

## The Rebruary Jump V 1.3 by Atma-Stand/Wandering Shadow



### Foreword

Across the many boundaries of the multiverse, there are always heroes. Men and women who rise to the challenge of the universe and succeed where others fail. Many of them are well remembered, and some are only remembered by a select few, a cult if you. Well, actually more like cult classics. Anyway, the world you're going to is one inspired by these cult classic B-films. They all have one common theme: Reb Brown. Welcome Jumper to The Rebruary Jump.

Here's **+1000 Choice Points** to Help You On Your 10 Year Journey.

### Origins

- **The War (FREE)** – Your choices here reflect movies in which the central theme is warfare. By taking such an origin, expect yourself to be a soldier of some degree of standing who is either in the service of a country or a mercenary making their way through the turbulent times they live in.
- **The Horror (FREE)** – In most horror movies, a person like you would either be a background character or fodder, but let's be real here. That isn't you at all. When the monsters crawl out of the depths of the darkness and howl in the night, you'll be one of the first to level a rifle at them and howl back.
- **The Science Fiction (FREE)** – While these movies can sometimes be considered action flicks, there's always something more to them. Maybe they involve complex group

dynamics and cabin fever or a journey across a post-apocalyptic landscape. Regardless, you'll be one of the few that people looked upon for guidance in these events.

- **The Hero (FREE)** – The least of this jump's repertoire of films, but no less important. The version of Reb in these films stood for something, a dream, an ideal. While sure they were never tied into the Marvel television series that were present at the time, these events were the first time Captain America appeared in live action.

### **Movie List**

The following films are the universes you will be existing in for the next. Unless a specific drawback is taken, you will spend 1 year in each world. Should you die at any time while in these worlds, you will awaken back at the beginning of that year and film. Survive all 10 years, and you will complete the jump.

- **Space Mutiny** – The generational ship, The Southern Sun, is in the process of experiencing a mutiny. Headed by Commander Kalgan and aided by space pirates. It's up to Dave Ryder to stop the mutiny and ensure the ship reaches its original destination.
- **The Howling 2: Your Sister is a Werewolf** – After attending his sister's funeral, Ben White encounters a man named Stefan Croscoe, who reveals to him that his sister is indeed a werewolf. Not only would she resurrect that evening, but also a werewolf cult would be attempting to take her body.
- **Captain America** – Former marine, now street artist Steve Rogers, was nearly killed in an assassination attempt disguised as a car accident. Saved by the experimental FLAG treatment, Rogers would eventually take on the mantle of Captain America.
- **Yor: The Hunter from the Future** – A hunter named Yor in a prehistoric landscape travels the land searching for his origin. His travels take him to various locations and battles against this prehistoric future's various mutants and creatures.
- **Strike Commando** – It was a simple mission for Sgt. Ransom. Plant explosives within a VC camp and leave. Unfortunately, due to his commanding officer's orders, the explosives are detonated early, and Ransom is left adrift in the jungles of Vietnam. Rescued by well-meaning villagers, it's up to Ransom to lead them to safety and escape from the Viet Cong.

- **Street War** – When a Columbian drug kingpin enlists the aid of a dishonorably discharged colonel to teach his men how to wage war in an urban environment properly, bounty hunter Logan Blade becomes a combatant in a newly declared gang war.
- **Night Claws** – Bigfoot is real and is currently picking off various campers and partygoers in a sleepy American town. It's up to Sheriff Jo Kelly to put an end to this rampage as well as the interference of government officials.
- **Cage** – Billy Thomas was a GI in Vietnam who survived a bullet in the head. Unfortunately, the injury has left him with the mind of a child. Taken care of by his friend and fellow GI, Scott Monroe, Billy soon becomes the target of gangsters who seek to use his monstrous strength to win illicit cage fights, where the difference between life and death is a razor's edge.
- **Robowar** – Major Murphy Black, Leader of the team known as BAMF or Big Ass Mother Fuckers, has been assigned to a top-secret mission on a jungle isle. Unknown to the BAMF team, they are being stalked by a nigh-unkillable robot warrior known only as Omega-1.
- **Viking Bikers From Hell** – Drug dealer and biker Eddie “The Wire” Constantine was recently killed in a drug bust. At the same time, Reb Gustafson, Eddie's brother in all but blood, has been released from prison. Seeking revenge for Eddie's death, Reb gathers the gang together to get revenge on all involved with Eddie's killing. This includes Sonny Burnett of the Miami Vice Unit.

### **General Perks**

- **B-Movie Attractiveness (FREE)** – Let's be honest, this is a jump based on 80's action movies. Meaning that you can't be involved without looking good. You're a solid 8 out of 10 with several bonuses in the mix. First, you now possess a muscular build, expertly sculpted to boost your attractiveness to your preferred partners. The second is that your hair is always in the style, length, and texture you desire. Your hair would still be perfect even if it had been stuffed under a helmet or wig. Thirdly, you have complete control over your reproductive facilities. There is no need to try to find some protection when you save the girl at the end of the movie, if you catch my drift. This also applies to regulating the menstrual cycle should you happen to be female. Lastly, you don't get scared unless you want to. Should you develop scars, then your scars will always be rugged and attractive, never detracting from your appearance.

- **Buff Drinklots (-50 CP)** – Order another round Jumper, cause you’re cleaning them out. The point is you can knock back a hell of a lot more drinks than your average person. You can still get drunk, but you’ll never have to worry about any form of alcoholic beverage leaving lasting damage to your body. As a bonus, you know how to make some bizarre cocktails that will get the crowd going.
- **The Mind of a Hero (-100 CP)** – You’re going to see some shit here, Jumper, but don’t worry, we’ve got you covered. Traumatic effects that may scar your mind cannot do so, and with enough encouragement and therapy, you may be able to extend this perk’s effect to others.
- **Fullback (-100 CP)** – Reb Brown wasn’t always an actor. He began his career as a fullback for the University of Southern California. With this perk, you are now skilled to be a successful fullback in any college-level football game.
- **Bob Johnson! Wait... (-200 CP)** – Out in the multiverse is a satellite operated by a series of robots and a man in a jumpsuit. Don’t worry, you’ll never meet them, but they can see what you do. At will, you may be able to hear their jokes and commentary regarding your actions. Regardless of whether they are action-packed or mundane. Who knows, you may even enjoy their jokes.
- **The Reb Yell (-400 CP)** – Most people remember Reb Brown not for his acting or his movies but for his scream. You can now let out a mighty yell that resonates from the depths of your soul when performing a mighty deed. Whenever you do so, the act being performed during this yell will be guaranteed to succeed and boost the spectacle it will cause. The boost can create a stupefying effect that either causes your enemies to run from you in terror, stand stock still in shock, or make the act the most epic thing that could have transpired that day. Not only that, but this yell is intimidating as hell.

### **Archetype Perks**

Specific Archetype perks receive a 50% discount based on the origin chosen in the Origin Section.

### **The War Perks**

- **Basic Training (-100 CP, FREE with The War Origin)** – You can’t be a soldier without some training, can you? You have the basic training afforded to a member of the United States Armed Forces circa the mid-1960s to the late 1970s and instinctively know how to operate and handle the standard kit of a US soldier from that era.

- **Inspiring Presence (-200 CP, Discounted with The War Origin)** – It’s surprising how well civilians receive you in the theater of war. You seem to represent something great in their eyes and, in many ways, you. Your presence can inspire those who have never touched a gun to rise and become a competent fighting force, eager to follow your orders and lead.
- **Proper Command (-400 CP, Discounted with The War Origin)** – Occasionally, you find yourself behind the frontlines or away from your main unit while the war continues. Normal people in your position would chafe at the loss of direct command, but you’re not like them. Instead, you can easily succeed in operations with the units you are assigned to just as well as if you were on the frontlines with them.

### **The Horror Perks**

- **Nothing New (-100 CP, FREE with The Horror Origin)** – Most people, when faced with the supernatural, would react with fear and freeze up. Not you, as you have an inner core of iron bravery that can’t be shaken by the horrors that you will experience.
- **Reasonable Authority (-200 CP, Discounted with The Horror Origin)** – In many horror movie settings, the hero is stifled by the incompetent and the greedy. Now, though, that’s no longer an issue for you. People will heed your warnings about supernatural threats if you provide a well-reasoned argument. In some cases, they may even join your efforts to stop them.
- **Drunk on Her Blood (-400 CP, Discounted with The Horror Origin)** – Not a power any of Reb’s characters exhibited, but something that may interest you anyway. Put simply, you are now a werewolf of Stirba’s bloodline, which provides many benefits. These include an increased lifespan, slowed aging, enhanced strength, regeneration from wounds not caused by titanium, the ability to control your lycanthropic transformation, meaning you will never give in to bestial instincts of any sort, and the potential for her black magic. The downside is that while you are immune to silver, titanium, and weapons made from it are lethal to you.

### **The Science Fiction Perks**

- **Listen, Lady! Doctor Lady! (-100 CP, FREE with The Science Fiction Origin)** – In the future, views and attitudes have changed, it’s natural. While old phrases may remain and be used, you will be treated with respect in any society or culture, regardless of your gender.

- **Adaptability (-200 CP, Discounted with The Science Fiction Origin)** – Maybe you’re a caveman, a star pilot, or a soldier mucking it with bad intel. Whatever the case, if you ever encounter a situation in which you were not prepared, you can easily and quickly get a mental hold of the situation and effectively plan a way to survive it.
- **Quintuple Genocide (-400 CP, Discounted with The Science Fiction Origin)** – Uh, well, nothing says futuristic post-apocalyptic settings like the propensity for mass slaughter. Should you wish to, you may be able to target structural features in settlements and bases to cause the absolute maximum amount of destruction possible. Said destruction can and will wipe out the people who call these places home. So, use this power responsibly.

### **The Hero Perks**

- **Standing in the Face of Evil (-100 CP, FREE with The Hero Origin)** – To be a hero requires great mental fortitude and integrity, which you have in spades. You’ll never be tempted to abuse your abilities or take the easy route with bribes. No matter where you go, you will be a shining example of being a hero.
- **Genetic Lottery (-200 CP, Discounted with The Hero Origin)** – You must have been born a lucky jumper. Due to your heritage, you are incredibly receptive to treatments that alter your genetic chemistry, and more importantly, any treatment that alters your genetic structure only provides beneficial effects to you.
- **In Another Life, We Could Have Been Friends (-400 CP, Discounted with The Hero Origin)** – Isn't it a shame that the villains you meet could have been so much more? From this point on, you’ll begin to notice that you’ll meet familiar faces reminiscent of past foes during your travels, except that these doppelgangers will have goals that align with yours and will be useful allies going forward.

### **Movie Perks**

#### **Space Mutiny Perks**

- **Star Pilot (-100 CP)** – Dave Ryder was many things, but a poor pilot was not one of them. You trained in the Southern Sun’s flight crews long enough to fly circles around your peers with little worry for your own safety. As such, expect yourself to be an ace in the void of space.

- **Now, Let's Get Out There and Kick Some Ass! (-100 CP)** – You know how to work for a crowd in ways your enemies simply cannot. With simple words, factual information, and a boisterous performance, you can rally a crowd to stand and effectively fight against oppressive and corrupt forces within a short time.

### **The Howling 2: Your Sister is A Werewolf Perks**

- **In the Name of God (-100 CP)** – Whether you claim it or not, your actions against the forces of darkness are done in his name. Thus, in the name of God, you have been granted protection. All the various forms of corruption, from mental to physical and spiritual, will fail against you without exception.
- **Quick on the Uptake (-100 CP)** – The supernatural is often a mysterious and dangerous force, not meant to be fought with little knowledge. Fortunately, you know where to find that knowledge. You'll find that clergy and societal elders are more than willing to aid you in your battle through provisions of important folklore, blessed weapons, and able bodies willing to fight alongside you.

### **Captain America Perks**

- **FLAG Treatment (-100 CP)** – The FLAG Treatment or Full Latent Ability Gain is a super-steroid derived from the cells of the recipient's parent. This one-time treatment boosts your strength and reflexes to superhuman levels. This boosts stacks with any prior or future boosts to your strength and reflexes.
- **Artist at Heart (-100 CP)** – Just because you're a superhero doesn't mean you don't have hobbies. Sometimes, it's good just to mellow on down the boardwalk, and it would be nice to share that feeling with others. Well, now you can through art. You'll find you are now talented in street artistry and can make others feel joy through your works.

### **Yor: The Hunter from The Future Perks**

- **Jumper's World, They're the Man! (-100 CP)** – And you are! Okay, let me explain; you have all the skills to easily survive in the land of Yor. This includes the usual survival skills and the knowledge of how to best kill dinosaurs. More importantly, a theme song will play whenever you do something awesome, announcing said feat.
- **Caveman Acrobatics (-100 CP)** – I'm... huh? Um... okay then. It seems that high-flying acrobatics were a thing in these caveman times, and you've been trained in how to perform various acrobatic stunts commonly found in circus shows, such as tightrope

walking or being able to effortlessly grab onto a partner's hands for a trip across a bottomless gap. You can also hang glide in really weird ways. I wonder why...

### **Strike Commando Perks**

- **So Give It All You Got! (-100 CP)** – It's funny. The enemy honestly thought you were going to say what they wanted. You can easily handle the rigors of torture. Furthermore, when your captors attempt to force you into delivering broadcasts meant to demoralize your side of the conflict, you can easily turn the tables against them and turn that broadcast into a morale booster. Just understand you're going to have to fight your way out of the ensuing clusterfuck.
- **There's No One Who Can Touch Him (-100 CP)** – You're not just any run-of-the-mill soldier. Your training and experience are now comparable to that of an elite member of the United States Armed Forces. More importantly, you've been specially trained in all facets of Guerrilla warfare to the point where you can take on overwhelming numbers with only the materials you found on site, be they the weapons of the enemy or weapons of your own make and ingenuity.

### **Street Hunter Perks**

- **Lover of the Classics (-100 CP)** – During your time in the military, you discovered philosophy and applied it to your battle doctrine. As a result, you have an iron-clad control over your emotions and inhibitions, which radiate an aura of command from your person.
- **Street Tactics (-100 CP)** – Were you a Drill Sergeant prior to all this? Your military experiences led you to adopt some interesting views towards life and survival. You can pass these experiences and training onto others, easily taking small-time gangsters without much direction and turning them into a well-oiled death posse. Imagine what you could do with a group that had prior military training.

### **Night Claws**

- **Coordinated Search (-100 CP)** – You know how to do a search and do it well. This expertise extends to being able to coordinate a search with the people of your town and train them well and fast enough to make it work. You may not always like what you find, but you and yours will find it.
- **Small Town Law (-100 CP)** – You didn't get the job because of nepotism; that's for damn sure. You know how to handle and administer justice in small towns like the best

of them. More importantly, small-town folk seem more open to you and often tell you more things than they would otherwise.

### **Cage Perks**

- **Traumatic Rage (-100 CP)** – Maybe it was through an injury or experience, but within you lies a deep-seated trauma. It won't affect your normal everyday life, but when something occurs to trigger said trauma, you'll enter into berserker rage. In this state, you'll fight at your peak capabilities regardless of whatever condition your body is in.
- **Black Belt (-100 CP)** – Despite what you began with, you were picked up by a Japanese karate master and were taught his form of karate until you reached Black Belt status. This way, when you fight, you won't fight like some off-the-street brawler. Instead, you'll have the skills to not only wow the crowd but to keep yourself alive in the Cage.

### **Robowar Perks**

- **Not So Invincible After All (-100 CP)** – Plenty of times in these films, the antagonists are described as invincible killing machines who are utterly immune to traditional ordinances. However, you seem to be able to find ways of circumventing these invincible machines. Whether by making homemade napalm or stealing their weapons, you will always find a way to destroy a seemingly unstoppable weapon.
- **Never Send a Machine (-100 CP)** – To do a man's job. When it comes to completing missions, machines are valued for their precision and obedience, enabling them to complete tasks without the threat of human fallibility. That's all well and good, but with you, this is not the case. Whatever a machine can do, you can do better to a noticeable degree.

### **Viking Bikers From Hell**

- **Skills of the Trade (-100 CP)** – No one ever said you were a saint, did they? You have all the skills necessary to be a successful member of an outlaw biker gang. This naturally includes how to ride a motorcycle in ways that could make newbies seethe with envy, brawl in ways that leave some truly lasting damage, and effortlessly intimidate those you think are either below or who are holding out on you. In addition, you know how to easily run a low-mid level biker gang specializing in the drug trade of the 1980s.
- **Offer of Protection (-100 CP)** – You're big, wearing a lot of denim and leather, and probably have a piece in you, and yet when you offer to watch out for someone close to your fellow brothers and sisters, they'll be more than happy to trust you in doing so. Your

offers of protection are considered to be sincere and true, and those under your protection are always willing to let you know if something is wrong and if certain individuals are trying to get them to turn on you.

### **General Items**

- **The Reb Collection (FREE)** – The entire collection of all Reb Brown media, from “Hisss” to “Night Claws” and an entire home theater to watch them. This theater will be an add-on to your warehouse.
- **The Onions (-50 CP)** – An official soundtrack to your adventures that can be played either within your mind or to the world whenever you choose and composed by Oliver Onions, known for such songs attributed to Reb Brown films like “Yor’s World” or “Black Inferno.”
- **Heroic Garb (-100 CP)** – A small closet containing outfits ranging from stereotypical caveman/woman to quasi-futuristic pieces. All in all, any outfits that Reb would have worn in any of the selected films. These outfits always seem to make you look that much better than you would have otherwise.
- **The Rebel Gym (-100 CP)** – An additional add-on to your warehouse, this gym is a perfect method of keeping yourself in tip-top shape. Each machine inside scales to your levels of strength and fitness.

### **Select Movie Items**

#### **Space Mutiny Items**

- **“Guard” Uniform (-100 CP)** – A set of rank-and-file clothing meant for the common mook that would have been encountered on the Southern Sun. The uniform will perfectly conceal your appearance and allow you to blend in seamlessly with an enemy faction. Post-jump, this uniform will morph itself to be a perfect match for any antagonistic organization.
- **Southern Shuttle (-100 CP)** – A two-person shuttle capable of space travel with limited ship-to-ship combat capabilities. Unlike the one used in the film, this version can never be sabotaged and comes with an infinite fuel supply and munitions. If need be, it also comes with a detailed, easy-to-understand training manual.

### **The Howling 2: Your Sister is a Werewolf Items**

- **Blessed Earplugs (-100 CP)** – A pair of earplugs created from the wax of sacred candles. When worn, they prevent the effects of aural-based curses or spells from affecting you. Unlike the originals, they cannot be removed or fall out of your ears unless you allow it.
- **Titanium Dagger (-100 CP)** – A dagger blessed in a Transylvanian church. Made from Titanium, it is lethal to the werewolves created through Stirba's blood. Post jump, this weapon's lethality will also be extended to all other forms of werewolves.

### **Captain America Items**

- **Plexiglass Shield (-100 CP)** – It may not be the adamantium shield for which Captain America is known, but this is a worthwhile replacement. Made from ultralight but durable materials, this bulletproof shield can be used for its intended purposes or be thrown. When thrown, it can easily be aimed or may return to you in a boomerang style.
- **Street Artist Set (-100 CP)** – A set of artistry materials of your choice that would be common with street artists. The materials will never break or need replacement, and you will find your art to be an extra step greater than it would be otherwise when using this set.

### **Yor: The Hunter from the Items**

- **More Hemp (-100 CP)** – No, no, that kind... although due to the shared origin of the materials, it may explain the strangeness of the movie. No, what you have is an unending spool of hemp-based rope that is perfect for binding tools and materials together.
- **Flaming Sword (-100 CP)** – This weapon, while indeed bizarre, is one that Yor stole from and used against the desert dwellers after escaping their sacrificial rights. While appropriately sharp, the blade will be wreathed in fire when unsheathed. To cover the logical issues of this weapon being constantly on fire, it will be rendered unbreakable upon purchase, never needing maintenance or repair. It can also be perfectly thrown underhanded as well if that is to your liking.

### **Strike Commando Items**

- **Covert Camera (-100 CP)** – A seemingly ordinary film camera from the mid to late 1960's. While it takes surprisingly good pictures regardless of the skill of its operator, the true worth of this camera comes when it is used to reveal war crimes and other dirty

dealings in the theater of war. Pictures taken of such events will always be considered as irrefutable evidence of crime.

- **M60 Machine Gun (-100 CP)** – A common staple in any Vietnam-era war movie, this 7.62x51 NATO LMG comes with a few benefits that others won't. First, the weapon has a disintegrating ammo belt that never seems to get in your way or end. The second is that the gun is dead reliable because, let's be honest, it'd be a bitch to try to clear a jam in the middle of a firefight. Third, recoil is vastly mitigated, allowing you to stay on target much more easily. The last is that this weapon seems to come with an under-barrel rail, allowing for an M203 grenade launcher to be utilized.

### **Street Hunter Items**

- **Command Base (-100 CP)** – It is not really a base; it is more of a burned-out building than anything else. However, this building can be used to plan your illegal activities with no one the wiser and can only be discovered through dedicated investigation or if you invite others to it.
- **Trojan Horse (-100 CP)** – This is not the actual Trojan Horse, but instead, it is a car bomb. Every month, you'll receive a car bomb that can be strategically placed to cause either the maximum number of casualties in a specific vehicle type up to and including prisoner transports or cause the greatest number of distractions to cover your actual plans while they occur.

### **Night Claws Items**

- **Sheriff's Office (-100 CP)** – A small town, one-story sheriff's office that belongs to you. Most of the time, you'll really only receive calls regarding minor crimes. However, you'll occasionally get calls about the supernatural. Unlike in other situations, these calls will always be genuine and give a surprising amount of insight into what's going on.
- **Closed Sign (-100 CP)** – A public notice sign that cordons off sections of land that are deemed hazardous by the local authorities. Unlike in other horror movies, people will generally heed this warning and not go into the place you declared dangerous.

### **Cage Items**

- **Wig and Stache (-100 CP)** – A wig and mustache that is of a different color than your natural hair. With it worn, people are less likely to know who you are. They can still find out whether you tell them or the wig and stache are removed in front of them.

- **The Cage (-100 CP)** – A fighting cage you can set up within any warehouse or building structure. The Cage will draw in onlookers and gamblers to watch and bet on matches fought within it. As a bonus, you can set the lethality of these fights from non-lethal to deathmatches.

### **Robowar Items**

- **Slideshow Brief (-100 CP)** – Looking for special operatives for a mission, this slide machine has you covered. It will include pictures of individuals who would be best suited for any operation you have in mind and information on the easiest means to reach them. Just be sure actually to tell them what the mission is about.
- **Self-Destruct Device (-100 CP)** – Not your typical self-destruct device. No, this handheld device can and will cause a robot or cyborg to self-destruct within a few moments of use. However, the range is incredibly short, roughly 5-10 feet/1.5-3 meters. Unlike the original, this version has two benefits. The first is that it will always work, with no fake outs. Second, you don't need to aim right between the eyes; you only need to aim in the general direction.

### **Viking Bikers From Hell Items**

- **Scooter (-100 CP)** – A custom motorcycle of your choice, this scooter is one mean machine. It doesn't need fuel or maintenance and always seems to be waiting for you if you need it. Perfect for when you're just getting out of the joint.
- **Last Will and VHS (-100 CP)** – An unmarked VHS tape from a 'Friend' who died before you were released from prison. This tape will be blank in each following Jump until someone close to you dies. When this happens, a recording of them will point you in the general direction of their killers. Make use of this information as you will.

### **Companions**

All Companions purchased in this Jump will receive +600 CP

- **With Special Guest Appearance (-50 CP to -400 CP)** – Did you have companions before coming here? Do you want them to go with you and partake in glorious B-Movie fun? With this option, you may be able to import up to 8 companions you currently have.
- **Pag (-100 CP)** – A seemingly ordinary old caveman, Pag is a stalwart ally who starts with the perks "*Adaptability*," "*Caveman Acrobatics*," and the item "*More Hemp*."

- **Ka-Laa (-100 CP)** -- A cavewoman who is part of Pag's tribe. It is later revealed that she is in essence, genetically perfect by the enigmatic figure known as the Overlord. She possesses the following perks, "*Adaptability*," "*Caveman Acrobatics*," and "*Genetic Lottery*."
- **Dr. Jansen (-200 CP)** – A doctor aboard the Southern Sun. While nominally Cpt. Ryder's love interest is pretty capable of using a blaster and investigating acts of sabotage. She comes with the perks "*Now Let's Get Out There and Kick Some Ass*," "*Listen, Lady! Doctor Lady!*" and "*Adaptability*," as well as the item "*'Guard' Uniform*."
- **Violators (-200 CP)** – This seemingly small biker gang is well-known in Miami for being the muscle and bodyguards for various drug dealers. With three members, they've sworn an oath of loyalty to you for the foreseeable future as your followers. Collectively, each member has the perk "*Skills of the Trade*" and the item "*Scooter*."
- **B.A.M. (-400 CP)** – Standing for Big Ass Motherfuckers, this is less of a dedicated companion and more of a set of highly trained and lethal followers. This six-man team checks off all the major boxes with a dedicated explosives and heavy weapons expert, a reconnaissance expert, a highly trained medical officer, a close-quarters combat expert, a guerilla tactics expert, and a technical expert. Each member has the following perks, "*Basic Training*" and "*Not So Invincible After All*." Additionally, each member will have a corresponding kit indicative of their roles in the squad.
- **Stefan Crosco (-400 CP)** – A mysterious monster hunter who looks and sounds an awful lot like Sir Christopher Lee. He begins with the following perks, "*Drunk On Her Blood*," as he may or may not be Stirba's estranged brother, "*In The Name of God*," and "*Quick on the Uptake*". He also comes with "*Blessed Earplugs*" and "*Titanium Dagger*."
- **Reb (-600 CP)** – The Man. The Myth, The Yell. This version of Reb Brown appears to be an amalgamation of multiple movie versions of himself. As such, he has several advantages. He comes with all General Perks, One Archetype Perk Tree of your choice completely filled out, and all General Items.

### **General Drawbacks**

- **And Starring... (+100 CP)** – Jumper! I guess you want to take center stage, then. By taking this drawback, you will replace Reb's various characters in this jump. Be aware of the fact that he was not always the hero in these movies.

- **Channel Hopping (+100 CP)** – Normally, you’d be running through this in the sequence of the film. Not so anymore. Roll a 1d10 ten times to determine the order in which you take these films.
- **Extended Version (+100 CP)** – You’d think that with these movies and their ultimately standard run time, you really wouldn’t need to stick around for more than a year. Well, think again. You’ve been placed inside an extended cut, meaning your time in each film has gone from 1 to 10 years.
- **Kept in Circulation (+200 CP)** – A lot of these older films are hard to find, mainly because companies never transferred them to modern formats. So, like with the tapes that kept existing, so too do your drawbacks. Every Movie drawback will be present in each film verse.
- **No Import for You (+200 CP)** – A real action hero only needs what they have on hand to win. It’d be in poor form to roll into a Vietnam movie with a laser gun, wouldn’t it? All out-of-jump abilities and items are restricted until the entire jump is completed. If this is your first jump, you may only use the General and Archetype perks and items, as well as the Perks and Items purchased for each movie.
- **Never Watched Before (+300 CP)** – It’s not unusual to have never seen a Reb Brown Movie, and it seems you never have. You have no knowledge of what goes on in these films. Best of luck.
- **The Ever-Present Rival (+300 CP)** – Like with many of the foes encountered in Reb Brown films, you’ll encounter an opponent in each film that seems to be a perfect match for you, whether through physical might or shrewd intellect. They can be killed, but doing so will always be a struggle. Great for a climactic battle, wouldn’t you say?

### **Movie Drawbacks**

These drawbacks are only active when in the movie verse they are tied to. They will be active for all movies should the drawback “Kept in Circulation” be taken.

### **Space Mutiny Drawbacks**

- **Speeds of Three (+100 CP)** – No matter what form of transportation you get into, it will have a ridiculously slow speed, such that it’ll be faster for you to walk. No matter what others say, you’ll choose this form of travel over anything else.

- **Southern Sun Accuracy (+100 CP)** – Battlestar Galactica was not the only science fiction series that Space Mutiny stole from. It took from Star Wars, too, and you're the shining example... of horrendous accuracy. You couldn't hit the broadside of the Southern Sun if you tried, which wouldn't be too bad except for the setting you're in.

### **The Howling 2: Your Sister is a Werewolf Drawbacks**

- **Not Your Standard Weaknesses (+100 CP)** – As Stefan Crosco stated clearly, Stirba's line could only be slain through Titanium weapons. Now, he didn't explain that there were many different breeds of werewolves. Each of these werewolves will have a different weakness from the rest, and you will more than likely encounter them during your time here. Welcome to the Howling Cinematic Universe.
- **I Won't Let You Stake My Sister (+100 CP)** – You are a blithering stupid jumper. You refuse to see the truth, even when a well-fashioned argument is presented before you. For you to see the supernatural for what it is, you have to see it in action personally. This isn't a broad perception, mind you. If you see a werewolf, you'll accept werewolves as a whole exist, but not something like a vampire or other monsters who do actually exist in this universe.

### **Captain America Drawbacks**

- **Who'd Think To Look in an American Prison? (+100 CP)** – Sometimes, the villains hide in plain sight; it's too bad you don't seem to understand that. No matter what people tell you, you'll never come to the conclusion of where the current villain is unless you see them for yourself.
- **No Mad Dog Killer (+100 CP)** – Normally, the villains in these movies have an ulterior motive for their actions, which is usually money. Not so anymore. The villains you encounter from here on out are really just mad dog killers with little regard for human life beyond their body count number.

### **Yor: The Hunter from The Future Drawbacks**

- **Bringer of Calamity (+100 CP)** – You're a somewhat unlucky jumper, but not in the typical sense. No, whenever you appear in a new village or settlement, something terrible happens that leads to its destruction. Maybe it's a dinosaur rampaging through, a raid by Purple Cavemen, or those flying ships that hang in the night sky? Regardless, expect that settlement to be reduced to nothing but cinders by the time you leave.

- **White Bees (+100 CP)** – In Yor’s song, something known as ‘White Bees’ is mentioned. What are White Bees? Who knows, but we can tell you that they are certainly not tame and will attack you when they are encountered.

### **Strike Commando Drawbacks**

- **Americanski!!! (+100 CP)** – During your time here, you’ll encounter a reasonably high-ranking member of the Spetnaz, and naturally, you’ll fight. Except with this drawback, whatever end you thought they may have experienced is not the case. Expect the unexpected as they come after you for another fight. We recommend using explosives to ensure the job is done this time.
- **They’re Almost Indestructible (+100 CP)** – Radios, that is, and normally, Ransom would be right. However, that only applies to radios used by your enemies. When you use a radio, it barely functions and breaks apart rather easily.

### **Street Hunter Drawbacks**

- **Waxing Poetically (+100 CP)** – You love giving speeches and quoting historical figures and battles with perfect clarity. Unfortunately, this habit will lead you to focus too much on these speeches and NOT what you should be doing at that present time.
- **My Near, Dear Friend (+100 CP)** – You get under people’s skin... not because you’re disgusting or anything but because you are an annoying mother fucker. Expect people to treat you with absolute disdain as they have to deal with your annoying ass.

### **Night Claws Drawbacks**

- **Sorry, I Haven’t Had My Coffee Yet (+100 CP)** – You are not a morning person, at all. What sets you straight in the morning is a good old-fashioned cup of joe. Expect your mental and physical abilities to lessen by half until you get that first hit of that godly caffeine.
- **Expansive Hunting (+100 CP)** – As it was revealed in the movie’s ending, the sasquatch was not alone as there was a substantial pack. That pack was content to hunt within the state park grounds. Not anymore, as now they’ll be expanding their grounds into the surrounding town.

### **Cage Drawbacks**

- **But I Don't Like to Hurt People (+100 CP)** – You're strong, Jumper. There are no two ways about it. The problem is you never go full out in your fights. In a normal society, this wouldn't be a problem. Unfortunately, you'll find that this isn't a normal society. Expect a lot of problems if you get involved in cage matches.
- **30 Minutes (+100 CP)** – You just don't get a break, do you? Whenever you get into a cage fight here, you'll have roughly thirty minutes before facing off against a stronger opponent. This doesn't apply to fights outside the ring, but it does mean you'll have to be more careful going into your fights.

### **Robowar Drawbacks**

- **Over-Eager Shooting (+100 CP)** – Better hope you have the ammo to spare because you like to shoot a lot. You will mag-dump into a target well past the point of complete destruction, no matter how dangerous or inane that target is.
- **Get In and Get Fucked (+100 CP)** – Expect your briefings to miss critical, need-to-know information. This could range from troop movement and numbers to deadly cyborgs that are roaming the area. In a blend of incompetence and negligence, your superiors will never think to tell you this.

### **Viking Bikers From Hell Drawbacks**

- **Near Miss (+100 CP)** – I guess no one taught you to double tap, did they? You'll find that the people you try to kill tend to survive by near misses, and I do mean near, like half a centimeter near. You better hope that you have some accurate lackeys.
- **Hmmph (+100 CP)** – You know, Jumpers get up to some pretty cool shit. Too bad not everyone thinks that way. During your time here, every time you do something awesome, expect someone to make a non-committal noise, effectively stating that they've seen this before and that it's not that interesting. It gets really annoying and will most certainly throw you off your game.

### **Reward**

Well, every hero needs a reward, and we have one for you. Should you have taken this Jump before or after Generic First Jump or Generic Virgin Jump, the perks and items purchased here will be permanently added to your Body Mod.

## **Gauntlet Mode**

If this is not your first **Jump**, you may choose to take Generic Rebruary as a Gauntlet and be reduced to your Body Mod. If any items were combined with Non-Body Mod items, only the effects that would be considered part of your Body Mod while separated will be a part of your Body Mod. If you fail the Gauntlet, you will revert to standard **Jump** Mode.

If you succeed in all ten levels on your first go, you can receive the Tutorial Rewards as if it were your first **Jump**.

## **Decisions, Decisions**

**Return to the Good ol' US of A** – You're done, jumper. You've decided to return to your home with all your experiences and skills.

**Finding A Home with The Sun** – You decided that you like this strange universe and will stay. If you choose this, you may be able to seamlessly move between film worlds without issue.

**Bringing Knowledge to the Future** – You're far from done, Jumper. You've decided to follow the footsteps of Yor, and bring your experiences to future jumps.

## **Notes**

12/1/22

- V 0.9 Completed, effectively jumpable, though requires extra fluff, expanded descriptions, and grammatical checks (Because I know damn well I missed something).
- Should this jump be taken before or immediately after Generic First, Generic Virgin, or Generic First Gauntlet, then the various perks and items will be added to a Jumper's body Mod.
  - Should this jump be taken at the same time as Generic First Jump, Generic Virgin Jump, then the drawbacks taken in this jump will affect GFJ and GVJ
  - This jump cannot be taken at the same time as GFG but can be taken either before or after.

12/7/22

- Added descriptions for each individual movie
- Added General Perk, Fullback
- Clarified that Archetype perks get discounts based on origins
- Altered spacing in various places to improve ease of readability.
- Improved grammar and text.
- Found that the "Wig and Stache" Item was incomplete and filled in the missing text.

- Added the Drawback “And Starring...”

12/14/22

- Improved general grammar
- Clarified the “Give it All You Got” perk.
- Altered “No Import For You” to account for previous jumps and in-jump perks and items.
- Added COMPANION section.

4/27/23

- Version 1.2 created
  - Several Perks were buffed/expanded upon
  - Companion options were expanded to include two new companions and two sets of followers.

1/20/2025

- Version 1.3 Created
  - Grammatical issues were fixed.
  - Tutorial/Gauntlet was added.