



*Jump by Aehriman. V1.1*

**Tragedy struck Metro City when their greatest police inspector was nearly killed slipping on a banana peel. Fortunately, the technology exists to rebuild him as a crime-fighting cyborg, Inspector Gadget!**

**Good thing, too, for the world is under constant threat by the mad scientists of MAD and their leader, Dr. Claw.**

**But while even Dr. Claw is convinced that all his reversals are the work of Gadget, the truth is he's a buffoon, and his brilliant niece Penny and her dog Brain are the ones working behind the scenes to lead Gadget wherever he needs to go.**

**You'll be staying five years, have 1,000 choice points (cp) to get you started.**

## **Locations**

*Pick a location or Roll for +100 cp.*

- 1. Metro City - The main setting of the show, starting in season 2.**
- 2. New York - The Big Apple.**
- 3. Los Angeles - The City of Angels.**
- 4. London - The city with the big clock tower.**
- 5. Paris - The city with the big steel tower.**
- 6. Rome - The city with the seven hills.**

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## **Age, Sex & Race**

*Pick whatever you like. No charge.*

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## **Perks**

*These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free.*

**Police Academy (free)** You have graduated from the police academy with distinction and have all learned all the skills expected of a rookie cop. If you were not already, you are physically capable of meeting all the qualifications.

**Bad Vibes:** You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

**By the Book:** You have memorized all local laws and police procedures, knowing exactly which rules to cite. In future Jumps this updates with local information.

**Civilian Career:** Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

**Crowd Control:** You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

**Defensive Driving:** You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

**Encyclopedia Metro:** You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

**First Responder:** You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

**Hidden Supports:** Not everyone wants the credit for closing cases. As long as you are working behind the scenes to support another, they will rapidly be led to a major break in the case, or whatever project they're doing.

**Inspector Gadget is Always On-Duty:** Crime never takes a vacation, so when they call to action comes, you're always ready. No getting caught flat-footed, no hesitation or more

than minor grumbling at your plans getting canceled, you adapt to hanging circumstances. You also don't hesitate or freeze in a crisis.

**Internal Affairs:** You have a nose for rooting out corruption and infiltrators within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust, like that Talon kid..

**Interrogator:** You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

**MAD Trap:** You have the catlike reflexes, instincts and luck to be able to escape the deadliest of death traps.

**Marksman:** You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

**Next Time, Gadget:** You're really good at limiting the collateral damage of your plans falling out, preserving an escape route, and getting away to make sure you can always be back next week.

**One Loose End:** Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

**Presto Change-O:** You are as skilled in the art of disguise as Chief Quimby and Brain. Most impressive is your ability to quick-change within a moment of breaking line of sight. He went that-a-way!

**Resilience:** You have the guts of a cartoon character. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. Explosion? You'll be fine in a minute, electrocution too. You can take punishment like a pro. Just remember sometimes it's better to stay down.

**Solid Cover:** When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

**Spot the Clue:** One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

**Stealth:** You're good at sneaking around, running behind Gadget's back to get all the real detective work done.

**SWAT:** Special Weapons & Tactics, you have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

**To Serve & Protect:** People trust a policeman. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

**Tone Adjustment:** When you enter a Jump you can adjust the tone a few shades lighter or darker. It won't change the substance or major events, but the edges can be softened. More horror or adventure. More Lethal Weapon & less Training Day.

**Mad Science** (-200 cp): There is some zany science in this series. Giant mecha, time machines, shrink rays and more. You can now do science by bad analogy and 'common sense' if you can argue convincingly that something should work that way, it will. Even if that leads to perpetual motion and luminous aether.

**Precocious** (-200 cp): You are, simply put, incredibly clever. You notice tiny details that others miss, put together patterns where others see random events. Riddles, puzzles, codes, are child's play for you. Most of all, you learn fast, and easily internalize and apply the things you learn.

**Toonforce** (-200 cp): It's not just Gadget, everyone here has caught missiles with their face, lasers, tremendous falls and so on. They blow up Chief Quimby once or twice an episode! You now have the innate resilience of a cartoon character, getting shot or blown up won't ever be *fun*, but it's unlikely to kill you or cause serious injury.

**Bionic Detective** (-400 cp): Gadget is truly a miracle of bionics, so many devices are fit inside his body, how is there even space? And he never had to worry about rejection issues, or extra weight, or shorts if he takes a shower or fights underseas monsters. You are now like him, a cyborg in the model of Dr. Von Slickstein. Your fingers contain a universal key, flashlight, screwdriver, power drill, cigarette lighter, water pistol, snow gun and the top-secret gadgetphone. Your limbs can all extend over fifty feet, and your neck. Binoculars for eyes, enhanced hearing capabilities, flamethrower and oil slick in

the arms. Your feet can sprout springs or magnets (so can your head!) roller and ice skates, skis, with rocket assist. Your head contains a dome light and siren, gadget-copter, parachute, grappling hook, and five extra telescoping arms with space for a huge inventory of situational items (magnifying glass, umbrella, flyswatter, tennis racket, comically large mallet, camera, spotlight, fan, a whole sail...)

The 2015 series added a jetpack, and a variety of weapons including a laser, freeze ray, heat seeking missile, a dizzying number of rockets, and a 3-pounder cannonade. Most significant was the G-Portal, allowing Gadget to transport himself anywhere in the world, though not always on the first try. These devices are also in your body.

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# Items

*100 cp unless specified, you can also spend your tokens here.*

**Badge:** This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

**Connections:** A good cop knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

**Gadget Jacket:** At least one gadget isn't part of Gadget's body, this coat is comfortable everywhere from the arctic to the Bahamas, but if you pull hard on the top right button, it inflates, providing a soft landing or emergency flotation.

**Gadget Lasso:** Gadget's tie is actually an extendable cord that can be used as a lasso or a bungee cord or a rope. It always seems to be exactly as long, stretchy or inflexible as needed.

**Gadgetmobile:** A vehicle that can shift from a van to a lean pursuit car. Has a large claw for grabbing things, extending wheels, oil slick, glue rockets, a parachute and ejector seats. Never needs maintenance or refuelling, any repairs needed happen overnight. For 100 cp apiece, there are various improvements available.

- Your Gadgetmobile has an autopilot and full AI, like the live-action movie. Possibly with a less aggravating personality.
- Your Gadgetmobile can fly.
- Your Gadgetmobile can transform into a small mecha.

**Gadget Watch:** Invented by Professor Gizmo, this large pocket watch keeps perfect time, takes a beating better than a Rolex, and, when you click the button, shoots a ray that freezes people and objects in time for exactly ten seconds.

**Go Bag:** A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and \$3,000 in cash or an equivalent in local currency.

**Goo Gun:** In the 2015 series everyone has these guns that fire globs of purple glue or something. They hit with enough force to knock people off their feet, and splash enough that people tend to stay down when hit.

**Home:** A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

**Income:** Regardless of whatever else you do you get the max salary for a police inspector in 1983/2015, whichever is better, and equivalent value income in all future Jumps.

**Intelli-Amplifiers:** A set of dozen hats, with schematics for more, which placed on any animals' heads will uplift them to full sapience, including giving them upright locomotion and intelligible speech with, oddly, upper-class British accents. Some with a remote so you can, if you wish, make the animals superhumanly intelligent, though really at any point near human intelligence they'll be smart enough to wonder why they should take orders from you.

**Moonlight Madness Machine:** A hot air balloon/drone with specialized mirrors and lenses to focus the light of the full moon into a madness ray, making everyone exposed to the beam experience their greatest fear. That said, the effects seem to wear off after an hour or so and can be fought through with an extremely disciplined mind.

**Robotic Dinosaur:** Is it practical? No. Is it cool to have a giant mechanical dinosaur that breathes fire? Yes. Cast caution to the side, live the dream! Any one dinosaur (or equivalent like Nessie. Or Kaiju) of your choice. Naturally can be taken multiple times. Can be piloted remotely.

**Wrist Comms:** A watch that makes video calls. Can also come in a collar form. Can't be traced or tapped. Comes with some spares so your whole group can communicate.

**Shrink Ray** (-200 cp): An invention of the sinister Dr. Doomkauf, this device may look like a toy raygun, but it can shrink people down to the size of an action figure. Fortunately it can also restore them to normal size.

**Computer Book** (-200 cp): Penny's portable computer, disguised as a book, with different interfaces on different pages. You can look up any information here, even without the infrastructure of an internet. It also has a bunch of features your laptop probably doesn't. Radar, maps of every building, city and town and even buried ruins, jammer, Radio-control for anything that uses RC, an advanced hacking suite, a cutting laser and a digital camera. It is waterproof, shockproof, repairs as appropriate for a fiat-backed item and updates in future jumps to always be about thirty years ahead of the newest computing technology.

If you prefer, you can instead get it in the form of the Codex Penny uses in the 2015 series. It does all the same things, but instead of existing at all times she just summons a holographic touchscreen or five from nowhere. Sometimes she uses these as shields in combat.

**Weather Control Device** (-200 cp): Appearing several times in the original and spin-off series this is a larger device, maybe the size of a small car, that can control the weather on a continental scale. You can even direct lightning bolts onto specific targets!

**Technology Disruptor** (-300 cp): A device that stops any advanced technology from working. Will disable most of Gadget's gadgets, but not him. Is a little inconsistent, generally stopping tech from after the 18th century but allowing film. Can easily create zones of exclusion and operate, eventually, on a global scale. However, it runs on steam power and needs people to regularly shovel coal into a furnace.

**Time Machine** (-600 cp): Dr. Von Slickstein's Time Machine, built using specifications from H.G. Wells. This can travel to any point in history, and it is in fact possible to alter the past. This is a grave responsibility.

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## Companions

*These also cost 100 points unless otherwise stated.*

**Recruit Anyone:** Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. I'd recommend George, his partner Sykes is a bit of a hot-head.

**Partners:** You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

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## Drawbacks

*Each of these grants 200 points unless otherwise stated.*

**Continuity Toggle:** +0 cp. Did you know, before Inspector Gadget was a cartoon, it was a live action show? Yeah, it didn't go well. But if you prefer that, or the Disney movies, or the 215 reboot, by all means, you can go there.

**Wunza:** +0 cp. Wunza a clueless cyborg, wunza precocious girl and her dog. Together they fight crime. You can use this Jump as a supplement for any police procedural. Perhaps you'd like to explore a world of fantasy where a heroic orc has to deal with a racist partner? Or where a fake psychic or a murder mystery author works with the police? Or any of dozens of cop shows.

**Call ACAB:** Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how Tuggs got shot in the back.

**Longer Stay:** You'll stay 10 years here. Buy it twice and it'll be twenty.



**Power Lockout:** You can't use powers from outside of this jump in this jump.

**Item Lockout:** You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

**Companion Lockout:** Your companions can be imported and buy things, but they can't enter the jump with you. They'll be in stasis instead.

**This Message Will Self-Destruct:** Like Chief Quimby, you keep having messages explode in your face. It won't do serious harm, but it will be unpleasant.

**Don't Get MAD:** You are being targeted by Dr. Claw and his minions with the same fervor and sheer petty spite he normally reserves for Inspector Gadget.

**Go-Go Gadget Glitch!** (requires Bionic Detective): When you use your gadgets, there's a 30% chance you'll accidentally activate the wrong one, like making a mallet bonk someone, or careening off on rocket-skates.

**Wowsers!:** You tend to leap to conclusions, and hyperfixate on irrelevant details. In short, you're like Gadget, and will often stumble obliviously through life.

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# Ending

*What will you do now? Stay here? Go home? Move on to the next jump?*