled, spike-lined barrel of laughs!

### **Locket +400 CP**

Any time you try to use any super-intelligence, or superpowers, or anything out of the ordinary that is not from this jump, this gives you horrific migraines, that feel like burning spikes being hammered into your skull.

Cannot be removed. May not actually be a tangible locket in the first place.

## **Hunted +400 CP**

One of the major factions in Europa needs you dead now. Perhaps you're a Valois princeling very high up in the line of succession but isolated from your support network, or perhaps you're a heterodyne, or possibly you just pissed off the wrong person.

Whatever the case, expect to be chased by assassins, soldiers, constructs and clanks, and in general hunted to the ends of the Earth. Or as far as your enemy's resources, amounting more or less to a 600 CP **Great House**, can stretch, at least.

## **The Longer War +400 CP**

This is another, darker timeline now. The last act of the Other before her final defeat was to take Klaus Wulfenbach with her. The Pax Transylvania never existed. Gilgamesh Wulfenbach was never found and raised by the Baron.

This is a Europa as it was before the Baron, before the Heterodyne Boys. With clockwork armies marching one day and animated sewage golems rampaging the next. Torn apart by the whims and madness of every Spark ruler acting against every other, with no one to restrain them but themselves. Well... there *are* the Knights of Jove trying to put together a plan for a Storm King restoration, but between you and me? Not going well.

And do not look to Albia for salvation, because Her Undying Majesty has ordered her borders closed to prevent this madness from touching their shores. Can you survive in this grim land of only war, Jumper? Or can you be the one to finally bring peace?

## **Literally Unthinkable +600 CP**

Not for you, apparently. Something you did has pissed off Albia, first, last and only Queen of England. One of the very few surviving God-Queens, she's more a force of nature than a normal person.

And now she's coming for you, with all her armies, monsters and of course, herself.

## **Basically... End of the World +1000 CP**

The good news is, there is now absolutely no danger that the Other will put a copy of their mind in Agatha Heterodyne. The *bad* news is, that's because her loyal worshippers just found her a new body and she's now back for real.

Successfully incarnated into a biological body with a spark, she has been able to use her amassed knowledge to trigger a second breakthrough. And unlike what happened in another

timeline, there was no one to stop her by kicking her out at that exact moment. But *wait*. It gets worse! Because of course it does.

You see, she *has* the knowledge in her still, and so... basically, the only thing that stops her from triggering the same breakthrough over and over again to make an army of God-Queen Lucrezias, is the experimentation her slaves did to put together a body for her has created something of a lack of female sparks in Europa, and her own awareness of her treacherous nature towards even her own self. How long would the latter last in face of opposition, one wonders?

She will now be doing her absolute best to drown Europa in blood and fire, and England next after she's finished breaking Europa, and then the world after that. She will have her fanatical and mad worshippers, Slaver Wasps that work on everyone who doesn't have your immunity perk, her own megalomaniacal genius, and everything else available in the setting that you could think of and a few nightmares you probably couldn't.

She's not *necessarily* your problem to deal with, but come on now. Over the next decade there's not really going to be anywhere on this planet that will be safe from the world war against Lucrezia Mongfish, and... well... left to their own devices, it's anybody's guess as to whether or not the world will *win*.

## Choices

**Go Home**

**Stay**

**Continue**

## Notes

Buying the 500 CP version of the Castle also links it up with any version of the town, making it essentially like Mechanicsburg in terms of size and defenses, along with the ability of the Castle to control things.

If you couple the 500 CP version of Castle with the 600 CP City, your city has pretty much all the features seen in Paris, the same level of services, facilities and defenses, along with 'Deep Systems' that allow you to control the very fabric of it, either through an intelligence or directly in the way the Master does.