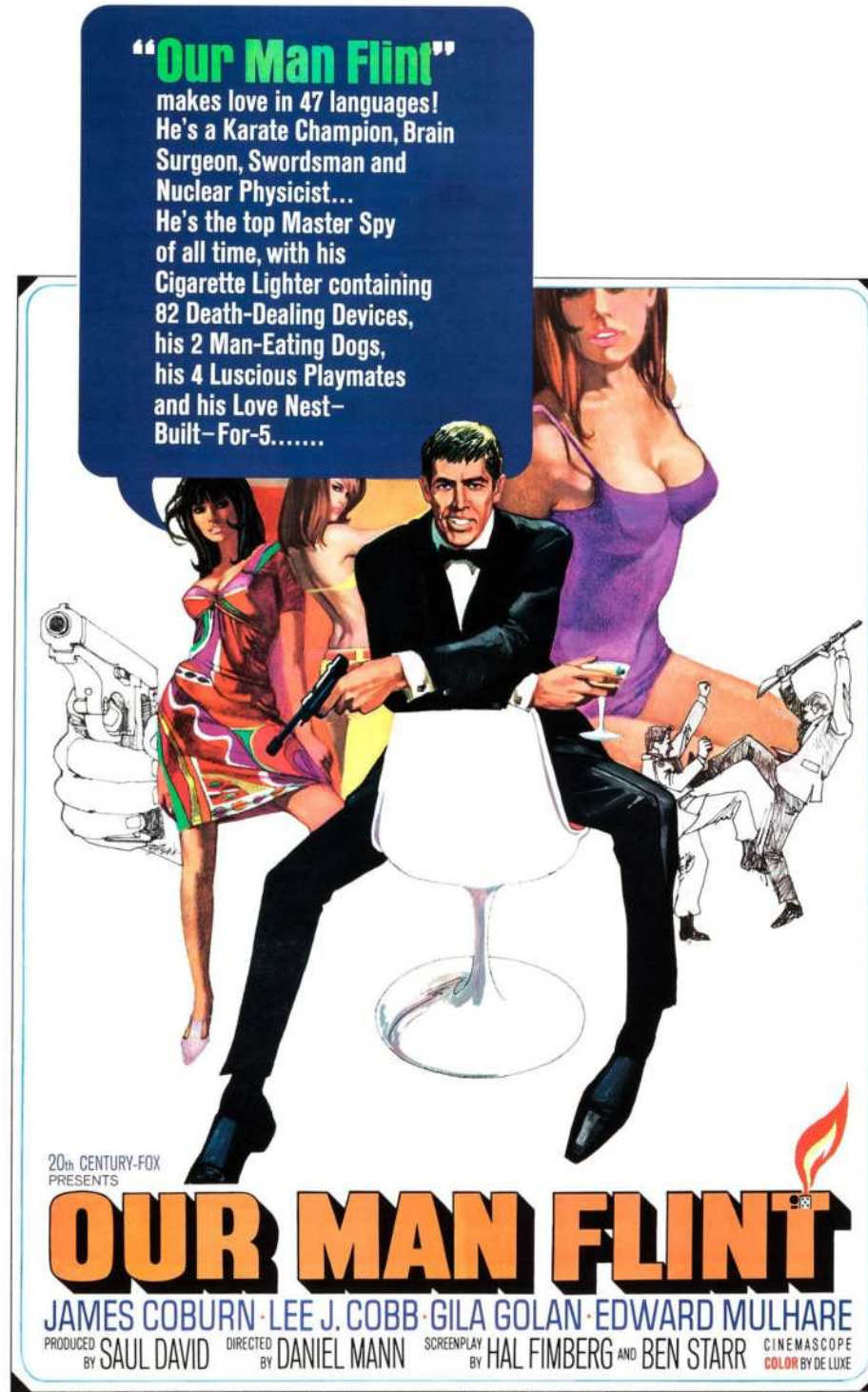


Our Man Flint

Version 1.0.0



Welcome back to Earth. There's no magic, or supernatural here. This is a return to the 60s, the height of the Cold War, and the age of spies. Z.O.W.I.E. (that is the Zonal Organization World Intelligence Espionage) works to preserve the world at the behest of the UN and the United States of America, albeit mostly America. But preserving the world is not easy, and there are threats. Two would be shown in these films, Galaxy with its weather control device and a cabal of influential women who have been secretly brainwashing women for years via beauty salons to make them less willing to follow men, but that is not to say there are not more.

You arrive as the leaders of the world are feeding their requirements for the job of taking down Galaxy into the supercomputer and it is feeding back only one answer: Flint. Though with your arrival it might give another one depending upon your background in this world.

And to help you catch up to Flint a little take these:

+1000 CP

Background:

There are no backgrounds or origins for this jump; the majority of perks are just Flint. As such your background is mostly yours to choose. Will you be a drop-in with no past? A member of Galaxy? Z.O.W.I.E.? A globe-trotting free agent with more skills than Batman? It's your choice.

Age and Gender:

You can be any age 22 or up. While gender can't be called irrelevant in this world - it's the later half of the 60s, the women's liberation movement is just starting to get into real swing, one of the villain organizations regularly brainwash women to be pleasure units, and the other does so with even more regularity to make them grow frustrated at men - yours is your own to choose.

Location:

These are globe-trotting adventures, and while some key locations could be listed, your location is your own to choose from anywhere on Earth as long as it makes sense for your background.

Perks:

There are **no discounts** on perks. Choose wisely.

60s Spy Soundtrack (50): You've now got your very own soundtrack styled as if composed by Jerry Goldsmith for a 60s spy-fi comedy. This will include all the songs from both *Our Man Flint* and *In Like Flint*, but more songs will develop during your own adventures. You may choose to have this soundtrack play at any time, and choose for it to be only audible to you or to others as well, and may choose whether it plays whatever song it deems most appropriate to the current scene or one of your choice.

Dart Marksmanship (50): You are highly skilled at aiming darts, skilled enough to hit a fly on a wall several feet away with a dart launched from a miniature blowgun, or with more force a man much further away. More than simple skill, though, you seem able to launch them with things that aren't actually made to aim darts with seemingly no loss of accuracy. Launch a dart with a harp string, or a straw, and you'll not encounter any special difficulty over a more traditional launcher.

Femme Fatale (50): You are beautiful. Or maybe handsome. You have the sort of stunning looks which would normally be associated with a female spy, or the male equivalent. That is a body to (make men) die for. You will find this level of appearance easy to maintain regardless of the healthiness of your habits, require far less time spent on maintenance, make-up, and hygiene than it should, and prove resilient to life, fighting, or the environment messing it up.

Golfer (50): You are highly skilled at golf. Skilled enough to play with the president and not have him feel the need to instruct you on how you should actually be playing. You could easily become a pro-golfer with skills like these.

Fighting Skills (100): Karate, fencing, general brawling, you're an expert at each. While you won't quite match Flint himself with this, you could match 0008 or Hans Grueber, and give Flint something of a run for his money. This also comes with a general level of physical excellence to match Flint's own strength, agility, and endurance and skill and training in ballet and several other forms of dance and sport. Does not, however, include skill with ranged weapons, or any ability with guns.

International (100): Fighting is only a small part of what makes a spy. You have cultural experience and expertise. You can speak any language on Earth, have knowledge of the art and cuisine of any country you care to name, as well as their general customs and beliefs. If pressed you could probably pass in behavior as a native for any country on

earth as long as you could physically pass for one. This knowledge will update in future settings to include the local 'world' though this is based more on cultural sphere than a physical world; in a jump based on medieval Europe it might only include Europe, in a jump like Star Wars it'd be the Galaxy, and for 40k with its extreme xenophobia it might just be the Imperium (if you were part of it).

Meditation Techniques (100): You have studied meditation techniques, learning and internalizing them. This gives you excellent emotional control, and helps you recover your mental wellness and process experiences. This also allows you to enter a deathlike trance where your heart is seemingly stopped, and your life functions suspended. Flint used a watch to wake him up, you can set a mental timer. Note, though, it's still not healthy to suspend these functions too long, an hour or so is fine, but eventually it will cause problems.

The Actor (150): It's hard to be a spy if you can't deceive people. And even harder to be an evil one. Well you've got deception down. You're a skilled enough actor and liar that even Flint would be hard pressed to suspect you of one without an outside reason or evidence. You're good at playing a role, whatever that role may be, have no real tells when lying, and are quick on your feet when thinking of a lie.

Just Another Mook (150): If you are dressed right, and act casually like you belong there people just seem to treat you as someone who should be there; not taking notice of the janitor they've never seen before, or that the group is 1 man too large. Won't get you past somewhere where everyone must submit identification, but good for blending in.

Plastic Surgeon (150): You are a brilliant plastic surgeon, capable of changing someone's appearance to look identical to someone else through it. These skills are good enough to fool most spies who have known them for years, and even Flint would miss the signs if not alerted by some novice mistake like including a ribbon for a battle that didn't have such an award.

Our Man (200): There's something about you. When people are considering who could do a job or a task you'll come to mind. Oh, they have to be aware that you exist, but people will think of you as a person to do jobs, and will be more inclined to trust you with things like the fate of the world. If you're obviously opposed to them they'll still probably pass you over, or if they already have someone who could do it easily enough, but you have an air of being the man who can get things done.

Stop Him From Getting Help (200): Enemies have a tendency to alert you to their existence and plans by clumsy attempts to prevent you from getting involved. If a man

was going to offer you a job - perhaps even one you'd already turned down - they might make a poor attempt to assassinate you, showing to you just how dangerous they could be to the world, or maybe they'll make an attempt to remove a friend of yours via a poorly designed scandal. Whatever form it takes, you possess something about you which makes your enemies tend to slip up and reveal their own hands in clumsy attempts to keep you from getting involved in the future.

Archaic Sense of Independence (250): Your mind is your own. Brainwashing and conditioning cannot hold your mind and will, whether simple social conditioning to shape your thoughts to fall within accepted ranges, subliminal messages, hypnotic suggestions, or intense drug and technologically enhanced methods, your mind can resist it all. Even if stripped of your memories, who you are would remain and struggle to reassert your personality traits.

This also protects you from the charisma of others, helping to keep you from being swept away in another's vision and instead view it with a rational detachment when you desire to. This force of willpower and independence also leaves you resistant to supernatural means of control and influence.

You can still grow and change, but it will be due to your reason and rational consideration and not merely because a message has been hammered into you repeatedly from all sides.

Perceptive (250): You possess peak senses of a human body, possibly a bit more, and awareness to match. You could determine the precise proportion of ingredients and spices by taste alone, notice the signs of otherwise perfect plastic surgery, or otherwise perform observations that ultimately seem more in keeping with Sherlock Holmes than even a super spy. Your mind just seems to naturally take in all the details in your area, and cross-reference for relevancy without any tax on your mental processing. Anything that you could possibly sense will come easy to you and be noticed; and the larger your mental database the more useful this will become as you will be able to identify the details and what they mean.

Seemingly Limitless Talents (250; requires Fighting Skills, and International): You possess the vast array of skills and capabilities to match Flint's own mass array of skills to make James Bond look like an uncouth greenhorn. This will not, however, give them any of their more genre-based aspects: while you will have a vast array of social skills you will not possess that which makes him irresistible to ladies; while you will know how to disguise yourself and move with stealth people it won't stop people from noticing they don't recognize you just because you put on a familiar costume; while you'll be an expert

in all 60s sciences and knowledge you will not be able to fit 85 different functions in a cigarette lighter. An exception is made for the language of dolphins which you will possess enough understanding of to write an English-Dolphin dictionary. You will have a vast array of knowledge to make you a modern Sherlock Holmes, albeit one who can survive unaided in Death Valley, and it will update in future settings; you won't know everything, but you'll be able to identify major figures in most industries, and recognize the sources of plants and chemicals.

Why Didn't You Let Me Kill Him (250): There might be multiple answers, but now for you one of them would be Plot Armor. You possess it in a form that makes attempts on your life less likely to succeed, and more likely to involve some form of intricate and slow death. Your enemies are more likely to have you taken to an execution chamber, frozen in a cryo-chamber, or locked in a vault with a limited air supply instead of just shooting you, and there will often be little slip ups and mistakes that would help to allow you to escape your fate. Even when they do decide to simply shoot you, attacks intended to kill you are much less accurate than they normally would be, and more likely to hit you in a non-fatal manner. Does nothing to protect you from random accidents, though.

Extraordinary Man (350): You truly are one. You are a genius, your mind working better than ordinary people's. You think faster, and your thoughts are clearer, your mind better organized and better at organizing itself. Your memory is photographic, and massively expanded, easily able to remember small details from decades past... or in your case centuries, millennia, or however long you'll live.

Combined these facts make you absorb new skills and knowledge like a sponge absorbs water. And these skills will not degrade due to lack of use; your body might, but you will be able to remember something you learned decades past and haven't used as well as if you learned it yesterday.

Gadget Maker (350): You have the skills to shame Q. You are a highly skilled engineer well versed with the technology of the 1960s. But your greatest ability is how you can manage to fit all these varied functions into disguised objects. These gadgets seem to have some form of hammer space, especially when it comes to giving them multiple functions and uses, as you could make a pen that serves as a high powered analytical telescope, as well as a communication device, and probably a few other functions, a watch that could perform hypnotic induction, wake people from death like trances, serve as a stethoscope, dispense garrote wire, etc, or a cigarette lighter with 85 uses - 86 if you count lighting cigarettes. This is not an exhaustive list, merely examples of the level of

varied purposes you might manage to put into a single device while limited to 60s technology and you are not so limited.

What is it About You that Makes You So Irresistible... (350): Flint would say it's because he doesn't compete with women, but there seems to be more to it than that. You have a certain *je ne sais quoi* which helps attract your preferred gender(s) to you. You seem to ooze sexual charisma as easily as breathing, and find catching the eye and attracting attractive people extremely easy. Being actively opposed to you provides less of a defense against this charisma than it normally would be expected to, helping you to attract enemy agents even more than it helps you to attract everyone else.

This comes with a certain sense for how to please them and make them happy. This helps you to intuit what approach would be best for each individual personally during seduction, and to know how to treat them afterwards to keep them happy and fulfilled in a relationship, figuring out what little acts of kindness they deserve to be happy. This also makes you an extremely excellent lover in the bedroom if you were worried.

Combining these has some powerful results. Your lovers will prove highly resistant to mind control to turn them against you as long as you actually try to keep them happy and fulfilled. It is also easy to convince them to share you, willing to accept a fraction of your love and affection because you are able to still keep them satisfied, and to smooth over their interpersonal conflicts. Finally if you do tire of a lover, you'll be able to let them down easy, and maybe even guide them into another relationship which, while not as fulfilling as with you, could result in a long lasting and happy marriage.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

There are **no discounts** on items. Choose wisely.

Adventures of 000J (50): It would seem you now possess a novelization of your adventures. You will find this collection of novels contains at least one book for each of your jumps lasting 10 years or longer; shorter jumps will vary based on events but will at least get a short story. You will get new ones with each completed jump. They aren't 100% accurate - they are fictionalizations of your adventures - but that should help make them a more enjoyable read for one who has already lived through them.

Anti-American Eagle (50): This is a trained eagle which can determine at a glance if someone is American or not, and will attack Americans on sight. If you'd prefer to have it detect and attack another nationality, or attack all but one nationality, you may select a nationality for that purpose instead of Americans; at the start of each jump you may re-select what nationality it does (or doesn't) attack.

Drugged Cigarettes (50): This is a pack of cigarettes of which some - which you will be able to identify despite their lack of external markings - have had their papers laced with a drug from the Virgin Islands. This drug is a psychic de-inhibitor, a tranquilizer which simultaneously stimulates the libido and induces euphoria and becomes soporific if combined with alcohol. Good for getting someone to relax and end up unconscious in bed with a woman they barely know while unable to remember details of the evening.

Steel Drum (50): This is a steel drum large enough to fit a human into with ease. When sealed it is watertight unless someone - inside or out - actively works to remove the lid by conscious intent, and it is light enough to float even if someone is in it. Whatever is inside it will not be damaged by falls, and the drum will always float with its lid up. Good for riding down waterfalls safely.

Disguise Kit (100): This is a supply of disguise aids: wigs, facial putty, fake mustaches and beards, make-up, etc. All of which can be applied in a few moments and yet matching effects which would take Hollywood hours. Comes in a small handbag which will have what effects you need to disguise yourself - or 1 other person - when opened and change to a new set later if the disguise is destroyed or lost and you need a new one.

Electrofragmentizer (100): This electrified chamber is a little larger than a man. It comes attached to your warehouse or a property of your choice (chosen anew each jump). There is a switch to turn it on, and when it is on it demolecularizes whatever is pushed into it; people, lighters, clothing, all disintegrating instantly if between its tubes while it's on. Despite somehow being electromagnetic your version doesn't actually need a power source or power supply.

Iron Knuckle (100): This iron-half-glove increases your striking strength significantly when used to punch or smash something. A normal human would be able to shatter plaster or concrete with a single blow - not to mention a skull - and no matter how strong you become it will not only be able to withstand your use of it as a weapon, but continue to provide a significant increase to your striking power.

Luxury Apartment (100): This is a high class penthouse apartment in the city of your choice. Extremely large for an apartment, with entire rooms for training, exercise, an indoor pool, and more, it comes fully furnished with high quality art and furniture collected from across the world. It is also mechanized enough that with the hitting the proper button much of these furnishings and decorations can be swapped out to one of a set of designs. It comes with 5 such arrangements - though some only change parts which could allow for more combinations - each fully furnished.

At the start of each jump you can select a new city for it to be located in. It will be tax and rent free, and will retain modifications other than expansions, though if damaged or destroyed it will repair only to its original level.

Paralysis Gas Bombs (100): A small bomb that releases gas which can paralyze a group of people, freezing them physically and mentally, for 3 minutes in an outdoor location; potentially longer in an enclosed area. You get half a dozen, and will get replacements for any used once a week. They can come in the shape of a golf-ball or another object of approximately the same size, and be set to go off after a certain amount of time or if struck with enough force.

Personal Jet (100): Technologically this is a rather mundane, 1960s jet from Delta Airlines on the smaller side though still large enough for intercontinental flight. Its internal furnishings are up to your taste and desires, whether you want it to be luxurious first class plus for a very small group, or more concerned with being able to move as many people as possible. It will automatically maintain and refuel itself, and it comes with an NPC pilot who seems to have no life outside of piloting this jet.

Submarine (100): A 1960s era military submarine. It possesses nuclear submarine levels of power supply although it is seemingly a non-nuclear submarine given how silent it runs and the reduced amount of heat produced. It is automatically self-maintainig and refueling, and comes with an NPC crew. They won't leave the submarine, and don't seem to actually eat or drink, but they can run it at your command.

Trained Dog (100): This is a large dog that has been very well trained, and is extremely loyal to you with a strong sense of affection for you. It will obey any command from you that a dog would commonly be trained to obey, and do so obediently. It can also detect hostility towards you, and will restrain the hands of those who it senses this from with its teeth. It will sometimes get false positives - if someone is scowling and angry for example - but unlike Flint's it won't just allow a woman to walk in with plans to trick your companions into a trap without responding seemingly having a 6th sense for such hostility and not merely reliant on facial expressions.

Codebook (150): This book contains instructions on the use of a code derived from a numerical progression from 40, 23, and 38, based on... nevermind you know it already. The important bit is that this code will never be already familiar to world organizations at the start of a jump and is enigmatically hard to decipher or decode without being instructed in it via this codebook or a copy made from it.

Spy Omnitools (150): This is a set of 60s spy omnitool in the form of common items such as a pen, cigarette lighter, and a watch. Might work as a radio, chemical analysis lab, blowtorch, hypnotic induction device, sonic resonance device... whatever uses they have they'll be possible for 60s science, and spread between one or two items and certain accessories which can be hidden as part of an ordinary outfit. You could expect them to have something like 85 covert spy uses.

Superl Model Pizzeria (200): This is a room filled with cryogenic freezing chambers shaped like shower stalls with glass doors. It can be attached to any property you own or your warehouse at the start of each jump and does not seem to need external maintenance or power supply. These stalls can be used to quickly freeze the contents without killing those inside, and keep them frozen as long as the stall is not opened or broken; if opened or broken the contents will thaw out again safely, having been perfectly frozen and preserved in the interval.

Personal Paradise (200): Your own personal island inserted in the ocean or a sea at a site of your choice each jump. With a tropical, paradisiacal climate, a high tech base built in a way to avoid notice by 60s satellite technology, and an optional volcano. This base will

come with basic, mook grade guards who seem to have no real life outside of performing their duties as guards, but these guards do not come equipped with weapons; you'll have to supply those yourself.

For an **additional 50 CP**, free with the upgraded version of **Espionage Organization**, these mook guards are all extremely attractive and beautiful, and may also double as pleasure units.

Nuclear Rocket (300): Not a nuclear missile, but a full fledged space rocket capable of reaching orbit with manned flight. Does however come with 10 megatons worth nuclear missiles which could be detonated in the rocket, or launched separately.

Brainwashing Chamber (350): This is a large room equipped with the tools and machines to brainwash or indoctrinate at least a dozen people at a time. This can be the overt chamber that Galaxy used to condition women to be their pleasure units, or something more like the beauty salon used by Fabulous Face to condition women to follow their beliefs and ideals. With time and effort you could learn to replicate the technology held within.

Espionage Organization (350): This is an international organization of spies on the same general scale as Galaxy. When you purchase this you will have to choose whether to be a legitimate organization funded and supplied by the government, or an illicit organization which supplies itself through illegal means. Either way you are recognized as one of the chiefs of the organization with wide operational control, though it will mostly function on its own if left to your subordinates. If it is a legal organization it - and you - will be have to deal with government oversight and your breadth of function will be based on just how far the governments of the world are willing to fund and use it, though you will find it inserting as an agency recognized by at least one government in new jumps. As an illicit one it will have to fund itself somehow, either from your pocket or through illegal activities.

For an **additional 100 CP** your entire organization is extremely attractive, all able to pass for models or actresses, and each seductive enough to make 'seducing the enemy military base or terrorist organization' a viable strategy at least for a short term advantage against your average modernly disciplined force. This also increases their personal loyalty to you significantly.

Planetary Broadcast Override (350): This communication station, or room added to a property you own, is capable of producing extremely powerful signals which can be used to jam all radio broadcasts across the world (this could include all wifi, cell phones, etc),

or to override them and project their own, allowing you to completely take over the air waves. Requires no external power source, but does only have a planetary range and does need to be on the planet.

Weather Control Machine (500): This machine, the size of a massive room, uses a large drill to influence the Earth's tectonic plates and in so doing control all world weather. With it you can cause rain, droughts, heat the Earth to melt ice caps, or reduce its temperature, you could cause floods, storms, and hurricanes, or make the entire world have pleasant weather; it is also able to cause earthquakes at the location and magnitude you desire. Usher in a utopian future, or play the supervillain and take over the world. Requires no external power source, but does only have a planetary range and does need to be on the planet. Dangerously prone to explosion if damaged.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Flint.

Mr “President” (100 CP): A loyal henchman who has been surgically altered to look like a political leader of your choice, and trained to impersonate them. This surgical alteration and training updates to a new political leader each jump. Extremely skilled actor. They won’t get any bright ideas about how they no longer need you when they see the view from the top.

Your Girls (100 CP): 4 women (or men) fitting your aesthetic specifications. Each is an expert in a field of your choosing, and extremely bright, though with personalities mostly up to your own desires. They are happy however to share both you and a companion slot.

Flint (200 CP): The star of the show. An omnicompetent spy who is both modern Sherlock Holmes and the man James Bond wishes he could be. Given how much more competent he is than everyone else he’s a bit more expensive.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

As a Woman... (+100): It seems that everyone around you is sexist against you. Whether you're a man or a woman, you'll find the opposite gender extremely prone to looking down on you - though your enemies won't underestimate you due to this - as inferior, and ultimately little more than an object to be used.

Seems I Have a Job Whether I Want One Or Not (+100): No matter what you do, events will conspire to see you involved in the field of espionage. If you try and get out you will be dragged back in one way or another.

War of the Sexes (+100): Or maybe you're the sexist one. You see everything as a competition between the sexes and consider the opposite gender to be strictly inferior to your own. If you're a man, women exist only to serve men, and if you're a woman, men are dumb, aggressive, and useless brutes who should exist only to serve women.

Four Weak Spots (+200): You have people you care about. At least 4 of them. And they are all perfectly ordinary people. You also want to let them live their lives as normally as possible, but you can expect your enemies to see them as potential hostages to use against you. Thankfully they're generally smart enough to want them as hostages and not simply kill them recklessly.

Self-Destructive (+200): Anywhere you own or stay long has a self-destruct system, and you can expect them to be used against you on several occasions during your time here. Self-destructs are slow and obvious, but non-cancellable, so you should have plenty of time to escape.

000Jumper (+300): However good you are, Flint is better and will show you up, managing to come in and outdo you. He never seems to actually help you, though, merely arriving in time to get the credit and accolades once you've gotten to the point where you could resolve the situation, or upstaging you by outdoing you elsewhere. If you saved the world you'd do so only to find out that Flint saved it from something twice as bad and your own actions are considered 2nd rate compared to his. If you're the type to end up opposing him, this ensures he will be able to bring your plans crashing down around you; you might be able to escape, but don't expect any plans of domination to succeed with him around. And heaven help you if you somehow end up competing against him romantically.

Mundane World (+300): Despite Flint's omnicompetence, and the sci-fi elements of some of the technology in this world, it is over all a mundane world. Our world almost. And so you shouldn't really *need* all those perks and powers from other worlds, or all those goods you've stashed away. You, and your companions, lose access to all perks, powers, abilities, and items from other jumps. Your warehouse is inaccessible except for 1 month at the end of the jump where you will be allowed to enter it to store items, but not to remove them.

Outro:

Your time in this world has come to an end. Now, assuming you did not fail your chain, it is time to decide where you want to go from here:

Canceled: Maybe you did fail. Or maybe you are just tired of jumping. Either way return to your home reality, time resuming and your jumping days ending, with everything you gained on your chain.

Dead on Target: Perhaps you'd prefer to stay here, though. The 60s and 70s weren't bad times to be alive, and this version is definitely not hard on the eyes. Time resumes, your jumping days end, and you may remain here for the rest of your days with everything you gained on your chain.

Interdimensional Man of Mystery: Or you can continue your chain taking all you gained here and going to the next world and see what adventures await you there.

Notes:

Jump by Fafnir's Foe.

There's nothing - more than a name drop in the outro - for *Dead on Target* because I couldn't actually find it to watch easily, and didn't even realize the failed pilot existed until making the jump. I figured even if you enjoyed the films, most people wouldn't have seen it anyway.

Changelog:

Version 1.0.0: Released.