Rising SixStrings Odama

A JUMP BY ARPEGGIO

Kingsman

THE SECRET SERVICE

Backgrounds

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Chav (Free):
You grew up on the mean East End streets, and had to learn to fend for yourself. What you lack in class and refinement, you make up for in street smarts. Comes with either an Estuary or Cockney accent.

Millionaire (100):
Raised in the lap of luxury and fed with a silver spoon, you have an easy life to enjoy with all your riches. Pampered, and a bit spoiled, the resources you have had at your disposal could make a normal man green with envy. Comes with a posh, West End accent.

Henchman/Mastermind (400):
A philanthropic concern for the fate of the human race combined with a love for spy movies has turned you into a genuine Bond villain, and you use your legitimate businesses and multi-million dollar enterprises to further your dastardly plots. Features an American or a (fake) Russian accent.

Kingsman (400):
As a Kingsman Knight, you are an agent of an independent covert operations agency, operating at the highest levels of discretion. You have "The Gentlemen's Guide" memorized, and are dedicated to preserving world peace. Comes with a refined, courteous Received Pronunciation accent.

Chav

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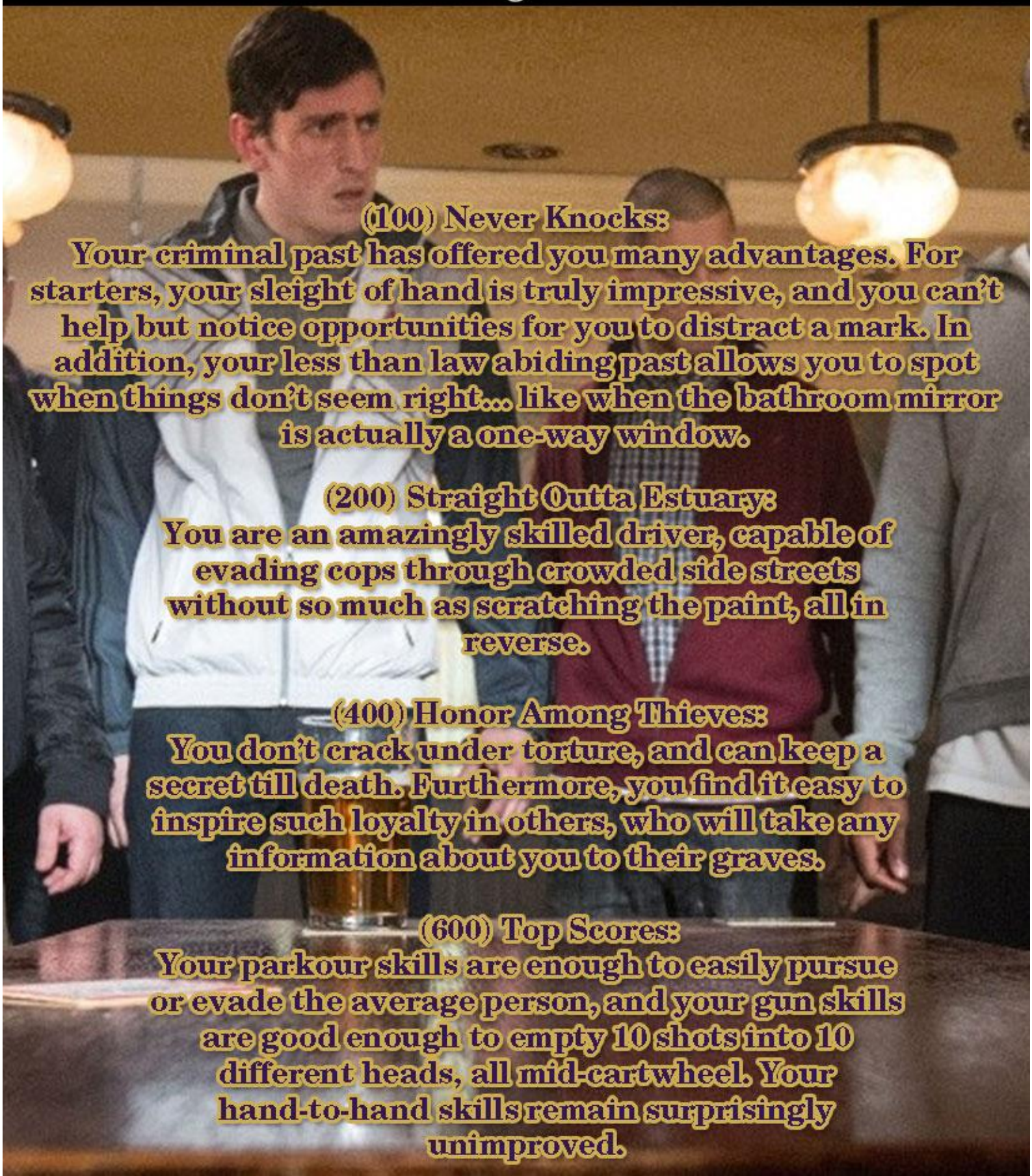

(100) Never Knocks:
Your criminal past has offered you many advantages. For starters, your sleight of hand is truly impressive, and you can't help but notice opportunities for you to distract a mark. In addition, your less than law abiding past allows you to spot when things don't seem right... like when the bathroom mirror is actually a one-way window.

(200) Straight Outta Estuary:
You are an amazingly skilled driver, capable of evading cops through crowded side streets without so much as scratching the paint, all in reverse.

(400) Honor Among Thieves:
You don't crack under torture, and can keep a secret till death. Furthermore, you find it easy to inspire such loyalty in others, who will take any information about you to their graves.

(600) Top Scores:
Your parkour skills are enough to easily pursue or evade the average person, and your gun skills are good enough to empty 10 shots into 10 different heads, all mid-cartwheel. Your hand-to-hand skills remain surprisingly unimproved.

Millionaire

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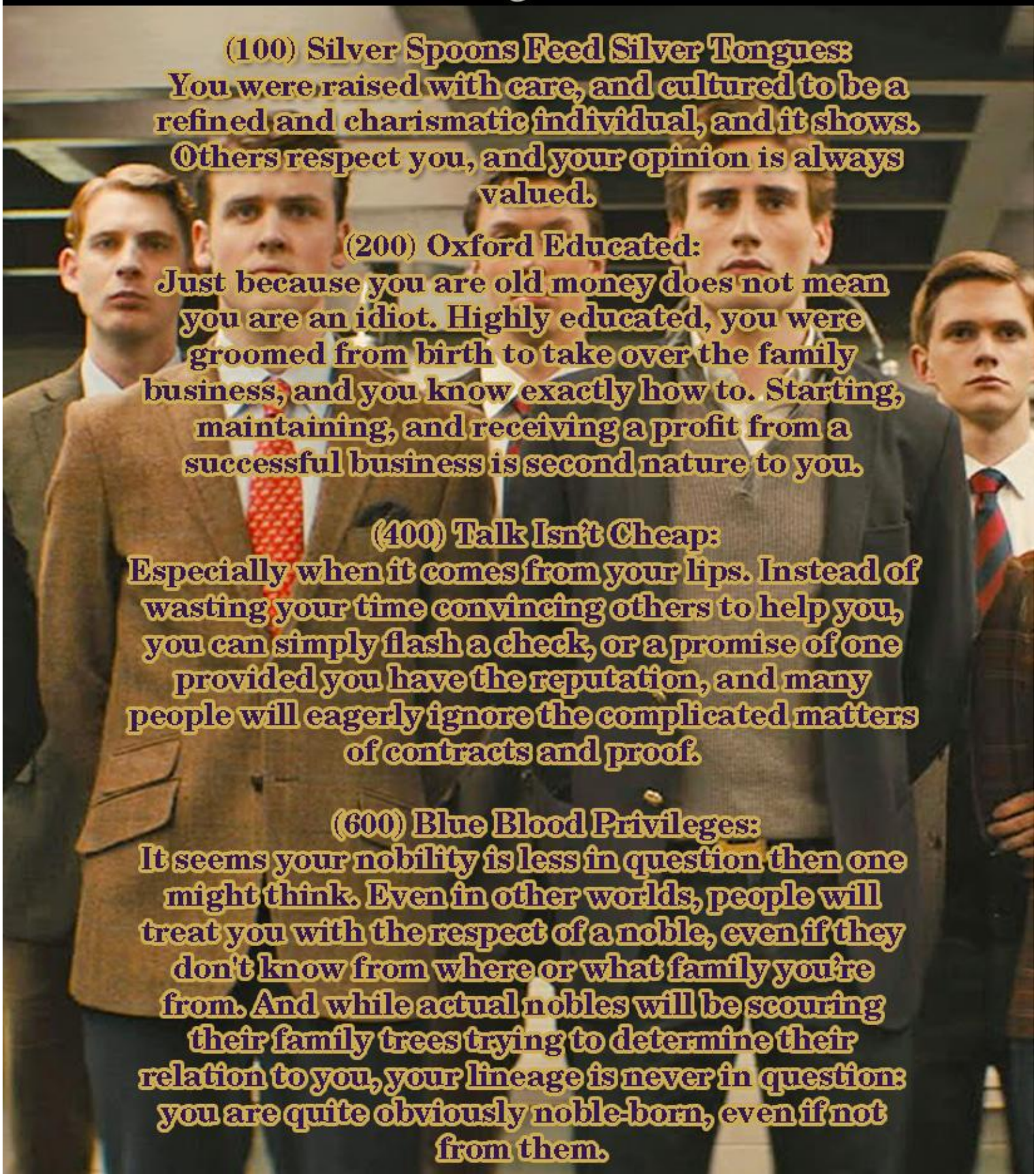

(100) Silver Spoons Feed Silver Tongues:
You were raised with care, and cultured to be a refined and charismatic individual, and it shows. Others respect you, and your opinion is always valued.

(200) Oxford Educated:
Just because you are old money does not mean you are an idiot. Highly educated, you were groomed from birth to take over the family business, and you know exactly how to. Starting, maintaining, and receiving a profit from a successful business is second nature to you.

(400) Talk Isn't Cheap:
Especially when it comes from your lips. Instead of wasting your time convincing others to help you, you can simply flash a check, or a promise of one provided you have the reputation, and many people will eagerly ignore the complicated matters of contracts and proof.

(600) Blue Blood Privileges:
It seems your nobility is less in question then one might think. Even in other worlds, people will treat you with the respect of a noble, even if they don't know from where or what family you're from. And while actual nobles will be scouring their family trees trying to determine their relation to you, your lineage is never in question: you are quite obviously noble-born, even if not from them.

Mastermind

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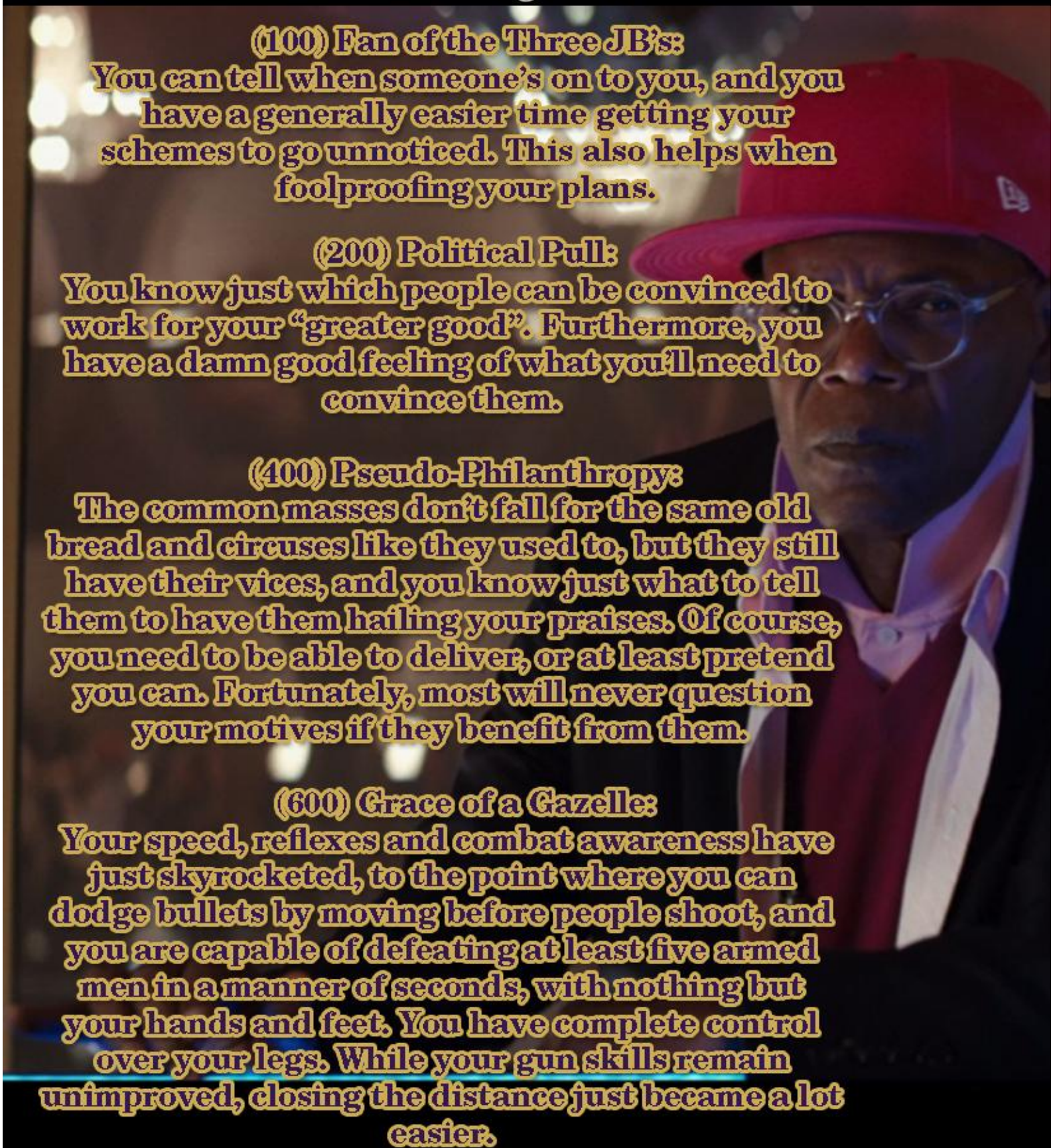

(100) Fan of the Three JB's:
You can tell when someone's on to you, and you have a generally easier time getting your schemes to go unnoticed. This also helps when foolproofing your plans.

(200) Political Pull:
You know just which people can be convinced to work for your "greater good". Furthermore, you have a damn good feeling of what you'll need to convince them.

(400) Pseudo-Philanthropy:
The common masses don't fall for the same old bread and circuses like they used to, but they still have their vices, and you know just what to tell them to have them hailing your praises. Of course, you need to be able to deliver, or at least pretend you can. Fortunately, most will never question your motives if they benefit from them.

(600) Grace of a Gazelle:
Your speed, reflexes and combat awareness have just skyrocketed, to the point where you can dodge bullets by moving before people shoot, and you are capable of defeating at least five armed men in a manner of seconds, with nothing but your hands and feet. You have complete control over your legs. While your gun skills remain unimproved, closing the distance just became a lot easier.

Kingsman

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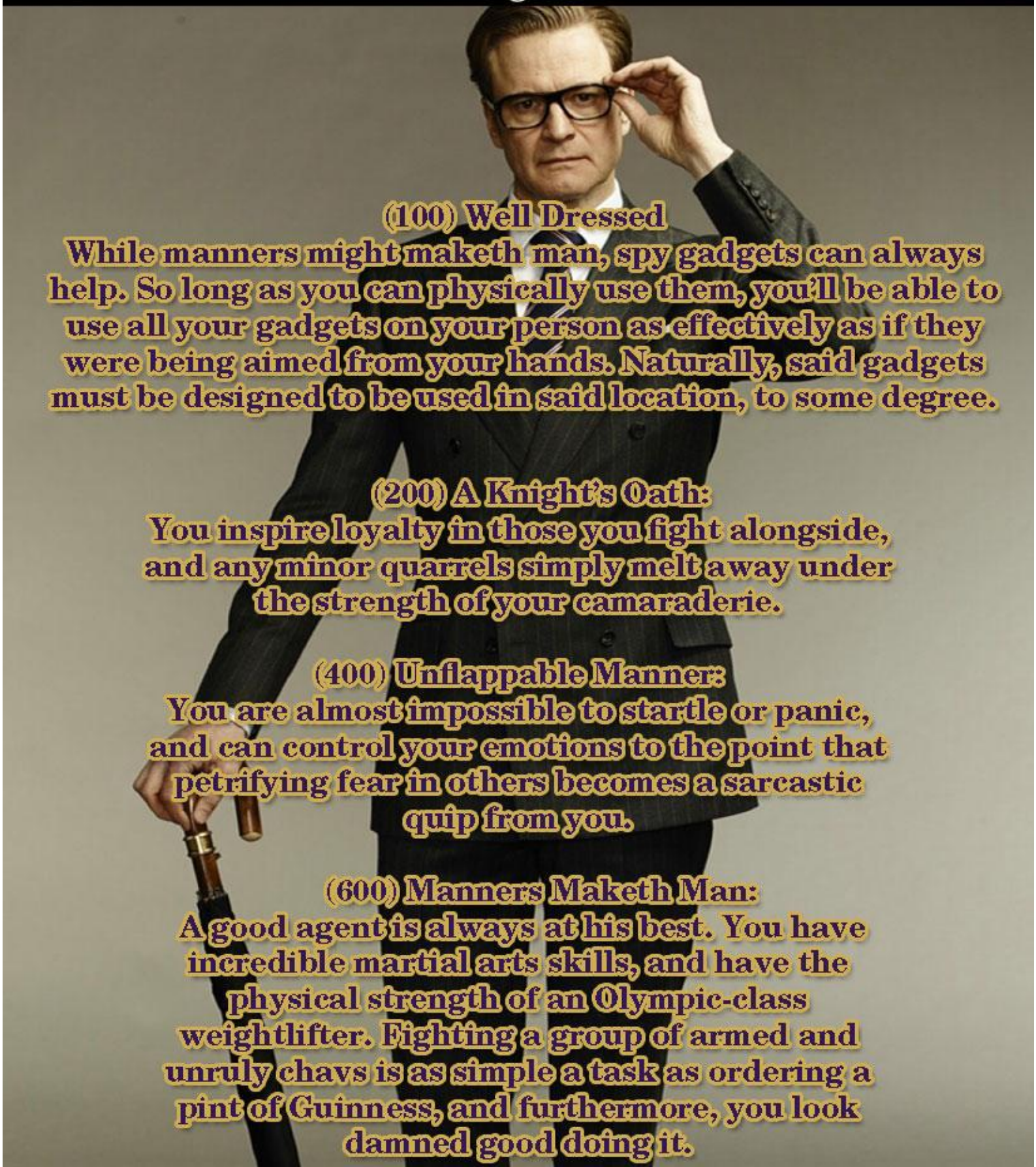

(100) Well Dressed
While manners might maketh man, spy gadgets can always help. So long as you can physically use them, you'll be able to use all your gadgets on your person as effectively as if they were being aimed from your hands. Naturally, said gadgets must be designed to be used in said location, to some degree.

(200) A Knight's Oath:
You inspire loyalty in those you fight alongside, and any minor quarrels simply melt away under the strength of your camaraderie.

(400) Unflappable Manner:
You are almost impossible to startle or panic, and can control your emotions to the point that petrifying fear in others becomes a sarcastic quip from you.

(600) Manners Maketh Man:
A good agent is always at his best. You have incredible martial arts skills, and have the physical strength of an Olympic-class weightlifter. Fighting a group of armed and unruly chavs is as simple a task as ordering a pint of Guinness, and furthermore, you look damned good doing it.

Tools of the Trade

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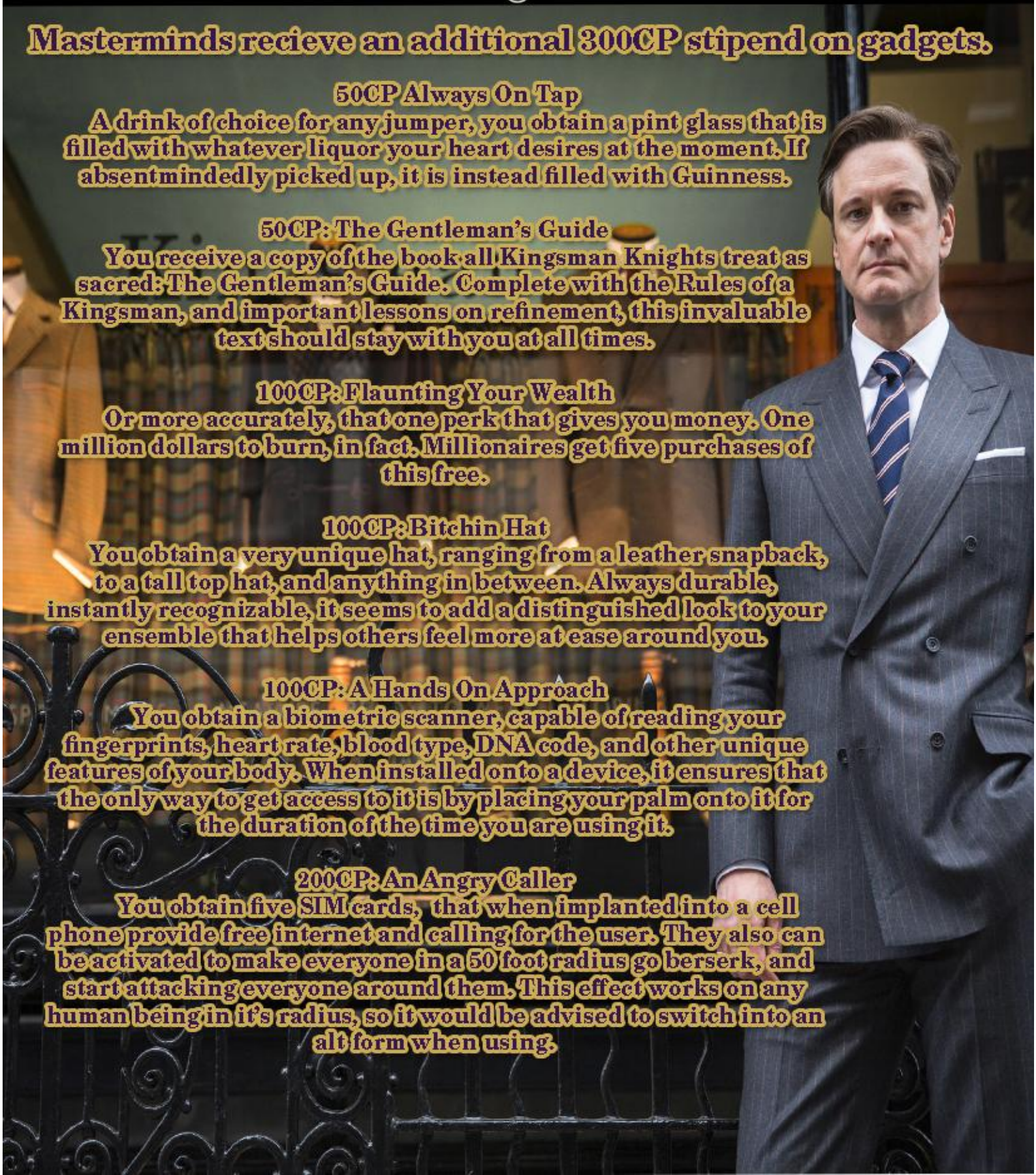

Masterminds recieve an additional 300CP stipend on gadgets.

50CP Always On Tap
A drink of choice for any jumper, you obtain a pint glass that is filled with whatever liquor your heart desires at the moment. If absentmindedly picked up, it is instead filled with Guinness.

50CP: The Gentleman's Guide
You receive a copy of the book all Kingsman Knights treat as sacred: The Gentleman's Guide. Complete with the Rules of a Kingsman, and important lessons on refinement, this invaluable text should stay with you at all times.

100CP: Flaunting Your Wealth
Or more accurately, that one perk that gives you money. One million dollars to burn, in fact. Millionaires get five purchases of this free.

100CP: Bitchin Hat
You obtain a very unique hat, ranging from a leather snapback, to a tall top hat, and anything in between. Always durable, instantly recognizable, it seems to add a distinguished look to your ensemble that helps others feel more at ease around you.

100CP: A Hands On Approach
You obtain a biometric scanner, capable of reading your fingerprints, heart rate, blood type, DNA code, and other unique features of your body. When installed onto a device, it ensures that the only way to get access to it is by placing your palm onto it for the duration of the time you are using it.

200CP: An Angry Caller
You obtain five SIM cards, that when implanted into a cell phone provide free internet and calling for the user. They also can be activated to make everyone in a 50 foot radius go berserk, and start attacking everyone around them. This effect works on any human being in it's radius, so it would be advised to switch into an alt form when using.

An Arsenal Fit for a King

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Kingsmen recieve an additional 600CP Stipend on weapons.

100CP: All Seeing Spectacles
These glasses are not ordinary. They allow the wearer to see a customizable heads up display, that can be easily updated with information by an ally connected to it from a computer.

100CP: The Kingsman's Pistol
A personal firearm for a more refined era, this pistol packs more power than it seems. Easily concealable, with little recoil, it can even fire shotgun shells from it's underbarrel launcher. Comes with enough rounds to last months, and a detachable silencer.

200CP : The Watch To Observe
A gentleman is never late, but always finds a moment to waste. Bremont has links to military special forces around the world, and has utilised these associations to pack the immaculate rose-gold casing of this watch with a host of hi-tech features. Beneath the sapphire crystal dome, sweeping hands and three chronograph counters there lies a 500,000-Volt projectile dart ready to stun anyone in the room, as well as a toxin that causes short term memory loss.

200CP: The Mightiest Pen
Mightier than the sword? It's true that many a conflict has been averted through a few well-chosen words, but a well-aimed poison dart can be just as effective. The standard-issue Kingsman writing instrument is made by English manufacturer Conway Stewart under a top-secret government contract, and comes loaded with a lethal pellet of poison gas that can be condensed into a liquid easily. Watch your enemies sign their own death certificate.

300CP: The Rainmaker
Never rifle through the umbrella holder again. Swaine Adeney Brigg, who supply umbrellas to the British royal family, have turned their hand to the spy game. Fitted with an almost impenetrable bulletproof canopy and a hardwood handle that doubles as a long-barrelled pneumatic projectile device, this is the only friend a gentleman needs in a storm – whether it's drizzling or raining bullets. Comes with a handy variety of firing modes, including Stun and Shotgun.

300CP: The Sharpest Pair
With a past clientele that includes dukes, barons and knights of the realm, George Cleverley represents the pinnacle of British shoemaking, and there's no sharper pair than the one crafted for Kingsman agents in a hidden room behind their workshop on London's Royal Arcade. Going toe-to-toe with a foe? Simply click your heels together to release a retractable blade from the tip of the shoe, tipped with a venom that can kill a man in seconds.

200CP: A Proper Spark
Never get caught without a light in the heat of a social engagement. Explode on the scene with this killer new implement and snuff out the competition. This handy lighter can double as a blowtorch, sending out a blue flame up to a foot. In addition, the lighter packs a micro-munitions explosive, like a grenade, so lend the enemy a light and get clear before they light themselves up.

Kingsman

350CP : A Knight In Stylish Armor
The Kingsman tailors have always prided themselves on their unparalleled craftsmanship, and their suits are the best in the world, no exception. Handcrafted from their store on 2 Savile Row comes the finest clothing you will ever wear: The Kingsman's Armor. Almost impervious to any firearm and blade, this double breasted suit is the pinnacle of formal dresswear for any covert operative. You receive one, complete with tie, Oxford shoes, cufflinks with your choice of insignia, and handkerchief, all custom tailored to your exact measurements.

Our Happy Ending

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Stay: You become a permanent citizen of this world. Perhaps your plans of world domination panned out, and you want to stay. Or maybe you've decided to join the men and women of 2 Saville Row and protect the world from harm. Maybe you're a bloody chav. Nevertheless, you'll spend the rest of your days in the world of Kingsman. All your affairs in other worlds will be settled and you will never return home again, with your loved ones receiving visions assuring them of your safety.

Go Home: You're not cut out for all of this, Maybe you did save the world or destroyed it for the greater good, but you still feel like you're missing something: Home. You keep all of your gear and powers, but your jumping days are over.

Move On: Ah, well I suppose we couldn't keep you here forever. You're a busy one, and there are universes to save, drinks to be had, unruly chavs to educate, eh? Very well then, cheers. You move on, with all your powers, items, and so forth.

Drawbacks

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100CP: Lisp: You have a lispth. It'sth hard for people to understhand you, and it'sth kinda embarrasthing.

100CP: Secret Sauce: Everything you eat tastes like it has twice its' mass in the world's most rancid jizz dumped onto it.. EVERYTHING.

+200CP: A Happy Ending For a Happy Meal: You need to eat now. And by eat, I mean you have an insatiable and biological need for McDonalds, which will stay with you for the whole ten years. I'm so sorry.

200CP: Positive Discrimination: No one respects you, and thinks that you haven't earned the skills, position, or role you have. (Which you kinda haven't). Guess they think your mum's a one-legged lesbian or something.

200CP:Squeamish: You are afraid of blood, and can't even look at a papercut without feeling the need to vomit.

300CP:Ain't That Kind of Movie, Bruv: You seem to think this is still 007 Jump, and act with all the campiness, idiocy, and tendencies as one of it's villains. Your speeches are cliche, your preferred codename is a horrible pun, and your plans tend to go sour fast.

300CP:South of the Border: You're incredibly attractive with your fair skin and your sexy English accent, your amazingly meticulous hair, suave and charming walk, and your crisp and stylish suit. All of these mark you as a gentleman (or lady), and all of them are dead giveaways that you are a spy outside of England. Which is where you will be going. No matter what you do, people will automatically distrust you and treat you as an outsider.

300CP: Amputee: You are missing a limb. This is bad. And unlike Gazelle, you can't replace it with anything cool or... anything really.

One More Thing

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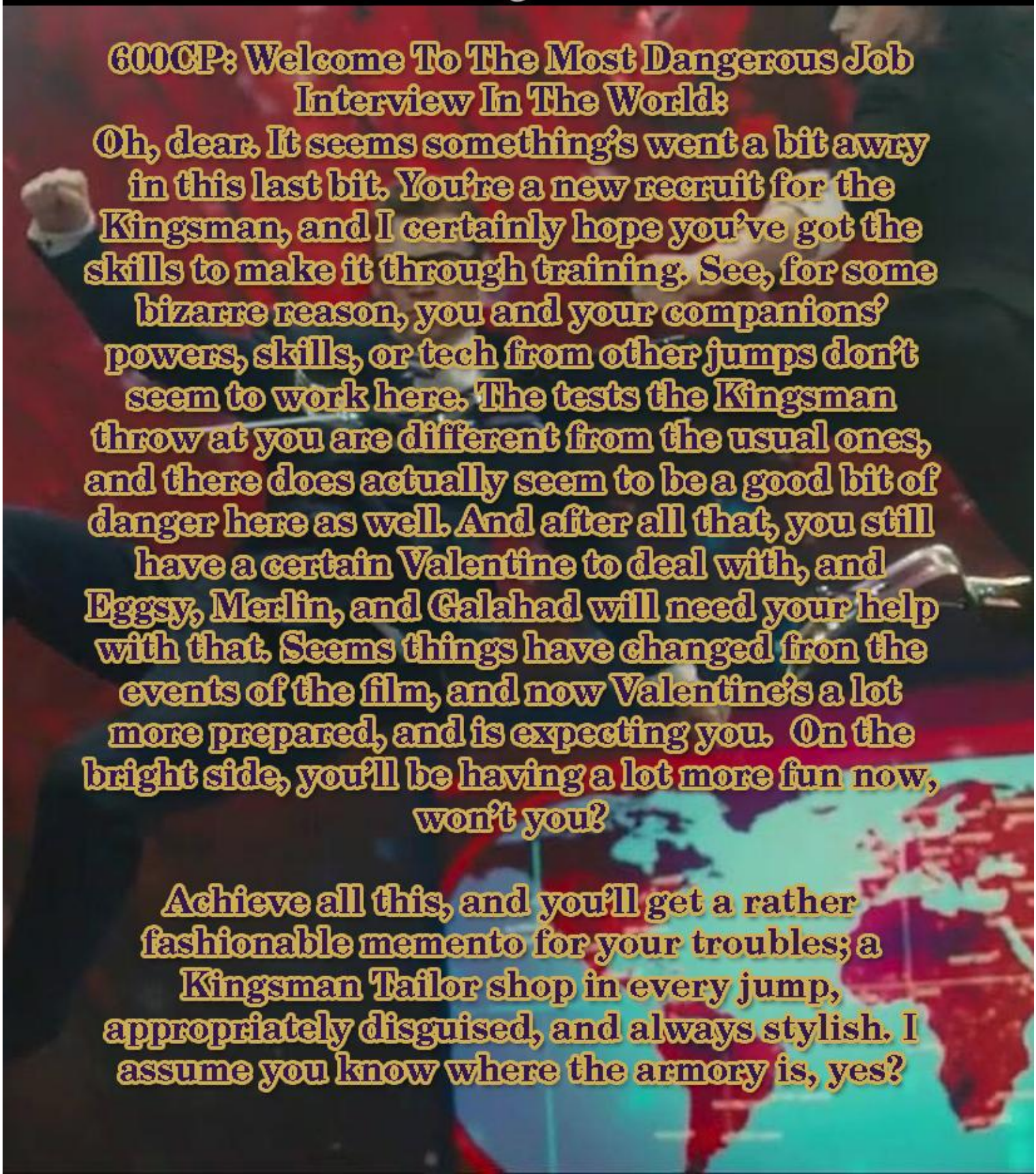

600CP: Welcome To The Most Dangerous Job Interview In The World:
Oh, dear. It seems something's went a bit awry in this last bit. You're a new recruit for the Kingsman, and I certainly hope you've got the skills to make it through training. See, for some bizarre reason, you and your companions' powers, skills, or tech from other jumps don't seem to work here. The tests the Kingsman throw at you are different from the usual ones, and there does actually seem to be a good bit of danger here as well. And after all that, you still have a certain Valentine to deal with, and Eggsy, Merlin, and Galahad will need your help with that. Seems things have changed fron the events of the film, and now Valentine's a lot more prepared, and is expecting you. On the bright side, you'll be having a lot more fun now, won't you?

Achieve all this, and you'll get a rather fashionable memento for your troubles; a Kingsman Tailor shop in every jump, appropriately disguised, and always stylish. I assume you know where the armory is, yes?