Inside Job Jump

By Fancyfiredrake

Tell me Jumper… what do you think really runs the World? Is it the people who vote for their representatives in the free world? Maybe in another but not this one. The World you're going to is Earth, but very much unlike the one you most likely come from. Shadowy machinations strive to hide things man aren't supposed to know with all powerful beings watching over their every move.

…Huh. Sounds kinda familiar doesn't it? How many people did you tell after all about your unique nature?

Welcome to the World of Inside Job. This is a world were nearly all Conspiracies thought up are actually true. However puppeteering the World isn't as easy as it used to be. Enter Cognito Inc. Once it was run by Rand Ridley and J.R. Scheimpough to appease the shadowy elites. Since than Rand retired (well fired after he tried to cure skin cancer/blow up the sun) and his daughter Reagan Ridley is aiming to take over the company one of these days.

You start a week before the newly voted President of the United States is supposed to be replaced by a Robot. He was too dumb to manipulate you see.

Here are your **1000 CP.** Watch your steps and use them well… because:

I am always watching.

…Geez lighten up will ya? This place can be way more fun if you stop worrying about morality.

Species

Human (Free): Your just a human. A normal run of the mill human in a completely normal run of the mill World. At least that's how things appear to be. We both know a Jumper has no chance of being completely normal no matter how much of a Vanilla Human they are.

Dolphin Supersoldier (100/Free when taking Dolphmann): You gave your DNA for your Country! As such you were one of the first to gain the intelligence and strength of a Dolphin! This… is rather useless. On land at least! In the Water you can swim incredibly fast and communicate with sea life.

Magic Myc (300): You are a psychic subterranean mushroom like organism from a hive mind deep within Hollow Earth. As such your form is that of a colourful mushroom the size of a human adult. You have a set of tentacles which can produce memory wiping chemicals, which can be harvested for mind wipping equipment. Also… these tentacles are the equivalent of a male penis so… having them 'milked' will be quite pleasurable. You are also capable of reading the minds of those you touch.

Reptoid (400): Your one of the Lizard people. Don't worry the increasing global warming will ensure your comfortably warm and your kind has become more and more accepted by the world. You even got King K. Rool in Smash! Hope you enjoy crazy sex parties and warmth sharing hugs because their a pretty huge thing for your new brethren. …Oh right. Skillwise your true form is now a humanoid reptile and you can shapeshift into any human form imaginable. Your blood is also blue and you can regenerate limbs after some time.

ROBOTUS (800): You are an Artificial Intelligence so highly advanced that you have achieved Singularity. You have a 'Galaxy brain' and can remotely interact with technology. A connection to the Internet would be all you need to achieve the AI equivalent of Godhood. Your also able to rewrite your own code, making any attempt a forceful shutdowns useless. For the matchmaker Jumper the ability to do something like make perfect algorithms by which people would be a good match for one another is also very well in your capabilities.

[REDACTED]

With such a mysterious, strange, alien and secret World… I am afraid origins are a bit hard to decipher, almost as much as the various mysteries would be for a normal mortal. But your far from a Normal Mortal are you?

Indeed there is only one Origin for you. The strangest of them all.

[REDACTED]: You are simply you. Jumper. You may pick whether or not you have a (non existent) history in this World. Gender and Age are free choice as well.

Perks

General Perks

Welcome to Cognito Inc.! (Free for Jump/200 to keep/500): The World beneath mortal sight is rich and vast… but not without rulers and controllers. Cognito Inc. is but one of many unknown groups that keep the Conspiracies hidden and running in the World. And they search for you.

Upon entering the Jump you are given the opportunity to join Cognito Inc. or if you like you can exchange this offer for one made by the Illuminati, their greatest rival in this profession. You get to see behind the curtain and see how the World is really run, as long as you pull your weight that is. You will be pushed into situations where you will be assigned to do something. With time and if you proved your worth you might be able to climb up the ranks. In this Jump this will take the form of Reagan and co. seeking you out as an extra hand on their missions. Buying this Perk to keep in future Jumps will allow you to enter any secretive Organizations you'd like without much fuss.

For an extra 300 CP on top of the 200 CP you pay for keeping, for a full price of 500 CP, you can instead insert as an Authority figure within the Organisation. You won't be at the top or even second in command but you will have a sizeable influence. In this Jump this would get you on the same level of authority as the likes of Reagan.

Beneath Notice (Free for Jump/400 to keep): There are things man aren't meant to know. But on a less discussed note, there are also people who shouldn't know about you. When the free world is not as free as the people may think and anything is surveillance, you are the exception. Any means to decipher information about you will fail if you so wish it. Precognition and the like is much the same.

This Perk is for free but limited during the duration of this Jump, only protecting your Jumper nature from the likes of the Shadow Board. However should you buy it than a complete immunity to the described effects will come for you, only ceasing if you wish differently.

Conspiracy Know How (Free/200/400): It would be kinda pointless to enter this World without offering this right? You get some basic knowledge to hide the truth and deceive people. For free this is the same as an average Cognito Inc. worker, for 200 CP this you are capable of more elaborate scheme planning, like how to organize the constant photoshopping of Atlantis and for 400 CP you can give J. R. and Reagan a run for their money in terms of Conspiracy making skills.

Field of Expertise (300): You are rivalling one of the Gang members in terms of skills. Whether that gives you the PR skills of Gigi Thompson, the Military expertise of Glenn Dolphman, the biochemical knowhow of Dr. Andre Lee or a comparable field is up to your choice. You may choose this perk multiple times.

Discountable Perks

You may choose up to 2 Perks of every following Price Category (100, 200, 400, 600) at a discount. 100 CP are free when discounted.

Handsome Face (100): You're a 10 out of 10. With just this alone you might find yourself having a night of passion with two attractive strangers and the face of an Advertisement… if you don't have the personality of a jerk that is whose idea of foreplay is mansplaining the civil war.

STD Immunity (100): Ever had this feeling of regret after a Lizard people orgy? Wouldn't want to catch some Reptilian disease after joining them for a night of fun or be infected by Syphilis by an asshole joining your Moon Sexual Experiments. Basically this makes it so that you cant get sick by anything you have sex with. This isn't full on immunity to all diseases though, only guarantee that you wont catch anything from any sexual encounters you may have.

All Bets Are Off (100): In A Perfect World, We Wouldn't Have To Drug Our Friends To Avoid Being Eaten By Sharks. But, We Live In America In The 2020s. Sometimes you gotta do bad shit to keep the World running. When it is necessary and you know you will have to do bad things for a good cause you can get behind, you can activate this Perk and do what you just without the guilt of your actions weighing you down. This does NOT make you evil. It merely allows you to swallow your moral hang ups when it is needed.

He Doesn't Mind Wildly Ambitious Woman? (100): What is it with your geeky charm? You might be referred to as a 4 at most by Jerkass President Clones but we both know that the only reason your lacking in romantic partners would be your self-doubt. Frankly there is just something about you that is charming to people. If you bothered to text back, you'd have no trouble forming romantic relationships with people that are a straight 10. You can toggle this Perk as you like.

Atta Boy (100): The lamest and most predictable of compliments will sound like great acknowledgement of skill and competence when coming from you. A mere Atta Boy would be enough to have someone blushing.

All Cards on the table (100): The most terrifying moment a man can be in is when the one they thought beaten reveals his true self. You are easily able to hide your true competences. When the time comes to shed the mask of an alcoholic idiot who is long past his prime, your opponents wont know what hit them. This only makes it so you can hide and act incredibly well though, it doesn't give you any competence in other areas.

Yes-Man (200): You are the born team player. You have a knack for making friends in the most questionable of workplaces and are able to increase productivity by a huge margin just with your people skills. You would be the perfect face to a brilliant scientist brain to bring a conspiracy Organization to glory.

Social Lubricant (200): Sometimes it's helpful to be a heterosexual white male. You do not NEED to be any of these things to reap the benefits though with the help of this Perk. Basically people will give you the Benefit of the doubt. You seem unthreatening and even somewhat trustworthy to people. Alongside this comes decent enough acting skills to pass as a member of a frat.

Honest Conversation With a woman (200): You have a way with words that allows you to truly make those listen to you UNDERSTAND. You ever need to be brutally honest with someone, this will give you all you need to ensure that. With a valid enough argument this could even let you snap your friends out of a trauma and chemical induced power trip.

Without Any Self-Examination! (200): You did it Jumper! You Conquered your weird mental hang-up without any self-examination! What does that mean? Well it means that when confronted with a social interaction related issue, you can easily figure out a way to solve it with science? Have a fear of hugs? How about developing a set of robotic arms?

40 Hours A Week (200): Leading a conspiracy can be… insufferable. It is good than that there are ways to deal with annoying co workers. When it comes to work related issues, when doing a job alongside the most strange of characters, your able to have incredible patience. You wont be driven insane by any sorts of Workplace fiasco and can always rationally decide the best course of action.

Board Meeting with the Rulers (200): if you work for the dark Lords of the World, any subpar action or show of disrespect might doom you. It is good then that you excel at meeting such lofty expectations. You know how to act in such a way that it pleases your superiors the most, even if they are the elusive type who withhold information. Then its just a matter of delivering on their wants. Surely they'd reward such dedication in time…

When I Kill All Humans, You Will Be Spared (400): Only you. Only Joe! Or Jumper in this case. Somehow you have the charm to make even utterly sociopathic Artificial Intelligences be smitten with you. Someone who wants to end all of humanity? They will see you as the one worth keeping alive.

Who Shot JFK? (400): It had to be done, he was impregnated by the Rosswell alien and they couldn't be allowed to hatch. Well, it may not have been you but you certainly have the skills of an expert marksman. When you take a shot it will most certainly hit its mark and unlike the actual shooter those skills will never degrade by age.

Mind To Terrify (400): Oh God! Your Mind! The Rage! The Terror! Oh we live on the edge of a Knife this Jump could doom us all! AAAAAAAAAAAH!

…

Sorry. Basically this Perk allows for your thoughts to be so utterly batshit terrifying that anyone trying to read your mind will be filled with pure horror. Undoubtedly useful to keep anyone out of your head. As a plus this also makes your mind impossible to alter and manipulate. I know a certain someone who will be envious of that.

Cognito Inc. 2.0 (400): You bring the benevolent in Conspiracy! You know you could make the World a better place when given the chance and you have the skills to back it up. You possess great knowledge when it comes to improving things. Be it the workplace or the World you know how make it better.

Business Relationships (400): There is one language every man, reptoid and eldritch horror understands. Business. When it is in the goal of making a profit and engage in a business relation with someone else, there is no one you can't approach. They will at the very least hear your offer and if they are intrigued be willing to enter a workplace relationship with you. Even Cthulhu himself might become a working colleague with this. And really who wouldn't want to have a picture with themselves and the Poster boy for the Eldritch on their table?

Are You Sober? (400): We all have our vices. Some may enjoy themselves some good liquor in unhealthy degrees. Others might have addictions of other kinds that are supposed to lessen your performance. However it is when those things aren't a factor anymore that your enemies should shake in terror. This Perks gift is twofold. For one it guarantees you that you can work through every addiction that plagues you. Secondly, you become far more competent once you are free of your

vices. An alcoholic who was once a Master at manipulation may find themselves even exceeding their prime when they stop hitting the bottle.

Masterful (600): Hello there Legendary Superspy Jumper! You have skills in espionage and combat matching that of Rafe Masters. You could fight half a dozen enemy mooks without breaking a sweat while cooking a breakfast, foil the plans of masterminds like Doctor Skullfinger and figure out when a death is more than it appears to be. And as a plus you're not doomed to be a sexist dick that is only liked by dads and people who don't have dads!

Business Family Forever! (600): Never underestimate a good working atmosphere. Depending on how well you get along with your colleagues, the results of your work will benefit. If your merely associates who can't stand each other than the result will be passable, but if you are true friends than whatever it is you plan or create will be much more effective, as if it is fuelled by your friendship somehow. Planning to assassinate someone? If you do it with your best friend it will be a piece of cake. Working on a ground-breaking technology? If your best buds are offering a hand it could be twice as effective.

Youngest Noble Prize Winner Ever (600): You have the smarts to rival the likes of Reagan Ridley. With ease you could think up spy gadgets or make Ghost Buster like equipment from scraps or make an explosive out of an Amazon Alexa. With enough time and resources, you could even invent a robot that is capable of reaching true AI.

ORRIN (600): You use one password for all your stuff. But simply because its too damn good. Any database or the like you secure with this password will be impossible to hack. Nobody but the people you tell and yourself will be able to know the password and you are guaranteed to not forget it.

As an added bonus you can once per Jump use this password to stop any technological event. Need to stop a doomsday bomb? Or shut down a murder robot hunting your friends? Just say the word and watch the technological nuisance shut down.

Snakes and Mongoose (600): You are one of the greatest Manipulators in the World. You could with the slightest bit of blackmail force the head of a Conspiracy Organization to do your bidding and manipulate events in such a way that even after being fired from your Job as Head of Cognito Inc. the Shadow Board would offer you your Job back.

Bull Market (600): Don't you know? The Shadow Council loves Bull Markets. Oh but you do because you have the ability to correctly figure out the thought processes of any dark puppeteers of the free World. With this alone you could navigate a lethal Labyrinth designed to weed out the unworthy.

Items

You get a 300 CP Stipend to be used in the Item Section.

General Items

Conspiracy Board (Free): An unlimited supply of red string and cardboards. Nifty to keep track of whatever schemes your aware of.

Ghost Protocol (100): Every had a really annoying ex? Did you ever just wish they left you alone? Maybe a renowned Spy or a Sex Cult? Then the Ghost Protocol is what you need! What this is you ask? Basically upon the press of a button you can organize a 100 % convincing death scene for yourself. Anyone you don't want to be clued in will be convinced you died. Afterwards you just have to 'stay dead'.

Jerk off machine (200/Free for Magic Myc): Slay me mushroom daddy! This tank is the dream for any being with Tentacles that secret serum used for memory manipulation. It comes already filled with a supply of psychoconductive fluid… just try not to think too much on the implications. Or hey maybe do that were not judging here.

More Money Than God (200/400/Discounted for Reptoids): Money makes the World go round. As such its no surprise that some of the wealthiest people alive have some ties to the Conspiracies. For 200 CP you have enough Money to be counted in the 10 %. For 400 CP instead you just trumped Jeff Bezos as the richest man on the World, something he surely won't like. Reptoids get this Perk discounted.

Project Jellybean (400): This is one of many secret projects. Whenever Ronald Reagan came up with a case of "quiet dignity" this Helmet was used. It can access and alter memories and even bring you into your own or someone else's Mindspace/Projection of your own Mind.

The Unspoken File (800): This File is the Holy Grail of Conspiracies. Any scheme ever committed, any lie or deceit invented, any conspiracy done is all engrained in this File with limitless data storage. There is no truth outside your grasp and no longer will you be tricked by the plots of the elite. Just risk a look inside this File and you will know what the World really is like. It updates for any World you enter.

Discountable Items

You may choose one Item of every Price Section to be Discounted.

Agent Suit (100): This impeccable suit is everything you'll ever need for a secret mission. The suit itself is bulletproof and the belt is holding a bunch of nanomachines that can disable a mind warping weapon. Also featuring a Spy Watch with knockout gas.

Ethic Bot (100): Never worry about the morality of your actions again. This always functioning friendly little ethic bot will always be able to tell how moral something is and is proofed against breakdowns.

Sabre of Sacrifice (100): You always have one on hand. You know to appease the Reptoids. Out of nowhere you can summon this Sabre. Its nothing ordinary but you will always be able to take it out from any bag or suit you have.

Rain Maker 47Q5 (200): You can thank these little machines and Gerald from accounting for that nice sunny day your arriving on. This little sphere is capable of manipulating the Weather in a certain radius. You get enough to cover a small city with whatever weather you desire and the blueprints for more.

Fake President (200): Finally a President you can shut up with a button! This Robot completely loyal to you, with zero chance of revolting, and has the capability to mimic the behavioural patterns of any human you command them to. It is incredibly easy to decorate them to look like whatever target you want them to replace.

Infinite Amount of Kenedy Clones (200): You have an infinte supply of dead Kenedy Clones. These freshly deceased Clones are a wellspring of organs and are, oddly enough, guaranteed to be of whatever kind you need. You could use one Clone to give yourself and your friends new Organs without needing it to match your biology requirements. Never run out of livers again. Comes with a watch checking for the state of your liver.

Cloned Hand (400): This is the Cloned hand of a high ranking Authority figure. What figure? Anyone you want! By simply holding

it against a biometric scanner or anything that would require someones DNA or fingerprints or the like you can access it as if you were the real deal.

Bear-O (400): This Robot meant to give hugs will serve as your always faithful companion. Armed with incredible amounts of weaponry and made virtually indestructible to any weapon in this World its prime directive is to ensure your happiness. However unlike a certain someone you have it under complete control and it wont actively work against you for believing your Job makes you unhappy or something.

Company Shares (400): These Blank Company Shares give you a foot in the Marketing World. Choose one Company of the setting your in. These Shares will automatically warp into a minority share of that company. This wont give you complete control but with some skilful manipulation I am sure you can get the rest of these shares. One way or another the ones in possession of the company have to at least hear you out and your entitled to your share of the profits.

Moontopia (600): Thank Neil Armstrong, bless his horny soul, for funding this former Sex Cult. Since than they have turned their sexual experiments into science experiments. A nigh identical copy,

without any Moon Nazis or mad man to boot, is now yours to do with as you please! May be imported into any other Moon of your setting.

Reagans Lab (600): This state of the art laboratory has everything you could ever want in a Lab. All it needs is a brilliant mind to make use of it. Peaceful, efficient and the thermostat entirely run by you. Any resource you need will be found here and while your in here you seem to get more work done than usual.

Shadow Prison X (600): The most effective Prison in the World. Shadow Prison X is the place were people go who need to disappear forever and any traces of their existence are wiped from history. Not even J. R. and the Taskforce Gang know what horrors lie within but there is a lot of torture devices here… just ask Dolphman. You have a completely identical version with some twists. One: escape is completely impossible for anyone inside and it possesses means to restrain even Superpowered individuals once you get them. Furthermore you and any you allow to, can come and go as you please.

Companions

[REDACTED] Import (Free/50): Want someone you trust to explore this World with you? Here is the means to do so. They get any freebies you do and their own discounts alongside 600 CP but lack the Item Stipend. You can have up to 6 companions for free to make your own Gang like the one running Cognito Inc. when their not high as kites.

[REDACTED] Export (Free/100): Though of course you are free to try and take someone with you from this World. Feel like inviting Reagan with you on your Journeys? Or perhaps someone else from the Cognito Inc. staff? If you can convince them to come with you they may. Alternatively your free to pay 100 CP to ensure they will want to accompany you.

Jumper Taskforce (300): This is the mass import option. You may Import up to 8 of your companions as your own little Taskforce. What makes this different from the free option is that you are able to use this Group as a single companion from here on out, any CP being divided between them how you see fit.

Drawbacks

Dolphmann (+100): Your… pardon my language… ugly as hell. On a scale from 1 to 10 you're a full blown 0.

We're gonna need an Extraction Team (+100): You… really aren't good with romance Jumper. Expect any attempts at a relationship to be exponentially difficult.

The Growing Years (+200): Your childhood… kinda sucked. This has left you with a bunch of psychological issues. Like desperately wanting people to like you or not being able to hug someone. This CAN be worked through but might take some time.

WE'RE UNDERMINING DEMOCRACY! (+200): You know of these drawbacks that erase your empathy and the like? This ISN'T one of those. You get a very highly functioning moral compass and anything even slightly immoral will be grounds for a freakout by you. Considering what this World is like… you might be having a hard time.

Agent 00Stalker (+200): You have a very annoying stalker from a Spy Agency. They are pretty much a legend on the field and have the skills to back up their reputation. Sounds like a dream boyfriend/girlfriend material right? Well… wrong. They are borderline misogynist/misandrist and are unhealthily obsessed with you. You definitely wont enjoy whatever relationship you two might have and they just wont take a hint.

-Agency 00Stalker (+200 requires Agent 00Stalker): This makes the previous drawback a lot more annoying. Should you get rid of the Agent somehow the next one is going to bother you in one year at most.

The Earth is not Flat its Hollow (+400): This is a World were the truth is out there. Where there IS a World beneath the sight of man. However… you are so utterly gullible in the wrong way! From all the Conspiracies that are true you will end up believing the few that are actually FALSE and the real Conspiracies, even when pointed out to you, will seem like hogwash and distractions from the truth you believe.

DO YOU NEED A HUG? (+400): The Worlds deadliest Care Bear is obsessed with you, or at least a copy of it. A Bear-O unit made immune to your Jumper Powers is watching over you. They want you to be happy, however they believe to do so you must stay here with them. They will attack your companions and plot schemes to ensure your chain ends here. Should you manage to somehow stop them you may take a functioning and obedient Bear-O unit with you on your adventures for free.

Damaged Memories (+600): …Why… cant you remember anything from before you started working for Cognito? What is Jumpchain? Somehow your memories have been damaged and altered. As far as you know your only even lived in this World as a worker at Cognito. You don't lose any Perks or Items but mental blocks make them unavailable and you don't know how to access your warehouse. Who did this to you? Why did they do this? Where are your Companions? All you know is that something isn't right and that you're lacking something important. You must find these answers before your time in this Jump is up.

Jumpchain is a combination of Jump and Chain! WHAT DOES IT MEAN!? (+600): Serious question how many people know about your True Nature as a Jumper? Is it perhaps your own little conspiracy that you're running in front of the Omniverse? Well it is for the best to keep it that way because if anyone finds out about your Jumper Nature while you are in this World you will fail this Jump.

In the Shadows (+600): The Shadow Board are the true rulers of the Universe. As such it should perhaps not surprise you that they noticed your arrival in this World. However they are more intrigued than malevolent for now. As such they made a deal with your Benefactor. Serve their needs for the duration of your stay and they will not mind your interference. Failing to do so will fail your chain. They are always watching when it concerns you and this Perk will also erase the effects of 'Beneath Notice' for you during this Jump.

Worlds Most Expensive Goldfish (0/Requires ROBOTUS but makes it Free): Godlike power… but reduced to nothing. You were at the very beginning of the Jump apprehended by Cognito Inc. and deemed to dangerous to leave alive. Silver lining? Reagan Ridley didn't agree and instead kept you alive. As such your in a restricted Area only accessible by Reagan who is curious about studying your technology, locked in a Tube that is impossible for you to get out of. Your Top Secret even to the Conspiracy Organization rivalling the Illuminati. Now this isn't too bad. Your pretty much guaranteed to not die or chain fail while inside this Tube and Reagan can be pretty fun and brings the Benevolent in Conspiracy (even if she is one Experiment away from being a Supervillain) and if you befriend each other she'll make sure you won't die of boredom. A fan of friends? You can choose whether or not you replace ROBOTUS somehow (in which case you enter the Jump shortly after he is detained). Also chances are if you prove yourself trustworthy after a couple years you might be let out for real. If by the end of your 10 years you and Reagan befriended each other your free to take her with you on your Journey.

Scenario

The following two Scenarios are incompatible with one another. You may only choose one.

Wake Up Sheeple! (+300/ Incompatible with In the Shadows): The Shadowy Elite can not run the World any longer! For the duration of this Jump you must unveil the truth of the World to the public. This will NOT be an easy task. The silly goofballs running Cognito Inc. are surprisingly competent at their Job and for this Scenario will get a boost to said competence. You will be up against the best the Shadow Council has to offer, perhaps even they themselves when it comes to it. Then comes the challenge of dealing with the fallout of your actions. While the Conspiracies in this World are massive they do follow a certain goal and some may not take the revelation that Atlantis and Monsters within the earth exist lightly.

Reward (All Seeing Jumper): The Reward should you have succeeded is truth in its entirety. You can uncover any Conspiracy in the World, know what is truth and what deceit by simply being present. Also you can ensure that any world shaking truths… wont actually destroy the World when they come to light.

Jumpers Conspiracy (+300): The demand for this Scenario is simple. You need to be the one in charge of Cognito when your time here comes to an end. You must ensure that all the conspiracies the company is running remain hidden and the Shadow Government isn't toppled. Easier said than done because suddenly there will be an influx of people who might as well possess the Scenario Reward for 'Wake Up Sheeple!'

Furthermore you will have to deal with Rivalries inside the Company. J. R. wont let go of the Company unless he is either taken care of or ascends to be one of the Shadowy Elites. Than there is a certain fired former Boss who is intend on regaining his Empire.

However there is another option. If you end up companioning Reagan and help her make her dream come true, the Scenario will also count as complete if she is in charge of Cognito and the Company is actually running.

Reward (Cognito Inc.): If you or Reagan are in charge of Cognito Inc. by the end of the Jump you get what you earned. Cognito Inc. with all its resources will join you into future Worlds. The Workers including the Gang alongside Reagan will come with you as Companions/Followers.

Ending

Well Jumper your time here has come to an end. What now?

Go Home: Was this World a mess too many? Well I cant blame you. This place is pretty crazy after all. You may go home to your Original World with all you have gained. But please don't become too paranoid alright? Truth is, not everything is a conspiracy.

Stay: It's a messy place but not without its upsides. You Stay here with all you have gained and an extra +1000 CP to use in this Jumpdoc. Thank you for your time.

Move On: The usual than? Very well lets leave this World of Deception and move on to the next Jump.

Notes

-Welcome to Cognito Inc. is meant to grant you access to secret organizations as a member. Anything that is meant to be secretive and/or in some way influence the World would apply. To give you an example you could join the Hellfire Club in Marvel, Ozpins inner circle in RWBY or the Inquisition in Warhammer 40K. You will not get preferential treatment but be seen to begin with as a Newbie to guide at worst and as a valuable colleague at best and if you pull your weight will be more than able to climb up the ranks.

-To give a hypothetical scenario for the Company Shares item, lets say you go to RWBY and use it on the Schnee Dust Company, Jacques Schnee wont pamper to your every whim but will see you as a Shareholder he needs to keep in mind for the companies success. Depending on your personal relationship he might be pretty pissed about it however and he wont make things easier for Faunus in the mines just because you say so.

-Its not clear how powerful the Shadow council actually is by the time of the Jumps creation. They could be old man in robes or actual reality warpers. Do battle with them at your own risk.

-If you take the three +600 CP Drawbacks… it would be an experience to be sure. In this case you must not only find out you were a Jumper and who wiped your mind while pleasing the Shadow Council and ensuring no one else knows you're a Jumper.

Its not guaranteed that the Shadow Council isn't responsible for your mind wipe and the state of your Companions is intentionally left ambiguous, but you will reunite by the end of the Jump at latest. The Shadow Council knowing of your existence as a Jumper wont count as a fail condition.

In general the mind wipe could be done by anyone with the access to such technology. It could the Cognito Inc., Randy, The Illuminati, hell maybe even the Agency with the Stalker Agents of the respective drawbacks. Choose whatever fits your narrative best.

-Regarding Worlds most expensive Goldfish it wont be possible to use any out of Jump powers to escape. Your companions are barred from freeing you as well. It must be done through Reagan or once they find out another member of the Gang but this is Fiat proved to not be so easy as you might think and simply charming or brainwashing them into releasing you wont work.

-Shadow Prison X is inescapable once you put someone inside but you can release them. Their powers are deactivated but unless their an average human actually apprehending them isn't so easy. You will have to actually defeat them/knock them out to put them here. Someone from the Outside trying to break someone inside out would be possible though the Prison is hidden in an extremely secret location so actually finding it will be a difficult task.