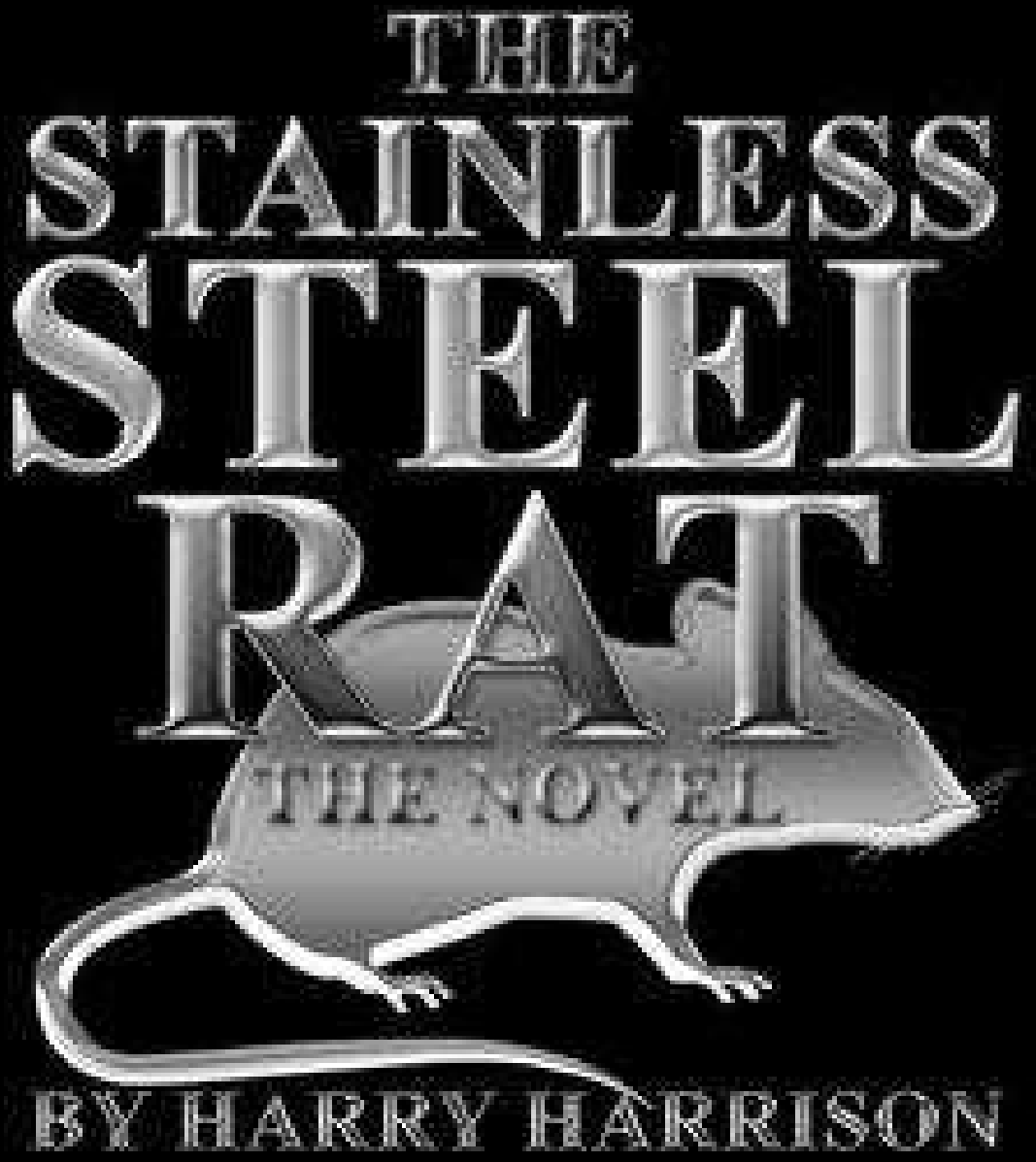


Novels by Harry Harrison, Jump by Aehriman.

Long ago, there were rats who lived in the walls. Clever beasts who could hide and dig and gnaw their way into any space, survive on stolen crumbs. But in the age of space travel, the walls are stainless steel and ferrocrete. There are no gaps to wriggle through, no crumbs to live off of. To survive in such a space, it takes a Stainless Steel Rat.

Enter 'Slippery Jim' DiGriz, a master thief in an age where technology makes theft all but impossible, one of the last of a dying breed. In the very first novel, he's caught by the Special Corps of the Galactic League and put to work for them, for all the best thieves work for the Special Corps. Over the course of eleven novels (three of them prequels) and a short story collection, he will lie, cheat and frequently steal his way to a better tomorrow.

Have **1,000 cosmos points** (cp) to get you started.



ORIGINS

Pick one, any may be a Drop-In with no history.

Thief - A bit of a rat yourself, eh? You've learned to survive on your wits, good for you! But the galaxy can be a lonely place for a criminal, and you're always one slip-up from getting nicked.

Special Corps - You were a thief, and then you got busted. The Special Corps exists to handle problems the normal League administration and military cannot, among them, crime by someone who knows what they're doing and how to evade all the oh-so-clever detection systems. You're a thief who catches thieves now, and occasionally a spy.

Spacer - People still need to get around, the League relies on trade and many worlds aren't self-sustaining. You make your living plying the lanes through warpspace, either hauling cargo or patrolling for pirates.

Scientist - There's still so much to do, so much to learn.

Soldier - Your life is often on the line, your dignity isn't even an afterthought. You're a military man, or woman, through and through.

LOCATION

Choose one or roll for +200 cp

1) ***Bit O' Heaven***, Jim's original homeworld, settled a thousand years ago using porcuswine, one ton boars with porcupine quills that can eat all the flora and fauna humans originally couldn't. Has a thousand recipes for porcuswine BBQ. Capital city is called Pearly Gates, the spaceport is Val's Halla, and the large majestic mountain range is the Cathedral mountains… they have a bit of a theme going.
2) *Spiovente*, a lawless world where might makes right, long isolated from the rest of humanity. Here criminal gangs and mercenary armies roam free, each Capo carves out as big a petty kingdom as he can until something kills him. Slavery is commonplace, and the wretched serfs who pay outrageous protection to their local Capos are scarcely better off. Tech is limited, most cars run on steam and the Black Monks are a closed order of techpriests. Spiovente is under total embargo from the League, but smugglers still pass through from time to time, your best hope of getting off this wretched rock. On the plus side, if you want to be a petty king of a sad little kingdom enforced by the strength of your arm, there's no better place.
3) *Steren-Gwandra*, A world of extremes in one sense. By some accident, all the metal and coal and such wound up on the single island of Nevenkebla, where all industry and technology is concentrated. The rest of the world regressed to about equivalent to 19th Century Earth, which hosts a League spaceport and a small prison facility. The locals

have a truly fascinating language, brightly colored clothes (the women wear veils) and truly awful beer. By contrast, Nevenkebla possesses a secretive, joyless militant society.

4) *Chojecki*, A warm and fertile planet, peopled by extreme pacifists and anarchists following a computer-designed political philosophy they call Individual Mutualism. Their money is an electronic credit called a wirr, for work hour. One hour of labor earns one wirr, though the value of a wirr can fluctuate greatly, on Chojecki at this time it is possible to support oneself and all your basic needs with a two hour workweek. Wirr can be transferred, but cannot be loaned or accrue interest, and are not recognized as currency or exchangeable with the greater galactic community.
5) *Moolaplenty*, a luxurious resort world for the ultra rich, site of endless entertainments, magnificent vistas and the most considerate and catering tourism industry in the galaxy, as well as a bank on practically every street corner. All forms of agriculture and industry are illegal here, to preserve the views. But as much as Moolaplenty is a playground for the rich, it is a very difficult place for a man without money to live.
6) *Blodgett*, a bucolic, thoroughly boring agricultural world, like a thousand others. Has a pretty nice climate and is centrally located along an intersection of trade routes, leading to a labyrinthine central bureaucracy.
7) *Kekkonshiki*, an unforgiving ice world that really stretches the definition of 'marginally human-habitable.' The local Grey Men have forbidden emotion to aid in survival and developed psionic illusion powers. They also try to conquer the Galactic League twice during the series. Have fun!
8) *Liokuke*, An anarchic world to which the League banishes all misfits and madmen. Expect Mad Max here almost full time, but they do have a lively musical tradition and an expectation of hospitality for wandering rock bands.
9) *Paradiso*, a bustling little world with a vibrant culture, but unimaginably corrupt politics, manipulated by dozens of offworld interests.
10) *Lussuoso*, a paradise world where the extremely rich can pay for juvenat treatments to return themselves to the flower of youth.

11) *Dirt*, the legendary lost homeworld of humanity. Some day it was destroyed in a great cataclysm brought on by Man's hubris, others that the League lost it to a rounding error in their star charts. Some speculate that it continues on much as any other world, under a new name. A mystery for the ages, because you will be starting ten thousand years before the main series, 1984 *anno domini.*

12) *Freibur*, a world transitioning from feudalism to League tech, where horse-drawn carts share the road with monocycles.

AGE, RACE, SEX, ETC,

Makes no difference to me, become whatever feels like you, or remain the same.



PARTNERS IN CRIME

Who can place a price on friendship?

Old Chums - Import any number of Companions with 800 cp of their own to spend. Companions can take an origin, but cannot take drawbacks for more points.

New Friends - Feel free to recruit anyone interesting you meet. A few suggestions below.

Slippery Jim DiGriz - A habitual thief. In his finer moments, he considers himself a renegade who lives by his own rules. Quick to berate himself harshly, or slug back some liquid courage.

Harold Peters Inskipp - the Commander of Special Corps, once known far and wide as 'Inskipp the Uncatchable.'

Angelina - Jim's love interest, started out ugly and went on a crime spree to fund her plastic surgeries, associating joy and beauty and power with crime until she became, well, a murderous psychopath. They fixed that, later, but she'll happily do violence in defense of her family.



SKILLS

Have 4 tokens that can be redeemed for any one 100 cp skill.

Basic Education (free)
You have as much schooling as Jim DiGriz did at age seventeen. Besides the basics expected of anyone in this era, you are an accomplished coder, microelectronic technician, and locksmith. An expert in photography and printing. A black belt in the martial arts school of your choosing and very familiar with a spot behind the ear you can press to silently neutralize someone, unconsciousness in six seconds, death in ten.

Sign of the Times (free)
You are fluent in Esperanto, the language of all interplanetary travelers, as well as five or so other common tongues. You are immune to all common mundane diseases. In future Jumps you retain immunity to diseases and fluency in half a dozen of the most widespread languages.

Sub-Temporally Grounded (free)
There's one time travel story, but it's a doozy. People start disappearing everywhere. So here's your insurance; you will not be erased from history. You will not be trapped in a time-loop. If the universe reorders itself around you, you will remember both timelines.

Bavarian Fire Drill (-100 cp)
If you show up and start barking orders, few people question who you are or if you have the authority. You have the leadership skills people look to in a crisis, and can easily wriggle your way into positions and situations where you shouldn't have authority, but people are just so relieved to have someone who seems like they know what they're doing, they won't really question it.

The Biter Gets Bit (-100 cp)
You know when someone is trying to pull a fast one on you, having an extensive knowledge of cons and scams, and can always find a way to turn the situation on the wise guy. Maybe the guy pushing a poor fake ID should have kept a better handle on his, or the kid reaching into your pocket finds a mousetrap.

Career X (-100 cp)
You have twenty years of experience in an exciting, or boring, career such as a lawman, technician, surgeon or an accountant. You have a resume to match and can probably find honest work easily enough, or find a more unconventional use for your professional skills.

Clipboard Method (-100 cp)

There are ultimately three forms of stealth; Can't See, when a night security guard doesn't notice the slightly deeper shadow ghosting in. Don't See, when the thief walks in the gate with a valid ID and a winning smile, whistling merrily and shakes the security guard's hand. Won't See, when the terrifying mob boss guns someone down in a room with fifty witnesses who must have all gone temporarily blind cause nobody saw nuthin'. You are a master of the second, blending in, appearing to belong. Jim's most consistently successful way of getting into a secure compound is to break something, then circle back in fifteen minutes in coveralls with a toolbox, complaining loudly about a rush order to fix something. Hey buddy, I must've left my keycard, could you do me a solid?

Codebreaker (-100 cp)
You've studied the art and science of cryptography, secret messages, and know quite a bit about how to break codes and ciphers, as well as how to set them up yourself. You could even send coded messages to people you've never met, with a bit of knowledge of their history giving you knowledge of which references they'd likely get.

Confidence (-100 cp)
You have a natural and easy charming manner, finding it simplicity itself to make friends and sell things. A very important skill for a con artist.

Facelift (-100 cp)
Plastic surgery is really advanced in this setting. For a cool thousand credits you can become a completely new person. You've had a little work done, nothing egregious but you're usually a solid 8/10 even for people who aren't particularly into your body type.

Fisticuffs (-100 cp)
Yes, you got a free blackbelt but you'd be surprised how little your McDojo certificate matters when three guys corner you in the alleyway behind their favorite bar. Now you've got the lived experience and fitness to actually throw down with 3-5 guys with a reasonable expectation of victory, it's all in flanking and using one guy as a shield or

obstacle for his buddies. As a bonus, you've learned to karate chop people in the neck so they go down and stay down for an hour or two, but have no lasting health consequences.

Forger (-100 cp)
You should have *most* of the skills for this from **Basic Education**, but let's make sure and tie it all together. You are an expert forger. IDs, counterfeit cash, historical documents, art, you can do it all, and only the most obsessive of skilled professionals can spot the differences.

Glutton for Punishment (-100 cp)
You take a lickin' and keep on tickin'. In the first book, Jim gets shot four times in the chest and once in the head (through his arm, which slowed and deflected the bullet enough to careen off his skull) and once life-saving treatment was administered, faked his death by forging the doctor's signature on a DOA form and walked out of the hospital without further treatment. Your ability to function through pain and despite injury is similarly amazing.

Got Away Clean (-100 cp)
You always have an escape plan, always know where the exit is and a backup exit besides. You remain calm even while being hunted, and know instinctively when you're being tailed or actively pursued.

Honor Among Thieves (-100 cp)
… Isn't really a thing, here. But it could be. There is at least a degree of mutual respect between criminals operating at Jim's level. You find people are unlikely to rat you out or betray a deal, unless you betray them first or really abuse them. There's always that one in a thousand true psychopath, of course, but most of the time trust won't be punished.

Instinct (-100 cp)
You can tell when a situation seems too neat, too clean, and must be a trap. You are always aware when hungry eyes are watching you, whether it's a sniper, a stakeout, or that

pickpocket sizing up marks. Your danger sense will keep you out of trouble, and hopefully, prison.

I Don't Have A Problem (-100 cp)
Weirdly, it's true. Normally people who drink like Jim DiGriz develop a dependency (as he eventually does) and taking fistfuls of pills from back-alley dealers is Not Smart. But you never suffer habit-forming or undesirable side effects of booze or drugs you take.

Just A Small Setback (-100 cp)
You don't shut down when things don't go according to plan, you plan out the next step, and the next. In this way you're never really defeated until the last moment.

One Born Every Minute (-100 cp)
You can read people like a book, very convenient for spotting a mark. That guy with the really good posture? Undercover lawman. The slightly nervous looking woman who laughs a little too loud at her date? Having an affair. You could probably do a fake mind reading act with how good you are at cold reading.

Regular Houdini (-100 cp)
Not that anyone would get the reference. You can slip any bonds easily enough, cuffs or zip-ties or rope makes no difference. You're really good at escaping from prison, though it's always easiest if you can set things up beforehand, like bribing a guard or smuggling in a key. You can tunnel or swim with the best of them, and know all kinds of escapes people really made from the pokey and how to replicate them.

Stainless Steel (-100 cp)
You have the skills needed to walk unseen in a world full of cameras and alarms. You can spot a sensor a mile away, hack any convenient database terminal to more effectively disappear, find bugs and scuttling charges, and generally make this extremely automated setting work for you instead of against you.

Thousand Faces (-100 cp)

You're a master of disguise, not just able to change your appearance, but which features people focus on that can then be discarded. Clearly you can't be that handsome devil with the mustache and/or distinctive scar. I think he went thataway!

Theatricality (-100 cp)
You understand there is secrecy in obviousness, in short, misdirection. People are trained to spot furtive movement, they never expect the wanted man to be making a scene. You're fantastic at creating diversions and hiding things in plain sight.

Think Fast (-100 cp)
You are highly resourceful and adaptable, and when necessary your thoughts just seem to flow with an instinctive quickness. If you could have potentially thought it up while calm and at leisure to plan, now you can think of it on the fly even as chaos erupts all around you.

Up and At 'Em! (-100 cp)
A rat, even one made of stainless steel, has got to be ready to climb. To head up and out of an alleyway, to hide or run along the rooftops. You're as agile and sure-footed as any mountain goat, can dangle by your fingertips for a full hour, and never lose your balance.

With Catlike Tread (-100 cp)
You can actually move silently, and navigate a dark room with ease. You'd be surprised how essential these two skills are to stealth.

You Can Open Any Door If You Only Have The Key (-100 cp)
Or not. You are an expert at getting into locked spaces and through doors. A safecracker who can cut or pick or blast your way into anything, as appropriate, faster than most can fish out their keys.

Psi-Man (-300 cp)

You're one of the telepaths used for interstellar comms, able to reach out to others in distant star systems. You can create some telepathic illusions, like the Kekkonshiki, though this is a power best used sparingly and with great subtlety.

Citizen of the Outside (-100 cp, free Thief)
Crook is their word. You reject the morality of the common herd, but only because you've replaced it with a superior one. You have a code, the strength to reject society's rules, the awareness to recognize outside limitations and your own blindspots. You will not lose your own way and break your own rules that you chose, nor feel guilty at ignoring the rules set by others.

Smooth as Silk (-200 cp, discount Thief)
As it should be and always goes when you plan carefully and don't make rash decisions or stupid mistakes. Your schemes are armored against random chance. Nobody is gonna have a heart attack during your heist, no action hero cop will wander into the bank on his day off. There may be variables you didn't plan for, but you'll always have a fair chance to have seen them coming.

One of These Things Is Not Like the Others (-100 cp, free Special Corps)
You have a talent for spotting incongruity, inconsistencies. Why does the bank manager seem relieved, is he an inside man? Even, maybe especially in datasets and spreadsheets, the clues scream for your attention.

To Catch a Thief (-200 cp, discount Special Corps)
The most essential skill in Special Corps is the ability to empathize with the criminal, and anticipate them. You know how greedy and fearful people think, where they'll run, what they'll try. You build a remarkably accurate profile from the first MO data you get, which thieves are afraid of or embrace violence, what they're likely to try as they feel the net closing in.

Zero-G (-100 cp, free Spacer)

You've adapted to getting around in zero gravity, and thinking in three dimensional terms. In space, up and down is whatever direction you find convenient to assign. You get no particular issues from extended time in microgravity or cosmic radiation exposure.

Pushing the Speed of Light (-200 cp, discount Spacer)
In space travel, relativity can be a pain in the ass or your best friend. It always seems to work out for you, though, and by cosmic coincidence or knowing a shortcut, you complete any voyage in record time and relative safety.

Egghead (-100 cp, free Scientist)
You might have gotten a solid education for free with, well, **Basic Education**, but now your knowledge is deep as well as broad. Physics, chemistry, medicine, anthropology, sociology, psychology, history literature. You can talk with the luminaries of each field and at least not be lost. Better, this knowledge base updates in future Jumps.

Mad Doctor (-200 cp, discount Scientist)
The universe runs on systems. Hydrogen fusing into heavier elements, coming together to form planets, with geology, which causes chemical reactions on a smaller scale which sometimes causes life. However advanced or alien a system, from a distant galaxy to the furthest future, you can eventually figure out how it works: how to build it, modify it for your uses, hack it. It's just a matter of time, and for you, never more than a few weeks tops.

I Don't Know But It's Been Said... (-100 cp, free Soldier)
Congrats, you're a grunt. You've passed basic and advanced infantry training, and a military specialist school of your choosing. You know your stances and salutes, can choke down a YUK-E Ration in under a minute, survive in any biome known to man, shoot straight and a wide variety of military skills both useful and useless.

Total Warrior (-200 cp, discount Soldier)
In war amateurs talk about tactics, intermediates discuss strategy, and professionals talk logistics. You know how to make all three work for you, every part of a military operation

from recruitment and training, to planning, to supplying and improvising solutions for the operational problems that inevitably come up. If you just keep learning from your mistakes, you'll be a genuine military genius.



TOOLS

Have +400 just for this section.

Noble Title (-100 cp)
You're some form of nobleman, or lady, like a Count or Countess. There are a number of planets that have a nobility where this title can open some doors for you, even if you don't actually have lands. Otherwise, eh, it's a conversation starter.

Primitive Skin (-100 cp)
A number of worlds in the League have regressed to feudalism, or further, and while there isn't *precisely* a Prime Directive, sometimes you just don't want your stuff to scream 'offworld riches!' So you can camouflage any high-tech weapons, tools, armor/clothing or vehicles as their nearest period equivalents. If the locals have never seen a horseless carriage, there's not a lot you can do, but your souped-up aircar can pass for a Model T, your coilgun can be a musket or a crossbow. They can even step down performance to match, with a small green button for when you're tired of hiding their true potential.

Soberal (-100 cp)

A pill that instantly cures hangovers, and also drunkenness. You get a bottle that refills monthly.

Safehouse on Every Planet (-100 cp)
A residence like an apartment or a hut with all the utilities paid up, a small bag of cash and a first aid kit. Nobody seems able to follow you here, tails getting quite turned around. It's basic, but hidden and safe, and you have one on every planet (or in every city, in smaller settings).

Underworld Services (-100 cp)
No matter how 'enlightened' or 'civilized' a planet, you can always find a fence and a money launderer.

Dinero (-200 cp)
Enough passive income to enjoy a middle-class lifestyle with a spouse and 2.54 children, a white picket fence, and an annual holiday. If you want to live so boringly.

Porcuswine Herd (-200 cp)
The humble porcuswine is a pig the size of a rhinoceros, with sharp quills all over its back. They can eat just about anything and survive a wider range of environments than mankind, making them a useful tool in terraforming, turning inedible materials into hides and delicious meat. They can also be something of an ecological crisis. You have a herd, and a space in your Warehouse to keep them. Each month any you eat or lose are replaced.

Shrink Ray (-200 cp)
Tremendously useful for shipping, and thus for smuggling. You can shrink cargos down to a tiny scale, then expand them to normal on the far end.

Sprawling Estate (-200 cp)
A secure and luxurious mansion, worthy as a retirement home for the truly, filthy rich. All the utilities and expenses taken care of, with grounds expansive enough to be larger than most towns.

***Warlord*-class Battleship** (-400 cp)
A battleship of the late Empire period, or a damned good replica. Nobody has built any of these in a thousand years, they were always just a bit impractical against more numerous, mobile units. But what you have here is a half-mile behemoth with the defensive screens and weaponry to stand off hundreds of modern star cruisers.

Time Helix (-600 cp)
Nothing less than a time-machine that can send you forwards or back to any era with one big caveat: the machine doesn't travel with you. You'll need to either build one yourself (apparently doable with 1980s electronics, we'll provide the schematics) or live out the rest of the Jump in that time period.

Lucky Pick (-100 cp, free Thief)
That one lockpick they never seem to find, always available in your boot or shoe (or pant-leg, or next appropriate hiding spot as needed. If totally nude, Jimmy usually keeps one in a fingernail) whenever you really need it.

Basic Kit (-200 cp, discount Thief)
Jim's basic bank-robbing kit, consisting of a very convincing fake gun, a radio transmitter that can open most electronically-controlled doors disguised as a coin. Ring drills for carving through glass cases and security deposit boxes, and a variety of bombs: smoke, knockout gas and a mix of tear-gas and laxative.

ID (-100 cp, free Special Corps)
They're certainly not Spectres, but a valid Special Corps badge can open *a lot* of doors in the League. Of course, given how covert Special Corps tends to operate you have IDs for twenty different personas, from unremarkable accountants to a League admiral, and even a diplomat with a letter of introduction.

Expense Account (-200 cp, discount Special Corps)

While far too many agents prefer to steal funds in the field, you do actually have access to a near-bottomless account to cover your costs of living and operational needs, as long as you aren't buying a battleship. It won't clear charges for frivolous personal use but if you could argue it to a hard-nosed accountant, you'll probably have no trouble.

Spacesuit (-100 cp, free Spacer)
A suit in which you can comfortably pass a day or two in the void of space. This is pretty good for extreme environments and can even function as a diving suit. Just remember that swimming in a spacesuit works like making love in zero-G…. In that it doesn't work, no matter how many times you swear you've "almost got it" and "next time, it'll be different."

Star Cruiser (-200 cp, discount Spacer)
A fast starship, warpspace capable, with room for a dozen passengers or crew, and tons of cargo. Has basic defensive screens and lasers for pirates and asteroids, but it's not exactly a warship, more of a versatile multi-purpose vessel.

YUK-E Rations (-100 cp, free Soldier)
A fistful of purple playdoh with all the essential nutrients and vitamins to keep a person alive and capable of vigorous physical activity through a day. Shame about the flavor, and the texture. The plastic wrap is extremely easy to open, just push your thumbnail where it says "insert thumbnail here" and can serve as a cup. Just drink fast, ninety seconds after exposure to water, an opened pack will shrink down into a prophylactic. You get a box that replenishes daily, enough to keep you and twenty friends alive to complain about the food indefinitely.

Electrostatic Rifle (-200 cp, discount Soldier)
This is your electrostatic coilgun. There are many like it, but this one is yours. While the series is pretty against guns, this is a fantastically lethal piece of hardware, so do be careful where you point it.

Degree (-100 cp, free Scientist)

You'd be surprised how often it comes up that one's credentials don't transfer across Jumps. Not many people in the market for an alchemist in this setting, not many feudal monarchs appreciate the computer sciences. Well, this item swears you have the skills you have, and people either won't question them, or will interpret them within their own framework. Oh, a *chemistry* degree.

Engineer's Encyclopedia (-200 cp, discount Scientist)
A manual for all the technology and science of the Stainless Steel Rat universe, from warpspace drives to M-series robots, with histories of development to provide you with a guide to make the tools to make the tools to make advanced tech if you need to. This updates in future Jumps, but won't necessarily contain highly classified cutting edge stuff.



PROBLEMS

2000 AD (+0 cp)
Three novels were adapted into a comic book in the same magazine that runs Judge Dredd. Notably, some of the more 'out there' stories like *the Stainless Steel Rat Saves the World* didn't make it in. If you want to go for a continuity without He or the Time Corps or the Morality Corps, go right ahead.

The Fourth Law (+0 cp)

Did you know there was a crossover story with Asimov? Well, there is. Feel free to supplement this Jump to any science fiction setting or any heist-based story, whether or not they have a Jump already.

YOU Can Be The Stainless Steel Rat (+0 cp)
Well, that was a lie. But no longer, you can replace any character in the series with the appropriate origin.

The Golden Years of Jumper (+100 cp)
You'll be staying here for a while, an extra decade. This may be taken up to three times.

Cube (+100 cp)
A simple square doesn't convey how boring you are. You're like a square squared, thus, a cube. The least-cool person on whatever planet you live on, and even describing your dramatic adventures in other worlds will make people's eyes glaze over.

Ethical Atheism (+100 cp)
Jimmy DiGriz is extremely reluctant to ever take a life, because he doesn't believe in an afterlife so killing someone is the end of everything - everything they are, everything they could become. He will explain this at least once each book. While the Stainless Steel Rat has made exceptions now and then, you won't. You can't bring yourself to kill someone, ever.

Ham Sunday (+100 cp)
Maybe you had to spend a week hiding in a MacSwiney's or something, but pork and fast food turn your stomach and nauseate you.

Wanted (+100/200/300 cp)
It seems you're known to local criminals or the police, and they want a piece of you bad. This may be taken up to twice at three different levels. Fo\r the first, this is some local trouble, planetary authorities or crime bosses in your local area who can at least theoretically be skipped entirely by hopping the next starship outta here, assuming they aren't watching the spaceport. For 200 cp, the people pursuing you have a lot more pull and

reach. For 300 cp, there is a massive bounty on your head, your picture is everywhere and there's no planet you can reliably count as a safe harbor.

Depression (+200 cp, incompatible with The Jazz)
You find it hard to get motivated and really easy to get discouraged. You might spend a day just stewing in failure after a significant setback.

The Jazz (+200 cp, incompatible with Depression)
Alternatively, you're an adrenaline junkie. Ordinary life is so boring for you, you only feel alive while orbital HALO skydiving into a secure compound, or when you feel the police dragnet closing in and know you have moments to decide how to get out. If you aren't careful, you might start sending the police clues to keep things interesting.

Impotent (+300 cp)
None of your perks or powers from previous Jumps function here, leaving you to rely on local purchases. Wouldn't quite be fair to have you chasing down starships on your own, eh?

Impoverished (+300 cp)
None of your items from previous Jumps may be used. Your Warehouse is sealed against you for the duration of this Jump.

Robin Hood (+300 cp)
You can only rob targets you feel are morally deserving… or huge corporations or banks with insurance. This is an admirable quality in Jim DiGriz, but even he will generally let it slide when in a tough spot like right after a jailbreak. You won't.

Jumper Sings the Blues (+400 cp)
You've been poisoned, never mind if you'd normally be immune to poisons. You have one month to find or fabricate the antidote, or convince or force the person who poisoned you for leverage to part with it. Nevermind how, that's your problem, the points are for the peril you start in.

END

What now? Go home, stay here, or the next Jump?

Notes:

Yes, Esperanto is the universal language of humanity, though there are tons of local languages and currencies. But where there's a spaceport, you'll find people speaking Esperanto.

No, hard details on rockets and space cruisers are always someone else's problem. Also dates. The one time-travel book has Jim go back over ten thousand years to the present of 1984, then a trifle further to the Napoleonic Wars. Broadly, the whole galaxy is colonized by humanity and it never takes more than a week or so to fly anywhere.

- Original Criminal Career Prequels -

A Stainless Steel Rat is Born

Starting the day of Jim DiGriz's majority, he robs a bank and deliberately lets himself get arrested, hoping to learn the tricks of all the hardened criminals. Only to find a bunch of wimps and losers. He activates his escape plan and gets out with an underground boxer who gives him a hint about an old master thief he heard of growing up, the Bishop, so called because he left a printout of the chess piece as a calling card.

Jim robs an amusement park booth, leaving a bishop print and a coded message leading to his next job. Where he gets arrested, because the Bishop has faked an identity as a fed, and dismisses the idea of teaching Jim, but is soon arrested for the hack he did to pull it all off. Ashamed, Jim arranges a jailbreak by sawing through the floor of the courthouse and rigging a trapdoor, then stashes his new crime teacher in an automated fast food joint, MacSwiney's.

The two stow aboard a rocket at the spaceport, but are swiftly found. The Bishop bribes Captain Garth to let it go, but after taking half up front he instead sells them into slavery

on Spiovente. Jim quickly escapes, able to pick the lock on his slave-collar, and they enlist in the service of a rival Capo, who uses them to attack a third Capo backed by offworld sociologists hoping to "save" the planet. The Bishop takes ill and dies, so Jim steals the offworlder's car to destroy the first Capo before finally getting arrested by the League.

The Stainless Steel Rat Gets Drafted
Breaking out of League prison, Jim goes hunting for Captain Garth. Fortunately, the prison was on his planet of residence, where he's known as General Zellon of Nevenkebla. Infiltrating, Jim gets picked up as a draft-dodger and conscripted. Surviving Basic, barely, he is with the rest of the new meat sent to invade the peaceful planet of Chojecki.

The Stainless Steel Rat Sings the Blues
Jim gets busted by the Special Corps, in what is retconned as the first time, and given a slow poison so he has one month to earn the antidote. He is sent undercover to the anarchic world of Liokuke to recover the first genuine alien artifact discovered by humanity, with him and his three minders posing as a rock band. Of course, along the way he decides to save this wacky, wonderful, terrible world from a burgeoning warlord.

- As Special Corps Agent -

The Stainless Steel Rat
The original short story/novel. Jim DiGriz gets caught by and inducted into the Special Corps. While doing his time in Records, he realizes someone is secretly assembling a battleship for piratical purposes and in the process of foiling this scheme catches feelings for the ringleader, Angelina. When she escapes, he goes rogue and steals a ship to pursue her to Freibur, where, once he robs a bank for funds, he runs right into her and she shoots him four times in the chest and once in the head.
Eventually he does collar her, and Inskipp the leader of Special Corps reveals that he and his men were shadowing Jim the whole time. It's something of a tradition to go rogue, and now he's confident that Jim DiGriz will continue to uphold the law even when he's not being watched.

The Stainless Steel Rat's Revenge
Inskipp's confidence may have been misplaced, as we open to Jim and his heavily pregnant wife Angelina going on a Bonnie & Clyde crime spree, having hopped the fence together. They do turn themselves in, and Jim gets new marching orders. The planet Cliaand is expanding with alarming success and speed, and Jim is sent to the planet to raise hell against their dictator, Kraj. Along the way, he learns about the psychic Gray Men using Cliaand as a front and meets an Amazon resistance group, and reprograms an army of robot butlers to shoot and throw bombs while retaining their normal language programming.

The Stainless Steel Rat Saves the World
Angelina and her boys vanish, as have several other people. Eventually, Special Corps' chief egghead puts together that someone is messing with time and sends Jim back to the planet Dirt in the year 1984, the villain evades him there and goes back in time to give Napoleon WWII tech, but Jim is able to pursue and eventually trap the guy in a timeloop where he'll repeat the events of the novel forever.

The Stainless Steel Rat Wants You!
Aliens from beyond the galaxy invade, (and the Kekkonshiki again) and it falls on Jim to come up with a solution. Particularly as the future Time Corps and the Morality Corps get involved.

- The Stainless Steel Rat, Retired -

The Stainless Steel Rat for President
Jim and Angelina have retired to the world of Paradiso, when President Zapilote, the head of his banana republic, takes exception to them and Jim finds himself running for president, planning how to steal an election.

The Stainless Steel Rat Goes to Hell
Jim is enjoying retirement on Lussuoso when Angelina goes missing, having joined a local cult, the Temple of Eternal Truth, apparently investigating the scam in her own time. Turns

out the cult leader has a VR/dimensional shift technology he uses to let suckers 'preview' Heaven, while duplicating them to work as slaves in his mining "Hell" dimension.

The Stainless Steel Rat Joins the Circus
The galaxy's richest man hires Jim to investigate a string of robberies of his property, all occurring at the same time a traveling circus was visiting the planet in question. Naturally, he must go undercover.

The Stainless Steel Rat Returns
Jim and Angelina are enjoying their millions on Moolaplenty when Jim's long lost cousins enter his life with a herd of illegal porcuswine, sending him into space in search of adventure and someplace to dump the damned pigs before the assembled fines ruin him.