

Alpha protocol Jump

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Alpha protocol a secretive organization bearing this name and a term that marks someone as an unaffiliated agent if you will to other Intelligence organizations, in this world with all those secretive organizations, its paramount to keep your true alliegience hidden.

The situation jumper goes as follows, the year is 2010 and international tensions are on an all time high, the reason for such a thing?, the destruction of a commersial airplane by missiles of American origin, yet the US claims they are not responsible, thus to help clear their name the goverment turned to CIA to investigate, and not its time for you to enter this world.

To help you survive and thrive have these points.

+1000cp

Location

Roll 1d8 or pay 100cp to choose.

1&2 Rome - Rome the capital of Italy and one of the most interesting places to be if you are an Archeologist, Historian or someone waiting for a specific event to happen, as mysterious deals are brokered.

3&4 Taipei - Also known as Taiwan, many interesting rumors are floating around currently, including a dangerous one regarding the possible danger regarding the life of the Taiwanese President whose influence is strong amongst many people.

5&6 Moscow - Known to be the largest metropolitan area in Europe and of course Russia's capital if you dint know, currently some circles are buzzing about the large quantities of weapons that are trading hands

7 Alpha protocol HQ - The headquarters for an organization that is not supposed to exist, take care for people will be very interested on hearing how you came to be here if you weren't brought by others, and considering the only ways to leave are either by flying or swimming i hope you are ready for this, thankfully an operation will soon commerce here, if you lay low perhaps you might be able to hitch a ride with them.

8 Free pick- You lucky spy, pick anywhere in the world to start at.

Backgrounds

Roll 1d8+17 for your age or pay 100cp to choose it and switch your gender if you wish to do so.

Rookie(free)-You enter the world with your own memories and not an hour in it some people knock on the door wanting to see you, they got an offer to give you regarding joining them.

Field Agent(100cp)-Whether its Shooting, talking or spying you are good at what people want you to do, your skills are second to almost none, and you were recently tested in order to become a member of your faction.

Handler(100cp)-You are a for the most part off site intelligence officer that knows how to properly manage various agents and create as well maintain your own information networks, you have been for some time in the game for some time working for your faction.

Factions-The following factions give you resources, gear and a support network for when your missions go to hell.

Freelancer(0cp)-Perhaps you hate other countries, or maybe you prefer working alone, either way you only got various criminal and intelligence contacts in your local area that are willing to hire you or know anything about you expect how to possibly contact you for a job and your name or callsign.

G22(100cp)-A very secretive group known for preferring the subtle approach when it comes to their operations, their field agents are trained in sabotage and infiltration. Their goals are mysterious as well their command structure is unknown, if working in stealth is your game then look no further as these guys get all the toys related for fast and dirty covert ops. Its worth keeping in mind however that they got a vendetta going on with the VCI.

VCI(100cp)-Also known as Veteran Combat Initiative are essentially a faction of mercenaries, any ex-soldiers wishing to find work are very likely to be hired, they also hire specialists to train their own recruits and they often involve themselves in various peacekeeping missions. They kill for money legally and if you are a fan of explosions and using a minigun or machine gun in close quarters then you will fit right in with these guys.

Alpha protocol(150cp)-The premier organization, known to few and with a global reach, whether its talking or shooting, to be accepted here you got to be one of the best, these guys got the money and the contacts to use it and get all the cool weapons and gadgets. Their official mission is to protect the US with whatever means necessary whilst ensuring if they are discovered the US cannot be blamed, if you are a person who enjoys working without almost any oversight so long you get results, then Alpha protocol got you covered, with almost all the funding you could possibly need they will encourage you to create not only your own contacts, but do some work for them so long it doesn't mess with the interests

of the US, or so long they don't know it was you.

Skills, Perks and Abilities.

Suave(100cp, Free for Rookie)-A certain flair can always help make your negotiations easier, whether you are trying to be aggressive, professional or sweet talk someone, you have that charisma and skill that allows you to play up those parts properly to anyone who is not very good at reading people.

Boot camp(100cp, Free for field agent)-Endurance, agility, strength, you got it all, your body is now a well maintained weapon that can allow you to surpass any athlete that is not trying to become a one trick pony in the Olympics.

Computer wizard(100cp, Free for Handler)-Hacking, coding, encrypting your emails, all that and more that has to do with computers comes easy to you, perhaps you are not the best person in the world, but you only need to know enough to protect your interests from any two bit hacker who thinks they are good.

Shoot straight(100cp, discount for VCI)-Whether its shooting the tires on a car or just managing a head-shot things are now much easier when it comes to aiming with any weapon, whether its a bow, a handgun or even a sniper rifle without a scope you can shoot and hit your target so long they are in range.

Bug sweeping(100cp, discount G22)-Most people don't know how to properly search for listening devices and similar things, thankfully unlike them you have received training in how to properly set up or find a listening bug or any other gadget that might be allowing others to track you, or gather information inside the area you are searching.

Gunsmith(100cp, free for Alpha protocol)-People always forget that all Guns need some sort of maintenance, thankfully unlike other people you know and can easily maintain as well repair most modern guns, and you also got a solid basis for learning how to maintain and repair or customize almost any gun that you can get your hands on, in fact your skill right now is good enough that you can at least ensure that whatever gun you clean up and maintain personally will never jam for whatever reason, who knows what you will be able to do in the future.

Man of Action(300cp, Discount for Rookie, VCI)-Shooting, reloading, throwing grenades all those things and more come easily to you doing them about as fast as you possibly can, you also know when you fight where the best place to take cover is, as well how to properly shoot from cover without having to worry much about peaking with your head and ending up with your brain plastered all over the place.

Refined Instinct(300cp, Discount for Field agent, Alpha protocol)-Some people after they have enough experience with combat seem to have a feeling of sorts regarding the opposition they are facing, it slowly becomes easier to guess the tactics they use against you or what their next action is gonna be, and the more experience you get against them the

easier it is to guess or deduct right and use your own counter tactics tailored against them.

Information Forger(300cp, discount for Handler, G22)-You are one of the people to go to when it comes to creating something like a fake identity, or perhaps a seriously detailed backstory for a spy who wishes to go undercover. Whatever the case might be, you got the skill to create forgeries of official papers and create accurate cover stories. In future places, its gonna be very easy for you to forge all sorts of papers to gain entry almost anywhere.

Lets do a litle sabotage(600cp, Rookie, Alpha protocol)-If theres one thing that you can get hired to do, its sabotaging others, and thats one area where you seem to excel, whether you can make a good guess as to where you need to place the bomb to bring down a building or where you need to cut in order to cause a possible system failure, it seems to come naturally to you, especially if you know any technical details about it.

Veteran Agent(600cp, Field Agent, VCI)-When it comes to fighting you are one of the most badass people around, not only is your pain tolerance off the charts, but you have elite training in trailing someone, or spotting someone who is following you as well how to ambush them and if you are ambushed instead you seem to have the reflexes and calm of mind to draw your weapon out without getting caught flat footed by others.

Networking(600cp, discount for handler,G22)-Making people to work for you in order to make an information network is hard work, you need to properly organize them and thankfully you got the charisma, cunning and know how needed both to recruit and ensure that the people working for you are at least a bit trustworthy, as not only must you double check the information for the possibility of being given fake inforamtion, but you also have some skill in cryptography, in order to make your job easier by creating your own code to protect your information as well break the codes of others.

Items, Companions and Guns.

Safehouse(100cp, Free Alpha Protocol, Discount G22)-You have a network of safehouses, namely they are apartments that allow you to hide any weapons and set up a small base of operations with a way to connetion to other people. This means you get at least one in your starting region and five more in countries all over the world. For another phurchase you can choose where five more of those will be located at.

Fake Papers(50cp, Free Alpha Protocol, Discount Handler,G22)-Buying this will give you a fake passport and some other papers that appear legit to most and allow you to travel with ease and explain why you have a gun on you or your luggage.

Money(100cp, Free and Discount VCI,G22,Alpha Protocol)- With this you get the equal of 50,000\$ in your local currency, buying it again will allow you to choose the currency as well if its in cash or a tax free bank account.

Underworld Contacts(200cp, Discount Handler,G22)-People always need someone to help them or point them to the right direction, with this you get some people in the Black market and other criminal organizations who are willing to pay in order to get your help or buy any

information you have, they are also willing to sell to you anything you might need provided you got the money for the information or item in question.

Global connections(300cp, Discount VCI, Alpha Protocol)-Somehow you managed to gain a variety of contacts Globally, these are people who are operating locally, but they are currently in another country and they have all sorts of connections in their area of operations.

Random Gun Cache(100cp, Free VCI, Agent)-Guns enough rifles, shotguns and pistols to outfit a small army, only you know where it is and how you came across it, the only thing you have to worry about if you use this cache to actually outfit an army is having enough ammunition for all these guns.

Pistols, Rifles and Shotguns(50cp, First Free for All, Discount VCI, Agent)-You have a weapon and enough ammo to last you for a while. This gun can be a pistol, a rifle, or even a shotgun, its ammo is the standard common ammo that can be easily bought in most countries.

Special Vehicle(100cp, Discount Alpha Protocol, G22)-This vehicle might be some sort of car or motorcycle, either way it has received a number of upgrades, if its a car then the windows are bulletproof and the wheels could take a bullet, if its a motorcycle it has been altered to be faster, tougher and handle better than any of those found in the current market.

The Gunsmith(200cp)-This eccentric middle aged guy is an accomplished gunsmith who enjoys customizing all kinds of weapons, he is also surprisingly smart for someone who sells his services only as a Gunsmith. For some reason you have become a good friend with him, and despite his eccentric ways and insistence he maintains your guns. He counts as a companion.

Veteran Agent(300cp)-A Veteran member in any of the three factions seems to have taken a shining on you, they are your choice of gender and they are very good at their job. If its the VCI they were a Veteran Soldier who worked in Black Ops, in the G22 they were an assassin and spy, lastly in Alpha Protocol they were a veteran agent who was constantly being sent in various missions around the world to complete various objectives. Either way you have become allies with this Agent now.

A friend to last forever(200cp)-Do you have any friends?, human or perhaps something else?. You can choose to give to one of them each time you buy this a history in this world, meaning they will have joined a faction of your choice and get the skills someone in their position should have, namely they wont be anywhere near the top, but they wont be normal grunts either, even if they are in opposite factions they will have a small history of being something of convenient allies at least, thus their perspective factions wont be suspicious of them much. If you bought the Veteran Agent above, then that person was most likely their direct superior if they are in the same faction, and they might have an assignment regarding you in some way, or perhaps you hired them or they are bored, either way they seem to be staying close by.

Agent of Fate(600cp)-Did you know that in this world there are some badass people?, well

its possible for you to make a companion out of them, but as a start you have to find them, after that it will be easy for you to keep in contact with them and if they don't die and you persuade them, then they will join you in your adventures.

Drawbacks-Pick as many as you want up to 800cp

Jumper Match(+100cp)-All the Spy agencies around the world have a file about you and all your capabilities and any weaknesses, expect trouble as your enemies are prepared for you and various agencies might seek to recruit you or perhaps capture and dissect you, or maybe they wish to know why you hacked them and put your own file with such ludicrous claims in it on their databases, either way you are on the radar now.

Enemy(+100cp)-One of the faction in this world has for some reason decided that you are their top priority, if you manage to destroy the Organization that crops up, then less than half a year later a new one will take its place with the same purpose and a bit better equipped to try and defeat you, perhaps they get more funding this time, or more soldiers, either way it starts all over again, each time they somehow get more resources to throw against you.

Sealed Powers(+300cp)-Your powers are all sealed, hope you can defeat your enemies with all the skills you took from this jump now, have fun.

Amnesia(+300cp)-Who are you?, What are you doing here?, why are those guys after you?, hope you have fun with no memories either from your background or the worlds you came before its very likely you might die, or attract the wrong sorts of attention by using your powers.

Bounty Hunters(+300cp)-One billion dollars, you are not sure who put so much money on you, but thats the money the bounty hunters were promised if they managed to kill you and bring the corpse to whoever is gonna be paying them.

Persona Non Granta(+600cp)-The whole world is against you, all the govermental and private agencies have put aside their differences in an effort to kill you, expect to be attacked when found with almost no regard to civilian casualties.

Ten years, ten years in a world that changed so rapidly, and you are still alive, just as expected.

Now choose where you go.

Time to sleep-Go home, you keep all that you have gained so far and the world moves on.

Dreams of a spy- You've decided that a world full of spies, violence and greed is for you eh?, Or perhaps you found something else?, something more important?, either way you have chosen to live the rest of your days here, and your affairs will be handled back home as usual.

Onwards-The fun is now over, but you know there are other worlds to explore and other enemies to fight. As always time is frozen here as you move to the next adventure.