

Sherlock Holmes Jump

By Worm_Anon

Welcome Jumper to London, currently the home of some of the world's most brilliant minds, from consultant detectives, to con artists, to criminal masterminds, to long suffering assistants. Crime and conspiracy are constantly afoot here, and one way or the other you're likely to wind up tangled in some kind of mystery. Whether you're a perpetrator relying on your cunning to escape capture, a mastermind building a shadow empire, or just some random bloke whose found himself stumbling around trying to see what he'll be caught up in next, your wits will be far more important to you here than your brute strength.

Have +1000cp. It's only elementary after all.

Location: You will be starting in London, England. This jump follows the Guy Ritchie series of movies, starring Robert Downey Junior and Jude Law, although see the drawback section for an alternative option.

Origins

These origins represent the archetypes of the various characters, by taking them you'll be in similar positions with similar skills, but you are not actually becoming them. Holmes will still be out there, as will Moriarty, and whether you're friends or enemies will depend on your actions and nature. Roll 2d8+25 to determine your age. Your gender remains the same. You can freely choose both for 50cp.

Drop-In (Free): You wake up in an out of the way alley with no new memories or history in this world. Strangely it doesn't seem like your unfamiliarity is hindering you when it comes to dealing with your situation. You're picking up on things far quicker than you would have before, and at times you'll find yourself acting on knowledge and instincts that you're sure you shouldn't have.

The Holmes (50cp): You were born with a brilliance far beyond that of your peers. Finding the more obvious uses for your intelligence boring, you instead turned towards the solving of crimes, plots, and mysteries. However you're not exactly in tune with the people around you. You may be able to read them like an open book but it seems like you have a certain lack of tact when it comes to social skills. Thankfully you have your faithful assistant who seems more than patient and understanding enough, at least most of the time.

The Watson (50cp): Far from mediocrity, you are an accomplished and exceptional man or woman in your own right. Your career, skills, and accomplishments are enough to earn you the respect of others on their own merits, but for some reason you've found yourself (at least somewhat) friends with a brilliant investigator who would probably be famous the world over if they were just a little more tactful. Dealing with them has left you with no end of patience, and while they might not admit it, you're probably the most staunch

and loyal friend anybody could ever have. Not to mention your frightening effectiveness when it comes time for action.

The Adler (50cp): A charming smile and a few well placed words are all it takes to get you anything you want in life. A professional thief, con artist, and rogue extraordinaire, you're a master at manipulation, trickery, and misdirection. Even the greatest minds of this time aren't immune to your tricks, for you've learned long ago that brilliance blinds a man just as easily as foolishness. Of course you have a long list of people who still hold a grudge over your past endeavors. Thankfully you're a hard person to find.

The Moriarty (50cp): Brilliant almost beyond measure, you are one of the great and powerful men of this era, your name respected, and your reputation beyond reproach. Behind closed doors however you are arguably the greatest criminal mastermind of the age, with a web of plots, crimes, and schemes that gather power and wealth to you with a frightening and ruthless effectiveness. If anybody knew that you existed they'd tremble at the very mention of you. There seems to be another out there that maybe equals your brilliance, and as they slowly sniff out the hints of your invisible web you can't help but wonder if its respect or hate brewing in your heart.

Perks

You may purchase your various perks below. Free means you don't have to pay anything for a perk, but may choose not to take it. Discounted perks cost half as much.

Like a Fish to Water (100cp, Discount Drop-In): From the back alleys, to the mason's workshop, to the halls of Buckingham Palace itself, you know it all like the back of your hand, or at least it feels that way. No matter where you go you possess a familiarity with your surroundings and circumstances that normally would only belong to those who've been there their entire life. This doesn't grant you any skills or knowledge that you otherwise wouldn't possess, but you'll never be off-balance or confused due to where you are or what you're doing. Things just seem to click for you.

Like Minded Fellows (100cp, Discount Drop-In): How curious. Seems like no matter where you go you always possess a very accurate hunch on how to find people of a similar mind as yourself. Whether you're looking to make connections, or need to hunt down some blokes to assist you with a job you had in mind, locating such people seems preternaturally easy. Birds of a feather and all that.

Brilliant (100cp, Free Holmes): You have an extraordinary mind by anyone's standards. You think faster, process information far better, and learn quicker. All with an impressive clarity of thought. In general you're roughly at peak human capacity mentally. Not truly superhuman, although depending on the company you keep you can expect to be at least one of the smartest people in the room. Let's be honest though, most of the time you'll probably be THE smartest. Most people are rather dim after all.

Walking On Thin Ice (100cp, Discount Holmes): And boy are you a master of it. Doesn't

really matter if you're a sociable person. When you're the only one who can do the job what else are they going to do. Regardless of your manner or what people think of you, they can't help but honestly and fairly acknowledge your skills, value, and contribution. That doesn't mean they like you by any means, they will just be fair and honest when it concerns your ability and merits.

A Man of Merit (100cp, One Free Watson,): You're plenty exceptional by anyone's reckoning. Choose one profession, which can be anything that a man could make a career of. You've had plenty of experience in this field, earning you all the skills that would come from a distinguished career. A decorated soldier's fighting skill and bravery, a doctor's knowledge and medical expertise, and a writer's hand at cataloging stories are just a few possibilities. May be purchased multiple times. This grants you effectively ten years of experience in each field, with all the tricks and know-how of someone who had specialized in each one individually.

A Truly Legendary Patience (100cp, Discount Watson): You possess a patience that would leave even a saint feeling inadequate. Putting up with an egotistical, antisocial genius with no end of bad habits for years is par for the course as far as you're concerned. It doesn't matter how much someone could grate on you, unless you make the conscious choice to be bothered by someone's actions and manner, you can just shrug it off. As a secondary bonus when you do lose your temper with someone the impact is magnified in relation to how much you typically put up with from them.

More Than a Pretty Face (100cp, Free Adler): While some might scoff and say that you're reliant on your looks to get your way, you're actually rather cunning. Out witting others is a natural talent of yours, and you possess all the social skills and tricks of a professional con-man. While there are people out there who can claim to be smarter than you, you're certainly almost always the most clever person in the room.

Always on the Run (100cp, Discount Adler): The crucial part of any proper scheme is knowing how and when to get away. You're a natural at this, and possess a sixth sense for timing your exits that usually ensures you have at least a day's head start before they realize they even need to be chasing after you in the first place. This sense also lends itself to covering up your trail, letting you vanish like a ghost if you've had any time to prepare at all.

Cruel Genius (100cp, Free Moriarty): There is a reason you are somebody to be feared. You possess a calculating and ruthless mind that inevitably conjures up ideas and schemes as effective as they are chilling. Even against the outright brilliant you are nearly unmatched, seeing things in ways that more opinionated or idealistic men simply refuse to fathom. This doesn't actually effect your morality in any way, but at any time you can intuit the most brutally effective route to take towards your goals.

Tidying Up (100cp, Discount Moriarty): Only a fool would leave a trail that would lead somebody right to their front door. At all times you have an exceptional awareness and intuition regarding anything that could lead others to you, whether that is witnesses or

clues. You're brilliant at figuring out how to remove these loose ends, ensuring that more often than not there won't be any trail to follow at all.

Mental Reference (300cp, Discount Drop-In): Whenever you'd be stymied due to a lack of information, you'll have bursts of knowledge that fill in the blanks that would otherwise leave you clueless. This knowledge isn't anything that would be hidden, secret, or unknown, but rather the kind of information that you would find in a highly detailed encyclopedia. Knowing that those tea cups are actually extremely valuable collectibles highly sought after among the upper class of Europe might just be the detail you needed to crack the case after all.

One of the Blokes (300cp, Discount Drop-In): No matter where you go you find that it is a very difficult thing indeed for you to not fit in with whatever company you find yourself in. Everybody just feels like you belong, and even when this just isn't possible, they more often than not will feel like you should. If only things were a little bit different.

Elementary My Dear (300cp, Discount Holmes): It's only simple logic after all. Your ability to infer and deduce is positively astounding, and with a little effort it's not too hard to leave people wondering if you somehow aren't pulling information out of thin air. If you take A into account, and how it relates to B, then C, D, E, and F are the only rational conclusion. It's a simple if incredibly useful skill. The only reason they think it's practically magic is because they just don't pay attention.

I See Everything (300cp, Discount Holmes): Surely you didn't miss the slight whiff of perfume in the air? Your mind is constantly watching and cataloging all the little details around you, comparing them to what you know, and storing them away for future reference. This is effectively reflexive for you, requiring no effort on your part to do what most people would need intense scrutiny for in a passing moment. Missing that crucial detail or piece of information is much harder for you now. In addition, you'll find it very hard to forget a detail you've noticed, no matter how minor.

How on Earth (300cp, Discount Watson): Funny how having someone to explain things to sharpens the mind eh? By asking questions and essentially baiting people into playing the exposition fairy, you give them a large boost to their abilities related to the subject. You always seem to ask just the right questions and in just the right way to give them an epiphany and a monologue about the current mystery will leave them with several new ideas to follow up on.

In the Shadow of Giants (300cp, Discount Watson): It's truly funny just how easily people write you off as just some bumbling sidekick, of no real importance whatsoever. This perk allows you to casually let attention slide off of you in favor of those you associate with, rendering you more of a footnote in the eyes of others. Opposition will focus their attention on your associates, not registering the threat you pose and the skills you possess. Play your cards right, and take advantage of this, and it very well might be their fatal mistake. Even when not dealing with enemies it might be useful to let others take the spotlight at times. You choose when and where this perk takes effect.

Charm and a Smile (300cp, Discount Adler): You are attractive. The kind of attractive that knocks the feet out from under people's ability to think clearly with nothing more than a brief moment of eye contact, let alone a smile. More deviously you always know exactly how to use your looks to your advantage. Just the right angle to glance over your shoulder, the perfect timing on that slow grin, to catch the light just right to...sorry, can't remember what I was saying.

Like an Open Book (300cp, Discount Adler): The only real difference is that reading a book might take a minute. You have a preternatural awareness and understanding of body language, tells, and social cues. It's trivial to pick out the various social nuances of those around you, and telling just who would be the perfect mark is as simple as a few moments to scan the room. You're also a master of the reverse, manipulating your tells and cues to give just the right impression at the right time.

Two Can Play That Game (300cp, Discount Moriarty): Your intellect is fearsome enough on its own, but when pitted against the brilliant minds of others you are the very definition of dangerous. Whenever you are opposing geniuses, whether of the normal or superhuman variety, your mental abilities are boosted in whatever ways are most suited towards coming out victorious. A brilliant con-woman with a penchant for getting away will find that you're already waiting for her on the train. Impossibly gifted detectives will find that you'd steered them astray, and potentially more. This is a boost to the mental faculties you already possess, and it doesn't automatically scale you up to the level of beings who absolutely dwarf you mentally. But you can be rest assured that your mind will always be a weapon that only the foolish would ignore.

Good Help is Easy to Find (300cp, Discount Moriarty): Other people might be at a loss when it comes to human resources, but you certainly aren't. Whether you need simple thugs to patrol the back alleys, or spies and agents within the factions who so foolishly believe that they are in control, you'll find it incredibly easy to recruit and manage such people. There's always brutes to break legs, scum to get their hands dirty, corrupt officials to pull strings in your favor, and exceptional folk who would be wise to bow to your will.

Flash of Brilliance (600cp, Discount Drop-In): Sometimes, you just don't have time to gather the evidence. This perk will immediately let you know a fact or facts that are extremely helpful to your current goals and/or questions. This won't instantly give you the solution to the problem, instead giving you what you need to figure it out yourself. You can learn up to five facts from this perk per month, and this information will be accurate at the time you receive it.

Glint of Glib (600cp, Discount Drop-In): It wouldn't be entirely untrue to say that your tongue is faster than most bullets, and often just as dangerous. You possess an insane ability to fast talk your way into or out of nearly any situation. You run circles around even the otherwise astute in conversation, able to pass off bluffs, cons, and tricks that most people would consider ridiculous. The only reason people won't be talking about how you conned your way into a royal ball while looking (and smelling) like a back alley

bum is because the poor bastards still haven't caught on that you weren't a prince who was mugged. It was rather generous of them to spot you those nice new clothes though.

The Sherlock Scan (600cp, Discount Holmes): They call you brilliant, amazing, incredible, and they don't even know the half of it. By focusing your mind you can hyper-accelerate and optimize your mental faculties, condensing vast amounts of thought, consideration, and processing into a single instant. In this state your ability to put together details and come to the proper and accurate conclusions is absolutely insane, even by your no doubt high standards. You start out able to use this perk once a day without leaving yourself so mentally drained you need to sleep, although with time and practice you can get better at this. Yes, this includes RDJ style combat, for those of you who are curious.

Pieces of a Puzzle (600cp, Discount Holmes): Just like with a puzzle, you just have to be able to see how the clues fit together. In your mind you can arrange all the information you know as a sort of mental mosaic, showing you which details are connected and how, the spaces in between them where you need more information, and even an idea of where to find those missing pieces. To you, it's literally just a puzzle.

A Man of Action (600cp, Discount Watson): It wouldn't be untrue to say that at your birth fate itself decreed that you were born to action. When the chips are down and things are at their most dangerous, you find yourself buoyed with an incredible surge of confidence, ability, and fortune. Among the fire and fury of a battlefield you'd be perfectly at home, shrapnel whizzing past leaving you untouched, bullets veering off course to miss you, and you can nearly always expect fate to favor you when your life hangs by a thread. Whether it's bare knuckled brawls in the sewers or daring escapes with bullets at your back, when other men would be desperate to stack the deck in their favor, you barely need to look at your cards.

You Know My Methods (600cp, Discount Watson): And you have taken them to heart. You possess an incredible ability to learn and integrate the skills of your close companions or allies just by osmosis. The more time you spend with them the faster you integrate this knowledge, and in tense situations your capacity to draw on it is greatly enhanced. The strength of this perk depends on the strength of your bond, with true friendship letting you learn at an impossible pace. You may also apply this perk to your allies, letting them learn from you just as you do from them. This perk effects skills and learned abilities, innate attributes and such are not transferred.

Blinding the Brilliant (600cp, Discount Adler): If it were to come down to earth you could blind the sun itself. You possess the absolutely incredible ability to turn people's intelligence and mental faculties against them, turning their own brilliance into a tool for your own clever schemes. Fooling those with incredible minds and mental abilities is easy for you, negating any advantage they might have on you from such abilities. Not to say that you are infallible, but anyone who relies on simple genius to thwart your machinations will be sorely surprised.

Wrapped Around My Finger (600cp, Discount Adler): It's always about having just the right context. With interaction you can shift and manipulate the emotional bonds people have with you, either changing their context or amplifying the existing one. Each use of this perk requires a single setting of interaction with the target, but over time you can maneuver their feelings into whatever you find preferable, or simply more useful. Given even a short time frame you'd have people tripping over themselves to fulfill your every wish.

Respect a Man's Privacy (600cp, Discount Moriarty): Your character and reputation are beyond reproach. No matter the situation you can expect officials, media, and public servants to treat you with the absolute height of respect and dignity, with a ironclad focus on guaranteeing that your rights, reputation, and character are not besmirched. Accusations and evidence of crimes leading towards you can expect to be shrugged off, the most law enforcement willing to do is ask if you wouldn't mind to come in and answer a few questions, at your earliest convenience of course sir. This effects primarily organizations, individuals might see through this and work towards proving your guilt, but law enforcement and the public will practically need a signed confession before they are willing to treat you as a suspect.

A Game of Shadows (600cp, Discount Moriarty): Puzzles are for children, you much prefer webs. Within your mind you are capable of pulling up all the information you have as a tapestry, letting you see how events are influencing one another, how they interact, and what threads might lead others to the places you don't want them to go. This sense is absolutely incredible at showing exactly what strings to pull to make what you want happen, or even which you need to cut. To you the world is something to be played like harp to see your goals come to fruition, and any sane man would be afraid at just what your designs might be. Your ability to weave schemes and plots is without peer.

Bare Knuckled Fisticuffs (200cp): Brains certainly do not have to come at the expense of brawn. You are a brutal up close fighter, with the strength, speed, and skill to tear apart grown men in seconds. A solid hit from your fists is enough to break bone with ease, and very few people would be able to take more than one or two hits from you. This includes a mastery of bartitsu as a bonus, and you're just as painful an opponent with a cane as with your fists.

Master of Disguise (200cp): You are incredible with disguises. Even improvising with what you can find in a hurry tends to be extremely effective, and with actual time to prepare you can fool nearly anybody. You're not perfect, but anybody with any skill in disguise knows that ninety percent of the time people believe what they think they see.

Gear

It's not all about that brain of yours, resources are very important as well. The items below are essentially impossible to permanently lose, reappearing in your warehouse or at the nearest convenient location and time for you after they've been lost or destroyed. Purposefully giving them away is possible but they'll vanish from the other person's possession if you decide to have them reappear at any point.

The Series (50cp, Free Drop-In): The complete and collected works of every iteration of Sherlock Holmes you could ask for. From the original novels, to movies, to video games, to boxed set of TV series, you've got plenty of material to kick back and entertain yourself with while not on the job. Yes, it comes with the necessary devices, although powering them is up to you.

A Nest Egg (50cp): A tidy sum of money set back for a rainy day. Roughly equal to \$50,000 dollars in modern day. Due to it's nature this nest egg only refreshes at the beginning of each Jump (or decade, whichever is more appropriate), leaving you with some money to last you awhile.

A Sidearm (50cp): An otherwise normal pistol, this little guy is guaranteed to never jam or misfire. Should you lose it you'll find it in your pocket the next time you reach for it. Is always in tip top shape, never needing to be cleaned, and comes with plenty of ammunition.

The Magnifying Glass (100cp, Free Holmes): Interesting little trinket here. When looking through this magnifying glass you can spot details and clues that would otherwise be invisible to the naked eye, such as fingerprints, indications of spots where blood had been cleaned up, and more. It also seemingly focuses on things that are relevant, seemingly blurring out things that would be a red herring or are simply unimportant.

The Cane (100cp, Free Watson): An indestructible and stylish cane that will always look perfect according to your sensibilities. It contains an impossibly sharp and equally indestructible blade inside, which can be drawn casually when you wish it to, not needing any special press of a button or twist of a knob. Holding this cane renders you a master of bartitsu. This mastery is permanent for you, and will slowly become permanent for any others that use this cane. For an additional 100cp you can import a weapon to take the place of the blade. When you will it the cane will simply morph into your chosen weapon, although expect plenty of odd looks at that little trick.

The Wardrobe (100cp, Free Adler): A rather compact and easily transported travel trunk, which will always take whatever form is most appropriate. Opening this will always provide you with the absolutely perfect outfit and accessories for whatever event or situation you were getting ready for. These are otherwise mundane if exceptional attire, and they'll vanish once you are done with them. You can rest assured that whatever the event you'll be the most well dressed person there.

The Notebook (100cp, Free Moriarty): Leaving behind a record is foolish, but at the same

time it's necessary to keep track of all the nitty-gritty details. Thankfully this little notebook has all the benefits with none of the downsides. It will automatically fill itself with accurate records and information about your various businesses, interests, goals, or simply something you want to write down just in case. Nothing you couldn't have written down yourself given the time, but comprehensive and convenient nonetheless. Information in it will appear to be something perfectly mundane and innocent to the eyes of anyone you wouldn't wish to know it. Effectively infinite pages, and can rearrange and modify it's contents in an instant. Always opens to the page you want as well.

The Newspaper (200cp, Discount Holmes): Appearing every morning the instant you wake up, in the nearest convenient location for your routine that morning, this newspaper is tailor made to all of your interests. Within the various articles will be news that will catch your eye, or news that would if you knew the full story behind what's going on. Reading this is a great way to pick out potential cases or news relevant to your current goals. If convenient it will also appear alongside a perfect breakfast for that morning. The news in this paper is guaranteed to be accurate as possible barring information that is secret or unknown.

Case Files (200cp, Discount Watson): A series of notebooks documenting your adventures with incredible accuracy, reading these will show you things you'd completely forgotten about or overlooked at the time. They are organized to be both informative and also a thrilling read, sacrificing neither accuracy nor narrative. Were you to publish them they'd make for a thrilling novel series. These update to include any adventures you have, and come already containing those you've already been through. Physically it's a notebook similar to above, although you can at will spawn mundane copies of the adventures recorded here. Nice if you'd like to share your stories with friends, but don't want to bother writing it up yourself.

Travel Papers (200cp, Discount Adler): A basic and easily carried set of documentation in whatever form is appropriate for your circumstances, these are always one hundred percent authentic for legal purposes. No matter where you are, or where you go these will let you legally travel wherever in the world you'd wish, barring secure locations of course. It's impossible to discern anything wrong with these papers, and officials will process you as quickly as possible. The actual identity information included within will be whatever is convenient for you at the time, including falsified information if such would be necessary..

Eyes and Ears (200cp, Discount Moriarty): A rather nice folder, notebook, or satchel, or something else that fits your circumstances and sensibilities. Opening this will find reports covering anything of note that someone under your command or employ has found out or experienced. This information is effectively what you would have learned from a detailed, accurate, and thorough debriefing of the person in question, but skips the middle man.

The Pipe (400cp, Discount Holmes): A very classy pipe that always suits your sensibilities, you'll find that it's always filled with the perfect tobacco, and smoking it

won't have any negative effects or harm your health in any manner whatsoever. Strangely, smoking this pipe seems to greatly boost your mental abilities, clearing your mind, letting you think faster, better, etc. You can always expect flashes of great insight, creativity, and inspiration when you smoke this. This might require sitting down and taking time for a good smoke and some introspective thought, but rest assured it will come.

The Kit (400cp, Discount Watson): A case built to carry all the tools a professional might need. Whenever you open this you'll find all the perfect tools for whatever job you're performing, whether that be doctor's work, technical maintenance, or even bracing yourself for a firefight. These will be otherwise mundane if extremely high quality equipment, and while using them it's impossible to suffer a catastrophic failure or mistake. In addition you'll find yourself working much faster and with more skill than you'd otherwise be capable of. An average man using these would be working at the level of the best in the field.

Blackmail (400cp, Discount Adler): Well this isn't exactly ethical. This little folder or case will produce blackmail material when you reach into it, only needing you to know the name and identity of the individual you wish dirt on. This won't do anything if there is nothing that could be used to blackmail them, and it's up to your skills and wits to actually follow through. It'd be wise to remember that powerful individuals can be very dangerous to cross, and blackmail isn't always effective. Choose your targets carefully, and don't push them too far. The material won't be anything top secret or the like, but it will be something that they would want hidden.

The Ledger (400cp, Discount Moriarty): In the end it all comes down to money. This ledger allows you to effectively instantly transfer and launder money just by writing in it, with no possible interception or discovery. As long as you in some manner have the authority over such funds they are viable to process with this, and this won't leave behind any paper trails that you don't want it to. You can also effectively transfer money to the ledger itself, acting like a completely secure and anonymous account. The management of a financial empire has never been easier, whether it's yours or you're doing it at the behest of another party. Contains all the necessary financial information needed to do so, in a manner similar to the notebook above.

Scotland Yard (600cp, Discount Holmes): Seems you've built a network of dedicated law enforcement officials who respect you and are more than willing to lend an ear or even aid you in your investigations or efforts. While they have their duties and can't be expected to break the law, should your efforts align themselves with the law you'll find yourself with no shortage of allies and resources to help you see justice done. Up to and including heavily armed units to back you up. No matter where you go you'll find it trivially easy to make the proper connections to give you these effects, although beware the corrupt, and it would be wise not to push the bounds of what they are willing to give. Nor would it be wise to prove yourself an enemy of the law. These allies can be lost as quickly as they are gained depending on your actions.

Baker Street (600cp, Discount Watson): A comfortable, and rather nice home. While

certainly not a manor house it's spacious, accommodating, and coincidentally rather perfect as a base of operations for your adventures. Large enough to house living space, offices, and working space for up to three people, along with a library, and kitchens. Any damage to the property seems to restore itself in a week, and you seem rather more lucky when it comes to whatever work it is you perform here. Strangely, while you can still be attacked while you reside here, any assassination attempts for other attacks will always foul up, letting you and anyone else escape relatively unscathed.

A Presidential Pardon (600cp, Discount Adler): Uh, well...not exactly. But it might as well be. This document can once per decade, when signed with your name at the bottom, effectively absolve you of all crimes you've committed. Any legal pursuit will stop, if imprisoned you'll be released, etc. This won't make people forget though, and even if the law isn't after you any wounded parties might still very well be. But sometimes, you just need a fresh start.

An Empire in the Shadows (600cp, Discount Moriarty): Oh dear...well, I suppose no one can call you an underachiever. In your hands you hold the strings to a massive criminal empire, easily matching the influence and resources of an international corporation. Your illicit gains are incredible, and if you were to just step back and let it run you would die a very rich man indeed. This is not to mention the value of having connections to plenty of less scrupulous types, who have made a career in this type of work. Whenever you go to a new world you may choose to have a similar empire waiting for you. Maybe not at full size, but still easily large enough to make you a wealthy man, and in the perfect position to expand.

Companions

Companions imported or bought cannot receive companions of their own, whether free or purchased.

Partner (200cp, One Free Holmes or Watson): You certainly can't expect to be running around sticking your nose into things without somebody to watch your back. Whether it's an assistant, a colleague, a minion, or something else you have somebody to stand by you ready to help however they can. They receive one origin of your choice for free, with all the effects thereof, and have 600cp to spend, and They may take gain up to an additional 400cp from drawbacks. This may be a new companion or an import. Holmes/Watsons may receive one partner of the other origin for free.

Drawbacks

I suppose we could make things a little more interesting. Up the stakes, up the rewards. Feel free to take as many of these as you like, but be warned that you will only gain up to an additional 600cp. Anything over this will be lost, although I certainly won't mind if you take drawbacks just because. Makes things more interesting after all.

Alternate Continuity (+0cp): Well there's certainly more than just one particular iteration of the Sherlock Holmes story, and maybe you'd prefer one of them instead. Taking this will drop in in another canon of your choice, from BBC's Sherlock, to old cartoons, to black and white feature films.

Insufferable (+100cp): You really are. You just can't seem to stop yourself from being a total ass. If you're not actively working towards a goal of some sort you're pretty much going out of your way to be the most abrasive person in the room. You're not going to be popular. Yes, if you've taken the Holmes origin this is on top of your origin's lack of tact, making it even worse.

Impatient (+100cp): Who has time for all this hogwash! There are things to be done! You find it difficult to take things at a steady, measured pace. Instead you're always pushing to get things done right now, and in a world where calm, deliberate, and above all patient action is required to come out ahead this can lead to quite a few troubles.

Clueless (+100cp): Well, not totally clueless. You're just a bit more like the average person when it comes to figuring things out. Just slightly slower on the uptake. Unfortunately this place is filled with people who specialize almost entirely in being clever and smart. You're not actually any dumber than you otherwise would be, but you always start one step behind, and actually getting ahead of anybody else is gonna take a some effort.

Lack of Stimulation (+200cp): Dear heavens why is everything so boring! You find yourself excruciatingly bored with normal pursuits and hobbies in life, and need to constantly find new and novel forms of mental stimulation to keep yourself properly functional. Without some form of challenge to keep you occupied, you can expect to turn into a morose and eccentric mess. Like experimenting on your roommate's dog eccentric.

Hostile Employment (+200cp): Oh dear. Looks like somebody has you on a leash, and they won't be taking no for an answer. Somebody powerful, influential, and dangerous has strong-armed you into their services, and should you deviate even slightly from their orders, or prove yourself troublesome you can expect to quickly find yourself on the wrong end of some very dangerous men. I suggest playing your cards wisely.

A Serious Problem (+200cp): Look, everybody has their faults and vices. Maybe you're a little too free with your wallet when it comes to gambling, or maybe you have a little cocaine habit. Either way it's bad enough that somebody needs to do something about it. Whether that's locking up your wallet so you don't bet everything you have, or tricking you into a forced detox, you'd better hope somebody's looking out for you. This won't hinder you on a case, but outside of it you have a very serious problem.

Loose Ends (+300cp): Well this is bad, very bad. Somebody incredibly dangerous, very powerful, and with a very long reach indeed wants you dead. No matter where you run you'll be hunted, and it'll take all of your wits and skills to survive. Whoever they are, you are a very dangerous loose end, and they won't rest until you've been eliminated.

Most Wanted (+300cp): You've had more than a few run ins with the law, by which I mean a lot. You're an internationally wanted criminal with a rather large bounty and a veritable organization dedicated to hunting you down. Maybe you were framed, maybe you were caught, or maybe you just look exactly like somebody else with wanted posters everywhere. Either way, there is very few places you can go where the law won't recognize you, and fewer will they won't find you given time.

Our Greatest Case (+300cp): The game is afoot! There is some great machination twisting and turning behind the scenes, something that will leave the entire world changed. Somehow you are now entangled in these designs, and you'll be faced with the daunting task of not only unraveling this web, but also preventing it's success. Regardless of your goals, ideals, or situation you have little choice. Fate itself has decreed you the keystone, and should you fail in thwarting these events you'll be sent home, your chain over. Doing so will take at least five years, and potentially more.

The End

Well how about that. Looks like you did it Jumper, you lasted ten years in a world where matching wits with the criminally insane is considered an everyday occurrence. Regardless of your choice now you'll retain everything you've purchased here, and I hope you'll continue to enjoy the thrill of adventure.

Back to Baker Street (Home): This journey has been your greatest case, but it's time to return to where you belong. You arrive back on Earth in your bed, with time resuming. Of course even in a place as mundane as home there's plenty of mystery and adventure to be had. Maybe you'll go on to show the world just how brilliant you are.

Simplicity Itself! (Stay): You've carved your own little place into history here, and you'll be damned if you'll walk away from it after everything you've been through. Time resumes back on earth, but the case of your disappearance will never be solved, although your loved ones will find closure quickly, seemingly knowing that somewhere out there you're alright. The case however will inspire someone to become a brilliant investigator, who'll go on to do great things in the world. You gain an additional 1000cp to spend on perks from this Jump, and I hope you'll find everything you've ever wanted here.

On to the Next Case (Move On): There's plenty more out there, and I dare say your story isn't over yet. Time remains paused here until your chain is over as normal. Wherever your journey takes you next Jumper, I hope you'll be the stuff of more great stories to come.