Generic Notebook Thief 1.0 by Burkess

There's only three types of people in this world: Notebook thieves, people who get their notebooks stolen, and people who get their notebooks stolen and get Angry.

Take 1000 Note Book Points.

Location: Pick a place. This is a modern world in the 2000s.

Sex and age options: You can be whatever you want. Remodel yourself at no cost.

Origins:

There are no origins here. You pick whatever path you like. If you want to have a background in this world, design a plausible one.

Everything here costs 100 points, unless it's free. You get 3 freebies you can use to get something for free, as the name implies.

Perks:

Flexible Background: This enables you to, when entering a jump using an origin, adjust your background to your needs, as long as it's plausible. If you were visiting a jump about ancient times and used the peasant origin, you could give yourself a family and several children. In this world, you could be the leader of a gang of notebook thieves. This costs 100 points to keep outside this jump.

NOTEBOOK!: By yelling NOTEBOOK! Loudly, you can summon a notebook to your hands. Your true power is Papyrokinesis, the ability to control paper. This enables you to perform all sorts of telekinetic tricks, as long as you're using paper to do it.

I Lost it, And Now It's Gone: You've learned to live with adversity, and now no misfortune truly affects you anymore. Such as calamities, tragedies, and getting your notebook stolen.

They Stole My Notebook: People feel sympathy when any sort of misfortune happens to you, and they hear about it. Your unfortunate circumstances can inspire others to action, and also create creative works based on it.

That's rough, buddy:: You know how to comfort people when they're down and how to make them happy. You can tell people's emotional states by looking at them and know exactly when someone needs a helping hand or intervention of some kind.

Automatic Writing: You can enter a fugue state where you rapidly write down or type information as fast as you're physically able, allowing you to get lots of work done quickly. The words will flow easily, and you won't even make any errors in spelling or punctuation!

A Notebook and a Dream: When you communicate, you're able to convey your raw emotions along with your words, causing those you interact with to interpret your message as you wanted it to be understood, as well as letting them feel what you feel. You can use this to make notebook thieves question their life choices.

Lost but not forgotten: Things you lose have a way of making their way back into your lives. Losing your notebook could get you the same notebook back, or another similar one that you could easily copy down what you had before into it. This goes for everything, as once you obtain something, it can't be taken from you for long.

Time to Steal: You have a mental timer that ticks down for the best opportunity to steal things. If you need something that'll improve your chances of success, this'll tell you where to go get it as well as when you can strike. With this, you can steal loads of notebooks. If it's something that can be stolen, this'll tell you when to do it.

A Heart Closed Like a Closed Notebook: You're incapable of feeling remorse for your actions anymore, so you can do whatever you want. Like stealing notebooks. You actually become more effective while in this state.

Mad dash: You're 50% faster than you'd be without this. You can perform a dash move that enables you to move 20 steps for every 1 step you'd take. You can also perform this in the air, somehow.

It Wasn't Me: You're great at hiding in plain sight. Not only that, but you look innocent, and people won't suspect you of being a thief without having good reason to. They're also more willing to give you the benefit of the doubt.

Smooth Criminal: You have great fortune when you do anything that's considered illegal or immoral. People will manage to overlook you, others will leave their valuables unattended, and you'll be able to bluff your way out of trouble if you get caught. You're the greatest notebook thief of all time.

I didn't steal it: You're an expert at bluffing and deception, as well as misdirection. You have an ability that allows you to temporarily make others forget about things, and you can also induce states of distraction. Perfect for stealing people's notebooks.

Theft = Power: Whenever you steal, you grow more powerful and become a better thief. The gains are based on both the monetary value, but also sentimental value. Stealing someone's notebook could give you just as much as taking money, if they really love their notebook.

Know Your Enemy: You can tell precisely how a would be thief would steal anything that can be stolen and know what you can do to prevent that from happening, to the best of your ability.

Stop the thief: If you know someone is guilty of a crime, iron-clad evidence will be retroactively manufactured to prove their guilt. Such as security camera footage, or eyewitnesses who happened to be in the area.

Anger: You have the ability to get MAD at will. Your anger gives you power,, and the more angry you become, the more enhanced you get. You can “power up” by groaning and thinking about the things that upset you. For reference, your rage at getting your notebook stolen would let you flip a car, if you started as a normal person.

BS Detector: You can see through lies and smell deception. You’ll always know when what you’re hearing isn’t 100% the truth. The one weakness of this is that you can’t detect a lie if the person telling it fully believes it.

Notebook Mind: Your memory is perfect, and you cannot be distracted.

The Great Chase: When chasing or following a target, you’ll always have enough stamina to keep up with them. You’re an expert at finding shortcuts and know the best ways to loop around and corner someone. You can find the fastest path to any location, even in places you don’t know very well.

Notebook Tracker: You can find missing or stolen items by following a trail to them that only you can see. Stolen items will glow in your vision, and focusing on them enables you to know the item’s history since its creation. This’ll help you return any stolen notebooks you find.

Items:

Free: You’ve got a job that pays you and offers training and promotion opportunities. In future jumps, you’ll always be able to find a similar position. People often leave things unguarded here, so you can engage in notebook theft.

Free: A notebook.

Notebook supply: You’ve got all the notebooks you could ever want.

Bottomless Pockets: Anything that counts as a container or a pocket of some sort can lead directly to your warehouse, thus allowing you to stash items there the moment you get them.

Black and White striped shirt, black pants, black beanie, and eye mask: You've got a stealing costume that passively improves your ability to rob and burgle. You can spawn extra copies in other people's sizes if you'd like to form a gang.

Ability Notebooks: You can transfer abilities, skills, and powers into notebooks, allowing others to gain the power when reading it, and turning the notebook blank. You can initiate this process in others who are either willing, unaware of your presence, or incapable of resisting.

Vault: You have a thief proof vault. Nobody can break in here and steal anything. Your notebooks will be safe.

Law Enforcement Contacts: You have contacts with local law enforcement who will help you out when you see a crime. They'll also investigate hunches of yours, as long as there's any reason they would. In future worlds, this extends to whatever the closest thing is.

Anger Max: This is a collection of quick use syringes filled with a solution that causes anyone injected with it to fly into an uncontrollable rage. If you had an ability that let you harness such rage, and could learn to control it, your power could be legendary.

The Notebook of Power: This is a sacred notebook, which when read in its entirety, will cause the universe to function similarly to this one. The people will act out the same dynamics of this world, and develop abilities similar to the ones you'll find here.

Companion Options:

Anyone you want to recruit from this world is free.

You can pay 100 points to bring all your companions into this jump with 600 notebook points.

Supplement Mode: You can use this jump as a supplement, attaching it to another jump.

Drawbacks: All of these offer 200 points.

Notebook thief magnet: People will keep trying to steal your notebooks. More than they usually are.

Notebook compulsion: You're compelled to steal notebooks and feel deeply satisfied from stealing them.

Notebook scars: Your notebook was stolen in the past, and it's left you with mental scars. You get irrationally angry when hearing about notebook theft.

Notebook Nemesis: You have someone with all of the notebook thief line of perks after you, and they won't rest until they've stolen all of your notebooks.

Break the cycle: You must find the root cause of why people become notebook thieves in the first place. It's actually a mystic notebook who is enforcing this logic on the world. It's sentient, and you can try to convince it to stop doing this. If you fail…well, it'll just keep doing what it's doing.

Forgetful: You're more prone to being forgetful and will sometimes leave items behind without realizing it. Like your notebooks.

Ending Options:

Will you stay here? Go home? Move on to the next jump?