

The League Of Extraordinary Gentlemen – The Reddit Edition V1.0

By: Lots_Of_Mistakes_

Discover an adventure in a league of its own...

1899.

THE GREAT NATIONS OF EUROPE SHARE AN UNEASY PEACE.

FOR HUNDREDS OF YEARS, WARS HAVE BEEN FOUGHT WITH THE SAME WEAPONS.

SINGLE-SHOT RIFLES, CAVALRY AND HORSE-DRAWN CANNON.

BUT THIS OLD CENTURY IS SOON TO END.

A NEW AGE DAWNS...

A hunter, a scientist, a vampire, an invisible man, an immortal, a spy, a beast...

When a masked madman known as “The Fantom” threatens to launch global Armageddon, legendary adventurer Allan Quatermain commands a legion of superheroes, the likes of which mankind has never seen. Now, despite fighting their own personal demons – and each other – they must join forces to save the world.

Will you be joining them? Will you be working against them? Will you simply choose not to get involved at all?

The choice is yours, along with 1000CP to help you over the next 10 years you’ll be staying here.

Starting Locations

This is where you'll be starting off, by default starting in June or July 1899, barring any Perks, Drawbacks or Scenarios that would cause you to show up elsewhere. You can roll a dice, pick at random for free, pay 100CP to choose, or use whichever system works best for you.

1. **London** – You can appear in any public space within the capital of the British Empire, from outside the recently robbed Bank Of England, to the East London Docks, to a museum beneath which several members of the soon-to-be-League will be meeting. Whatever charming spot you pick, be prepared for an English summer.
2. **Kenya** – You appear in a small settlement, where a somewhat out-of-place man in a suit and bowler hat is walking towards the largest building in the area. You might have accompanied them here from Britain in search of Quatermain, you might be trying to find the famous explorer for different reasons... or you might want to toddle off before a group in trenchcoats arrive.
3. **Paris** – Where one last member of the League will be recruited, or at least captured.
4. **The Nautilus** – Capable of travel for leagues under the sea, the 'sword of the ocean' is the pride and joy of Captain Nemo and will soon be the main method of transport available to the League. It could easily get from England to Venice in less than four days.
5. **Venice** – If you'd like a look at the architecture, I'd suggest doing it quickly. This Venice will soon be holding a festival, and the city itself might be somewhat different from what you're familiar with. Much larger areas to walk on and much deeper canals, for example.
6. **Mongolia** – I hope you packed warm clothing. You can either appear at the door of a large factory you'll find here, in a cave overlooking it, or in the middle of abandoned settlements on the other side of the mountains.
7. **Free Choice** – You can appear anywhere within the setting.

Depending on your Origin, feel free to come up with a reasonable explanation for starting off where you are, so long as it doesn't give any advantages that you shouldn't have.

Origins

This is your background for existing in this setting, which can cover exactly which side you might be on and who you might be allied with. Any of these can be taken as Drop In if you don't want to have a history.

The Rogue – Well, you certainly didn't factor into anyone's plans. While you might not possess any overtly extraordinary capabilities, sometimes all it takes to change the world is someone in the right place at the right time....

The Hunter – Whether stories of your adventures have thrilled others for decades already or you're a successor to another legend, this new chapter is likely to put your skills to the test. You're not the sort to miss a thing, quite possibly ever.

The Survivor – While you might not outwardly seem impressive, your accomplishments certainly are. You might have been hip-deep in some sort of trouble previously, but you might not need anyone else to protect you anymore. You might have even accompanied another team to face a great evil in Transylvania and come out of the ordeal changed.

The Experienced – You take uniqueness in your stride, having seen too much to shock easily. Perhaps you've met a few extraordinary figures in this world before?

The Explorer – There might be rumours that you're a pirate, or you might prefer a less provocative title. Either way, your efforts and creations are likely to influence the future of this world.

The Thief – You may have heard the tale of a talented, albeit misguided man of science discovered the means to become invisible. While he died, his process didn't. You may have been one of those who stole it or would find such a thing a boon to your work.

The Transformed – You might have quite the parlour trick up your sleeve, likely able to bring both brawn and brains to the table. Perhaps you've worked with Dr Jekyll, or in a similar field?

The Phantasmal – You are likely not part of the League of so-called Extraordinary Gentlemen and might even be working with the Fantom if you're not some sort of competitor. Their mission might be to stop you, while yours is likely to involve profiting from the chaos to come.

You can pick your age, gender, and customise appearance for free. Pick whatever you want, so long as it doesn't provide some special advantage, and makes sense for fitting in around here.

Perks

This follows the same rules as other Jump Documents, any Perk or Item in your Origin is discounted by half, with the 100CP Perk being free. You start off with 1000CP to spend and can get more via Drawbacks found later in this document, or if you have some external Drawback source.

General Undiscounted

Free – **Extra Ordinary** – Sometimes, not standing out might be a better approach. You can now conceal any special nature, abilities and other qualities you have that might not be considered normal, so long as you are not actively trying to use them. No amount of analysis and no methods of detection will reveal you are anything but an ordinary person... unless you are deliberately showing that you are now.

Free – **Extraordinary Jabs** – Just in case your immune system isn't up to it, or if you picked up something in another world or time, you are now free of any diseases you don't want to have. You are also immune to mundane diseases that you might pick up, so you don't spend a portion of your time here or in other worlds sick because you weren't resistant to something the locals are.

200 – **Extraordinary Measures** – It's a shame that just being different from other people could invoke fear or disgust. This is less of a problem now. Governments, similar organisations and the general public will not be bothered by or afraid of unusual individuals or capabilities, so long as they are being used to deal with a problem normal forces would have troubles with. There will not be any sense of unhealthy rivalry or one-upmanship between extraordinary and ordinary individuals working towards the same goal, allowing them to work together without conflict due to different natures and capabilities.

200 – **Extraordinary Geography** – In some worlds, getting an enormous submarine to the right place in the world or finding enough room to drive large vehicles might be difficult. That's not the case here and won't be the case anywhere else with this Perk. You would find that the Nautilus can get into Venice or find that the streets you need to use are wide enough to drive a car on even if that wouldn't normally be possible. If you needed to get to the middle of land-locked Mongolia in a submarine, you would find there would be secret underwater cavern networks that would allow it. Wherever you need to go, no matter what vehicle you might have available, you will find there is a way to use it to get where you need.

400 – **League Material** – While incredible aim, unnatural strength or supernatural capabilities are impressive, something rather more extraordinary is getting people with such qualities to work together. You possess this talent, being able to get people like the League to work together even if they would normally disagree or fight each other. Not only can you coordinate teams containing people with a variety of extraordinary capabilities, but you can easily find ways for their different talents to work together for a greater overall effect and variety of uses. This acts as a Capstone Booster.

The Rogue

100 – **Special Agent Jumper** – American Secret Service? You certainly have all the training and experience to be one of their best agents. This includes the use of a variety of firearms and combat training, as well as infiltration capabilities. This also acts as a good excuse to show up and join a group if you are working towards the same goals, without issues like jurisdictional rivalry showing up. This training updates in each setting to remain relevant.

100 – **They Told Me European Women Had Funny Ways** – You might not be familiar with a particular culture, but you're adaptable and can hide any sort of disgust or concern you might have when you encounter something unusual. You could encounter a new ally that ends up ripping out an enemy's throat with their teeth, and rather than feeling ill at the sight you'll just shrug it off. You'll be able to treat extraordinary figures as normal people no matter their appearance or capabilities, and some might appreciate this.

200 – **Jumper Will Live To Fight Another Day** – You can survive as ordinary person amongst the extraordinary, even in extreme circumstances, as you possess an unusual amount of luck. As well as benefiting you, it can help your allies, as you have a knack for showing up in the right place at the right time.

200 – **Fire Enough Bullets And Hope To Hit The Target** – Even if you aren't the most accurate person in the world, you have a chance of hitting a target just from the sheer amount of times you fire at them. Very useful if you don't have time to aim properly, or obstacles keep getting in the way and you need to make up for it with sheer volume of fire. With any weapon you use, you can fire a lot of bullets very quickly, reloading in an instant if you have ammunition. Your guns will never jam, malfunction or overheat from this.

400 – **Did You Teach Your Son To Shoot Like This?** – Perhaps others can see potential in you? Not only are those with skills you want or need far more willing to teach you, but you also now have the potential to learn the skills of others within a relatively short amount of time. A skilled hunter could teach you to shoot as well as they can, and perhaps a music teacher could teach you how to play a variety of instruments. The more skill you already have in that area the faster you'll learn specific skills, so if you're already trained with firearms you could learn the accuracy of a master within a lesson or two.

400 – **You Can Be Done, But I Am Not** – Not until the case is closed, everyone has been avenged, or you're dead for good. You have what is essentially an unlimited amount of determination and drive to accomplish your goals, allowing you to keep going even when everything has gone wrong and find some way to get closer to your goals even if there doesn't seem to be a viable way to do so. You can share this with others, motivating your allies to keep going with the same enthusiasm and drive you have even when everything seems lost and they'd rather give up than carry on.

600 – **That's The Part He Did Wrong** – Sure, the mastermind might have brought together you and your allies just to use them and their capabilities for their own ends... but at the same time, they happen to have united a group of people with extraordinary capabilities who are best suited to bring their plans to ruin and now have a variety of reasons to work

together against them. You can now turn the plans of others against them even when they seem to be winning, taking advantage of any unintended beneficial developments of those plans.

Capstone Boosted – Even a Napoleon of crime will find their supposedly flawless plans developing potentially crippling flaws in them when you're involved, either by overlooking something critical or having something vital they were counting on not going off entirely as planned. Whatever it is, you're sure to be able to find the mistakes they've made, then it's up to you to exploit it.

600 – **That Gives Us An Edge** – They might think you're dead or defeated... but that means they'll never be expecting you. Whenever you are underestimated, thought less capable or considered unaware or even dead, you will gain a significant advantage that you and your allies can leverage against an opponent. Even the most cautious of opponents won't bother to post extra guards or take additional precautions if they think you're dead, as an example, and they'd be much less likely to try to confirm your death for certain even if it's plausible there was a way out of it.

Capstone Boosted – You might be up against extraordinary forces that are much more powerful or experienced than you are. Fortunately, whenever you are weaker or less capable than an opponent, you will find yourself presented with opportunities that might give you advantages against them, allowing you to at least even the odds. If you're fighting an invisible opponent, during your scuffles they might end up getting dirt on them, allowing you to figure out where they are.

The Hunter

100 – **Do I Need The Empire?** – You don't need the trappings of civilisation to survive and thrive. You are very self-sufficient, trained for wilderness survival in any environment, and can easily build improvised shelters and other primitive but effective tools and equipment wherever you end up. You're also quite physically fit so you can actually use this training, and you will retain this health despite your age.

100 – **The Empire Is Always In Some Kind Of Peril** – You might have been around enough, both in terms of longevity and travelling, to know that there's usually going to be some sort of problem that needs to be dealt with. Fortunately for you, you have a knack for getting out of these sorts of things and avoiding getting involved. You can avoid being recruited to fix these problems despite the efforts of anyone else and have a sense of when you need to leave the area to avoid the problems affecting you directly. Just bear in mind that some problems can extend as far as you can travel, and it's difficult to avoid a potential world war if you can't leave the world itself.

200 – **Dashed Unsporting** – Do your enemies have automatic rifles? They'll find they aren't that much more useful than more primitive single shot ones against you. You are now far less likely to be hit by ranged weapons in general. In fact, the more shots fired at you at once the less likely it is that you'll get hit, and the faster the weapons being used against you fires the more likely it is to malfunction or get jammed.

200 – **No, Just Armour Plated** – Others might panic if they find that bullets seem to bounce off a target. You aren't so easily disheartened, as you'll quickly be able to figure out why it's happening. Perhaps rather than being indestructible as a layman's impression might suggest, a group of assassins are just wearing bulletproof armour? You'll be able to quickly comprehend any out-of-context problems and adapt to them just as quickly. You might find that armour plating doesn't cover the assailant's heads or figure out that while bullets bounce off it harmlessly, they're significantly less resistant to impalement.

400 – **Ah, You're Missing A Picture** – You don't miss a thing, do you Jumper? You have a keen eye for detail, and while you're not quite the equal of a certain detective you do have a knack for putting the pieces together, given enough time and effort. As your enemies don't seem to have the skills of that detective, they're also far more likely to let slip key details than they would do normally, like a criminal mastermind's bodyguard accidentally saying the first name of their employer when you can hear it, or a villain's recorded speech accidentally including a detail they'd rather have omitted. You'll put together the full picture from the little mistakes they make over time even if you can't find any evidence normally.

400 – **Old Tiger Sensing The End** – Have you ever heard the saying that an old tiger sensing the end is at it's most ferocious? Whether or not that's entirely true, it seems to apply to you to some extent. Now, the closer you are to death, the more dangerous you are. This doesn't just apply to being badly wounded, but the more likely it is you are to die in a given situation the more effective you'll be. You'll find yourself braver, faster, and your actions causing more harm to those who are trying to kill you. Before the end, even if you can't

escape it, your enemies will find that backing you into a corner was the worst thing they could have done.

600 – The Great White Hunter– You are at the pinnacle of mortal hunters, and if somebody looked up the word ‘hunting’ it’s entirely possible your picture will be right there next to the definition if you garnered that sort of publicity. You know how to hunt for survival, employment and sport, and you are a master at hunting and tracking targets in any terrain they might be in. You are familiar with every mundane beast that exists on the Earth, flies above it, burrows beneath it and swims in its waters, knowing their tracks and behaviour, and this will update in future settings for local fauna. You can even drive your prey to wherever you want them to be while they are entirely unaware that they are being led somewhere. You also know how to safely capture a target without harming it if necessary. Finally, your senses are considerably sharper than a normal human, allowing you to smell the fear or other emotions of your prey, and even when you lack one sense you can compensate with others. You might be able to turn the tables on an invisible man by turning off the lights, as while neither of you might be able to see the other anymore, you’ll be able to hear them and pinpoint where they are from the sound and movement of the air.

Capstone Boosted – Your hunting prowess has become legendary in a more literal sense, as now you can come up with viable plans to track and capture anything successfully. Even if it would normally be capable with eluding capture or escaping whatever captivity you impose through trickery or force, you’ll be able to find a way to contain it. It might take some time and resources for some particularly troublesome prey, but you can be sure it won’t escape you once you’ve set out to bag it.

600 – Take Your Time – You have all the time you need. All the time in the world. At least that’s what it might seem like, as your accuracy is astonishing. You can hit any target with a ranged weapon and have the intended effect on that target, regardless of the distance, so long as you can see it and the weapon is plausibly capable of that range and the effect. If you could still see them relatively clearly, you could non-lethally take down a running target wearing bulletproof armour at a considerable distance with an elephant gun. You’ll know if your shot will have the intended effect, so you’ll know when not to waste a bullet.

Capstone Boosted – Apparently, taking all the time in the world puts a lot more weight behind what you do. Now, you’ll find that the effect of single bullets or projectiles you fire can be greatly amplified and will always be at least somewhat effective on the target if it can hit it. You’ll even find that the longer you wait to take the shot, the more powerful it will be.

The Survivor

100 – **Academic** – You're a well-educated individual and very well organised. You could quite easily collect a variety of information from journals, letters and newspaper clippings, place all the relevant information in chronological order and create multiple copies of your findings. You could be an excellent teacher or invaluable during an investigation. In addition to this, you have training and qualifications sufficient to teach one subject in detail, such as being a skilled music teacher, or an expert in chemistry. You can pick one of these for free and pay 100CP for each additional qualification in this manner.

100 – **Neither Are Traits That I Hold In High Regard** – It doesn't matter if they're sweet and young, or offer to do heavy lifting for you, you're not going to be charmed or seduced by anyone. Even if there's some sort of unnatural compulsion involved, you just won't be interested, and nothing can make you interested against your will. This doesn't mean you can't have relationships or be seduced at all when you genuinely want to be, it just won't happen unless you specifically set out for such a thing to occur before you encounter those attempting to do so, and you'll be aware if something is trying to force you into it rather than your own feelings.

200 – **Save Your Bullets** – You might be somewhat more resilient to harm than your more mortal allies, so it might help all your efforts if you could draw fire from anyone trying to kill all of you. You can now act as a perfect distraction, getting an enemy to focus their efforts on you while your allies or others continue unhindered. As you might want to be sure you can deal with that attention, this Perk also makes you aware of how much danger particular threat you are facing is to you.

200 – **I've Had My Fill Of Throats For This Evening** – You have very strong willpower, enough that a mere supernatural compulsion to drink the blood of others can be shrugged off and even active attempts to alter your mind can be resisted for far longer than others would manage. You could restrain any inherent bloodlust, or any particular desires you may have due to your personality or species.

400 – **What You've Let Out Of Me** – A Jumper's wrath? They probably should be petrified. Should you have any bottled-up feelings of bloodlust, desire, anger or other impulses, you can allow this to flood out all at once to give a considerable boost to all your capabilities. What you might appreciate more is the ability to focus this pent-up pressure onto deserving targets, so you can let all of this loose without causing unwanted collateral damage. The more intense whatever you have been trying to hold back is and the longer you've been holding back, the greater the enhancement will be when you finally let loose.

400 – **This Time You Missed** – Sometimes you might be unlucky or distracted, and someone will take advantage of a key weakness of yours. Not anymore. Now, even if an enemy is aware of a weakness you have, they won't be able to use it properly even if they're actively trying to. If you were a vampire and your opponent knew they needed to stab you through the heart to put you down for good, then should they actually succeed at stabbing through you they will somehow manage to miss your heart in the process. They'll even think they

exploited the weakness, and should you play dead they'll believe they succeeded, which could be useful if you need to catch them unawares.

600 – It's Possible I Can't Die. Same Could Be Said Of You – Want to test your own immortality against another's? If you have at least the same degree of immortality or resistance to death as your opponent, you'll be able to find a way to kill them properly even if your forms of escaping death are different. If you could only be properly killed by being stabbed through the heart, and faced someone whose only weakness was a portrait, then you would find the opportunity to use that weakness during the fight. Perhaps you would find that they keep the portrait in the room you are battling in and quickly figure out what to do with it?

Capstone Boosted – Directly trying to combat something that might be stronger and more durable than almost anything except itself can be a problem, even if you are capable of matching them blow for blow. It's the sort of thing that renders improvised weapons somewhat futile against such might. Now, you'll find that your own weapons and surroundings become at least as durable as you are when it's convenient for you, so feel free to smash an opponent's head against a wall without worrying about bringing the building down but doing less damage than just punching them in the face would.

600 – Victim Of Radical Behaviour – Well, if you could call the vampiric sucking of people's blood radical behaviour. At some point you were fed upon by a powerful vampire, but your efforts and perhaps those of your allies defeated the creature. But you didn't survive the experience unchanged and have become a vampire yourself even if that wasn't the vampire's original intention. Like the infamous Dracula, you now possess several unnatural powers such as command over the creatures of the night such as bats and wolves, a degree of flight, inhuman strength and speed, and a potent regeneration capable of fixing most wounds in a matter of seconds. You can also take on a much more monstrous form with waxy skin and red eyes, altering your clothes in the process into something more intimidating or suitable for combat. Much like your progenitor, however, you are not entirely immortal, as being stabbed through the heart will kill you, and you will find your vampiric powers weakened considerably in daylight. It's possible that the death of the one that fed on you limited some of your powers in exchange for avoiding notable weaknesses such as holy symbols, inability to pass over running water, and a requirement to sleep in a coffin or box containing dirt from your homeland. You will, however, find that drawing on this supernatural strength brings with it a thirst for human blood, with more extravagant uses of this power requiring a larger meal to make up for it. Over time, and perhaps if you indulge this thirst for blood on a more regular basis, you may find your powers growing to match and even surpass the original vampire.

Capstone Boosted – Have you ever heard of the saying "*what doesn't kill you makes you stronger*"? That seems to apply to you in a more literal sense now. In each Jump, you can choose to have been affected by one given entity. Perhaps you survived a deadly attack, or resisted their efforts to gain control over you. Whatever happened, it has transformed you, turning you into a lesser version of the creature and granting access to the abilities they may possess. This might be a form of hybridisation, in which case your abilities will not grow as strong as the original, but you do not possess any inherent weaknesses or limitations they possess. If instead you embrace

a full transformation, your abilities will be more potent and have the potential to eventually surpass the original, but at the same time you will but be subject to the same weaknesses and limitations as the original. Whichever option you choose, what you may find more useful is a new capacity to use your newfound gifts against the same type of creature, or somehow finding a way to use the link they created against them. You might develop a general sense to detect their kind even when they attempt to disguise themselves, or perhaps you could be willingly hypnotised to access knowledge on the activities of the one that tried to transform you.

The Experienced

100 – **Mr Jumper** – Or perhaps Lady Jumper, or something else depending on exactly how you identify yourself. Either way, you now have all the social skills and etiquette to fit into high society, as well as a considerable knack for charming or even seducing others. You know how to avoid accidentally charming or seducing as well, no matter your appearance or graceful nature, should you not want to accidentally befriend someone you'd rather not interact with or attract amorous attention you'd rather avoid.

100 – **I've Seen Too Much In My Life To Shock Easily** – Oh, an invisible man? It might not even be the first you've encountered. You simply aren't particularly surprised or scared by anything anymore. You can still enjoy new things, but you could take the revelation of beings with extraordinary powers existing in stride or be impressed by a new type of machine but not scared of such a thing showing up out of nowhere. You can still react to get out of the way of dangers just as well as you normally could, but you'll do so calmly rather than in a panic.

200 – **I'm Complicated** – Do you have some unusual capability, or perhaps more than one, but would rather keep it to yourself or save the time you'd have to spend explaining it? Now, all you need to do is say that you're "*complicated*", and everybody will accept it as an answer and suitable explanation for your abilities and not investigate further. You can also keep these abilities and any peculiar nature you might have hidden from everyone unless you openly use them or get obviously exposed doing so. You could have intimate relations with someone, and they'd never be any the wiser about your... complex nature unless you deliberately told or showed them.

200 – **That Skinner's Got A Lot To Answer For** – Yes. Them. You definitely had nothing to do with everything going wrong. At least, not that anyone can really prove. You are an expert at displacing any sort of blame onto others and making others seem to be guilty of crimes or other wrongdoing that you committed or were responsible for. It helps that those you're trying to shift the blame to seem to act in a suspicious manner while you're doing this and won't do things that would quickly prove they're not responsible like establishing an alibi, so even if they're entirely innocent they'll be the first person everyone starts to blame.

400 – **We'll Be At This All Day** – You might end up doing the same thing for long periods of time. Fortunately, you are now immune to boredom and any monotonous or long-term activities don't bother you anymore. As you might need to be actively doing something for a long time rather than just waiting, you'll probably appreciate the fact that your stamina and other normally limited personal resources are now tied to any other sort of regeneration you might have. You can keep going for as long as you would be alive, as such things will now keep pace with whatever strange forces try to keep you physically intact.

400 – **I've Lived Long Enough To See The Future Become History** – It doesn't bother you, and you've managed to learn a few things over your lengthy existence. No matter how much time passes you will not become tired of your existence, and you will always be able to make connections to those who might not live as long as you. You've also learned to accurately predict significant shifts in culture, society and economics from your own

experiences of history, so you would recognise when new trends are likely to become popular and determine the likely outcome of major events.

600 – A Wolf Among The Sheep – Growl. You are surprisingly talented at infiltrating groups and organisations, pretending to work with, aid them and keep yourself above suspicion. You're able to put this to good use as you can easily collect viable samples or steal useful things, collect important information, and even work to sabotage them. Given a bit of time you could pose a major internal threat to even the most extraordinary of groups. You are also able to conceal your efforts to subvert, undermine and sabotage others to the point you would need to practically reveal yourself as working against them before they'd figure anything out.

Capstone Boosted – Why go to the effort of savaging the flock when you can cause them to do most of the work for you? You find it almost trivial to trigger infighting in any group you might be part of, and even if they don't come to physical blows you can certainly stop them from being able to work together effectively.

600 – Empires Crumble. There Are No Exceptions – Perhaps you have first-hand experience of the fall of nations and industries? You now know the most likely cause of any organisation, group or society to fail. Perhaps you can use this knowledge to prop up an institution that you know will fail by working on its flaws, or maybe you can accelerate their downfall by targeting them? You will know how long until a given institution falls apart in its current condition, so you will know if either of these goals are succeeding.

Capstone Boosted – Being around forever is much less pleasant if you end up outliving everything you set out to build. That's not a problem for you anymore. Now, you can make your own empires and your efforts last for at least as long as you do so long as deliberate action hasn't been taken to destroy them. Your lands might be conquered by others and your home might be destroyed in a war, but they would never crumble from infighting or fall apart from neglect.

The Explorer

100 – **Captain Jumper** – Something about you commands attention and obedience, such as the way you walk and how you talk. You also have all the skills needed to command your own crew and other subordinates, everything from management and delegation to ensuring everyone is fairly paid and needs are attended to. You will also know out of your own crew who might be best suited for any particular role, allowing you to assign them to the best position, and of any shortcomings some may have.

100 – **20,000 Leagues** – You could travel that far and further under the seas with relative ease in the right vessel. You are an expert at travelling and navigating the oceans and other bodies of water, knowing even areas uncharted by others like the back of your hand. You also know how to use a variety of ocean-going vessels and directing others to control those that require more than a single sailor. In future Jumps, this knowledge can update to include relevant differences in nautical knowledge and experiences, or instead update with a suitable equivalent that is relevant within the setting such as airships or land-based transportation.

200 – **I Walk A Different Path** – You don't use guns. Not necessarily because you can't, but because closer combat is your speciality, and you're good enough at it to make up for the lack of ranged weaponry. You are particularly skilled with blades and would be a deadly opponent even if you were up against armoured enemies with automatic weapons. Even if you can't fell an enemy in a single blow due to their sheer size and durability, your blurring blades will at the very least wound and confuse them.

200 – **You Underestimate The Nautilus** – They might underestimate the potential of machines, but you do not. Not only do you have a good understanding of the limitations of any machine, vehicle or method of transportation you use, but you can push them to be much significantly more effective than usual when you're in charge of them without running into maintenance or overheating problems.

400 – **Must I Take Drastic Steps?** – Having a powerful and dangerous creature rampaging on a pressurised vessel deep under the oceans could be catastrophic. But cutting down one of your allies could also cost you. Now you won't be taking drastic steps unless they're truly necessary. Now, you'll know when something or someone is going to be an active threat to your goals and those of your allies. If you do take drastic steps, you'll be able to do so without regret.

400 – **Track It? I Intend To Catch It!** – Nobody can expect to get away from you for long. You are an expert at tracking vehicles and determining the most likely routes of escape that could be used, as well as identifying and avoiding methods that might be used to slow down or trick pursuers. Even if they had a head start, it would take significant deliberate sabotage to stop you from catching anyone you're chasing.

600 – **I May Have Been Overly Charitable When I Said I Wasn't** – Your past might have been less than laudable, but you developed a lot of skills related to less than lawful activities. Though you might not want to act in such a way anymore, you have skills of an experienced

pirate, thief and terrorist. You are unsurpassed when it comes to nautical combat, able to effortlessly use the state of the ocean, it's contents, and the limitations of your opponent's vessels to your advantage. You'll know the best way to defend your own vessels and the best way to capture or destroy those of your opponents. In future Jumps, this can update to include relevant differences in nautical knowledge and technology, or instead update with a suitable equivalent focus that is relevant within the setting such as airships or land-based transportation.

Capstone Boosted – Your less than entirely laudable talents and capabilities can now be used for a greater good or less selfish goals than they might have once been used or intended for. You can now use anything that is harmful, illegal or immoral for good purposes and to help others. Perhaps a targeted effect can be beneficial, or a positive aspect can be applied without including the negative ones. This applies to any knowledge, Perks, Items or abilities you might have. For example, knowledge of the body that can be used to harm it can be used to heal it more effectively.

600 – **Behold, Nautilus. The Sword Of The Ocean** – While you might not possess the incredible physical capabilities of some figures in this world, you do possess a brilliant mind when it comes to mechanics and engineering. You could easily come up with technological wonders such as Captain Nemo's *Nautilus*, or create things long before their time such as an advanced automobile where most are still relying on horses and carriages. You might need a lot of resources to build some of these marvels, so you may need to find a substantial source of income if you want to create something as amazing as the *Nautilus* with all its features.

Capstone Boosted – While you might be able to come up with incredible ideas, you might lack the similarly fantastic materials needed to make them a reality. This is no longer a problem, as you can now figure out how to manufacture these miraculous materials to use them for your extraordinary creations. You can come up with anything from a gravity-negating covering for a rocket ship to a power source for a time machine. You can even make synthetic versions of something that is naturally occurring. The more extraordinary whatever you need to create is, the more time and resource intensive it will be to create.

The Thief

100 – **Jumper, Gentleman Thief** – Certainly more the latter than the former, as you now have a variety of skills related to theft, from pickpocketing to lockpicking. You also possess a sort of rough charm, though this is less the sort that makes people like you and more the sort that makes people dislike you less should you be causing them problems.

100 – **Unseen Undercover** – You may or may not literally be invisible, but you're not far from being the next best thing as you have all the training you might need to be a spy. You know everything from encrypting and decrypting secret messages to shadowing someone you're trying to keep an eye on without them noticing you, to losing anyone trying to follow you. This training focuses more on the subtle, sneaky side of spying.

200 – **I've Been Waiting All Week To Do That** – Your particular goals might require that you possess a great deal of patience and the ability to stay still and quiet. Fortunately, you have quite an extraordinary talent in that regard. You could easily remain in one place for days on end without moving or making a sound, waiting for the perfect moment to act. Even if it's an awkward position, you'll be able to hold whatever pose you need to for as long as necessary and be ready and able to move the moment you need to without running into problems like stiff muscles and aching joints.

200 – **I Can't Feel Any Of My Extremities** – While it might be amusing to anyone watching, something like frostbite is no laughing matter when you're suffering from it yourself. Fortunately, that doesn't seem to be a problem for you anymore, as you have an unnatural resistance to environmental conditions. You might feel cold if you were in an arctic environment, but you wouldn't suffer from frostbite or at risk of freezing to death with no clothes, and you'd be similarly protected from sunburn or heatstroke in hotter conditions.

400 – **Are You A Good Boy?** – They'll have to find out. You can keep your own motives hidden from anyone else. It doesn't matter if those investigating you possess extraordinary perception, or if your every action was under close observation, nobody will ever be able to determine what your own goals and motives might be. Nobody will ever figure out which side you're on until you openly reveal it by obviously aiding or betraying them. Even then, perhaps you're really a double agent? Only time will tell, because nobody else can.

400 – **Hello My Freaky Darlings** – Keeping your location, actual alignment and activities invisible to everyone else can make getting important information to others rather difficult. Fortunately, you possess extraordinary talent and luck in this regard, and are able to get in contact with those you need to secretly. Perhaps you'll find an unmonitored telegram, or even a carrier pigeon. Whatever it is, you'll be able to find a way to get any message or information to those you want without it being noticed, blocked or intercepted by anyone else. You can even keep the origin of the messages you send hidden to keep your activities secret or identify yourself with a particular phrase that the correct recipient will be able to recognise while others will have no clue about who sent it or where it was sent from.

600 – **Lightless Step** – Even if you're not actually invisible, you might as well be given how little evidence you give of your presence. You know how to move while concealing your

presence, remaining almost silent as you move regardless of the environment, and keep completely silent while staying still. You automatically take into account the perception of others so you know where to go to stay out of sight, and you can easily avoid things like tripwires and alarm systems that require physical interaction to set off.

Capstone Boosted – Hiding your presence while you're there is good. But keeping it hidden once you're gone is much harder. Fortunately, that's something you can do. You can completely avoid leaving anything like footprints or any sort of markings, trails, or physical evidence that anybody was ever there. Your presence is even erased from cameras that might have recorded your presence and concealed from more extraordinary means of examining a location and determining what previously occurred within it.

600 – The Invisible Jumper – Invisibility could be quite a boon to your work, and unlike the recipients of a certain formula you find it quite easy to turn back or be invisible whenever you want to. Your body and its contents are completely invisible to ordinary perception, and while light passes through you entirely you can still see everything else perfectly well. At the same time, you seem to be immune to being blinded by excessive light, and to any other problems that might logically result from having a completely transparent body. You will also be able to sense where your own body is, allowing you to avoid issues like difficulties manipulating things without being able to see your fingers or stubbing a toe because you thought your foot was closer to something than you thought. There are only three real issues that you need to deal with that the other invisible individuals never found ways around. The first is that while you are no longer visible, you are still just as audible as ever. The second is that you still emit heat and can still potentially be perceived by those with the ability to detect infrared radiation. The third, and somewhat more inconvenient feature, is that only your body is affected by this invisibility, not extending to any clothes or equipment you might have on you. Perhaps you can find ways around these limitations?

Capstone Boosted – It seems you've managed to refine the invisibility further. Your presence cannot be detected other than by physical interaction or the sound you make. You don't even have any sort of scent anymore. It doesn't matter what sort of special vision someone might have, or device is created to examine the area, none of it is going to detect you while you're invisible.

The Transformed

100 – **Dr Jumper, At Your Service** – You have all the skills and experience of a particularly talented and notable medical practitioner. This will update to remain relevant in new settings.

100 – **Your Own Past Is Far From Laudable** – While others may have concerns over what you could unleash if they're aware of it, you will be equally aware of any wrongdoings of others that might be known to the public.

200 – **You Stink Of Fear!** – Well, you might not, but you can tell when others do. You are able to accurately sense the emotions of others by smell, both the type of emotion and degree of it. This can use other senses you possess if you prefer, and no matter how calm someone else might be in controlling their emotions or what they might be using to hide their expressions, you will be able to determine how they really feel.

200 – **Trouble? I Call It Sport** – You aren't afraid of violence, and while you will never get carried away with it you can become quite enthusiastic with such things when it comes to it. You are not bothered by bloodshed or brutality and are immune to shock or trauma from harm caused to others or yourself. You also have a not inconsiderable brawling ability and capacity to fight unarmed or with improvised weapons, though this seems like it could be more useful if you somehow became inhumanly strong.

400 – **Turn It Off, Jumper! Turn It Off!** – The voices in your head want to help you. This isn't madness, but instead the genuine aid of any split personalities, internal selves, evil sides and other minds within your own when it comes to warning you of dangers that you can't sense or telling you about things you can't perceive that they can. Somehow, even if they would be limited to your own senses, they are somehow capable of using their own from within you and can provide warnings of things they might be able to sense that you can't, or that they know something about that you are missing. A more animalistic personality might warn you of a high-pitched sound that they can hear even if your own ears cannot, and a more supernatural element within you might alert you to the potential mystical danger of something that appears mundane to your ordinary eyes. Even if they might normally be antagonistic or opposed to you, they will not attempt to trick you when it comes to such things or deliberately not warn you of a danger. On the off chance you don't already have a way of communicating with the voices in your head, you can now communicate with them through any reflection. You can disable this aspect to block them out entirely, cycle through them as they replace your own reflection, or see them seemingly standing around your reflection.

400 – **Now Let's Not Make A Saint Out Of A Sinner** – They might not be so helpful next time... at least, if anyone else asks. You have a knack for convincing bad people, or at least those who would normally be in opposition to you, to do good or helpful things if it's remotely within their own interest to do so. Even if it's something that helps you and they're usually not inclined to do so, you can persuade them to be helpful if it aids them in some way. You'll know exactly how to phrase your request or use the situation to make this work if there's a way of doing so.

600 – **We Can Do It, Jumper, Together** – You might usually find that split personalities, evil sides or other minds within yours are usually in opposition to you or might need to take full control of your body to provide any real benefit. With this Perk, you are now able to work simultaneously with such things, combining your strengths and capabilities. For example, a personality that has monstrous strength when it is active could provide the brawn while you are still conscious and capable of communicating with them to provide the brains and guide them through using this strength effectively.

Capstone Boosted – You’ve truly become greater than the sum of all your parts. You can now combine any and all additional personalities or transformations to use any or all of their strengths simultaneously, while avoiding the weaknesses that any particular parts of this combination possess. As an example, while a split personality might have a phobia or weakness to water that would usually pose a problem in its use, if you don’t possess such a thing normally then it will be cancelled out when you are working together. As another example, if you had two additional personalities that would each have twice the strength that you do normally, you could combine this into four times the strength that you do normally.

600 – **It’s Me On A Bad Day** – Usually an overdose of something that enhances you in some way would have a lot of negative effects without any guarantee of the boost it normally provides being increased. That’s not the case anymore, as a deliberate overdose of something that usually has an effect with specific dosage causes the effect to be magnified based on how much more than the necessary dose you use with no immediate or long-term issues. The only real downside is that you will burn through whatever formula you took at an accelerated rate to make up for the added potency. If a formula would allow transformation into a monstrously strong form for hours and you take many times the quantity that is needed, you would end up vastly stronger than the normal dosage would cause but the transformation might only be active for a few minutes. At least you won’t end up exploding, being permanently deformed or going insane because of the overdose. You also know how to adjust formulas so they can be used in a similar way by others without this Perk.

Capstone Boosted – While getting more potency out of a formula at the expense of less time is useful, you know how to take advantage of the reverse of this principle. Sometimes you need more time rather than more power. You now know how to reduce the overall potency of such a transformative or otherwise altering formula to allow it to last for longer. You can also figure out how to use other transformations, alternative modes, periods of empowerment and other states of being in a similar way and can apply this knowledge to aid others without the requisite Perks.

The Phantasmal

100 – **The World. I Want The World** – You would hardly have a hope of achieving such an ambition without the talent and manpower to back up such things. You have incredible charisma, a talent for using theatricality, impressive ability to disguise yourself both convincingly and in a very short span of time, and considerable experience in how to blackmail others. If the world domination plan falls through, you could certainly get a career at the opera.

100 – **They're Indestructible!** – Your creations may not be quite so incredible, but your enemies certainly seem to find them extraordinary. Your enemies find it difficult to comprehend and adapt to your creations, particularly ones that are out-of-context to them. In an extreme case, you could have a Victorian-era policeman try to stop what is essentially a tank by standing in front of it and demanding that it comes to a halt, simply because such a device is so out-of-place in their time and location.

200 – **Really? That's So Frightening** – While walking away from an explosion might look impressive and dramatic, there are certain practical problems involved. You don't need to worry about those anymore, as whenever you destroy something you will always be able to escape the destruction without getting yourself and your allies or subordinates caught in it by accident. You can exclude them from this safety deliberately if you want, but until then why waste the manpower?

200 – **Run, Jumper!** – You really do inspire loyalty, don't you? Anybody that works for you willingly is utterly loyal to you, to the point they would gladly sacrifice themselves for you, and you will know them well enough you might even be on a first name basis with you... though you might want to ask them not to blurt yours out in circumstances where it would cause problems. Still, even if you're not keen on actually being friends with your allies and subordinates, this familiarity will let you know when someone is just pretending to be part of your forces.

400 – **The League Is A Myth** – But you could make it seem real, even if you had to provide evidence for its existence. You can create perfectly convincing false evidence to convince others of something, even to the extent of convincing others that a secret organisation existed for hundreds of years when the truth is that you completely made it up for your own schemes. Perhaps you can use this talent for manufacturing evidence to other diabolical purposes? It's certainly made you adept at noticing when anyone else is trying to create or use falsified evidence, such attempts seeming insultingly obvious to a criminal mastermind of your calibre.

400 – **I Was Reborn** – Sometimes you just need to start again. Now you have the combination of talent and luck to do so. Not only can you perfectly fake your death, but this Perk gives you a once-per-Jump get-out-of-possible-death-free capability, allowing you to miraculously survive even if you fell from a waterfall to your apparent death. Even if someone fell with you and survived, they would believe you had died. You can then create an entirely new identity, convincing all others that your previous identity is well and truly dead and gone.

600 – **M For Mystery** – You could be in charge of an intelligence agency with this sort of talent. You are an expert when it comes to keeping and uncovering secrets, establishing and exposing secret identities, creating complex plots and manipulating others. With enough time and effort put in you could even completely fool people on the level of the legendary detective Sherlock Holmes.

Capstone Boosted – Sometimes, as much as you might hate to admit it, you need contingencies for when your seemingly flawless plans go wrong. Now, when you are creating plans and plotting, you can include all sorts of backups and contingencies that are so well hidden they don't even exist to be undone... until you actually need to trigger them. Why risk having your backup plan discovered before your main plan is complete?

600 – **A League Of My Own** – They might think they are extraordinary... but they're not so impressive to you. Not when you know how to take their talents and adapt their abilities to your own ends. You can reverse-engineer anything you come across with suitable study, from supernatural traits to advanced technology. And while a small but potent group might not be so useful for your wider-reaching ambitions, you can easily figure out how to mass-produce weaker and more controllable versions of such things.

Capstone Boosted – After you've gone to all the trouble, do you really want to be making something weaker than the original? Why not improve it to your own standards rather than settle for an inferior example? Not only are you able to mass-produce things equally as potent as the original with no loss of control, but you are even able to figure out how to enhance and refine what you are studying, removing weaknesses that were part of the original or came about from its reproduction.

Items

General Undiscounted

Free – **A Collection Of Extraordinary Things** – You have a copy of the film *The League Of Extraordinary Gentlemen*, complete with all the extras and behind the scenes footage, complete with any merchandise related to it. This includes a full collection of the comics, graphic novels, and everything that ties into them. Once this Jump is over, you get another copy of any of this showing a version that your presence and actions have altered, including a graphic novel of your own adventures.

100/200 – **Armour Plating** – Indestructible? Not quite, but you are very resistant to bullets and other forms of harm where this armour-plated jacket covers your torso the upper parts of your limbs. It comes with a hat, boot and brown trenchcoat to cover up the armour as well, making you slightly less conspicuous. While this is less effective at protecting you in areas where it doesn't cover, such as your head and extremities, you can pay an additional 100CP to purchase a set of completely bulletproof armour complete with helmet that covers your entire body and a powerful flamethrower. While this set is much more durable, not to mention fireproof and heat-resistant, it is much more conspicuous and harder to move in. Whichever you choose, you have a slightly improved version of the originals, with the first option just as protective against impalement as it is bullets and the second option having a much more heavily armoured tank for the flamethrower attachment to help avoid any nasty accidents.

100 – **Telescope** – Interested in astronomy, or just getting a good view of something far away? This extraordinarily powerful telescope, coming with an optional tripod stand, can have its range adjusted widely enough to change from seeing something on the far side of a large room to getting a good view of other planets. Curiously enough, it seems to entirely bypass conditions such as cloud cover, which might be useful if you want to get a good look at Mars despite cloudy British weather. It comes with a guide for things you might want to see in the night sky, like meteor showers, which will update in each Jump.

200 – **Electric Gun** – Did you get this from one of Captain Nemo's adventures? This peculiar gun seems to weaponize electricity for causing death without any visible wounds, though examination does reveal it can be dialled down to a number of non-lethal settings or cranked up to deal with targets larger than a human, though it will take longer to charge between more intensive uses. Curiously enough, this can be safely and effectively be used underwater or similar environments where you wouldn't expect such a device to work properly, without affecting the user or the wrong target.

200 – **Cavorite Sample** – Where did you get this from? Are you planning on some sort of lunar expedition? If you're aiming to easily achieve heavier-than-air travel this could be quite useful, as this artificial mineral possesses anti-gravity properties, and could be described as a "gravity-blocking substance". It can also shield other materials from its effects. You gain a specially stored sample of this miraculous material that will be replenished over time, and instructions on how to make more. Just try to make sure it doesn't float into the wrong hands.

400 – Recording Disc And Silent Suitcases – Do you like the sound of your own voice? This should be perfect for you then. This is a simple record, which will take a form both suitable for the setting and usable by those you intend to play it, that will be found precisely where and when you want it to be, so long as you or someone working for you had access to the location. They don't even need to have smuggled it in somehow, as it will mysteriously appear at the location when you want it to be noticed. This recording will invoke the curiosity of whoever you intend to hear it, who will then play it with all those you intend to hear it as an audience. This recording can have the contents of your choice, visual or audio as desired. While you could theoretically put anything onto it, this is intended to record you and any conspirators explaining your plans to your opponents and is guaranteed to hold the attention of the audience as long as what you are revealing is true. Use this for lies and they might switch it off and ignore it as they might otherwise, but if you tell the whole truth and nothing but the truth and they will patiently listen to everything you have to say.

You may be wondering; What fool reveals their stratagem before the game is over? It is over. For them. Because your voice isn't the only sound being made. While you've rambled on, a secondary layer of inaudible sound higher than humans can hear, audible to dogs and lower animals, will have been heard by crystal sensors dotted about their vessel, base or other headquarters that the record is being played in. Sensors attached to bombs. Ones that, curiously enough, weren't present before the recording started to play and thus can't be detected or disarmed.

The more of your grand plan that you explain, the more bombs there will be and the more crippling the effect will be when they go off. Explain everything about your plan, and there would be enough bombs in the right places to doom even something as extraordinary and carefully engineered as the Nautilus.

Of course, if by some miracle they manage to survive, you have just explained your entire plan to them. It's up to you to balance the risk of them knowing too much versus being more certain that you eliminated their ability to do anything about it.

600 – Fire Of Life – That's quite an extraordinary find you've got there. You seem to have obtained a copy of what is sometimes called the "fire of youth", a pillar of fire that can grant those that bathe within it a form of immortality. The first use of it will restore the health and youth of the subject, making them eternally young and keeping them in the prime of their life, though it should be noted that while this prevents aging it doesn't protect against mortal wounds. Decapitation would still kill someone who had used the fires, for example. A second exposure to the flames would normally cause the true age of the user to flood back into them to potentially lethal effect, though this copy of the original artefact seems to allow this feature to be adjusted. Useful if you want to avoid unfortunate accidents or prove to someone else that stepping into a pillar of flames is perfectly safe without losing what you gained from it the first time.

The Rogue

100 – **Outfit** – A relatively plain but comfortable and easily cleaned set of clothing that can easily fit under any disguise you are wearing. This outfit will easily hold any weapons and ammunition you have on your person, concealing their presence from detection until used.

100 – **Disguise** – Whenever you intend to infiltrate any particular organisation or group, this will take the form of a suitable uniform and equipment used by its members, as well as any forms of ID possessed by official members of the group. While wearing this, you will be more easily overlooked by other members, avoiding too much attention unless you start deliberately interacting with the higher-ranking members of the group. It is also very easily thrown off and doing so will reveal your true allegiance to anyone working against whoever you were infiltrating.

200 – **Surprising Shot** – A Winchester rifle. Modified, American style. While others might be able to see that you have this weapon, it will take them a moment to realise if you are pointing it where you shouldn't be. It is particularly good at taking others by surprise, as its first use amongst any group is guaranteed to create a brief window of surprise that you can exploit. Like it? You get two.

200 – **Licence To Kill** – You have a form of ID that acts as proof as your position within an intelligence agency, and evidence of all the allowances this should give you. So long as you are working within their interests, or those of the general public, you can get away with crimes scaling with how severe the threat you are dealing with is. If you are trying to prevent something from killing millions of people, causing the deaths of a comparatively small number might be seen as an acceptable sacrifice, as an example.

400 – **Dual Pistols** – You have two pistols that fire as rapidly as you pull the trigger and are always on your person when you need them. So long as you have enough ammunition, you never seem to need to reload these ones.

400 – **Lots Of Bullets** – Enough to hit any target, if you fire enough of these at it. Theoretically. You now have an unlimited supply of ammunition for any guns you are using, even if they use something other than bullets. If you deliberately give at least one of these bullets to someone else with the intention of giving them more ammunition, they will be able to benefit from the same effect. This won't be considered odd unless you point it out.

600 – **Undercover Position** – Rather than spending weeks, months or even years of a Jump trying to infiltrate an organisation to be in the right place at the right time, you can use this to skip all that time and effort. Filling in this form before the Jump starts will allow you to start off in any position seemingly working for anyone. You might even be able to place yourself as the bodyguard of the leader of a major criminal organisation.

600 – **American Secret Service** – You now have control over the main intelligence and covert operations institute in the United States of America, intended to protect their interests both at home and abroad. This provides all the resources and support you'd expect

from a government agency, including armies of agents and contacts all over the world, and gives you substantial authority in the US.

The Hunter

100 – **Hunter's Garb** – You have several sets of clothes suitable for all environmental conditions, from deserts to the arctic, and you can switch between them at will rather than having to dig the right one out of your wardrobe whenever you travel. They are all comfortable, rugged, and have a large amount of pockets.

100 – **Knife** – This is bound to be useful, as much as a tool as a weapon. It is very sharp and never loses its edge, on top of being very sturdy. It's great for cutting as well as throwing. It will be available whenever you need it, immediately being in your hand or a pocket whenever you reach for it.

200 – **Stories Of Your Exploits** – It seems you have a collection of the stories of your adventures in the form of a series of novels. They're quite entertaining. If you like, you can have any part of this become more widely available, potentially thrilling an audience for decades and certainly making you rather famous.

200 – **Travel Tickets** – If you need to get around the world in eighty days or less, these could be useful. This will take the form of any sort of tickets, travel visas and other papers needed for the use of any sort of public transportation available in the Jump, as well as ways to arrange more private transit.

400 – **Place In Africa** – Should you want to get away from all the excitement, this might be a good choice for a quiet retirement. A large and well-maintained building far enough from popular areas to be quiet but just close enough to a settlement for supplies, it is your choice whether this is a private estate or a somewhat more occupied old explorers club. In either case, either one of the staff or one of the other retirees will be able to believably claim to be you and be able to tell highly exaggerated and long-winded accounts of your adventures when needed. Useful if you need a distraction from annoying fans that managed to track you down, or a decoy from those with a rather more deadly intent.

400 – **Traps** – Need to capture something alive? This could be useful, particularly if you don't have much time to set things up. This kit includes ordinary traps, such as bear traps and rope snares, but it also includes a flare gun and a net. The latter can be set up wherever you need it, and when the flare is used it will drag whatever is caught in the net to a convenient location. There is no way for anyone else to detect the net before it is triggered, making it an ideal component of a trap so long as the target can be lured into the right area.

600 – **Burial Place** – Jump-Chan won't let you die. At least, not so easily. If buried here, you will revive. This works once per Jump. This also acts as a normal burial place for any friends and family, which can come along with you if desired. They won't be revived with this Item, but you might appreciate having somewhere to go and pay your respects.

600 – **Matilda** – This is a slightly modified Elephant Gun, so named because these rifles were designed to provide enough stopping power to take down charging game before the hunter could be harmed, up to and including Elephants that could shrug off more than a dozen smaller calibre shots. As you might be able to acquire one of these without spending any CP,

this one is a bit different. While it might only hold two bullets at once, this double-barrelled rifle it is more than powerful enough to take down anything you successfully shoot with it, be it an Elephant or something stranger. It helps that it can apparently completely bypass defences such as armour or a tough hide, penetrating through such things as if they weren't even there.

The Survivor

100 – **Chemistry Set** – All the equipment that a skilled, albeit mundane chemist would need, complete with a replenishing supply of materials. A sufficiently talented chemist could use this from anything from chemical analysis to creating dangerous compounds.

100 – **Musical Collection** – This is quite extensive, and includes notes, a gramophone with records, and a wide variety of musical instruments you know how to play. You can easily teach others to use all of this. Perhaps it's a remnant from a previous career?

200 – **Widow's Wardrobe** – Sometimes, regardless of any appearance-enhancing Perks you might have, you just aren't interested in the attentions of anyone else. You might not like them, you might already be in a relationship, or you might be mourning one that ended. While wearing any of the contents of this wardrobe, nobody will have any amorous or romantic intentions towards you. Friendships are entirely possible if you deliberately seek them out, but they'll remain platonic while you're sticking to this wardrobe. The contents of this collection can also be used to cover up any distinguishing features you might have or elements of your appearance you don't want others to see.

200 – **The New Travellers Almanack** – You might like some advice on your travels, or maybe you're just interested in learning about different parts of the worlds you visit even if you don't explore them personally? This is a book about the world in your current Jump, giving in-depth but easily understood information on different countries, cultures and ways to travel. In future Jumps, or should you somehow end up on different worlds within this one, you will receive additional copies containing details about new worlds.

400 – **Leather Outfit** – This might seem slightly out of place, but curiously enough nobody seems to notice or comment upon it unless you want them to. Not only is this ensemble surprisingly comfortable and easy to move in, but it noticeably enhances the fighting capability of whoever wears it.

400 – **Nailing Knives** – Need to put someone in their place, and keep them there? You have a collection of very sharp and sturdy knives ideal for stabbing into things, available whenever you need one. They seem to cause a significant amount of pain even to beings that could usually shrug off being shot with an amused sigh. Should you manage to pin a target to a surface with one of these knives, such as stabbing through them into a wall, they will not be able to break free unless you remove the knife yourself.

600 – **Kukri and Bowie Knife** – It seems you have the two weapons that were used to finish off Dracula. With the death of the legendary vampire, it seems these simple weapons have become imbued with great power against the forces of darkness and the undead, and if brandished with the intention of intimidating such entities will strike fear even into those that would never feel such emotions. The Kukri is drawn to the neck of any target for easy decapitation, and the Bowie Knife is drawn to the heart of any target.

600 – **Van Helsing's Notes** – Was this a gift from an old friend? You have a journal full of information on a variety of monsters and supernatural creatures found within the setting,

including their habits, abilities and weaknesses. This gives you all the information you need to hunt such beings down or defend yourself and others from them, as well as treating any conditions they may inflict on others. This journal will update its contents in new settings, and even if a monster or supernatural creature doesn't normally possess specific weaknesses, this will ensure that they always possess at least one that can be exploited.

The Experienced

100 – **Everlasting Ensemble** – Keeping up your appearance regardless of how much you are damaged is difficult with most things you can wear, but not with this set. These clothes not only look good, but they share any regeneration, restoration and injury-removal abilities you have. No more will you have to walk around with a torn shirt after your flesh has healed from attacks, useful for modesty and remaining fashionable at all times.

100 – **Cane Sword** – The best weapons can sometimes be the ones nobody else ever expects. This very fashionable cane, which can take on another form such as an umbrella if a cane is not desired, conceals an almost implausibly sharp blade within it. Even in the hands of an amateur it can be used precisely enough to slice armour plating from an opponent, or strike at other key weak points. Nobody who hasn't seen the weapon this conceals will ever expect it or be able to detect the blade even if they would normally be able to, making it ideal for quick, unexpected attacks.

200 – **Sampling Handkerchief** – This isn't intended to *stop* you from picking up something nasty, but rather to safely collect and contain biological samples. Just wiping up a sample of blood with this would cause the blood to enter a form of stasis, allowing it to be sampled at any later time as if it was freshly collected without any sort of damage or deterioration. It won't even spread from the Handkerchief itself even if the sample normally would, unless you want it to. This method of collection will be ignored by anyone else, allowing discrete gathering of useful samples. Curiously enough, you can use this single Handkerchief on a variety of samples without causing any sort of cross-contamination amongst your collection, and while still apparently remaining perfectly clean and sterile when samples are not being examined. You can also cause it to purge itself of any previously collected samples, should you have a reason to do so. At the very least, you will always have a clean Handkerchief on hand.

200 – **Capturing Camera** – While you could use this to create a few mementos of your travels, its main function is for study. Should you take a picture of something with it, it will produce detailed schematics of it. For particularly large or complex targets it may take several pictures to get enough schematics for detailed analysis. While it will default to a form of camera suitable for this setting, in future Jumps it will take on new forms to fit in, but it can also be altered back to any previously acquired appearance at will.

400 – **Time Well Spent** – Sometimes your greatest strength is not some physical force or fantastical ability, but practice and experience. This represents an entire century's worth of your time. You can decide to have spent any amount of time within this allowance doing something, such as working on a project or developing a skill. You can divide this up between different things, such as spending twenty years practicing piano, another twenty learning how to use a sword, ten making sculptures, and the other fifty split equally between researching biology, chemistry, physics, psychology and economics. Once the Jump starts, you'll have acquired a considerably amount of experience in all of these areas, skill at using a sword, and quite a lot of sculptures. However, this allowance is limited to things you can plausibly do with resources you have and cannot be used to actively change things within the Jump before it starts. You could spend your century preparing for a threat, but

you can't have spent it actively fighting and getting rid of it. You can choose to spend this allowance at the start of the Jump, or during the Jump retroactively reveal that you spent the time doing something, such as coming across a locked door when you have 50 years of your allowance left, and declaring that you spent 50 years practicing lockpicking, thereby using up the rest of the allowance and potentially developing enough skill to pick the lock. Just bear in mind you can't contradict yourself, so if you declared you had spent 10 years learning to pick locks and turned out not to be good enough, you wouldn't be able to then claim you spent another 40 years despite having that much left to spend. Your allowance resets at the start of each Jump.

400 – A Charming Spot – Located in an easily overlooked area of a city of your choice, this is the perfect place to stay throughout the decades and more. While it isn't much to look at on the outside, its unimpressive exterior conceals contents fit for a noble and all manner of luxury, including an expansive library. Should you or your allies need to leave in a hurry, there is a back door perfect for emergency exits that is perfectly concealed until it needs to be used, which will allow anyone using it to rapidly escape any pursuers regardless of the latter's efforts or capabilities. It will be as if you vanished into thin air.

600 – Leftover Painting Supplies – It seems you've gotten hold of some of Basil Hallward's unused paint, brushes and a large canvass, left over from their work preserving Mr Gray's image in a far more literal manner than intended. While there isn't enough of the same unnatural power that once granted immortality to a living person to repeat the accomplishment, there is just enough for its magic to be worked upon something less complex. Using these and painting the image of an inanimate object, such as a building, will grant it the same strange immortality that Mr Gray possesses, allowing the original to be restored from any damage it suffers within moments and never visibly aging, all that could ruin that which has been captured upon this canvass being transferred to image in the painting. Should the painting itself be damaged, this will be reflected upon the original. You will receive an additional canvass and replenishment of these supplies at the start of each Jump if it has been used up, allowing you to add to your collection of eternal objects and your gallery. To help preserve it, these paintings are immune to unintentional damage such as decay and other issues that ordinary paintings might suffer from.

600 – The Portrait Of Jumper – Ah, did you commission a piece from Basil Hallward as well? Like his work for his muse, this magnificent portrait has granted you a peculiar form of immortality. Any negative conditions, bodily corruption or injury you receive is transferred to your image, injuries simply crumbling away from your own body like dust or ash being brushed away. You could be shot in the chest with a machine gun and only be affected by the recoil or be stabbed and only need to be concerned if you were pinned to a surface and couldn't get free. This immortality has a single weakness, as it is tied to the condition of your Portrait. Should it be damaged, such as your image being stabbed with a knife, then you will suffer from the same injury. It would be in your best interest to keep it in a safe place, and to avoid taking out your frustration or disgust upon whatever it shows. To make this somewhat more reasonable, the Portrait itself is immune to unintentional damage such as decay and other issues that ordinary paintings might suffer from. The Portrait can be refreshed at the start of each Jump, should you not want to see an image of yourself growing increasingly wounded and decrepit, and you can choose whether or not to have its

effects apply within the Jump. Finally, while this version of Dorian had to conceal his Portrait from himself lest he find its flaws transferring to him upon viewing it, this feature is both optional and variable with your own Portrait. You might want to take on some of your actual age that has been stored in the Portrait but avoid picking up the stab wounds that you transferred into it, or you might want to just look at it with no ill effects.

The Explorer

100 – **Captain's Uniform** – You have a very impressive set of clothes that is sure to command respect from any of your subordinates, and at least some of your enemies. They are entirely waterproof and protect the wearer from various nautical conditions such as seasickness and the bends.

100 – **Sailor's Sword** – You have an impressive looking sword, not only looking good but practically flying through the air whenever you wield it. It is incredibly sharp, very durable, and it is impossible to be disarmed while wielding it.

200 – **Plunder** – A vast amount of wealth gained through questionable means that may or may not have involved piracy, but easily spent with no questions asked if needed. This treasure includes both standard wealth such as money, gold and jewels, but other more unique pieces such as art and legal documents, useful for social and political purchases.

200 – **Religious Room** – If you, or any of your friends or Companions, have some sort of belief system, this could be useful. It will adapt and expand for worship of any particular deities you need, practices that you perform, and other spiritual requirements. It can become suitable for any beliefs or systems of whoever uses it, adapting its size and contents as needed. In addition, if religion and spiritualism are not your thing, this can become a place of quiet contemplation away from disturbances of the outside world, or even just a comfortable place to talk or read.

400 – **Crew** – It would be difficult to sail most ships or explore the world by yourself. You now have a loyal and professional crew to command, in sufficient numbers to man any vessels or run any facilities you have. Their payment has already been arranged so you don't need to worry about it, and should you not need them they will busy themselves elsewhere in a way that doesn't interfere with your activities. They can also provide aid outside of where they are assigned, such as helping with the rescue and treatment of locals from some manner of disaster. They are guaranteed to be more effective than any generic crew that might be automatically supplied with any vessels or facilities you buy, build or acquire, and utterly loyal. Even if it looks like they're going to be killed, if you tell them to stay, they'll stay.

400 – **Automobile** – This is rather new in this time and place, but you might find it useful if you need to get somewhere in a hurry. This extraordinary six-wheeled vehicle is incredibly fast and easy to drive, even in locations where such a machine would seem impractical. Curiously enough, even if it is out of place, it can be accepted by others without panic or much interest, unless you want them to experience such things. A mechanism within this vehicle allows you to track its location, which could be useful if you manage to lose it or need to use it as a target.

600 – **The Nautilus** – A boat? It travels on water, if that's what you mean. And beneath it, as you own your own massive submarine. Perhaps Captain Nemo had a spare, or you built your own? Whatever the case may be, this machine is silver coloured and blade-shaped, capable of moving at extraordinary speed above and beneath the waves. By default, it has an Art

Nouveau style on the exterior and some Hindu architecture on the interior, though your version can have different decorations if preferred. It has a smaller exploratory submarine that can detach from its side, and while this vessel is slower than the main ship, this *Nautiloid* is more agile and better suited to navigating smaller spaces that the main vessel cannot fit. The Nautilus is more than large enough to hold a small army onboard, as well as a substantial amount of cargo in addition to space to store any vehicles you may have. It is easily powerful enough to sink any other vessels of this time, can launch powerful missiles from a vast distance away should there be a way to mark the target, and most likely requires internal sabotage to get past its sturdy exterior. You can Import any rooms or facilities that could plausibly fit into vessel somewhere onboard. This version has an automatic draining system should sections begin to flood, in the event you don't have anyone strong enough to use the manual override in the right place at the right time. Finally, it has the unusual ability to travel between any sufficiently large body of water even if there isn't a connection, such as from the Pacific Ocean to one of the great frozen lakes of Mongolia.

600 – A Mysterious Island – Even if you spend most of your time voyaging all over the world, you might appreciate a home port to resupply and repair your ships, one that you can safely retreat to without notice. This cliff-bound, volcanic island seems to deter any unwanted visitors or explorers with bad weather, while you and anyone permitted entry will find it quite pleasant and easy to reach by boat, air and perhaps other methods. As well as a cave home inside a stony cliff with enough supplies for five people to survive upon for months, you can access the secret port of the island, a location that cannot be found except by you and those you have led to it. This is more than large enough to store a variety of vessels, even those of vast size. This hidden port will automatically maintain and repair any vessels you store in this location and includes not only substantial amounts of useful equipment but enough space to store vast amounts of cargo. Should you have need of it, this hidden port also contains a way of triggering the dormant volcano, which if triggered will erupt and destroy all trace of the island and everything upon it.

The Thief

100 – **Hat And Coat** – You might be spending a lot of time hiding from view in some way or another, but don't you want to look stylish when people *can* see you? This defaults into a black coat and hat with a set of dark glasses, but it can take on other variations if you like. Maybe you would prefer a brown overcoat that includes bandages, gloves and a set of tinted glasses? Whatever the appearance is, you can easily take these clothes off or put them on very quickly, and they seem to be stashed away nearby whenever you need them.

100 – **Visibility Cream** – Clothes being visible can be helpful when you're having a conversation, but it can be difficult to get across your expression when other people can't see your face. This tin jar of scentless and tasteless white cream might help, as it can be quickly and easily applied to any invisible or hard-to-see surface to allow anyone else to make out details, albeit still looking like they were coated with a thin layer of cream. It doesn't irritate even sensitive skin or eyes, doesn't run, and only sticks to what you apply it to as long as needed. When you want to get rid of it, all you need to do is wipe it off and it seemingly evaporates, which is useful if you don't want to give away your position with seemingly hovering white specks. It can also be useful for revealing things that don't want to be seen, being curiously resistant to removal and highly visible should it be splattered against something trying to remain hidden, even taking on a distinctive chemical smell when used in such a way.

200 – **Invisible Cat** – Did you hear a meow, but can't see the source? This is the first test subject of the invisibility process, a cat that is entirely ordinary aside from its seemingly indefinite lifespan and being completely invisible. It seems to have adapted well to its new condition, entirely avoiding any issues like clumsy humans tripping over them. They have become quite fond of you. They come with all the pet supplies you'd need for them, and they are guaranteed to arrive out of nowhere to cheer you up when needed. They're quite independent otherwise, fully capable of taking care of themselves should you be busy, and very good at sneaking around.

200 – **Secret Service Record** – Well, this is unexpected... though that does make sense considering how secretive your position is supposed to be. This gives you the identity of an undercover British agent, with all the benefits, clearance and allowances that might give you. In other Jumps, this will give you a similar position in the closest counterpart of MI6 within the setting.

400 – **Treated Clothes** – Even if nobody could actually see anything, it's not surprising you might be a bit self-conscious about going about without any sort of clothing. It might feel uncomfortable if nothing else. This has you covered, both literally and metaphorically, being treated with an experimental version of the process used to make a living organism invisible. Comfortable, quiet, easy to fit under any other clothing, and completely invisible. Not so useful for a visible person, other than as an unseen layer of protection, but it wouldn't give away the position of someone who is already invisible. Curiously enough, you'll always have a sense of where these are and how they are positioned, so you don't need to worry about needing to pat down every surface to find your invisible shirt or end up putting on your invisible trousers on backwards.

400 – **Griffin's Notes** – Well this is interesting. You seem to have obtained the original Invisible Man's notes on the process. While several pages were accidentally washed clean during a chase, and the remaining notes are coded in Greek and Latin, there's genuinely something useful hidden here. Should you manage to decode them, these notes could be used to recreate the invisibility formula and perhaps even improve upon it. Perhaps you could figure out how to apply it to things other than living creatures?

600 – **Invisibility Formula** – Now this could be a boon for an ambitious thief, or a useful tool for a dedicated spy. This is the formula that made Griffin, and later Skinner, invisible by changing a body's refractive index to the same as air so it neither absorbs nor reflects light, while at the same time allowing the user to see despite the problems this might cause. This effect somehow extends to anything the user consumes, so you won't need to worry about being spotted due to undigested food hovering in the air. This formula does not have any negative mental effects on the user. One dose causes the organism it is used on to become invisible so long as it remains alive, returning to visibility again upon its death. If you do not have a way of undoing this, this effect will wear off at the end of the Jump, allowing you to choose whether you want to take another dose of the formula or remain visible. You have a replenishing supply of this formula.

600 – **The Antidote** – On the off-chance you don't want to remain invisible for an entire Jump, or you have some other transformation that you want to revert from, this could be useful. This antidote undoes the effects of any other potions, formulas or transformations, reverting anyone the antidote is used on to their unmodified state. This could be used to render someone who has been made invisible visible once more or change a transformed human back into an ordinary human. Upon application, you can decide what to 'cure' with this antidote, so you won't undo something that you want to remain in effect. You have a replenishing supply of this antidote.

The Transformed

100 – **Doctors Licence** – You might have all the knowledge to work as a doctor, but it might be helpful if you actually had all the paperwork for such a qualification. Now you do, giving you a license to act as a physician. This will update in different settings as needed, allowing you to legally practice medicine wherever you might go.

100 – **Flexible Clothes** – If you are familiar with transformations that vastly alter the physical form of those undergoing them, you may also be familiar with the tendency of such things to ruin whatever outfits they are wearing. As you might appreciate an alternative to regularly replacing your wardrobe or walking around in tattered clothes, this option might be useful. These clothes will alter in size and shape with you to avoid being damaged. Alternatively, you can have them tear with your transformations without losing your modesty, then reform to an intact state as your transformation reverts.

200 – **Empty Bottle** – It is not what is currently inside this that is important, but what could be. This bottle will somehow be on your person at any time when required, and it can be automatically filled with a dose of any particular serum, formula, potion or other substance you own or have made. It doesn't produce more of it, but it does ensure that you always have at least one dose on hand even if you don't have access to your whole supply. You can decide what the Empty Bottle will be filled with upon deciding to use it. This will not break, spill or leak.

200 – **Camera Unobscura** – You of all people probably know that there can be more to people than meets the eye. This unusual camera can be used to more closely examine cases where this is more literal than usual. Not only will it capture the image of whoever it is used on like an ordinary camera, but it will show any additional mentalities or personalities, seen in the photographs overlaying their hosts. This could be used to reveal conditions such as alternate personalities, possession, or cases where the subject can take on multiple forms. Exactly what is shown will be instinctively understood by whoever looks at the photograph.

400 – **Improvised Weapon** – Even if you're incredibly durable, you might not necessarily be invulnerable. Or you might want to protect others who are not so sturdy. Or perhaps you just want something to throw or hit others with rather than your fists? This defaults into the form of a large metal door, which is curiously available close by whenever you need it, but if desired could take on something more suitable for the local environment, such as a large rock. Not only is it easy for you to hold and can be thrown with great force, but it seems to be almost indestructible, with hails of heavy gunfire and explosions not even leaving a dent. Should you hit something with it, you will find it seems to strike with twice the force used, which could be useful even if you possess extraordinary strength.

400 – **Multi-Minded Mirror** – Need to have a heart-to-heart conversation with yourself, or other aspects of yourself? This might be useful. This large mirror can be used to communicate with alternate personalities and other minds that might be inside or linked to those who look into it. They will be looking out of the mirror in the place of the reflection, and though they can be heard and seen this does not give them any additional means of interacting that they do not usually possess. At the bottom of the mirror are dials that can

be used to tune the mirror to tune it to specific personalities if needed or adjust the volume they are heard at, as well as a switch that allows other people to perceive both parts of the interaction. If the latter is not used, all any other observers will see is an ordinary reflection. Even if you don't have an alternate personality or something similar, you can tune this mirror to yourself, allowing you to have a conversation with yourself as if it was an alternate personality.

600 – Laboratory – You have your own very well-equipped laboratory. While you can use it for a variety of purposes, there are numerous notes documenting the creation of the same serum that allowed Dr Jekyll's transformation into Mr Hyde. This includes supplies that can be used for manufacturing it, which will be replenished whenever necessary. You will find it relatively easy to create, study and modify other transformative elixirs using this Laboratory, and find such creations will not become contaminated or deteriorate while they are stored or being worked on here. Once you have gathered any supplies or materials required in the creation of such things, you will continue to find as much of these resources as you need within this Laboratory even if they are no longer available due to entering a new Jump, so you will never run out of what you need. Finally, one heavily reinforced section of this Laboratory seems to have been created with the intention of containing those who have undergone transformative processes, as it is capable of safely containing anything within it for study or isolation until conditions you specify are met. Useful if you want to test a new transformative elixir but aren't entirely sure if the process can be controlled or safe for others, as you could lock yourself within this observation cage assured that it will not open again until the transformation wears off.

600 – A Strange Case – This simple looking wooden case contains a large number of stoppered glass vials, each filled with a clear liquid. Perhaps Dr Jekyll made a backup of his main supply, as this is a large amount of the same serum that allows his transformation into the monstrously powerful Mr Hyde. This particular batch is guaranteed to have similar effects on any other organism that ingests the formula, temporarily transforming them into a much larger and more powerful form, which could have interesting effects on beings that already possess unusual abilities. Every time you open this case, it seems that the supply within has been restocked, so you will never need to worry about running out. This case comes with an unpickable lock and a single key that can be found on your person whenever you need it, should you become concerned about others accessing the contents without your permission. Other attempts at breaking into the case will find it empty, and should it be destroyed or stolen you will find it repaired and back in your possession the next day.

The Phantasmal

100 – **Civil Suit** – You can hardly give off the impression of being someone with authority if you don't look the part. This suit can certainly help in that regard, making you seem both official and trustworthy to others. If needed, it can take the form of any particular uniform used by members of the government within the Jump you are in.

100 – **Stately Chamber** – If you should need to hold a meeting between extraordinary individuals, this could be useful. Accessible via a spiral staircase from a location of your choice, though there is a lift if needed, this includes an extravagant room, featuring a long table with seats for as many people as needed, walls lined with books, and portraits of important figures within the history of an organisation of your choice. If you were hosting the latest incarnation of the League Of Extraordinary Gentlemen, you might have portraits of the previous groups assembled. You can also have entirely fake but believable pictures of such things, should you have the need. The room is supplied with a variety of refreshments on a nearby trolley. Those who are invited to this place will be able to quickly and easily find the entrance and arrive or leave without being noticed by those who have not been invited, allowing clandestine meetings to occur here.

200 – **Fantom Disguise** – Do you have a need to conceal your identity? This could be useful. While it defaults into the form of a heavy coat, metal mask, wig and fake burn prosthetics that is characteristic of the Fantom, you can choose an alternative design. Whatever it is, it will not be possible for anyone to determine your true identity while you are wearing it unless you want them to. It can quickly and easily be put on or removed by the wearer, regardless of its apparent complexity.

200 – **Escape Cloak** – You may have almost fallen to your death before and have no intention of doing it again, or perhaps you appreciate the value of escape routes others would find difficult to follow? Either way, this cloak or coat has a gliding mechanism concealed within it, automatically triggering should you fall from a high place and want it to activate. Once activated, it will allow you to glide a considerable distance regardless of conditions in an easily controlled manner and land safely. While it quickly detaches upon landing to allow you to continue moving at full speed without risk of being tangled or tripping on it, you will find it returned for another use whenever it is needed.

400 – **Captive Scientists** – Do you have important projects to work on, but don't have enough time to do all of it yourself or just need more manpower? You now have a highly skilled workforce to put to good use, made up of the best scientists and engineers from around the world. They will work much harder for you than they normally would, and in doing so be much more effective than any other researchers or engineers would be. In future settings you can receive additional or replacement members for this group, made up of the best available in the setting that would not count as main characters. They will be loyal and not attempt to sabotage whatever you put them to work on.

400 – **Army Of Agents** – Even a Napoleon isn't much without an army, and now you have one. You have a network of agents spread all over the world to support and your goals, with members hidden within every major organisation to feed you information or commit acts of

sabotage. In addition to this hidden web of shadows, you have a more obvious force in the form of an army of highly trained soldiers, which can be equipped with any armour or weapons you might have created or reverse engineered. Both aspects of your forces are completely loyal to you, unable to be subverted or turned against you, and equipped with cyanide capsules in their teeth to kill themselves if captured. In other Jumps, this will adapt to the scale of the setting covered by the Jump so it will remain a potent force.

600 – Hidden Factory Fortress – Working on a secret project? You might want somewhere hidden from the rest of the world, so you can build up your machines and produce your armies without the rest of the world taking notice and interfering. This vast factory is in a remote location far from anyone else, but it can easily be travelled to and from by you and your forces despite harsh conditions making its surroundings inhospitable to anyone else. The factory has its own power supply and a replenishing supply of whatever resources you need for whatever you create, though you will need to provide plans, samples and schematics for anything particularly special. This factory can be used to rapidly mass-produce and manufacture whatever you have detailed schematics for, as well as easily ship them all over the world. In future settings this can extend to easily transporting whatever it produces anywhere within the Jump. Research and development processes happen much faster here, and it is impossible for those you do not permit to find this location unless they are specifically led or brought here. Unlike the original, the boiler system has been designed to avoid any catastrophic chain reactions should any part of it be destroyed, though there is a system that only you can trigger that would destroy the facility and all trace of its existence.

600 – Box Of Tricks – Normally this would only become available near the end of the story covered here, but since you're paying a considerable amount of CP you can have it from the very start. This box contains formulas, schematics and samples that could be used to essentially mass produce the current League of Extraordinary Gentlemen. This includes schematics of a heavily armed version of the Nautilus known as Nautiloi, as well as formulas for the creation of invisible spies, vampiric assassins and Hyde-like soldiers. While you have the powers of the entire League on hand, bear in mind that these contents produce a somewhat watered-down version of the originals with limitations on how long the effects would last, so the invisibility will wear off without repeated applications of the formula and the Hyde-like transformations may not be as powerful as the original. The one who produced this box wanted to make a profit, and they certainly weren't going to avoid the possibility of repeat sales. In your case, the contents will resupply themselves as needed, as you paid CP for it rather than money. In future Jumps, you will receive additional boxes with similar weakened, time-limited versions of abilities possessed by notable figures within the setting, as well as schematics of their greatest creations, though the latter have been modified for easier construction at the cost of overall power or utility. Still, even if you can't quite match the originals with the contents of this box, it would be easy to overcome their quality through sheer quantity.

Companions

Do you want to bring anyone who has accompanied you into this world, or do you want to take along anyone you met here? Then this section should interest you.

200 – **Local** – You can ask any of the people you find here to come with you, if you like. To make this a little more reasonable on your CP budget and avoid ruining things for anyone, you can bring along established couples or families if they happen to have gotten to know each other (i.e. they exist and actually met) and you can reasonably claim they have some sort of good partnership or relationship. Of course, since your actions may have changed things, people may or may not have established the same bonds with the same people, there might be entirely new figures involved, and some may not even exist. Go with what you end up with and you can justify seems to work, based on what happens during the Jump.

Alternatively, import a companion into any Origin with 600CP to spend that can't be spent on more Companions.

The following Companion Options are Free for their Origin with further purchases Discounted. They possess half of the 100CP, 200CP and 400CP options within the Perk lists for their Origin they have discounts from, and one of the Free options within the Item lists for their Origin. Their personalities and behavioural quirks are up to you, and while you can decide their appearance it will need to be something that makes sense within the setting:

200 – **Practical Partner** (Free for The Rogue) – You might get a bit carried away with all the shooting, action and excitement, and not be too fond of the tedious bits like filling in paperwork, writing reports and relaying your findings to others. Fortunately, you were assigned someone who is perfectly happy to do all the necessary but boring parts of your job for you, or at the very least help you through any bureaucratic or legal processes they can't do for you. Don't let their bookish nature fool you though, they had quite an adventurous youth and through a series of misadventures involving sailing, confidence schemes, use of a hot air balloon, and investigating a murder, and have still have quite a few learned skills from these events to put to good use when needed.

200 – **Similar Storyteller** (Free for The Hunter) – They might not be a perfect body double, but there is quite a lot of resemblance between you and them that would completely fool anyone that hasn't personally interacted with you. You even sound pretty similar. Curiously enough, even should your appearance and other identifying features significantly change, theirs will have changed to match the next time you see them. They are quite capable of telling the tales of your adventures in an entertaining manner or spinning new yarns, which could be fun to listen to or useful if you need a distraction.

200 – **Helpful Helsing** (Free for The Survivor) – Whether or not you were personally involved in the downfall of Dracula or a similar being, you've gained a friend whose insight in such matters is invaluable. Taking after their more famous relative, they have gathered a considerable amount of knowledge on a variety of supernatural conditions and entities on

top of their medical expertise. In future Jumps, their knowledge will update in these fields to remain relevant.

200 – **Artistic Aid** (Free for The Experienced) – It seems that a talented artist with a not inconsiderable knowledge of the occult has decided that you and your adventures are their ultimate muse and source of inspiration. As well as being quite happy to paint you, your Companions or anything else of interest on your travels, their knowledge of occult forces seems to update to remain relevant in each Jump. If it's not useful, it's bound to be interesting.

200 – **Capable Crewmate** (Free for The Explorer) – You now have someone you can rely on to run any vessel or facility you put them in charge of, as they immediately gain the knowledge to do so. They can easily take up any position equivalent to a First Mate or second in command, relaying any orders you might have and keeping things under control in your absence. Should they be mortally wounded, they are guaranteed to somehow reach you in time to warn you about whatever caused it should it be a problem for you.

200 – **Plundering Pal** (Free for The Thief) – After you were both quite amused upon realising you were trying to pick each other's pocket at the same time, you decided to team up. Once a member of a successful gang of thieves before the rest were caught after a dispute between their leaders, your artful new partner might not be invisible, but they are an expert at getting out of dodge when trouble looms and bailing you out of it when needed. They are used to acting as a distraction, and their theatrical manner can draw the attention of even the most suspicious or alert observers, giving you openings that you can exploit to pick a pocket or two.

200 – **Hidden Half** (Free for The Transformed) – One day you looked in the mirror, and your reflection didn't quite match up with how you looked. Then it blinked when you didn't. This managed to surprise both of you, but since then you have come to an accord with each other. They are akin to an alternate personality, with your own knowledge but with a number of your own aspects vastly exaggerated, making them simultaneously your equal and opposite. If you are usually a quiet and restrained person, they will be a loud and boisterous person. When desired, you can perceive them in your place in your reflections, as well as hear them within your mind, though you can conceal and silence them when needed. They do not resent their position, and in their own way are quite protective of you, protecting you mentally or spiritually should you be attacked in such a manner. Finally, you can allow them to assume control of your body, causing slight but noticeable physical changes when they are in control, with some semblance of their personality enhancing their physical manifestation in a complimentary way. For example, they would be noticeably stronger than you when in control if they are the more aggressive of you, or they would be noticeably more precise in their movements if they are the calmer of your pair. Should you have a way of undergoing further physical transformations, such a difference in physical abilities would become far more extreme.

200 – **Convenient Conspirator** (Free for The Phantasmal) – A once-distinguished former member of the military turned mercenary, you somehow obtained the service of this very skilled assassin. A crack shot with a variety of weapons, including their own near-silent air-

propelled rifle, this agent will somehow manage to remain alive and at large if you are killed or captured, giving them the opportunity to avenge, revive or free you if remotely possible. Perhaps not quite as brilliant as you in your own fields of expertise, but they are very quick on the uptake and your plotting process can be aided and checked for errors through discussion with this accomplice, allowing you to spot any elementary mistakes in your plans that might have otherwise gone unnoticed.

Drawbacks

Need more points? Feel free to take as many of these as you want for more CP in any reasonable combination, though some may be mutually exclusive.

0 – **Extraordinary Alternatives** – Rather than going to the live-action film version of *The League Of Extraordinary Gentlemen*, you may instead go to the novelisation of this film, or a fan-created series of events based on the film.

0 – **Early X-It** – If you don't want to stick around for the full decade you might appreciate this Toggle. If you don't have any Drawbacks you that you could avoid by doing so, you can leave once the events of the film are over. This causes the Jump to end at around the time a Witch Doctor would be performing a ritual at a certain grave and the skies would begin to darken.

0 – **Late X-It** – Is a decade not enough? Well, if you really need all the time in the world, this Toggle might be a good choice for you. You can stay in this Jump as long as you like, so long as it is more than ten years. Just make sure you have a way of surviving that long, it would be unfortunate to fail the Jump because you died of old age.

0 – **Graphic Alternative** – Not so fond of the film? In that case, this Toggle will allow you to enter the original *League Of Extraordinary Gentlemen* comics and graphic novels co-created by writer Alan Moore and artist Kevin O'Neill. Alternatively, you could enter a fan-created continuity based on this canon. Bear in mind that there are quite a few significant differences between the film and the comic books, with the latter potentially being much more dangerous. As the story in the comics covers a much more substantial period of time, to simplify things you can choose to appear at the point when any of the Leagues were founded, ranging from Prospero's formation of a group for Queen Gloriana in 1610, to the final League brought together in 2009 by the immortal Orlando. Optionally, you can choose to perceive the setting as the same art style used in the comics and graphic novels.

100 – **I'm Not The Jumper I Once Was** – You've been around for a long time, lived an eventful life, and it's worn you down a bit. You are visibly and physically old, and while your Perks and abilities are still in top condition and your skills aren't rusty, you will have to deal with issues like being tired more easily, being less flexible, and having worse eyesight. You might want to invest in a pair of glasses and to try avoiding too much running around.

100 – **Sweating Is What We Do** – This is a Drawback, dear Jumper. Whatever climate you end up in, you'll find it uncomfortable. Too hot, too cold, too smoggy, too humid, you'll never get used to it.

100 – **You're A Little Testy, J** – You do seem to be more than a little moody. It might be bad experiences, the antics of others, or just being annoyed with yourself that you took a Drawback that forces you to be somewhat ill-tempered the entire time you are here.

100 – **Do I Distract You?** – They do. It's probably not their fault either, as they might remind you of a long-lost friend or loved one, but someone you interact with on a regular basis is, at

best, a distraction when you are trying to focus on other matters. This could be a bit dangerous if those matters are of life and death.

100 – I Don't Like To Boast – In fact, you will go on for a great period of time about all the things you could boast about, but chose not to. You have the arrogance of someone that thinks themselves untouchable by mere mortals, and even amongst more extraordinary figures you're bound to think of yourself as being superior.

100 – OW! – You were scratched. Again. For some reason, mainly because you decided to take this Drawback, you will keep suffering minor but painful scratches while you are here. This will repeatedly happen and always hurt regardless of how durable you are or what sort of pain resistance you might have. Anything from getting caught on someone's nail when shaking their hand, to stubbing a toe.

100 – Your Optimism's Out Of Place – It really is. While it might keep you from going crazy, it's bound to annoy anyone around you, and quite possibly seen as outright denial of reality if the situation is bad enough.

100 – If That Had Been Permanent – No, wait. It actually is. You probably are going to be very upset. You have been maimed in some way, losing part of your body and unable to regenerate it back if you normally could. You can take this multiple times, surrendering different body parts for the duration of the Jump. Limbs and their features count as one 'part', so you couldn't take this five times to remove each individual finger on one hand, instead only taking it one to remove your entire arm. Just make sure you can actually survive without the missing parts; it would be unfortunate to keel over dead just as the Jump starts.

100 – Little Help? – It seems you accidentally interrupted an important yearly ritual upon your arrival, one that disrupted the work of a mystic shaman who lives at the North Pole... and delivers gifts to all homes on Earth on the winter solstice. Fortunately, Santa was able to hold back his familiars from hurting you, having learned from the incident with the ambassadors from the Coca-Cola company, but you'll need to make up for it. Every year on Christmas Eve, you'll need to help Santa with his deliveries, and can expect his 'little helpers' to track you down and do a lot worse than giving you coal should you try to renege on this promise.

100 – I Imagine You With Quite The Library, Jumper – All those books you must have read merely by looking at the covers. You have an unfortunate tendency to judge people by appearance rather than abilities, which could easily lead to insulting people because you think they're incapable or underestimating enemies because they don't appear to be a threat. You're probably going to seem like a horrible person *and* be caught off-guard.

100 – Jumper Of Toyland – Stop playing around, this is... oh. Never mind. You don't seem to have your usual appearance. Instead, you have been transformed into a fully animated toy version of yourself, which is probably much smaller than your usual size, and you are stuck like this for your time here. It might be something akin to a straw, porcelain or wooden doll. After this Jump, you can use this as an Alt-Form.

100 – **Can We Trust Them?** – Something about you makes you seem less trustworthy to others. It might be some element of your appearance, your beliefs, or even something about your mannerisms. Whatever it is, it will take noticeably longer for others to come to trust you.

100 – **Far From Laudable** – It seems that others here are familiar with your actions before this Jump, particularly those that they would disapprove of.

100 – **Cavorting About** – This might be fun, but it could also be a bit of a problem should you not be wary about the downsides. Like the artificial mineral Cavorite, you now possess anti-gravity properties, causing you to float upwards as your own weight has been completely negated. If you are not careful, you might find yourself propelled upwards into space.

100 – **Jumper: A Biography** – You may or may not be used to changing gender, as the options available to a Jumper do tend to give more options than most people, but this Drawback ensures that is going to happen. Like a certain immortal from Thebes, you will find your gender changing at random intervals. This process is instantaneous, painless and is essentially the same process as changing into an Alt-Form. This disables any control you would usually have over your gender, though at the conclusion of this Jump you gain alternate-gender forms for any Alt-Forms you have or will have in the future.

100/200 – **Scarred By The Adaptation** – In the original *Dracula*, one of the initial mysteries in the story was Mina Harker's inexplicable blood loss, as the small punctures made by Dracula were not easy to notice, nor was there any sign of the missing blood. The comic version of *League Of Extraordinary Gentlemen* ignores this in favour of having their interpretation of Dracula feeding more like a Vampire Bat and causing horrific scarring on Mina's neck. With this Drawback, you have been bitten in the same way as the original book and the film version of Mina, giving you small but noticeable punctures that you will want to conceal from others at all times. For an additional 100CP, this changes to suffering from the more extensive scarring, bringing with it considerably more pain should the affected area be touched by others and traumatic flashbacks to the injury being inflicted by a bat-like monster. Either option does not give you any benefits such as vampiric abilities.

100/200 – **Jumper's Inferno** – You overdosed on something you really, really shouldn't have done. Taking a monstrously large dose of the same serum that transforms the mild Dr Jekyll into the towering Mr Hyde, you have mutated into something that makes Mr Hyde look meek and become stuck in that form. While you might normally be able to enjoy being much stronger than even him, your enormous size is unwieldy and malformed, making interaction with the rest of the world considerably more difficult. For an additional 100CP, your mind has also been altered, locking you into a perpetual state of berserker rage that causes you to lash out at anyone around you.

200 – **Something To Hyde** – There's another side to you, Jumper, and it is not a pleasant one. Made up of everything you deny yourself to be and every characteristic you might try to suppress, this alternate personality wants freedom, namely in the form of complete control of your body. They will manipulate you however they can to get it, and you will find

plenty of situations where their help would be useful. The more control you give them, the harder it is for you to take back the reins. To make matters somewhat more complicated, you can't simply find a way to get rid of them. Without you, they've got no limitations, but without them you'll have no drives, and suppressing them completely will cause you to become more miserable and sicker over time.

200 – **That's The Last Time Jumper Ever Plays With Matches** – Ouch, that looks painful. A large portion of your body has been affected by disfiguring burns. Not only will these remain visible should you have a way to conceal your presence, but they are incredibly painful. If you should have enhanced healing or regenerative capabilities, they don't seem to work on this injury.

200 – **New And Certainly Not Improved** – You might have noticed a theme in the graphic novels and comics of *The League Of Extraordinary Gentlemen*, that new and modern things aren't necessarily good. Regardless of anyone's opinion, this seems to apply to technology you might try to create or use in this Jump. Any sort of technology that wouldn't fit in before the 1800's that you might find or make here is either unavailable or will catastrophically backfire. Additionally, you cannot bring anything into this Jump from any other Jumps based on media from the late 20th or 21st Century. You'll have to stick to the classics.

200 – **Correctional Academy For Wayward Jumpers** – It seems your claims of being a dimension-hopping tourist were mistaken as crazed cravings, which is how you ended up locked in a mental institute and drugged. Any claims of your unnatural nature are considered delusions by the staff, not helped by how the drugs seem to have dulled your senses as well as any extraordinary abilities and Perks you might have. If you want them back, you'll either need to rely on others to rescue you or find a way to escape with your own efforts.

200 – **Uncommon** – Hmm. Seems that not being a native of this world, you haven't built up a resistance to basic local diseases or viruses, like the common cold. You are not immune to such things even if you normally would be, so it would be best to be careful not to be infected by common bacteria of Earth. The chances of becoming seriously ill are a lot more than a million to one.

200 – **Your Last Bow** – You're still alive and well, but you could be better. On top of developing a significant case of rheumatism, your Perks and abilities have greatly weakened as well. Hopefully you'll have enough experience to make up for it, or friends to support you in your frailer condition, especially since your memory isn't as good as it used to be.

200 – **Not So Extraordinary** – Even without any other abilities, access to an extradimensional storage space that might be filled with all sorts of fantastical machines, artefacts and other resources would be an extraordinary boon. Unfortunately, this Drawback seals away your Warehouse for this Jump, making it inaccessible to you and your Companions during your stay here.

200 – **Raffled** – Considering that legendary thieves might be very real in this world, it might be a good idea to take precautions that none of your more extraordinary possessions can be

stolen. This Drawback might be going a bit far though, as it prevents you from bringing in any Items or resources from other Jumps.

200 – **A Sick Note** – Possibly several, all from your Companions and Followers. It seems they can't follow you into this Jump.

200 – **If You Can't Do It With One Bullet, Don't Do It At All** – Really, just... it's probably best not to bother, not to mention safer for anyone else. Your accuracy with guns and other ranged attacks is terrible, and you'll miss at least 9 times out of ten. You could potentially overcome this through sheer luck, but that's going to take a ridiculous amount of bullets.

200 – **And They'll Provide An Antidote** – ... at the end of the Jump. For some reason or another, you are now stuck in a visibly inhuman form, such as one your powers might cause you to temporarily take on. You might be trapped in the body of a hulking brute, stuck in an obviously vampiric state, or even constantly invisible. If you don't have any powers, then you will instead have some sort of visible health condition that interferes with your day-to-day life.

200 – **One Of Those Radicals** – You might be considered one, as the newspapers love to report on you. Expect to be hounded by reporters whenever they could plausibly reach you during your time here. Even if they can't get accurate details, you can expect them to make up sensationalist stories about you based on flimsy evidence.

200/400 – **Bomb Voyage** – Can you hear that sound? No? Well, just so you're aware of it, at some point during this Jump, your Warehouse or preferred choice of vehicle will somehow become booby-trapped with a number of powerful explosives, set to trigger with a certain signal. Unfortunately, you won't know what the signal is or how to stop it, nor will you be able to find the bombs, though in the case of your Warehouse the signal will only be able to enter while it is still open. Should the hidden bombs receive that signal, they will detonate and cause significant damage even if mundane bombs would normally be ineffective. For an additional 200CP, you forget about the bombs and taking this Drawback, so it will be quite a surprise should they be set off.

200/400 – **Difficulties Distinguishing Between Heroes And Monsters** – You might have this issue, considering that this Drawback locks away all memories you might have of the events of both the film and comic versions of the *League Of Extraordinary Gentlemen*. For an additional 200CP, this also locks away any knowledge you might have of any elements they are based upon, so you will have no idea who Dr Jekyll is and no nothing about Dracula unless you find out about such people and their capabilities while you are here.

200/400 – **Jumper's Jaunts In Wonderland** – Like a certain unfortunate young girl, it seems you have a habit of repeatedly vanishing into other dimensions at seemingly random intervals. And not in the way you usually do either. You're going to end up in places where the laws of physics and reality are vastly different from that of Earth, which is going to result in encountering all sorts of strange creatures and dangerous situations. Though you might not want to take the option considering it resulted in Alice Liddell's death, for an additional 200CP you open yourself up to the possibility of this dimensional distortion changing your

own form, such as having the sides of your hair switch places or even altering the position and function of your organs.

400 – **Just A Tad** – You have been exposed, and subsequently addicted to, a narcotic with psychoactive properties known as Taduki. It is obtained from a rare African herb and is usually imbibed by smoking or inhaling its vapours, though it would later be used in the form of pills called ‘taddies’. This highly addictive substance includes side effects such as heightened awareness, the ability to perceive reality beyond the ‘Veil of Time’, knowledge of previous lives via reincarnation, as well as causing a steady decline in health as a result of excessive consumption. Even if you manage to shake this addiction, you will have to deal with temptation to take stronger drugs such as opium.

400 – **Time To Hyde** – The monstrous Mr Hyde has caught your scent and become utterly enraged by some facet of your interdimensional nature. They will do everything in their power to hunt you down and brutally beat you to death. If you picked the **Graphic Adaptation** Toggle or the **A More Unpleasant Interpretation** Drawback, they intend on doing far worse. Bear in mind that while they are impulsive and violent, they are not merely a mindless beast. If the League as a whole is already coming after you, you’ll be hunted by someone else with the Hyde formula as well as the original.

400 – **Nothing To See Here** – Somehow, you have provoked the wrath of the original Invisible Man, Hawley Griffin. Perhaps he sees you as a threat to building his empire of Invisible Man The First? Whatever his reason might be, he is alive and active thanks to this Drawback even if he wouldn’t normally be, and he is determined to ruin your life. Don’t expect something as simple as being attacked by someone you can’t see, as while he considers himself almost immune to consequences thanks to his invisibility, his envy of you has made him notably more cautious than he normally would be. It doesn’t help that he would much prefer to gaslight you, frame you for crimes you didn’t commit, and otherwise psychologically torment you before finishing you off. If the League as a whole is already coming after you, you’ll find yourself being tormented by both Griffin and Skinner.

400 – **What Makes You Think I’m Jumper, Huh?** – It seems you have an imposter. Someone with the same appearance and abilities as you will now be working against you, and it would be very easy for your allies to mistake them as you until they give themselves away. They certainly don’t sound or act like you, and at least they don’t have the same experience you might with abilities you have.

400 – **Out Of Their League** – This isn’t good, this isn’t good at all. The League have been lost at sea and are presumed dead. Perhaps the plan to sink the Nautilus succeeded here? You will need to stop Moriarty’s plans yourself without their help, lest you find yourself in the middle of a World War fought with extraordinary means. Should the disappearance of the League and a World War somehow be beneficial to you, you will instead find that the League has recognised you as a threat to the world and have united to destroy you, while your potential ally Moriarty has gone into hiding. If his absence in this case would actually benefit you, you’ll find that he’s discretely provided the League details on your appearance, likely locations and extrapolations of your abilities.

400 – His Final Problem – Moriarty certainly thinks you are, and he hates loose ends. Moriarty wants you dead and will not be fooled by any attempts you might use to fake your own death due to his own experiences in the matter. He will use any and every resource at his disposal to get rid of you for good, from surprisingly advanced technology to more discrete assassins. He has agents hidden all over the world should you try to run, and if you get rid of him, you'll find his wishes still being carried out by a skilled associate of his.

400 – The Devil Doctor – Definitely not an appointment you would make willingly, considering he is quite willing to practice calligraphy on a subordinate's skin in acid paint. This criminal mastermind, better known as Dr Fu Manchu, is a warlord and leader of Chinese organized crime, and they have decided that you and your efforts are a threat to their operations. Don't think that being a criminal yourself will help matters, as they will instead identify you as a personal and professional rival. You can expect to be affected and threatened by a number of their schemes while you are here as long as they remain active, as well as having your own efforts sabotaged. He's managed to finish his airship as well, which adds another dangerous weapon to his arsenal.

400 – Jumper The Second – The warlord from the moon looks oddly familiar, don't they? Somehow, the Moon Amazonians were able to get hold of some of your DNA and use it to create a new generation of their people, including this ruthless tyrant who possesses many of your best qualities. They don't have any of your Perks, fortunately, but they do possess any biological abilities you do, as well as somehow inheriting your mental capabilities. This would be enough of a problem if they had been created from a relatively ordinary human criminal mastermind, but there's no telling what extraordinary feats they might accomplish with you as their template. They intend to seize control of the entire solar system, and certainly won't appreciate the potential competition and threat you might pose.

400 – Moreau Of A Problem – It seems that a certain unethical surgeon's experiments have gone wrong. While this might not be entirely surprising, what is more worrying is that Doctor Moreau was not just working on transforming animals into grotesque human hybrids, but dangerous bioweapons. A hybrid bacterium of anthrax and streptococcus known as H-142 was the most dangerous of his current projects, and during a riot by the surgeon's other creations containment on this bioweapon was broken. It is now rapidly spreading across the world, with infection causing almost certain death in ordinary humans. You might want to be careful even if you're not an ordinary human, as this creation is quite capable of infecting and killing even extra-terrestrial life forms.

400 – Haddo 'Nother Problem – The leader of a cult of magicians by the name of Oliver Haddo has been looking for a suitable body to possess and has come to believe that you would be the best choice and have thus dedicated themselves and their cult towards achieving this goal as the next step in their apocalyptic plans. If they manage to possess your body, or those of your Companions, they will gain access to any Perks or abilities that their victim has so long as they maintain their possession.

400 – Pawned Off – You, or one of your Companions, certainly wasn't in their right minds when they decided to sell off one of your most prized possessions. It might have been to pay off a debt, it might have been to finance something that was greatly desired, or it might

have even been part of a bet. Whatever the cause might be, an Item or other suitably important possession is no longer safely stored in your Warehouse or wherever else you might keep it, and instead somewhere out in the world. While you hope it won't fall into the wrong hands, it probably will. On the plus side, you will get it back at the end of the Jump. It's not like you gave away Excalibur for drug money, is it?

400 – Jumper Of Mars – You can ignore your starting location for now, as rather than any of those options you will be starting off on the surface of the planet Mars. Fortunately, you can survive quite easily in this atmosphere, and if you are used to the gravity of Earth you will find yourself stronger and more agile while you are here. Unfortunately, you have shown up at a point where the residents are rather busy fighting each other. A certain Tripod-using race hasn't shown up yet and will be referred to as 'Molluscs' by the locals when they do in two Earth years, or one Mars year, but until then you will be encountering the warlike Green Martian nomads, the Hither People who resemble humans from traditional Arabic culture, and the towering telekinetic Séroni. While you might be able to survive and even thrive here, you should bear in mind that the time for your Jump doesn't start until you have somehow found a way to get to Earth.

400/600 – No. Jump-Chan Will Never Use Me Again – Then what good are you? You've forfeited the ability to use any Perks or abilities from other Jumps, limiting you to what you purchase here. For an additional 200CP, this also prevents you from using any Perks or abilities gained from this Jump, reducing you to your Body Mod and your own experiences.

400/600 – An Apple A Day – ... unfortunately kept this Doctor away when their presence was sorely needed, thanks to this Drawback. While the First, Second and Eleventh Doctors would normally only briefly cameo in the *League Of Extraordinary Gentlemen* comics, this Drawback ensures that this particular time traveller never shows up. Unfortunately, this also means that the problems they were discretely dealing with in the background will go unresolved, which could lead to any of the various dangers from *Doctor Who* showing up to cause trouble while you are here. This also applies if they wouldn't normally show up at all, like in the film continuity. For 400CP this is something comparatively minor, the sort of thing that at its worst would only affect an entire country, but for 600CP this could be major threats to the entirety of time and space. Either way, as a time-travelling figure with access to extradimensional storage and who may occasionally undergo significant changes their appearance, you might want to step in to help.

400/600 – Graymailed – It seems a very special Portrait was made of you, but it isn't in your hands. Instead, it is in the possession of someone you really wouldn't want to have any sort of control over you. This particular Portrait doesn't grant you the same immortality as Dorian Gray unless you bought the Item **Portrait Of Jumper**, but it does create the same vulnerability. If you did buy that Item, then your blackmailer has somehow gotten hold of it. Your blackmailer has threatened to destroy the painting if you do not do as they ask but will return it to you safe and sound once you have completed an important task for them. Whatever this task is will be very difficult and potentially very dangerous, but within your capabilities, which is why they chose you to do it. For 400CP they fully intend to keep their word, so you need only worry about not completing the task they give you. For an additional 200CP, they instead intend to dispose of you once you have completed the task in order to

get rid of loose ends, so you will need to figure out a way of tricking them into thinking you are carrying out your task long enough for you to reclaim the Portrait. Bear in mind that any deliberate damage done to the painting of you will be reflected upon the real you, bypassing any sort of resistance or regeneration you might have, so if you take too long to complete your assigned task or are obviously working against them, your blackmailer might start giving you increasingly painful warnings. If you haven't completed your task by the end of the Jump, the blackmailer will destroy the painting, taking you with it.

400/600 – **New Moonchild** – A being from beyond this world, possessing extraordinary powers and knowledge that others do not possess, with the capability to bring about great change... sound familiar? In a very unfortunate case of mistaken identity, others now believe that you are the prophesised Antichrist, some dedicating themselves to destroying you to avert the apocalypse you seem to herald, others wanting to use and manipulate you. For an additional 200CP... it turns out they might be right after all, as not only do you have the same mark on your forehead as the other Moonchild, but you will start undergoing unpleasant mutations such as sprouting additional eyes in random places even if you're trying to resist or avoid your destiny. To make matters worse, you will discover that your friends and supporters have been discretely preparing you for this role, and events will keep trying to drive you into bringing about the apocalypse. You're probably not going to react well to any of this.

600 – **Kôr? Blimey.** – Something is wrong with you, Jumper. It might be old age, it might be an incurable disease, it might even be a curse of some sort. Nothing you have can cure it... but there is hope. You have heard tales of an ancient civilisation known as Kôr, once ruled by a queen who made herself immortal by bathing in a pillar of fire, supposedly the source of life itself. This is the only way to fix your condition and save your life. You must track down the ruins of this long-lost kingdom and bathe in the original Fire Of Life. Failure to do so before the end of the Jump will cause your death, and subsequent Chain Failure. Fortunately, this Drawback does guarantee that the Fire Of Life is still intact and functional.

600 – **The Sound Of Treachery** – You won't expect it, as you'll forget taking this Drawback, but at some crucial point during this Jump you will be unexpectedly betrayed. They might do something that sabotages your efforts, take something precious from you, or otherwise stab you in the back either literally or metaphorically. It might even be by someone who is usually utterly loyal like one of your own Companions, even if they need to be replaced by a disloyal doppelganger to facilitate the betrayal.

600 – **The Ghosts Of Old Wrongs Abide** – Is your past coming back to haunt you, Jumper? Regrets, mistakes and problems from previous Jumps will influence events here in a way that fit with the setting, perhaps even old enemies being brought here to face you once more. You might even literally be haunted, depending on what you've been up to. If this is your first Jump, this could be echoes of problems faced by or caused by you before you started Jumping, or you will find something you do within this Jump has unexpected consequences later.

600 – **Eye's Open, Jumper** – You need to protect them all the time. Someone here, which might be a Companion, a fellow adventurer, or someone in well over their head, holds great

importance to you. This might be because you care about them, but mainly it's because if they die then you will fail the Jump. It doesn't help that they have a tendency to go charging into danger.

600 – A Moore Unpleasant Interpretation – You probably could have chosen the Graphic Alternative Toggle for this, but if you'd prefer to stick to the events of the film but incorporate more of the source material... well, it's your choice. Characters within the film setting are now far more like their comic counterparts, which is on the whole far more unpleasant. You certainly wouldn't want to get on the bad side of *this* version of Hyde, you'll probably never meet Dr Jekyll considering his condition, and you should really watch out for the Invisible Man as Griffin is *much* more dangerous to be around than Skinner even if you're supposed to be on the same side. And that's without going into the other members of the League, and to say they won't get along nearly as well as they do in the film is a bit of an understatement. You can still take this Drawback if you've chosen the Graphic Alternative Toggle, but don't think you'll be getting free points. Instead of the League being changed to be more like their counterparts, you and your Companions are the ones who are being re-interpreted, and you'll find yourself treated in the same way as a certain 'Jimmy' Bond is by the rest of the setting and your Companions will be reduced to the level of the rest of the Bond family. At least you don't actually have to act like him.

600 – From Hell – It seems that a certain infamous serial killer of this time has some extraordinary talents of their own, and they will put them to good use in their efforts to slay you as they believe that doing so will allow them to continue their reign of terror in other worlds. While they are deluded in this respect, what is very much true is that this incarnation of Jack The Ripper truly is from hell, capable of possessing unsuspecting humans and denying them any memories of their time as a host, letting their unwitting tools go about their lives none-the-wiser as to their bloody business. This is how their true identity utterly evaded identification here even under the scrutiny of legendary figures such as Sherlock Holmes. Should you simply slay Jack's current host, the demon will temporarily return to hell to recover before emerging into the living world at a later date. You will need to find a way to contain this monster, destroy them permanently, or otherwise survive their assaults until the Jump ends.

600 – Not Down For The Count – While you might have usually entered this Jump after Dracula is dead and gone, never to return, this Drawback ensures that you will need to deal with this powerful vampire and centuries old sorcerer while you are here. Your presence seems to have revived the Count, and in an attempt to ensure their own immortality the vampire will devote themselves to hunting you down and draining every drop of your blood. They will go after you and your allies, transforming as many people as they deem necessary into more vampires under their control. You will need to avoid their efforts or find a way to put the Count down for good. Considering their previous defeat at the hands of mere mortals, Dracula will not underestimate his new target and is likely to gather his own supernatural allies should you prove enough of a challenge, and it would not be too surprising to see him create his own league of legendary monsters.

600 – A League Of Their Own – Much like how Moriarty reverse-engineered the League's abilities, he has managed to do the same to you. It is imperfect at the moment, only giving

those taking the 'Spark Treatment' one or two of your abilities and Perks, and perhaps weaker than the ones you have, but with time it will be perfected into the same range and potency as your own abilities and Perks. You will need to stop them before this goes too far, as it's now entirely possible that if your capability is perfectly replicated, Moriarty will be able to snatch up your position on the Chain for themselves, and Jump-Chan will prematurely end your Chain as a precaution should this become possible.

600 – You Broke My Heart Once – Once, you were in a close relationship with someone you could consider an equal, with abilities and resources different but similar to yours. It might have been platonic, an arrangement out of convenience, or something else. Unfortunately, something went horribly wrong. It might have been a misunderstanding, a betrayal, or even something coming to light that shouldn't have, but whatever the cause this relationship was torn asunder, and you most certainly didn't part on good terms. Unfortunately, they have decided to resolve the emotional turmoil in a way that is particularly unhealthy for you. Namely, by doing their best to kill you, hoping to let the past die with you. To complicate matters, the prior association was enough for them to learn all about your strategies, allies and weaknesses. They will put this knowledge to good use in their deadly grudge against you. You will be forced to remove them as a threat to you for good, or somehow find a way to reconcile with them despite everything that happened.

600 – Volcanoes On Mars – The Martians are invading, and unlike in certain stories don't have a weakness to microscopic organisms that would have doomed their efforts. They've been observing Earth for some time, and unfortunately for you they've also been paying attention to your own presence and come up with plans and countermeasures they think will work against you and your capabilities. Do you really want to take this Drawback? Because the chances of Earth winning such a war alone are a million to one.

600 – R'lyeh Bad Time – It seems your arrival here has served as a wake-up call for a number of very old, very powerful beings that till now were banished or imprisoned. While they will not immediately start acting upon the world directly, the influence of the Great Old Ones will steadily increase during your time here, their cults becoming more numerous and powerful and more frequent attempts being made to summon their lesser servants. You are likely to hear reports of frog-like creatures sighted at coastlines, widespread nightmares, formless monsters roaming the arctic wastes, and a strange island arising from the ocean near New Zealand near the end of your time here. While there is no chance of this universe blinking out of existence, you can expect your experiences here to become distinctly more eldritch.

600 – Wind's In The East, Mist Comin' In – Mary Poppins, who may well be the embodiment of God in this world, is coming after you. They were powerful enough to defeat the Antichrist by turning them into a chalk drawing and having it wash away in the rain, so this isn't exactly going to be an easy challenge even if you're immensely powerful compared to the rest of this world.

Scenarios

Want to mix things up a bit? Make some alterations to the story not covered by Drawbacks, or add some additional challenges and potential achievements? Then this section should interest you. Any Drawbacks enforcing enemies or problems that would not be present in each Scenario will result in suitable counterparts being present.

You can also mix and match these if you can find some way to justify it. Only the Jumper can take these Scenarios and the Rewards.

Extremely Ordinary

All you need to do for this Scenario is to stay out of the way of the plot and never deliberately get involved with any of the main characters and events. Let things play out as they would have done, for better and for worse.

Reward = A Sequence Of Perfectly Ordinary Occasions. As long as you aren't trying to get involved with the important events of a Jump or any of its main characters, none of it will affect you or your Companions. Even if events would somehow affect everything within the entire setting, you and your Companions will somehow be unaffected, even if it requires spontaneously being moved to a near-identical dimension to avoid it. While this absolute effect will be broken should you deliberately get involved with the important events of a Jump or any of its main characters, there is a lesser form of protection that will still be available either way. If you are witness to something but make it clear you do not want to get involved or reveal it to anyone else, those involved will ignore you and forget you were ever a witness. Useful if you stumble across a conspiracy and want to avoid being a loose end that needs to be removed.

LXG

You are in the live-action continuity, or at least end up in a similar sequence of events. For some reason or another, Reed has provided you your own invitation to join the League Of Extraordinary Gentlemen in their mission to stop the Fantom, saving Venice and averting the war they seek to trigger. To succeed at this Scenario, all you need to do is join the League and ensure they are triumphant in their efforts to thwart this menace.

Reward = In League. As you proved you were clearly qualified for your membership of this League, you will find you can be easily accepted by such groups in the future, as well as being sought out for membership should you desire it. As long as you are not obviously working towards their destruction, you will be allowed to join any similar group of extraordinary individuals that you approach.

Additionally, you may take along any surviving members of this incarnation of the League for as Companions for free.

The Extraordinary War

It seems you have entered a different timeline, occurring after the events of LXG, but where the League were unsuccessful in preventing a global war from breaking out. Vampiric assassins, Hyde soldiers, invisible spies and fleets of Nautiloi are tearing the world apart.

You need to bring an end to this chaos, by whatever means necessary, through whatever methods are at your disposal. Ensure one faction gains victory with your support, lead your own force to dominate the others, peacefully achieve a global ceasefire, the choice is yours. But there must be peace, before civilisation is completely destroyed.

Reward = This depends on your general approach to this Scenario.

If you used force of arms, violence of some sort rather than diplomacy, then you earn **Extraordinary Strategy**. Fighting and winning in a war when you had to cope with the presence of so many varied and extraordinary forces has given you an instinctive ability to utilise and counter them. Where others would struggle to figure out how to best use unexpected assets or come up with effective defences against unnatural enemies, you know best how to incorporate them into your existing forces and the best available approaches to protect yourself against enemy forces using or composed of such things.

If you used diplomacy, negotiation of some sort rather than violence, then you earn **Extraordinary Ceasefire**. Not only are you perceived as a neutral party when it comes to negotiations as long as you aren't obviously disproving this neutrality, but you are much better at achieving ceasefires and getting them to stick. If a conflict has been manipulated by an outside party or force, by revealing it with believable proof to those involved you can not only get the fighting to stop, but considerable efforts will be made on all sides to prevent conflict from starting up again.

Reichenbach Fallen

It seems you've ended up in a timeline where there's no sign of the Phantom, or their plans to trigger a Great War. But this Scenario isn't a holiday – you'll have picked this one to take their place. To win at this Scenario, you must trigger or otherwise find a way to create and benefit from a Great War. You might have some sort of political advantage due to it, you might be gaining territory, or you might be making a profit, but you can't just let the war happen without getting something out of it.

Reward = You Can't Kill The Future. You have proven that war will come, sooner or later, as inevitable as summer into autumn. Succeeding in your own goals has become almost as inevitable. Not only can you now find ways to greatly benefit from things that you know to be inevitable by triggering them earlier or under conditions you prefer, but your own efforts become much harder for anyone else to stop for good. Do they think they can just wreck your work and that's the end of it? You'll just rebuild it. Did they succeed in preventing you from bringing about a world war? There will be others like you, Jumper.

There Was An Idea

The world is faced by an extraordinary threat, one that cannot be stopped by mundane means. It might even be too much for a single being of incredible prowess or possessing extraordinary powers. Whatever this threat might be, it is up to you to bring together a team of legends together to face it. You can track down the League that would have assembled in Canon, or suitable counterparts, to fight the problem that others never could.

Reward = League, Assemble! After all the effort you went to here, you might appreciate finding such endeavours much faster and easier. You can now assemble similar teams of notable figures within each Jump, finding it simple to contact them to gain their assistance or otherwise approach them in a manner that would make them inclined to join such a group. Even if they're not usually the sort willing to work with others, you will be able to determine what you need to offer to get them to join.

Not So Extraordinary

You aren't joining, assembling or aiding the League of Extraordinary Gentlemen in this Scenario. Instead, your task is to break them apart. Use any means at your disposal to take on and destroy the League, bringing their alliance to an end permanently, ensuring that every active member is dead, or ensuring they are so thoroughly contained they might as well be.

Reward = Out Of Your League. You find it a simple matter to break apart alliances and cause conflicts within groups that you can take advantage of. Even brief interactions can cause arguments to break out should you desire it, and enough time and effort on your part can lead to even the closest allies to come close to killing each other. When you intend to divide a house, it will soon fall.

Incidentally, you may choose to take on a certain former Professor of mathematics with you as a Companion for free. Aside from other ventures they may wish to participate in with you, they're rather interested in getting their book, *The Dynamics of an Asteroid*, properly examined by a scientific community capable of properly criticizing it.

End Of The Old Century

This world contains some extraordinary technological wonders, but very few individuals really seem to benefit from them. While rare mechanical marvels allow some to live in idle luxury, explore the depths of the oceans, or soar through the skies, the masses either have no access to such things or end up on the wrong end of them. Even when people have access to such advanced material things, social improvements tend to lag some way behind.

It's up to you to make things better. However you might decide to achieve it, in this Scenario you must find a way to bring technological and social innovations up to a standard that would be considered at least acceptable in a mundane 21st Century. You don't have to perfectly resolve every social, economic and health problem in the world, but you should aim for a point where you wouldn't mind living there yourself as an average citizen.

Reward = A New Age Dawns. You now find it much easier to positively change things and uplift wherever you might travel, technologically, socially or economically. You'll also find that any efforts or incidents that would drag things back into a less enlightened era are far less likely to be successful. Even should such disasters occur, you will find that things quickly bounce back and recover even without your aid.

I Believe In Faeries?

The exiled Duke of Milan Prospero, a powerful wizard, was secretly employed by half-Faerie Queen Gloriana I and tasked to found the first League of Extraordinary Gentlemen in 1610 under the name 'Prospero's Men'. He eventually retired to the Blazing World, a bizarre alternate dimension in which all of fiction becomes ageless and immortal, though he served as an adviser to later iterations of the League.

In reality, Gloriana and Prospero founded the League and manipulated events over the centuries as part of a plot to eventually unleash the supernatural horrors and monsters of the Blazing World onto the human world in revenge for driving them underground, returning the world's magics and fantasies at the cost of ending human civilisation.

You have a choice. You can decide to aid the Blazing World or try to thwart them. Either option will be a challenge, your choice adding additional complications to ensure you can't win through inaction.

Should you decide to side with the fantastical forces of Prospero and Gloriana, you will find that humanity is not quite so easily extinguished as it otherwise would be, nor are they alone in this war anymore. For a start, the current incarnation of the League will not give up Earth without a fight. The incredible, and occasionally implausible ingenuity found in every tale of science-fiction will be fielded by humanity, while from beyond Earth the other occupants of the solar system have identified the Blazing World as a potential threat to their own existence. You can expect the inhabitants of the Moon and Mars to provide reinforcements, and though the forces of the Blazing World are varied and vast in number, they are beings out of stories... and the villains often lose in those.

If you instead decide to save humanity, you will find those extra-terrestrial allies will remain out of the fight if they can manage it, and unless you are immensely persuasive many of the remaining heroes of Earth will simply abandon the planet and leave its hapless occupants to a variety of terrible fates. You will be facing every fantastical beast and monster of myth amongst the forces of the Blazing World, from talking dogs to terrifying dragons, all commanded by the immensely powerful wizard Prospero, capable of reversing and harmlessly containing a nuclear detonation if given time.

Your chosen side must ultimately win for you to succeed at this Scenario, with your opponent's either destroyed or otherwise permanently rendered unable to continue the war.

Reward = This depends on which side you allied yourself with.

If you helped to overwhelm the mundane with the mythological, you earn the Perk **A Blazing World**. Like the fantastical realm you aided, you are capable of creating pocket dimensions that will steadily be populated with beings of fictional nature within the current Jump. For example, if Dragons do not actually exist within the Jump, but there are stories of them, then Dragons will end up inhabiting your realm of fantasy. This place can also act as a safe haven to beings that rely on belief or other insubstantial characteristic of the Jump such

as some sort of background magical energy, allowing them a place to continue existing should these conditions required for their presence and survival within the Jump become unavailable. Finally, should this fantasy world become developed and populated enough, you can unleash it and its contents out onto the comparatively mundane world in a similar way to Prospero's own invasion. The presence of these beings converting the environment into one that sustains them, though this may come at the expense of more mundane inhabitants of the invaded world.

If you helped to preserve humanity, you earn the Perk **Burnt Out**. You will not allow mankind to go back to hiding in fear from things that go bump in the night. So that others may live in a sane, normal world, you are capable of entirely banishing magic and other supernatural phenomena from a Jump. This can be applied to anything that does not function entirely on ordinary laws of physics and other mundane constraints of reality. While you can limit this to specific areas or targets, reduce the effect to merely weaken applicable targets, as well as disable the effects and allow the fantastical things you banished to reappear and regain their former strength, your use of this ability will not alert others that you are the source of this enforced mundanity unless you want others to be aware of it.

Stardust To Stardust

Stardust the Super Wizard, whose vast knowledge of interplanetary science has made him one of the most remarkable men that ever lived, devotes his abilities to crime busting... in a sense. Their usual operations would involve on eavesdropping on criminals plotting a crime, pontificating on the plans but not doing anything to stop them, then after the villain put their plans into action and people were either killed or forced to flee, Stardust would arrive on the scene, verbally berate the villains, then set into motion a series of increasingly bizarre and violent acts of revenge against them, often turning their own schemes against them. This would often involve some sort of eternal suffering.

As you might expect, not everyone approves of this sort of behaviour, and to Stardust anyone who would try to interfere is clearly a villain, including the benevolent Science-Elders of the universe. The powerful superhero Captain Universe, empowered by this space-time transcendent quintet, intends to confront this threat.

You need to decide which side to support in this confrontation, with your choice causing additional complications to deal with.

Should you side with the Super Wizard, Captain Universe will bring more allies into this conflict to avoid being outnumbered. The full might of the Seven Stars will be assembled to face you, a group of British superheroes composed of Captain Universe, Vull the Invisible, Mars Man, Zom of the Zodiac, Satin Astro, the Flash Avenger and Electro Girl.

Should you instead side with Captain Universe, Stardust will decide to even the odds themselves, using their powers to drag a threat that Captain Universe and the as-yet-unformed Seven Stars would one day fight back in time to face you. In addition to Stardust and their powers, you will need to deal with the hostile extra-terrestrial fungal entity known as The 'Mass, named after the incident involving one Professor Quatermass whose rocket experiment first brought the entity to Earth. Fittingly for Stardust's usual tactic of unleashing fates that could be considered worse than death, the 'Mass will absorb any organic life it comes into contact with and store their consciousness inside it. Fortunately, this is the only form of time manipulation that Stardust will use in this battle, perhaps having worn out this particular power with the effort required to summon the 'Mass.

Reward = Either way, you will receive a carefully contained sample of the substance known as **Ice-Nine**, as well as instructions on how to create more and how to negate its properties. This is an alternative structure of water that is solid at room temperature and acts as a seed crystal upon contact with ordinary liquid water, causing it to transform into more Ice-Nine. As this includes the water found within living organisms, ingesting Ice-Nine will instantly freeze the subject, most likely killing them. It would be wise not to let this substance get into any ocean, unless you'd like to instantly freeze all of the planet's seas, rivers and groundwater.

If you decided to aid Stardust, you earn the Perk **You Are Now In The Power Of Stardust**. Once per Jump, or every 10 Years, you can call on Stardust the Super Wizard to aid you with all his bizarre powers and equipment, doing their best to stop any single crime or undo any

single disaster, and probably putting whoever caused it into an inventive living hell in the process.

If you decided to aid the Captain, you receive the Item **The Jumparium**. This is a copy of Stardust's former headquarters, a hollow artificial sun in the Oort Cloud. This crime-detecting laboratory and observation post has a breathable atmosphere capable of sustaining human and plant life, featuring rolling hills, a lush forest and paved roads. As well as a massive castle to use as living quarters, the laboratory is filled with peculiar technology that would aid Stardust in detecting, observing and interfering with criminal activities, from monitors that can remotely observe, translate and record even the thoughts of those being watched, to computers that can reveal the power and influence of an organisation and the extent of a perpetrated crime, to a handheld wand that can concentrate the Sun's heat to the point it can melt an entire fortress. On the off-chance you don't have a means of reliably travelling to and from this station, Captain Universe managed to reverse-engineer Stardust's method of teleportation enough to create devices that can teleport you to and from **The Jumparium** in a brilliant five-pointed flash. While this is limited from the wide range of effects this could usually allow Stardust to achieve, the range of this teleportation is essentially limitless to make up for it.

In addition, should they accept the invitation, you may take the **Seven Stars** with you as Companions for free. If you like, you may choose to take the original, somewhat more villainous Vull rather than their replacement. Additionally, the Flash Avenger will begrudgingly be willing help with more than crimes involving poor people and won't develop lung cancer, Zom won't suffer from arthritis, and Electro Girl will find their powers fully come under their control.

The Moonchild

The Chosen One. Marked on the forehead for their importance shortly after birth and losing their birth parents, they were put into the hands of abusive relatives for years until their magical heritage came to light. Invited to a hidden school to be taught advanced witchcraft, they were led to believe they were a paragon of virtue and defender of humanity with a mass of fans and friends, eventually defeating their archenemy...

Unfortunately, this was around the time they discovered they had been manipulated their entire life, their adventures had been staged, that their friends and supporters had secretly been grooming them to fulfil a destined role, that their archnemesis had faked their death... and that their nature as a 'chosen one' was that of *the Antichrist*, the true source of their abilities.

Not reacting particularly well to this revelation, he proceeded to go on a murderous rampage, massacring everybody at the "Invisible College" as well as all the residents of a nearby magical town, before decapitating the occultist that had been controlling their life and placing their still-living head in a cage. They then spent the next years of their life living in the house in which they were raised, presumably having killed their adoptive family, abandoning their distinctive black-haired and bespectacled appearance, and becoming addicted to antipsychotic medicine as they tried to put-off the Apocalypse.

Unfortunately for them, destiny is a difficult thing to escape. Continuing to mutate, growing monstrously tall and with additional eyes growing around the plaster-covered Mark Of The Beast on their forehead and elsewhere, it seems that the oncoming Apocalypse is inevitable, with the unwilling Antichrist coming close to deciding to get the whole thing over with. The revelation of their life-long manipulation by Satanists, subsequent isolation and drug addiction has not done wonders for their personality, maturity or sanity, even if they did have a notable temper before everything went wrong, and they will soon embrace their role in bringing out the apocalypse if they are not stopped.

If you decide to kill this threat to the world, you are in for a difficult fight. On top of their more wizard-like magical abilities, they possess a potent regeneration that can heal even grievous injuries within a few moments and will undergo further horrific mutations in combat. Even when they were still young, they were able to overcome an entire school of magic users, and their powers have only grown over time. Don't expect divine intervention to solve this problem for you either, you *are* the intervention.

Still, there is another option. Unlike them, you have a choice in how you go about your life, and rather than trying to kill them, you can try to talk them down and redeem them. This isn't going to be much easier, as the Moonchild is understandably quite fed up of people trying to manipulate them, and their experiences have led to them having quite a bitter and unpleasant personality.

Reward = Practically Perfect. 'Mary Poppins' will return the favour for solving a problem they had intended to fix, willing to bail you out once per Jump should you get in over your head against an enemy you cannot defeat. They won't defeat your enemy for you, but they

will whisk you away to safety and temporarily stall your enemy to stop them being able to follow you or immediately continue with their plans. They are, however, perfectly willing to stop by at any time to help look after children, your own or others. They're quite good at it too, having apparently rocked the fretful baby gods to sleep before time started.

If you did manage to talk the Antichrist down from bringing about the Apocalypse, you may also take them with you as a Companion for free. Doing so will bring their mutations fully under their control, and you might even see a resurgence in the more pleasant aspects of their personality. They'd probably appreciate getting some therapy.

The Name's Jumper

To say that the version of James Bond found in the *League Of Extraordinary Gentlemen* comics and graphic novels is a bit unpleasant compared to other versions of Agent 007 is a considerable understatement. Incompetent, traitorous, possessing none of the better qualities of their counterparts and far more of a danger to their own allies even before they actively become a villain, their presence generally makes the world a worse place.

In this Scenario, you'll be taking their place, and even if you're a mundane human with no real skills this is probably an improvement. Your goal is to take the position of this version of James Bond and turn it into something at least somewhat respectable. You'll need to be at least as beneficial to the world as more popular versions of the secret agent you may be more familiar with. You'll have plenty of opportunities to prove yourself, starting with either an investigation at a casino in northern France, or the disappearance of a fellow British agent in Jamaica.

To complicate matters, you need to remain somewhat in-character for this role. While you are free to act as you wish, not limited to acting like any particular version or interpretation of the character, you will not be able to use any overtly supernatural powers or superhuman abilities that wouldn't be expected from most versions of James Bond. Though you can use a variety of gadgets and weapons, your equipment will be limited to things that wouldn't be entirely out of place in such a narrative.

Reward = For being the Bond you wanted to see in the world, you have acquired a new Companion in the form of **James 'Jumping' Bond**. This version of James Bond, with their appearance up to you, is patterned on your own morals and behaviour, as your actions in this Scenario has set the template for how you want them to act. On top of being a professional spy with all the training and experience that would suggest, not to mention possessing a certain degree of Plot Armour to aid in their endeavours, they will also have specialities and equipment related to how you have gone about your various missions in this Scenario. Perhaps having access to a variety of gadgets if you frequently used them to solve problems or being an expert in the use of guns and hand-to-hand combat if you preferred this method of dealing with trouble. Whatever example you set during this example, they will emulate, so you will probably have a version of James Bond that you would actually like to exist and interact with. They can start off a Jump having the position as a high-ranking Double-0 Agent in MI-6 in future Jumps, or the closest counterpart, with access to all the resources you would expect them to have in this role.

Jumper And The Sundered Veil

Things started to become stranger than usual when your shadow inexplicably vanished. Investigating this anomaly, your travels taking you to the Sphinx in Egypt, you began to have visions of a man in a pulsing electric machine piloted by a man who claims to be a time traveller. Trapped within what they called a chrono-crystal aleph, your own extra-dimensional origins have allowed them to briefly make contact with you. Before they vanished once more, they warned you that other beings from beyond this universe are invading it through a hole in space-time, and they have witnessed you being instrumental in the events to come. You noted that they never mentioned whether you were trying to stop this incursion or aiding it, and it seems that whatever your intentions might be, it has seemingly summoned an appropriate response.

Should you decide to aid this invasion, you first think you have finally found your shadow... only for it to move away from you, taking on the insubstantial form of a tall, swarthy man who resembles an Egyptian Pharaoh. They introduce themselves as a messenger and servant of the Outer Gods. As they cannot physically manifest within the world, they need you to act as their agent, and offer substantial rewards in exchange for this service. They go on to detail what you need to do, before vanishing as suddenly as they had arrived.

If you have decided to stop this invasion, you are instead approached by an unfamiliar man who introduces himself as Randolph Carter of the Miskatonic University in Arkham. They explain they are familiar with supernatural entities including the Great Old Ones and claim that they possess a gift of infrequent prophetic visions that has shown them of your importance in upcoming events. Though this might seem unbelievable, they explain that they had foreseen someone matching your description standing next to the Sphinx as you do now, possessing no shadow, and go on to detail several other experiences of your time in this Jump. They are also able to explain the absence of your shadow – it is being used by the Outer God Nyarlathotep to steadily gain physical presence in the world, exploiting your unusual nature as one not from this world. Though they are not keen on the idea of embarking on the journey to come, you might be able to persuade Carter to join you should you have need of their knowledge. If not, he will pass on what information he can to you, then wish you good luck.

In either case, you learn that you need to track down the Silver Key, an artefact which can be used in a ritual in the castle of Kadath within the Dreamlands to either open a passageway for the Great Old Ones to come through or seal their entry entirely depending on which side you chose. Either the Pharaoh or Carter points you towards the location known as the Mountains Of Madness in Antarctica, a range supposedly higher than the Himalayas, where the Silver Key can be found. For more information, you may want to track down Captain Nemo, who visited the mountains during a fateful expedition in 1894 and was the only survivor.

It is up to you to find a way to reach Antarctica and ascend the Mountains of Madness, in search of the Silver Key. While you find yourself inexplicably drawn in the direction of this artefact, you should be warned that you and the peculiar blind penguins are not the only beings roaming the frigid wastes, tunnels and caverns of this mountain range. An

amorphous creature known as a Shoggoth is drawn to your presence as keenly as you are to the Silver Key, and to make matters worse it may not be the only one of its kind within this area. To complicate matters further, additional foes will be seeking to hinder and pursue you, depending upon your alliance.

If you are here as the agent of the Pharoah, it seems that Randolph Carter has sought out other allies in their endeavour to stop their visions from coming to pass, or perhaps the Time Traveller has realised their mistake and has assembled a team to stop you? Either way, you will find yourself pursued by an alliance made up of the legendary hunter Allan Quatermain, the eldritch expert Randolph Carter, and formerly long-lost John Carter, the latter somehow possessing the same relative enhanced strength and agility they have on Mars despite being back on Earth. While they are few in number, they more than make up for it in their determination to stop you, Allan and John are veteran heroes, and Randolph's gift of prophecy seems somewhat more reliable when used to track you down.

If instead you are on the side of humanity, Nyarlathotep will be attempting to interfere with your progress, able to manifest just enough of their power to summon to Earth a large number of the ape-like albino creatures known as Morlocks, who will need to be avoided or overcome on your perilous journey to the Silver Key.

Eventually, following the inexplicable sense of the position of the Silver Key, you will be able to find a vast cavern, the walls and ceiling covered with carvings. The source, and your goal here, will quickly become evident, as you discover what seems to be a mostly frozen body of a barrel shaped organism with starfish-like appendages on both ends, with the remains of five leathery wings and tentacles. As far as you can tell from the thick green blood on its wounds, foul smelling even in its semi-frozen state, it had been wounded in a fight, and unable to treat its wounds has tried to freeze itself and hibernate until it could be rescued... though what caused the injuries is a mystery as there is no other sign of a fight in the chamber. But there is no time to ponder, as clutched in the grasp of this wounded Elder Thing is the Silver Key you have been searching for. Now you will be capable of physically entering the Dreamlands, though you will need a slumbering mind as a doorway for the key to open. Fortunately, there is one right in front of you, and it would be best to leave before the source of the repetitive 'Tekeli-li' cry you can hear rapidly approaching is able to reach you. Taking up the Key, you will instinctively know to point it towards the top appendage and *twist*.

With a sensation not unlike jolting awake from almost dozing off, you, and any allies that accompanied you on your journey, have physically entered the Dreamlands, but while you may have escaped the wrath of the Shoggoth, there are new dangers to beware. Arriving on the Steps Of Deeper Slumber, you must descend through the Cavern of Flame and pass through the Enchanted Woods to enter the Dreamlands properly, at which point you must reach the mountain-top castle Kadath. As standard rules of geography do not reliably apply within this realm, you must take a specific route to reach it, involving passing through the town of Ulthar, the Plateau of Leng, the subterranean Underworld, and finally the ruined city of Sarnath. At each stage, you will find another challenge on your path to a ritual that will either forever seal away the Great Old Ones from the waking world or open the way for them to claim it.

Whichever side you have allied with will bring about additional dangers on this already hazardous journey, as your opponents do not intend to make your quest an easy matter.

Should you have allied with the Messenger Of The Outer Gods, not only will you still be hunted by the surviving heroic humans that somehow followed you from Earth, but you will have to face Ghouls, flee the cats of Ulthar, and contest with flocks of faceless Nightgaunts. Upon reaching Sarnath, you will find you have somehow arrived while the city still stood, one day after they wiped out the nearby city of Ib, and that you have been tasked with retrieving a stolen idol of the god Bokrug from within its main temple. Succeeding with this theft, a gout of green mist shall spew from the idol, opening a passage to the castle of Kadath.

If you are opposing the sundering of the world, you will instead find yourself harried by the forest-dwelling Zoog's, hunted by the toad-like Moon Beasts, and waylaid by the satyr-like Men of Leng. When you reach the ruins of Sarnath, you will find that some strange distortion of time and space in this dream-woven realm has caused you to arrive while the city is thriving and intact... and just as heavy greenish mists and strange lights begin to spread from the nearby lake. As the city descends into madness brought about by terror, you will need to evade the vengeful ghosts of Ib to reach the throne room of this failing city and thrust the Silver Key into the huge ivory throne at its heart, transforming it into a gateway through which you can finally reach the castle of Kadath.

You now face your final challenge in this Scenario, with the adversary before you reflective of your choices of whether to preserve the world of humanity or usher in the Great Old Ones.

Should you have sided with the Crawling Chaos, you will find that their nemesis has come to confront you and bring an end to your quest. You will find yourself facing the grey and awful form of primal Nodens, Lord of the Great Abyss. While Nyarlathotep does not exactly like the idea of fighting the hunter directly, your ally will aid you by weaving the shadow they had stolen from you into a makeshift avatar, one capable of fooling even Nodens into mistaking it as you, and momentarily hiding the real you from their gaze. It will be up to you to take advantage of any distraction this can create.

If you decided to save the world, you will come face-to-many-faces with the God Of A Thousand Forms, fully manifest in this place. While the shapeshifter has a great many ways to fight, your main advantage here is that their sadism will lead to finding this opportunity to torment and drive you insane at the precipice of your victory is more important than quickly killing you. In addition, the various Gods of Earth are acting to suppress the Crawling Chaos in such a way that their mere appearance cannot drive onlookers insane, regardless of how hideous or confusing the forms they take.

In both cases, even if you do not possess a weapon or ability that could reliably harm such beings, do not despair. The Silver Key in your possession will allow you to harm them even if it wouldn't usually be within your capability, as this is a requirement of the final part of the ritual you began in Egypt. You must defeat your final foe in this gauntlet of challenges and

drive the Silver Key into their body, turning it clockwise if you face Nodens or anti-clockwise if you are opposed by Nyarlathotep. This is the final stage of the ritual, a sacrifice that will tear open or permanently seal the Ultimate Gate, bringing your quest in this Scenario to its conclusion.

Reward = For your efforts, you may keep possession of the **Silver Key**, which retains its property from the ritual of allowing the wielder to harm beings from outside their plane of existence even if they would normally be invulnerable or intangible, as well as allowing physical passage to and from Dreamlands or similar planes of dream-like existence.

Your next reward depends upon whether you chose to usher in the Great Old Ones to reign over the Earth, or forever banish them from the material plane.

If you aided Nyarlathotep, you earned the Perk **Sundering The Veil**. You can now carry out a ritual using the **Silver Key**, permanently stained by the blood of the Elder God Nodens, to travel between various planes of existence and open the way for other beings to do the same, even when this would not normally be possible, or if the passage of such entities you would allow through is being blocked by other means such as magical wards or incompatible physical laws. The **Silver Key** itself has also gained the curious property of masking your presence from those such as Nodens who would otherwise sense and hunt down those doing such a thing. They would be able to see you in person, but less direct methods of searching for you or divining your location will prove futile. Useful if you'd like to get away with allowing extradimensional invasions, but you can switch this effect on and off whenever you wish.

If you protected the world, you instead earned the Perk **Closing The Curtains**. Rather than opening the doorway to madness, the **Silver Key** that has taken the life of the Crawling Chaos can be used in a ritual to seal interdimensional breaches and prevent any form of extradimensional incursions, no matter the power or means used in attempts to do so. The **Silver Key**, having forever stilled the ever-shifting form of the God Of A Thousand Forms, can now be used to lock other shapeshifters into their current form, preventing further transmutations or mutations. You can also undo this binding, even undoing similar limitations put onto shapeshifters by others, and use either of these effects on any applicable target whenever you wish.

As one last gift, you're finally getting your shadow back, which you might appreciate after such a long adventure that started with your quest to retrieve it.

If you have aided Nyarlathotep, you will find that their victory has strengthened the makeshift avatar they made of your shadow, granting you the Perk **Haunter Of The Dark**. Much like how the Crawling Chaos can take on a number of different forms with varying abilities, your shadow's use by the Outer God has caused it to take on one of their own aspects. You can now detach your own shadow and send it anywhere you wish, so long as there is darkness or a shadow for it to hide within, to perceive and communicate through it. Like Nyarlathotep's similar form this can be banished back to you by exposure to bright light, but this effect is not harmful, nor can harm be transferred back through the link.

If you defeated Nyarlathotep, Nodens will appear and rip your shadow from the corpse's twisted grasp, returning it to you with grudging respect for defeating their rival, as well as one additional gift in the form of one of their own servants. You have gained a **Nightgaunt**, either as a Follower or Companion, that can reside within your shadow, called out to your side in the physical world or within the Dreamlands, or whatever equivalent you might end up in. Not only can this unusual pet provide the option of flight at incredible speed, but their presence within your shadow defends you from attempts to use it against you or for others to hide within it. In addition, those trying to attack your unconscious mind or harm you through dreams will find themselves facing your faceless and silent guardian.

In this case, you have the option to receive the alternative reward should you not desire the one your route would give you. Perhaps it is Nyarlathotep who shackles a Nightgaunt to your shadow in mockery of their rival's failure, or Nodens who memorializes the ultimate defeat of their quarry by granting you the living shadow? Whatever the case may be, this Scenario is over.

The Mysterious Travellers

When the French government became aware of the British League's existence in 1898, they decided to form their own team to counter them. While initially hesitant to recruit notorious rogues as the British had done, they ultimately formed *Les Hommes Mystérieux* (The Mysterious Men) in 1909. You... don't have to deal with any of that in this particular Scenario, but you are in a somewhat similar situation.

A League of counterparts to yourself and your Companions has been formed, with capabilities similar to your own. They might have even journeyed here from another world and might be made up of the Leaper and their Associates. Both of your groups becoming aware of each other's existence, they have decided that they need to prove that their group is better than your own by beating you at your own specialties, and yours has most likely come to the same conclusion. To win at this Scenario, you'll need to prove that you and yours are superior. Exactly how you'll go about doing this, and how far you'll go, is up to you.

Reward = For competing and winning against your counterparts, you have earned bragging rights as well as the Perk **Can't Outdo The Original**. From now on, copies, imitations, clones and alternate reality versions of yourself and your allies can no longer defeat you or your allies. Their abilities and tactics will seem to be ineffective and obvious to you. Due to the nature of this Perk, it only works in the possession of the original Jumper that earned it within this Jump, becoming ineffective if somehow possessed by anyone else.

Additionally, while you can extend the invitation to your counterparts if they are still around, you have the option to take along *Les Hommes Mystérieux* as Companions for free. They are composed of the genius inventor Jean Robur, the gentleman thief Arsène Lupin, the criminal masterminds Fantômas and Monsieur Zenith, and the superhuman Nyctalope. They will bring with them Robur's airship *The Albatross* as a mobile headquarters, and Zenith's unsettling black sword with runes carved into its blade, though the latter is guaranteed to not cause you any problems or go around corrupting things against your will.

The Twilight Jumper

One way or another, this Scenario will lead to becoming involved with *Die Zwielfichthelden*, the German version of the League created in 1909. Consisting of the telepathic hypnotist and criminal mastermind Dr Mabuse, the mesmerist Dr Caligari and his hypnotised assassin Cesare, the brilliant inventor Dr Rotwang and his female android Maria, this group were responsible for the creation of the Berlin Metropolis, a vast city of enormous buildings and highly advanced technology, the capital of Germany as well as their own base of operations. The city is patrolled by a force of mesmerized soldiers known as Die Schlafkommandos or 'Sleep Commandos'.

Time has passed since the formation of the 'Twilight Heroes', and the year is 1941.

Hira Dakkar, granddaughter of Captain Nemo, along with her husband the French air-pirate Armand Robur, have seemingly been shot down and imprisoned in the Berlin Metropolis. Janni Dakkar, Hira's mother and Captain Nemo's successor, intends to rescue them with the aid her husband Broad Arrow Jack, regardless of the dangers posed. They will discover something much worse waiting at the far end of this gauntlet of alarming adversaries.

In the normal course of events, Jack would be killed in the attempt and in retaliation the city would be reduced to rubble by the powerful flying machine known as *The Terror*. You can choose to aid Janni in her dangerous rescue mission and ensure that they succeed without loss, or instead prevent the rescue and protect the Metropolis from this destruction.

Reward = Either way, you will certainly have the gratitude of those you aided, and the option to take them along as Companions for free. You have also managed to retrieve **Schematics For Maria**, which could be used to build your own immensely strong and durable humanoid machines capable of taking on the appearance of others. Your other potential rewards are more specific, relying upon who you aided in this Scenario.

If you thwarted the rescue attempt and saved the vast city, you will earn your own in the form of the **Jumper Metropolis**, a million-acre city filled with 1,000-story skyscrapers, while great machines operate below the city to power it. By default, this city is entirely automated and will not suffer from any accidents that might have occurred in counterparts of the original. Additionally, you have been gifted with Dr Caligari's research on the creation and control of the Sleep-Commando's, though your newly earned city can instead be patrolled by mindless automatons that fulfil the same purpose if such projects would be problematic for you.

If you instead aided the rescue mission and ensured it was successful without losing anyone, you have earned your own duplicate of **The Terror**. This is a huge and heavily armoured flying machine, armed with air-to-air missiles and Heat-Rays salvaged from the 1898 Martian Invasion. It is a vessel powerful enough to turn even the Berlin Metropolis to rubble. While it is primarily a flying machine, it is also a land craft and a submarine, giving it nearly unparalleled adaptability.

The Ingsoc Ensemble

The year is 1948, and a totalitarian government by the name of Ingsoc has taken control of Britain, denouncing and denying the League and all its forms, including the existence of yourself and your own Companions. Many have come to believe that extraordinary individuals never existed and are nothing more than characters from fiction. You need to bring down Big Brother by 1958 and survive their efforts to censor your existence by wiping out every trace of you, physical and recorded.

Reward = You have somehow gotten your hands on **The Black Dossier**. This file contains all details of all the League's incarnations, which due to a peculiar interaction with your nature as an outsider to this world now includes its past, present and future. This file updates with information on similar groups in future settings. This includes their names, secret identities, powers, and any weaknesses known to them or others.

League Of The Jumper – America: 1988

The year is 1988, and a new League has been formed after the murder of Mr Miyagi. You will be joining them, aiding them in their intended purpose to prevent a resurrected Tony Montana and his occult gang The Lost Boys from killing all those between him and the domination of America.

Reward = Should you succeed, you will receive a very special **Presidential Pardon**. With this, you be pardoned of any and all crimes you have committed in the United States Of America, or closest equivalents should the US not exist within the Jump. Bear in mind that this only works once per Jump, and only on crimes you have committed up to that point.

Additionally, you can bring the other members of this League along with you as Companions for free. This includes the scientist Dr Emmet Brown (*Back To The Future*), the transportation specialist Jack Burton (*Big Trouble In Little China*), ex-commando B.A. Baracus (*The A-Team*), tech specialist Angus MacGyver (*MacGyver*) and the mysteriously powerful femme fatale known only as "Lisa" (*Weird Science*).

Trouble-O-Seven

This blast from the past is for your eyes only, Jumper.

First interacting with former members of the League in 1958, where he was tasked with arresting Mina Murray and Allan Quatermain and subsequently failed in his mission, this inept British secret agent known as “Jimmy” around the time he served the government during the Big Brother regime, and later “Sir James”, has proven to be significantly more competent as an outright villain.

In reality, there never was a Dr. No in the first place, as Sir James had betrayed England to the U.S. and murdered one of MI5’s own agents in cold blood. Decades later, after having taken the position of M and gained control over MI5, the decrepit spectre of a man was inadvertently led to the Fire Of Life in Kor, granting them a new lease on life and an opportunity for “endless fun” thanks to their potential to live forever and a day... which began with murdering one of their own agents and was followed up by destroying the immortality-granting fire and what remained of Kor with a nuclear bomb.

It only gets worse from there, as after unleashing that nuclear thunderball they proceeded to discover the history of the League. Now in the possession of a powerful nuclear submarine with the power to destroy entire nations, it is not clear what their goals are, but they are bound to involve something that would scare the living daylights out of most. With their endless ambition and twisted sadism, it is unlikely that simply conquering the world is not enough. It’s up to you, and any allies you can gather, to stop them.

This is not going to be easy. Despite their previous easy defeats, it seems that Sir James has learnt from their mistakes and is able to bring all their experience on her Majesty’s Secret Service to bear, making him a hard man to kill. He’s not working solo either, having the full forces of MI5 to bring to bear as well as a substantial budget for creating all manner of devices. Should your existence and efforts against them become known, they will decide it is high time to kill you, having something of a live and let die attitude towards any sort of interference. While they might have no silver bullet to deal with you, it wouldn’t be surprising if he made sure he was the man with the golden gun in such a confrontation and will definitely shoot to kill. He also possesses an infuriating amount of luck when it comes to assassinations, such that even someone with a view to a kill shot on him might miss. You’ll also have to get past his six bodyguards, MI5’s best agents.

Getting international help against such a threat is going to be a difficult approach as well, as the combination of MI5 and CIA blackmail that Sir James has gathered over the decades, combined with his new position, has given him effective carte blanche to act on an international level if they can claim it is in the interests of world security, giving him a licence to kill whoever he wants.

To win at this Scenario, you will need to discover what Sir James is planning and thwart it, ensuring that any hope for a better tomorrow never dies before showing him that even with his newfound youth nobody lives forever. Don’t just leave him to die another day, and make sure his death is forever.

Reward = You have been rewarded for special services to the world in the form of the **J-Series**. Rather than being elite British Intelligence agents like those who worked for Sir James, each clearly based on one of the actors playing as a certain British secret agent, you have gained the company of a number of faces that will seem far more familiar to you personally. For every Jump you have been to, including this one, you gain that incarnation of yourself as a Companion, looking and acting as you did within the Jump, complete with all the Perks, Items and abilities that you gained in that Jump. You will get another of the **J-Series** for each Jump you go to in the future.

Playback Time – The League Of Extraordinary Gentlemen 1996

Abuse of Playback, the technologically-derived drug made from distilled human memories, is sweeping the world – and Special Agent Fox Mulder learned too late that Playback was put forth on this planet by the Purity, seeking to condition humanity to their rule so as to better combat the Deadite incursion threatening the aliens' homeworld. Now Mulder is missing, and it falls to his partner, Dana Scully, to re-activate secret protocol LXG-71, the "League of Extraordinary Gentlemen". You will be joining this team and aiding them in their mission.

Reward = For succeeding, you have not only been given a replenishing supply of the Playback drug and instructions of how to make more, but you have also somehow gotten your hands on **The J Files**. This is a collection of highly classified files containing details on extraordinary phenomena, artefacts, happenings and other strange goings-on within the Jump. This includes everything from details on government conspiracies involving aliens, to ancient cults performing mystical rituals, to cover-ups of mutants produced by industrial waste, to extradimensional incursions, so long as such things actually happened or are in the process of happening within the Jump. You might even find references to yourself, should any agencies, organisations or governments have started noticing your presence and actions. You receive additional files in future Jumps, should such things have happened.

Additionally, you can bring the other members of this League as Companions for free. This includes Special Agents Fox Mulder and Dana Scully from the FBI (*X-Files*), the Hong Kong Detective Inspector Tequila Yuen (*Hard Boiled*), the hyperviolent Wiccan practitioner Nancy Downs (*The Craft*), the biological experiment Edward Scissorhands (*Edward Scissorhands*), the time-stopping and somewhat sociopathic Zack Morris (*Saved By The Bell*), and the enigmatic time traveller Rufus (*Bill & Ted's Excellent Adventure*).

Ending

The Jump is finished. Your extraordinary adventure here is over and it is time to make your final choice. You have three options for what happens next.

Do you want **Go Home** to your point of origin, where you lived before the Jumps?

Do you want to **Stay Here**, with friends and enemies you might have made in this world?

Do you want to **Leave** and continue your journey to another setting, a new Jump?

Notes:

Thanks to anyone who worked on the *League Of Extraordinary Gentlemen* franchise, those who worked on any of the material that contributed to or featured within it, those who came up with Jumpchain in the first place, and everyone who contributed to any of that. It is what allowed this document to exist in the first place.

-This Jump Document was created largely because there didn't seem to be one already. This author has no complaints if anyone wants to make their own version, either for the film version, the comics and graphic novels, or combined in some way like this Jump Document.

-This Jump is based on *The League Of Extraordinary Gentlemen* film released in 2003, directed by Stephen Norrington and produced by Trevor Albert, Rick Benattar, Sean Connery, Mark Gordon, Don Murphy and Michael Nelson, with screenplay by James Dale Robinson. This film in turn was based on the comics and graphic novels of the same name by Alan Moore and Kevin O'Neill. This Jump can also be used to access the continuity of the latter with the **Graphic Alternative** Toggle, with many Scenarios and Drawbacks based on features of the latter.

-Regarding staff or other followers for properties you buy or gain through rewards, you can import specific staff or have generic ones who are suitable for the position.

-Items you buy or are rewarded with will retain upgrades you give them.

-Changes to appearance due to Perks or Species choice are treated as Alt-Forms that you can change into and out of at will, unless you have a Drawback preventing it.

-If something in the document functions differently than how you would usually use Jumpchain, feel free to go with your usual approach.

-Regarding **The Name's Jumper** Scenario:

You don't have to go through every single story that James Bond has ever featured in if you don't want to. While the original intention of this Scenario was to allow choosing between sticking to the literature or the films, you can mix and match if you're not too fussy of certain parts, since this is all about being the Bond you want to be. For example, even if you wanted to stick to the films, rather than starting with the adventures shown in the 1962 film *Dr No*, you could start with the 2006 *Casino Royale* if you prefer the reboot of the series. Or maybe you prefer the stories of specific authors, and want to avoid adventures in books written by others? On that note, you don't need to strictly follow what the 'original' Bond would have done in whichever adventure you're replacing them in, you don't need the same outcomes, and you can interact with characters differently. You can even modify other characters and elements involved in these particular adventures so that they're more compatible to your preferred approach to being Bond.

-Regarding the **Jumper And The Sundered Veil** Scenario:

The author of this Jump Document may have gotten slightly carried away while writing it, as there was a lot of reference material available to work from. If it seems like it railroads you too much or restricts your options, feel free to change things up for a better story or less predictable adventure. Should you end up bringing about the end of the world by aiding Nyarlathotep, you and your Companions will be given the option to be safely whisked away to somewhere you can avoid the fallout of your actions.

-Regarding the **Stardust To Stardust** Scenario:

Stardust's powers, going by the original comics by Fletcher Hanks, include but are not limited to; superhuman strength sufficient to lift people one-handed, never being known to tire, being immune to extreme heat, perceiving events over great distances, and being able to breathe safely under any condition. Notable equipment they utilise includes the Star-metal suit which is immune to chemicals and indestructible by electrical or violent force, and the Radiation Belt. This device empowers them with a wide array of beams, rays and arcs, ranging from a ray that makes objects disappear entirely, to combining people into a single being, to putting out fires on a global scale, to summoning the skeletons of innocent murder victims, to flying large groups of people back to their individual places of origin.

In the *League Of Extraordinary Gentlemen* comics, Vull the Invisible was actually a disguised Mina Murray, having replaced the original. You can decide exactly how Companions and possible duplicates of people you've already met works; in the event you end up making Mina a Companion as well as the Vull-version of Mina if you don't want the original Vull.

-Regarding the **Trouble-O-Seven** Scenario Reward:

As an example of how the **J-Series** works, imagine going to Jump 1 and buying Perk A, Jump 2 and buying Perk B and Item C, then Jump 3 and buying Item D. In each, you acquire a new **J-Series** member, J-1, J-2 and J-3. You, as the Jumper, have Perks A and B, as well as Items C and D, since you bought all of those things for yourself over Jumps 1, 2 and 3. But J-1 will only have Perk A and nothing else. J-2 will have Perk B and Item C, but nothing else. J-3 will have Item D, but nothing else. Unless there are restrictions, this also means that as a collective you have two different Item C and Item D that could potentially be shared. While you can still use any sort of Perk Sharing that you usually use, by default the **J-Series** will only have the Perks and Items you bought in the Jump.

Changelog:

V 1.0

Finished first version of Jump Document, prepared to share.