Jumpchain CYOA

Version 1.1

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Based on Rokoran's (terrible) Artemis Fowl Jump v0.1

Introduction

Prepubescent criminal masterminds, fairies using hyper-advanced technology, magic and time travel and crossing dimensions! Welsome, Jumper, to the world of Artemis Fowl, a children's book series about a young genius and white collar criminal, and his adventures with the international criminal underworld, and the *actual* underworld, the world of the Fair Folk.

There's a lot of trouble about to come about, a lot of people with dangerous plans. Stay safe, and hold on to these **1000 CP.**

Age and Gender

Roll 1d8+10 for your age if you're human, or for your apparent age if you're a fairy. You may freely choose your gender.

Time and Place

You may freely choose your place of arrival in the world. The time is set to one week before Artemis acquires the Book from a drunken sprite living within Ho Chi Minh City's alleys, healing illness and wounds in exchange for wine.

Origins

Drop-in

You arrive in this world as you are. No friends, no ID. On the other hand, no LEPRecon record and no vendettas either.

Genius

Ever since you've been conscious you've been aware that you're cleverer than just about everyone around you. You make connections everyone else seems to miss, you have a gift for science and/or magic, or even both, that outmatches most, and you know just how to use these things.

You might intend to use this to go in business, or get a Nobel, or you might just want to make a lot of money. Whatever it is, there are few people in the world capable of stopping you, once you put your mind to something.

LEPRecon

The People need protecting, sometimes from enemies and sometimes from themselves. You have decided to play a part in this. You're an Office of LEPRecon, the fairy Law Enforcement. You catch criminals and protect the secrecy of the fair folk from the Mud Men.

Optionally, you may be an equivalently placed member of Section 8 instead, a secret branch of the LEPRecon formed to deal with affairs involving the Lost Tribe. That is, Demons.

Real Tough

You're not a genius, nor a fairy. You're a tough guy, one of the toughest in the world. Maybe you have a charge you are employed to protect, or maybe you're a gun for hire, or something else entirely. Either way, you're dangerous, *real* dangerous.

Species

Human

A Mud Man, as the totally-not-racist fairies so charitably call your kind. You know nothing of magic, spend your time enjoying the material comforts of life… and can actually see the sun because your ancestors kicked the mighty fairies underground ten millennia ago.

Elf

You're an elf! This is just about what you'd expect, with pointy years, elongated lifespan and heightened emotions. You race is considered to be first among the People, and has an average height of 3 feet. The majority of your race tend to possess red or auburn hair, although shades of blonde and white can also occur.

Pixie- 100 CP

You're about 3 feet tall and have pointy ears, with slightly enlarged head that gives you a child-like appearance. Your reflexes are far superior to humans and most other fairies, and you have an advanced intellect, easily worth almost 200 IQ points.

You probably enjoy flying and seafood.

Centaur- 100 CP

Half human, half horse. You have a penchant for gadgetry and science, and a rather developed ego. Your intellect is similarly advanced as a pixie, granting you increased brainpower. You also have a pretty powerful kick.

Dwarf- 200 CP

Short, gruff and beardy, you're a dwarf, one of the most talented and troublesome races of the People. You have a number of rather interesting abilities, which all the same tend to get you in more trouble than they're worth. You have the ability to eat and digest anything, and that does mean *anything*, from rocks to steel. Your teeth are made for this, along with your jaw, which can unhinge at will. You can consume and digest things almost instantaneously, meaning you can tunnel through huge sections of the ground pretty much just by moving your jaws, taking in what's in front of you, and, well, 'releasing' it out the back.

Your beard is comprised of incredibly sensitive hair, that can detect even the slightest vibrations, as well as change in the soil type around you. They can be shaped into a variety of forms, and harden to almost perfectly mimic those forms, letting you do things like open locks with them. You can stick to any surface thanks to your special pores. You can retain large quantities of air in you for extended periods of time, then release it to propel yourself at great speed.

Damn if you don't *stink,* though.

Demon- 200 CP

Wow, you're an alien! Well, in a way. Not really, though. You evolved from microbes on a small asteroid that broke off from the moon and fell to the earth in the distant past. You're a Demon, the long-lost tribe of fairy! Or maybe not lost at all, if you start at Hybras.

You have a choice between being tall and broad-shouldered, with long horns and a tough hide, incredible strength and resilience and feral instincts, or remaining in the demons' small, immature imp form, but having great potential for magic, to the point you can use spells like 'Gargoyle's Touch' instinctively.

Perks

Each origin gets their 100 CP perk for free, and the others at a discount.

General

Rule Breaker- 300 CP (Free Human)

There are so many rules that fairies and their ilk have to live with, that simply don't apply to humanity. Don't break into places, don't steal, and a whole lot more. Thankfully, you're an exception. You can defy any and all rules that you would normally be supposed to be bound by.

You can break into homes all day long, steal and lie, break contracts, whatever you want, without suffering even the slightest in turn due to any innate causes. That is not to say you won't suffer at all. The normal social and legal troubles are still a problem for you, but there will be no innate reactions like the loss of magic.

Magic- 300 CP (Free Fairies)

The power of the earth, gifted to its children, magic is available to all those in good standing among the People, and to you, now. You possess the ability to perform healing, mending less severe wounds inflicted within the last few minutes, the gift of tongues, allowing you complete mastery of any and all languages you ever encounter, written, spoken or otherwise, not to mention speaking with more than one type of animal.

Other abilities you receive are shielding - the vibration of one's body at extremely high speeds, reducing one's visual profile to little more than a shimmer, as of a heat haze - and the *mesmer*, hypnosis by eye contact, which although powerful may be overcome with sufficient will, and may cause damage to the eyes of the victim if used too often.

Certain species of fairy, additionally, have unique magical abilities or deficiencies. Goblins can conjure and control fire, sprites can fly on wings too small to support them but lack power in healing, and centaurs lack magic entirely but possess incisive intellect. Demons - unless they are Warlocks - likewise convert their magic into prowess, but do so for physical might instead.

Humans used to have magic, once, but lost it for reasons entirely unknown. Regardless, you have it, either as your right or an accident of fate, and possess any powers not limited to a specific fairy race. Unless you are of that race, in which case you *do* possess them!

Warlock- 400 CP (Requires Magic, Discount Human)

You're not just capable of using magic, you're capable of it to levels that make people gaping in a strange mix of wonder and horror. Your magical power is absolutely off the charts, comparable only to $N^0 1$ himself, and it's a coin toss who outmatches who.

Your recovery rate for magic is similarly exceptional, allowing you to get back to full strength from being completely drained in a matter of hours at the absolute most. In addition, you can use power from other worlds in place of this world's magic, and vice-versa, as this perk links all of your 'mana pools', so to speak, and enables perfect conversion between them.

Finally, you have some tricks that let you get the maximum possible use out of all this power. You can use raw magic to boost any spell or ritual to utterly ridiculous, unbelievable degrees, always achieving proportionally greater results instead of wasting your power. Put in enough juice and you could *mesmer* whole crowds, or release a fireball that hits like a meteor.

Finally, on top of all that, you're skilled enough to play around with spell parameters pretty much to your liking. Turn a fireball into a lance of white-hot flame or a "you're on fire now" aura, exclude an area from its explosion, or make it an iceball instead.

Automation- 400 CP

From breaking codes to filling out paperwork, there is a lot of makework that needs to get done before one can get to the fun work.

Not for you, though. You have a curious ability, which makes it so that anything you don't need to do directly with other people, involving personal interactions and the like, tends to get done by itself, exactly as how you could have done it dedicating all your attention and time to it.

Paperwork fills itself out, information you would have needed to read and research for just appears in your head by itself, and projects you were working on complete themselves with all the skill and technique you could wield on your best day.

To clarify 'directly with other people', it's things like conversations or meetings that are exempt. If you had to, say, send a stock email about official work it would get done, stock trading would happen by itself just as precisely as if you were working on it yourself. But video conferences would still have you missing if you didn't show up.

Thing of Wonder- 500 CP (Capstone Booster)

You're brilliant. That's just the best way to say it. You are simply an incredibly, unbelievably clever person. Your memory is a thing of wonder, with unlimited storage, perfect indexing and recall. You have a perfect sense of time and schedules, being able to keep perfect track of any number of things at all times. Your brain and nervous system is such that your thoughts can travel ridiculously, mind-bogglingly fast, giving you a peerless speed of processing info.

You can control this, to prevent going nuts from boredom if nothing else. Not that you would, your patience is inexhaustible and infinite, though your reflexes remain sharp through any length of time.

You can focus on any number of things at once, working at all of them as if you were working on that thing alone. Your analysis and comprehension skills are similarly ridiculous, being practically miraculous. Patterns and puzzles unravel in front of you, revealing their secrets almost as if they *want* to, to you. You can analyze legal cases, codes, riddles and puzzles, conspiracies and schemes, and break them in less time than it takes most people to figure out what is happening at all. There is no code you can't break, no pattern you can't identify.

This perk is a Capstone Booster, meaning it enhances each of the origin capstones if taken with this. The details are mentioned in the perk descriptions.

Drop-in

It Was a Troll- 100 CP

Sometimes that truth can be hard to believe, and sometimes it can be so hard that one's first instinct is to reject it out of hand instead of considering it for even an instant. Not with you. So long as what you're telling them is true, people will always believe you. It may take repeated explanations and a bit of time and effort, but you will never be laughed off as mad, not unless what you're saying isn't true.

Mastermind- 200 CP

You're a criminal, and not just an ordinary one. Not only are you a world class master thief, forger and pickpocket, with nimble fingers and a sharp eye, and not only do you know your way around a drug lab and weapons more than well enough to hold your own, you are what is called a Crime Lord, a Boss in the world of crime. You know how to run everything from underground casinos to drug-smuggling operations. You know which people can be bought and which are vulnerable to threats, and how best to get to both.

You have the skills to manage both violent brutes and elite white collar thieves, and do so with a masterful touch. You have a charisma, of sorts, that attracts the less-than-honest type of people, makes them want to work for you. And of course, you know just how to use them. You know how to build and run an international criminal empire, how to rise through the ranks and how to put down threats.

Mesmer-Proof Mind- 400 CP

It sucks when your mind is modified without your permission by overreaching fairies, isn't it? Or by anyone else, at that. That's not a concern you will ever need to worry about, thankfully. Your mind is better even than a steel trap, and invulnerable to any and all modification.

It does not matter if it's high level technology, ancient magic or simple psychological tactics, your will and mind is your own, and nothing can breach its defences. You cannot be possessed, glamoured, mind-read or controlled, not unless you allow it deliberately.

I Ate Your Truffles- 600 CP

Everyone has what we in the business call 'buttons'. That is, specific traits that make them vulnerable to manipulation, which the right person can use to make them dance to their tune even without them knowing it.

You are, in all situations, that right person. Your charisma, persuasion and manipulation are practically godlike. You can read people like an open book with a single glance, with observation and deduction skills that would outmatch Sherlock Holmes himself, if you tried.

You know just how to put forward even the strangest idea in a manner that makes them seem reasonable, and how to make people reject good plans as ridiculous. You can plant ideas, make suggestions, threats or taunts... it takes what it takes, but you can talk people into and out of anything physically possible for them in just a couple of conversations, tops. You could send trained therapists away crying, or make a cold-blooded schemer go nuts over pastries.

Capstone Boosted

Your skills and abilities cover not just people in your own context, that is, mortals and the like, but everyone and everything. You can play gods and demons, spirits and eldritch abominations with the same skill that you can play people, and just as smoothly.

It doesn't matter how absolutely unimaginable someone or something is for you, as soon as you start interacting with them you get a sense of what to do and say to get them to do what you want, and it almost always works very, very well too.

Genius

Boy Genius- 100 CP

It's not exactly the most normal thing for Interpol to have a file on an eleven year old... well, unless the eleven year old is a Fowl. Or you, I suppose. You have a complete exemption from any and all age limits in the world.

It doesn't matter how delicate or dangerous the job is, if you can do it, you'll be allowed to, no questions asked about how young you are and whether or not you should be in school.

Aurum Est Potestas- 200 CP

'Gold is Power'. That's the Fowl motto, and it suits you too. You are an absolute genius in all things financial. From stock trading and currency speculation to the whole shebang with bonds and swaps and all that you're a financial wizard without match, capable of effortlessly reading the patterns and trends that let people make so much so quick.

And that's just the legal aspects. You're also a master scam artist and thief, and know everything from where to fence stolen goods to how to launder any amount of money till it appears entirely legitimate, using whatever tricks with shell corporations, international transfers and the rest that's required.

You have your finger on the pulse of the economies of the world, knowing both sides of the curtain with intricate detail. You could bring both the underworld and the legitimate economies of the world crashing down, if you wanted to.

Fowl Schemes- 400 CP

What kind of genius doesn't have plans? And plans for the eventuality those plans fail, and ones allowing for *that?* You are a consummate master of strategy, tactics and scheming, any and all aspects of them. Your raw intellect is nothing short of towering, making you capable of thinking several steps ahead of just about everyone, and giving you an instinctive knack for understanding and manipulating the behaviours of both individuals and groups and organizations, to whatever ends you may desire.

Not only can you come up with plans upon plans, for both short-term operations and long term schemes spanning years if not decades, you also know practically everything you'd need to achieve them. You know how to dig up sensitive information to blackmail people, you have an instinctive grasp for people who need something done, and how to convert such services into favors they would later honor, how to develop and maintain a vast network of agents and operatives loyal to you, and so much more. You could build a web of lies impossible to escape or even penetrate, barring impossible luck or skill at your enemies' part, and even then it would be a long shot. And you could do all this from the inside of a prison, if you had to.

Foaly? Koboi? Jumper- 600 CP

You're a genius among geniuses, in technology and magic both. Your technological skill is such that you find it child's play to create gadgets and weapons like Bio-Bombs, or the technological wonders that are LEP uniforms, or small devices that make toy cars nuclear-powered. You can even improve them or come up with more tech of similar levels, if not even more advanced.

You're also a hacker of absolutely unmatched skill, capable of slicing through any and all systems, firewalls and defenses like a knife through butter, bending networks and websites to your will, and all the rest that comes with it. It doesn't matter how advanced or sophisticated it is, if it's electronic or digital and it can be accessed at all, you can penetrate all aspects of it until you control it outright - it's just a matter of time and effort. And very little of either, really.

Your skills at magic are nothing less, either. Well, if you can do it at all. If you can, then your talent is nothing short of legendary, allowing you to master spells and rituals that would take other a lifetime in days, if not less. Your skills are distributed equally in all fields of magic, so much so that any advancement in one area automatically improves the others too. You could do things like study necromancy for a month and come out tossing lightning bolts like a pro.

Capstone Boosted

Both your scientific and magical abilities get a massive boost, advancing you several times over in both fields. In addition, they work together now, making you an expert in making technology that mimics magic and vice-versa. You know how to create both technology and magic to do anything and everything you yourself are capable of doing. Spells to replace devices, vice-versa, and products that use both, that is, techno-magic.

You're also capable of reverse engineering any and all magic and technology you encounter, now. No matter how advanced the tech or how obscure the magic, how powerful and complicated they may be, all you need is one look at any magic or technology to know the underlying principles under it, and how to recreate, modify and improve it in a hundred different ways.

LEPRecon

Haze- 100 CP

Well, not quite. The Haze is a sort of visual illusion, that protects the fairies from detection by humans. This isn't that, but it does do something similar. You find that you already have a ready explanation for any and all of your powers, items or the rest, no matter how impossible they may seem at first glance.

And people always believe you, too. You could, without compromising any information you don't want to, explain away anything from a tussle between three trolls out on the main street to an additional moon in the sky, and ninety-nine times out of hundred people will believe you.

Protocols- 200 CP

The LEP, like all other law enforcement, has its own protocols, its own jargon and ways to do things. It can be easy to trip up on something, if you don't know what you're doing. Fortunately, you do know what you're doing.

You have an instinctive grasp on how to become a part of any law enforcement organization you encounter. You just seem to *know* things, like the codes for various crimes, the ways they hold themselves, and much of the rest, always enough to get you in. It's not a complete knowledge, by any measures, but you also learn these things very rapidly once you're on the inside, so much so that you could pass for an insider after barely an hour or so of work.

With this also comes the knowledge of how to *manipulate* these things. You have incredible skills at finding and exploiting loopholes and contingencies in the rules for yourself, while tying up others using those same rules, to the point they would *have* to do something illegal to go against what you want.

You're also a bureaucratic savant, having an instinctive knowledge of how to circumvent red tape in all things, or how to bring it to bear with maximum effectiveness against others. You could get the most bloated, clogged bureaucracy moving, getting itself streamlined by cutting the deadwood and in general doing things in a tenth the time it used to, or you could do the opposite, and both would be practically effortless.

Investigator- 400 CP

You'd be a piss-poor officer if you didn't have this, wouldn't you? You are an investigator without peer, having all the skills required to be one of the, if not *the* best at the job. Your observations skills are top-notch, letting you glean more from a cursory glance at a scene than a full forensics team could get after a full day of work, and you know how to put the pieces of a mystery together, till they lead you where you want.

You have a bloodhound's nose for secrets and conspiracies, being able to just *tell* when something is being kept from you, or if someone is watching you in any way, even knowing how many if there's more than one and having a solid idea as to who each is. When you start digging, you cannot be stopped, only delayed. You may find yourself in danger, or having to go through anything from a tossed away receipt to a single word in a phone call to a partial track of a shoe in the mud… but once you get on the trail of something, be it a person, an item or location, or just a 'secret', it's pretty much just a matter of when, not if that you will find it.

Commander- 600 CP

There's more to the LEP than being an officer. Leadership is the real trial, just as it is for so many other jobs and fields. Good thing that you're ready for that already. You have an absolutely brilliant head for strategy and tactics on all levels, making you capable of leading everything from a police raid to an army in a battle, or even planning a full-fledged war all by yourself if you have to.

You exude a sort of charisma, a charm that makes people find you extraordinarily impressive. They want to see you in charge, and live or work under you. You know just what to say and what to do to play even the biggest crowd, to subtly insert thoughts and ideas into their heads while making them think they're their own, or just whip them up through fiery talk.

Your actual skills at leadership are unbelievable too, letting you get a feel for what anyone things of your leadership with just a conversation, knowing how to play subordinates against each other and/or help them overcome their differences, get them working together to complement their strength and cover their weaknesses. You make teamwork work.

Capstone Boosted

Sometimes, though, it just isn't enough to have a good leader, not if the people under you are just not good enough. That's not a problem for you now. Under your leadership, people improve rapidly in both skills and innate ability, growing from borderline-worthless to competent in days and weeks, and taking only slightly longer to start matching the best in the field, if not better than even them.

They also work together with incredible ability and skill. Any organization you lead seems to enter a sort of 'golden age', if you will, working with perfect efficiency, corruption and incompetence disappearing overnight, each member pulling their weight and pitching in to help each other.

You can also share your skills with your subordinates and allies, allowing them to use them on a temporary or permanent basis. These abilities can be stronger or weaker depending on your will and how many people you pass them to. At the maximum, if you choose just one person you can give him abilities half as strong as yours, and at the weakest any number of people can have abilities near about a hundredth of the magnitude you have.

Real Tough

Consummate Professional- 100 CP

You are, really. You have a detachment, an ability to separate the personal from the business. Your poker face is inviolable and so is your composure. No matter how surprising, shocking or plain *weird* something might be, you can treat it as just another job, your nerves remaining solid as ever.

You don't get scared, angry, mad… really, you simply don't get emotionally compromised in any way, unless you deliberately let it happen.

Situational Awareness- 200 CP

You have possibly the finest sense of situational awareness ever seen. No matter where you go or what your circumstances are, you remain perfectly aware of your surroundings at all times.

As soon as you enter a building you know all the ways in and out of it, all the inner details including which way to go to avoid danger. You know where the weapons are hidden and who is hiding them, you know which way to go to get out of a jam, even shortcuts so old that even the owner probably doesn't know them.

This is the same on the outside, you have a perfect knowledge of where the people around you are at all times in at least a dozen meter radius, along with a sense of the threat they present to you and yours. You instinctively know when you're being watched, complete with the 'who' of it, out of hand.

Stern Stuff- 400 CP

You're made of it. Well, not in the traditional sense, but you're tough. Very tough. Your stamina and endurance are off the charts, as is your constitution. You're immune to poisons and diseases, and you can take several times the punishment anyone else can, being stupidly hard to put down and just as quick to recover.

Your physique is exemplary, so much so that your fitness and general biological wellness places you among the 0.001% of humanity, in every single field.

You have a very strong resistance to hostile magic of all kinds, both when it's aimed at you and when you're using yourself as a shield for another person. Divinations are fuzzy, direct spells do pathetically little damage, enchantments break, the works. Magic just doesn't do very well against you.

Blue Diamond- 600 CP

They say hypercompetence can't be trained. They don't have any idea what the fuck they're talking about. You're something special, Jumper. A graduate of Madam Ko's training, you have all the skills that come with it, and to absurdly heightened degrees, placing you among the very best of all time even in that exalted company.

You know at least a dozen martial styles, and know how to mix and match from among them - and any other you might learn - to build a style of your own that has all their strengths and none of the flaws. Your reflexes, flexibility, situational awareness and tactical skills are top-notch. Your aim is so good you could hit a fly from across a football field with your naked eye, being very nearly flawless with all ranged weapons, actual or impromptu.

You have the training to be everything from a spy, law enforcement, saboteur, cook, secretary, and of course, a butler, and to be among the very best of the best in each field. Anything from a running gunfight across half a city to a seven-course meal with the right wine and the right colour of napkins, you're the (wo)man to turn to.

Capstone Boosted

Your many and varied skills are not just heightened another several degrees, they're now linked to each other. The better you get in one field, the easier you find it to bring your other skills up to match, and that's for things like practicing law and cooking. In related fields, like, say, different martial arts or so, your skills actually translate 1:1.

Furthermore, you will never find yourself in a situation where your skills are useless, from now on. That is, in any and all situations you face, you'll find that there is always *some* way for you to make the situation better with your skills, by however small a degree. Events might need to bend and coincide to allow this, and if so they do, but you can always play a part.

Items

Each origin receives their 100 CP item for free, and the rest at 50%.
Wherever relevant, you may import an existing item at no additional cost.

Drop-in

Fairy Gold- 100 CP

Not much to say. One metric tonne of 26 carat pure gold, or money equivalent to it. You receive the same every year. In either form, there is always an explanation for the money, and no one looks askance at you having it. If you want, it can come with an untraceable bank account somewhere, which you can move money in and out of in any form you want at all times, be it from or to your warehouse, pockets or anywhere else that you control, in the form of cash, precious metals or whatever.

In future worlds you receive amounts in the local currency that provide you the same purchasing power in the setting that this provides you here, and it can be in any currency, however exotic. Can be bought multiple times.

Vehicle- 200 CP

Well, how are you going to get around, if not with this? This is a vehicle of your very own, a car or a motorbike or something like that... which isn't really very relevant, since it can be. This vehicle can move

across anywhere, land, water, underground or in space. It can be anything from a van capable of seating ten to a two-wheeler, changing at your command, and it looks exactly how you want it to.

At all times, it's fast, sleek and comfortable. It requires no fuel, and repairs all damage done to it rapidly. You can park it anywhere with no consequences, as there is a sort of *haze* that prevents it from coming to the attention of police or potential thieves both.

Satellites- 400 CP

Okay, these are... something, alright. A collection of satellites in orbit all around the earth, all undetectable and inaccessible to all but you, but each of which answers completely to your systems. Each is a multipurpose satellite, capable of doing many things at once, and they provide you with certain very enviable advantages.

First, you have perfect GPS at all times, no matter where you go, underground, under the sea, in a faraday cage, wherever. Your connection to these sats simply cannot be broken. Secondly, they allow you to broadcast any signals you want all over the world, whatever type they may be of.

They're also capable of highly effective surveillance, covering every inch of the earth in incredible high-definition detailed enough to let you count someone's freckles, if you wanted to for some reason, and can receive input not just from visible light or electromagnetic radiation, but rather act as if they contain the best of any and all sensor systems you are capable of producing, from gravitational waves to psychic energy to magic.

The Book- 600 CP

Okay, where did you get this? This is a copy of The Book, the central book of all fairy civilization. Their laws, their magic, their religion, everything revolves around these books, and what is written in them. Every fairy tends to have one, though a normal copy won't have these abilities, and it is strictly forbidden to even mention it to the humans.

Somehow no one minds it that you have this one, though, maybe you did someone a ridiculously huge favor. Anyway, this is *big.* This book is the central repository of magical knowledge, containing everything there is to know about the art.

All of it, every potion, every spell, every forbidden mark, every rune, it's all in here, written out clearly and concisely, ripe for the taking. This book can teach you how to use *mesmer,* how to set up curses, wipe memories, the whole nine yards, not one secret withheld.

In future worlds too, it updates with all the knowledge of magic and equivalents that exists in the setting.

Keep it close, Jumper.

Genius

Documentation- 100 CP

It can be difficult getting people to realize just how clever you are and how you should be allowed to do what you need to or even just want to do, really. Not anymore. You have these, a complete folder full of every single official document that you can be said to deserve.

That is, any degree, license, ID, organizational membership or similar that you have the right skills and knowledge for, that you *could* have acquired through conventional, legal channels, is in here, all completely legal, with corresponding documents in all the databases.

Manor- 200 CP

A house of your very own! Although calling this place a 'house' is doing it tremendous injustice. It's a full sized manor in the old British style, with a vast acreage around it, multiple greenhouses and orchards, dozens upon dozens of bedrooms in the house, ballrooms and dining rooms, the whole shebang.

It comes with all taxes and utilities taken care of, and is maintained and run by a staff of the finest servants in the world, though all are NPCs. It also has spaces for all sorts of things you might want to work on, with some of the more common materials also present.

The furniture and comforts in every part of the house are of the very first quality possible, and the kitchens generate enough food to feed several hundred people every day.

In future jumps this can retain its current form or become any other form of housing you like, like a ludicrously huge and luxurious penthouse, multiple combined apartments, so on. In either case it retains all upgrades, with modifications if necessary.

C Cube- 400 CP

Ah. Yes, this. This is a curious little thing, especially since it's not supposed to exist yet when you enter the jump. But you have it anyway. This is a small cube, of a colour of your choice, with a pop-out keyboard and screen that open on command. This is, well, the be all and end all of computer technology, in one little package.

It's Omni-sensor can interface with any electronic or digital data storage or communication medium, any phone or computer, simply by being in their proximity, or in the proximity of any device connected to them via a network. It can even interface with radio waves and similar transmissions, or 'surveillance beams'. At

the same time, the sensor also allows it to interface with magic and magical artefacts and systems with equal ease and sophistication.

It has unlimited storage and *obscene* processing power, being able to access, hack and control any and all computer systems, no matter how advanced, in seconds at the very most. It can break any code, and download any amount of data, all in moments. Any data acquired can be 'compensated', bringing spotty videos to 4k quality and shitty audio to the finest surround sound you can imagine, the same applicable for other forms of data.

It can function as a phone, computer and TV, including presenting itself as different devices if it's had a chance to 'download' them. It could tell if you were being observed by a satellite, and the registration number and owners of the sat too.

It's indestructible, and comes with an inviolable connection to the internet. All of them, in fact. The internet for every world you've been to and go to hereafter, listed side by side. Though every connection other than the one to your current world is one-way only, meaning you can read and watch and download all you want, but can't send anything back.

Empire- 600 CP

What is a prince without a realm to rule? This is yours. An empire of your very own, with vast resources, manpower and connections, all ready to be used in your service. No small domain, this is a vast edifice indeed, with resources and assets comparable to some small countries, and it's all yours. It has two parts.

The first is the legitimate business. A great corporation, a multi-billion dollar, multinational company with branches all over the world and interest in a variety of fields, just about anything you could care to name. You have majority shareholding in it, and everyone involved is deathly loyal to you and your cause. At your option, it may draw on your skills and knowledge to steadily produce cutting-edge consumer products, noticeably ahead of its competitors in any field where you would possess the ability to do so yourself, or regardless of your own expertise it may remain competitive in any market it has access to.

Secondly, there is the other aspect, which tends to be just as profitable, if not more. You sit at the head of a vast crime empire, a sprawling organisation of criminals and toughs all at your command. The specialization of this empire is up to you, it can be anything from a collection of white collar forgers and con operations to an assassin organization or a drug cartel or worse, or even a combination of any number of illegal acts. In much the same way as the corporation, this underworld empire may draw on your capability as a criminal to enhance its own operations just that little way beyond any potential rivals, or remain a leader of the pack even if you've no idea how to so much as pick a pocket.

Either way, both parts of the empire work together, in a symbiotic, incestous relationship. The corporation provides cover and laundering opportunities to the criminals, the criminals add a very powerful edge over the company's competitors, and so on. Indeed, any improvements or additions made to one are reflected in

the other, so your legal and illegal enterprises all grow together in magnitude and influence, always keeping pace.

Every member of these is highly loyal and intelligent, and while the usual jockeying games are there, they tend to remain far closer to competitive rivalries rather than sabotage or the like. Even new members added to either ranks tend to become skilled and capable very rapidly, not to mention loyal to you.

In future jumps too this empire can be found if you go looking for it, ready for you to take the reins and both sides of the curtain always keeping pace with each other.

LEPRecon

Uniform- 100 CP

Your very own LEP Field Uniform. Matte Black, with a set of wings, in-built armor, a helmet complete with computer, a multiphase, water-cooled, tri-barrelled blaster, and all the other cool gadgets they stuff into these nowadays. This is some of the most advanced technology under the world, and it's all yours!

More important than the uniform, however, is what it represents. This is proof of your membership of the LEP, and it carries over, providing you a position similar to what you leave this one with in the law enforcement or intelligence agencies of the worlds to come, and/or ones equal to the ones you leave *those* with. In essence, this lets you 'copy' your position in one agency to others, and insert yourself on their books unobtrusively somewhere.

IRIS Cam- 200 CP

Another very advanced, very valuable piece of technology, this is a set of IRIS Cams, in essence contact lenses with several very fun features. They let you record audio and video infinitely, having an unlimited memory. You can also broadcast it, as these cameras connect to devices of your choosing, at least ones that *can* connect to something this advanced.

In addition, they provide you perfect vision at all times, including night vision, X-ray of the hollywood type, telescopic vision out to miles, and limited microscopic vision. You can also play feeds from other sources on these without any issues, not to mention use these as HUDs, overlaying whatever data you need over your normal vision.

Section JUMP- 400 CP

Okay, this? This is something special. An entire secret section of the LEP, with some of the best technology and agents, and you're in charge. The section has a base hidden incredibly cleverly somewhere, and

protected to hell and back with the latest in DNA tracking wall mounted guns, dozens upon dozens of guards, laser fences and plasma seals, the works.

This practically an agency by itself, a very powerful, very elite one, with matching powers and authority. You have dozens of agents on call, each armed, equipped and highly trained, ready to do your will. There is support staff, capable of bugging and monitoring hundreds of people, with access to funds, vehicles, the whole nine yards.

You have the highest possible level of clearance and priority in requesting information and assistance or requisitions from other agencies, unfettered access to every database, and the highest priority in recruitment, whether direct or poaching.

This follows you in all future jumps, with the races, capabilities and skills of the agents, along with everything else, adapting to be at the same level locally, while retaining previous abilities too.

Archive- 600 CP

Whoa, access to the Council's black archives! Well, not exactly, but close. This is a digital archive in your possession, and what it holds is… technology. That is, all of it. Every single piece of technology, from the wheel onwards to the most advanced stuff under the earth, has it's schematics, developer's notes and blueprints stored here, explained clearly and obviously enough that simply following the instructions would let someone built it all up.

There is everything here, from the People's works to Humanity's designs. Every program ever written, every microchip ever designed, the whole sum total of human and fairy technical knowledge. In future worlds too, it updates to hold the same level of detail on the local technology, everything ever crafted in the world.

Real Tough

Legend- 100 CP

How does someone as good as you go about without making a name for yourself? You don't. You have a reputation, a legend around you, stories of your past achievements, rumors of your prowess, all abounding wherever you go. Your reputation, in short, precedes you. These stories may, at your option, be about things that happened before your insertion in this jump, since your insertion, or in previous jumps, or any combination thereof. Further, this effect can be as minor as a small rumor in a town to actual changes in world history, depending on just what you do and and have done before.

This is not limited to word of mouth, either, as you find real things, like some bad photos or videos of that op you pulled that time, maybe historical documents different to what you know them to be, or maybe even different names of cities or countries, and things like that. Though it's never big enough to significantly change the overall status quo one way or another, it can change things on the smaller levels quite a lot.

You can pick and choose what stories and facts spread and what don't, or which ones have tangible proof and which don't, everything, but only once, at the beginning of each Jump.

Documents- 200 CP

This is... an empty envelope? Ah, no. Well, it's empty *now*, but it's what it can fill itself with later that makes it special. This envelope can be used to get through any border, get reservations at any performance or restaurant, and in general do anything that requires specific bookings or the like to do.

It fills itself with tickets, passes and IDs, whatever you need, when you need them. Passports generated here check as valid everywhere, as do licenses and the like, allowing you to move anywhere, anytime.

Equipment- 400 CP

Your trade is one that requires quite a few very special tools to be executed properly. Fortunately, you have them! All of them. This is a room, maybe a vault or a storage unit or whatever, that doesn't matter. What matters is that it has one of every weapon that exists in this world.

Everything from medieval swords and clubs to the latest blasters used by the LEP, one piece of every single make, model and type of weapon to ever exist can be found somewhere in here, all ready for you to use. Every firearm, blaster or similar has unlimited ammo, and each weapon is indestructible except if you try to use them as shields or armor.

This room is full every day, exactly at midnight, no matter how many of its contents you withdraw before that. The weapons here cannot be reverse-engineered in any way, though you can hand them out to whoever you want, and may be able to develop the technology from first principles just by seeing it operate, depending on your skills.

Network- 600 CP

Even a man of your calibre can't do everything alone, can you? This is what helps you with that. You have a network, a vast interconnected web of allies and associates, old friends, yours or maybe your family's, people who owe you favors... or maybe you just have a face that makes people want to help you. Anyway, they are willing to do quite a lot for you, and seem to be everywhere.

From intelligence agencies to law enforcement, private corporations, to gangs and even a terrorist cell or two, you find people everywhere willing and eager to pull a string or two, call in a few favors for you, and generally help you along.

This is an almost omnipresent thing, and while it's never at the just 'talk to a guy, all problems are solved' level, it can get you all sorts of services, information, backup, supplies, all those crucial things needed to achieve something big, just when you need them the most. While they won't continue sticking their necks

out for you for nothing, you do get opportunities to build further goodwill by doing favors of your own for them, which then you can expect returned.

In future worlds too, you seem to have a network like this everywhere, just waiting for you to pick up a phone and start making calls.

Companions

Import/Creation- 50 CP

You know the drill. Import an existing companion, or create a new one. They get an origin and 800 CP to spend, though they'll have to pay for a species. Each companion costs 50 CP, but you may import 8 companions for 300 CP.

Canon Companion- 100 CP

Oh, you want someone already here? Very well, take them along! Butler and Artemis may be counted as a single Companion, if you wish.

Drawbacks

You may take up to any quantity of CP you like in drawbacks.

Interesting Times +0

There go your hopes of having a quiet jump. By taking this, you will inevitably be dragged into every single bit of plot that goes on during your time here. No matter what you do, you'll be centre-stage along with Artemis and Holly. On the upside, you get the option to take them as Companions for free, and if you were planning on interfering anyway this will make sure you don't miss a twitch.

Butler comes along too, but he and Artemis count as a single Companion.

Old Romantic +100

Well, in a way. You're a die-hard, dedicated far of the book *Lady Heatherington Smythe's Hedgerow*, to the extent that you talk in the same way as the characters in it, and have given yourself a name from the book. People find it about as annoying as it would be.

Children's Menu +100

You just can't get respect! There seems to be some kind of illusion on you or something. Wherever you go, whoever you talk to, you're always treated as an eleven year old, and an ordinary one at that.

It doesn't matter if you look an adult or an old man at the verge of death. You can still expect truant officers to show up if you're seen out in the city on schooldays.

Problematic Parent +200

Ah, this is unfortunate. You have a parent, or close family member, who's not quite all there. Something really bad happened, and left them with a deep mental illness, one which makes them make all sorts of irrational decisions, act on impulse and lose any sense of control they might have once had.

Worse, no one other than you and your companions acknowledges this, at least properly. Outsiders will be perfectly fine using this to their advantage, but never consider getting her, or you, any of the needed help.

Inner Orion +200

Or maybe you have problems of your own. You have the Atlantis Complex, a mental illness caused due to guilt, stress or PTSD. The paranoia, fear and hatred of a perfectly ordinary thing would be bad enough, but it's warped into a variation of MPD for you, creating an inner personality who is the exact opposite to you in the worst way possible.

If you're sensible they're impulsive and wild and utterly careless. If you're easy-going they're the epitome of 'pain in the ass', and so on. They come out at random times, and stick around for anywhere between hours and days. While people tend to be understanding, and you have a sort of 'luck field' in this time, meaning you're not very likely to die or get seriously injured, all this only goes so far, and there's nothing to be done about the other effects.

No Cheating +300

Who needs those out-of-jump powers and abilities? Certainly not you! For the duration of the jump, you are restricted only to what you purchase from this jump-document, your Body Mod, and mundane skills. You also lose access to your Warehouse and out-of-jump Items and technology.

There is one exception. Since using your brain is not cheating (regardless of what all those sore losers say), you still retain all your intelligence and planning perks.

Pheromones +300

You smell like a lady troll. Moreover, you smell like a lady troll in heat, and you can't get rid of it for your whole ten years here. Every civilised person will think you smell disgusting. Male trolls, on the other hand, will try to bone you at every opportunity they get. Have fun with that.

Kleptomania +300

You just cannot stop yourself stealing things. If it isn't nailed down, you feel the need to have it. If it is nailed down, you want the nails too.

Artemis's Attention +400

Well, you have it. He knows about you, and has studied you until he somehow found out about all your powers and abilities. Now he will do his level best to get to you and your stuff, to make himself rich at your expense.

His chase for you will be a very high priority for him, to the extent he might even pull resources from his search for his father, in the belief that catching you would let him find the man far more easily or something.

No matter what you do, you can't convince him to call off the chase... for the first five years of your stay, at least. Afterwards he suddenly becomes receptive, and one way or another he will execute his final scheme against you just as your ninth year here begins. If he doesn't get you then he shakes you hand as a worthy opponent. You may, if you want, take him as a companion.

LEP Wanted +400

You're listed as a very dangerous criminal in the LEP's databases, one they need to bring down as soon as possible. They are a vast agency with incredibly advanced technology, immense resources, and a great reach.

While you aren't their sole priority, or anywhere close to the top, really, you do start climbing up the longer you evade them, and become the very highest priority, equal to post-reveal Opal Koboi, if you manage to dodge them for long enough.

Only a direct order from the Council of the People can call off this chase, and good luck with *that*.

Timely Troubles +600

Oh. Oh dear. It seems that briefly into your stay, about a week or so, someone is going to be making a plan to deal with you once and for all. They plan to travel to your childhood and kill you off then and there, to ensure you never become a threat in the here and now.

The good news is that they can only stay a few hours - the bad news is that they can stay for *hours!*

If you're a drop-in they arrive at the point of your insertion instead, where no matter what protections you have, their strange temporal situation allows them to bypass them and hurt you as if you were an ordinary human.

You need to either stop them from going back at all, which will require you to find who is doing it, and where, etc, and then stop it, somehow render Time Travel impossible, try to go back yourself and foil their plans... or do it some other way, because your past self is not going to be able to manage it no matter what. In the case that you're a Drop-In, you might be able to foil the attack immediately post-insertion, but you won't be able to capture or kill them no matter how much you outclass them, nor any time they attack you via time-travelling. Unless you've also time-travelled to that point, in which case go nuts.

Ending

Go Home: The Adventure was nice, but you hear your home calling. Time restarts everywhere, and you return back to where this all started.

Stay Here: Or maybe it's this world that has displaced your old home in your heart. Well then, stick around!

Move On: The next heist, the next tonne of gold, the next adventure! It's all out there waiting for you, best get to it!

Whichever choice you pick, all your drawbacks cease affecting you, and you retain all perks and items.

Notes

A Note From Rokoran - I can't take credit for most of this; my original version came from almost four years ago, during a dark, dark time in my writing history, and was more or less completely scrapped. The *vast* majority of the work to turn this into a proper Jump was from blackshadow, and thus it's to him that the vast majority of the credit should go.