Welcome to the middle of some stories, Jumper, and the start of others.

Kingston, Jamaica, Earth. The Cold War quietly rages on; the height of espionage activity, as the world powers vie to see who will dominate the coming century. However, there is a third player few are aware of; SPECTRE. On the nearby island of Crab Key one of their foremost geniuses, the embittered Doctor No, is quietly running a scheme currently aimed at harming the United States' rocket program. At a country club in Jamaica, an undercover British agent and his secretary pay the price for investigating it, which will compel MI6 to send one of their top agents. The region is about to get very hot, very active, very quickly.

You'll be spending a single year in this world, but the mere act of starting here and now thrusts you into the orbit of an extraordinary story of intrigue and danger. The only question now is, what will you do while within it? Take these **1000 CP**, spend them wisely, and good luck.

Age & Gender:

The Cold War has room for everyone, even somewhere as hot as Kingston. Choose your age and gender freely, or maintain it from your previous Jump.

Location:

Kingston, Jamaica, in 1962. If you're not a native or already working in the area, you'll be arriving shortly on a flight into the nearby airport. Feel free to take your time in the air to have a nice drink and prep.

Origins:

Government Agent:

Who are you? CIA? KGB? MI6? Whoever you are, you're here on assignment, or will be soon. You've got the professional training and state-sponsored backing to fulfill missions in the field. Which will come in handy, since this far from home you'll need to be quick on your feet to not join the other agents that failed before you.

Bystander (Drop-In):

Secret agents? Rocket programs? Nuclear materials? SPECTRE? Nothing to do with you; you're not directly involved in any of these dark dealings, and happen to be in the area largely for unrelated reasons. Maybe you were here for a holiday, or just passing through, or are working nearby. Just be warned; circumstances might pull you into all this regardless.

Dark Genius:

East, West... just points on a compass. For someone like you, the Cold War presents endless opportunities both obvious and less so. You are brilliant, the kind of person who could make criminal organizations bend over backwards to make room for you at their table. And there's at least one operating in the region that would be keenly interested in hiring you...

Hired Gun:

The big players don't do everything themselves. That's when you get called in. You're here to handle threats, do the dirty work, and keep things running smoothly for whoever paid for it. Lucky you, both the good and bad guys have need of hired hands in the region. Just be careful who you side with; hired hands don't have a high rate of survival when things get grim.

Perks:

All Perks are 50% off for their Origins, with the 100 CP Perks free for them.

General:

100 CP ea.: Polyglot. A common thread for these Origins and for most of the players in this area? They're not native to it. Which would make things awkward if you didn't have the appropriate training. With each purchase, you gain knowledge of three conventional languages on Earth from this time period, complete with matching reading/writing skills, as if you had been training in it for a decade. This includes local slang and mannerisms, to help you better blend in.

200 CP: "Damn coffee!" You know what sucks? Getting killed. Especially when it's a death you had no chance dealing with. Poisoning, someone blowing up the whole building you're in, or just a good old fashioned gang of killers unloading their firearms into you on sight. With this, you have a kind of limited protection against this once per Jump. When you'd otherwise be in a situation where you could be easily casually killed- say, by drinking drugged coffee -it will instead lead to you being captured alive and more-or-less whole by someone in opposition to you.

200 CP: Jumper Theme. John Barry, composer of the James Bond Theme, has taken it upon himself to craft a similar leitmotif for you. Compatible with all other soundtrack perks, this theme will play when you're doing your business, change and shift to better fit the situation, and once a day can give you a keen boost to your overall efficiency and effectiveness. Can be turned on and off, activated manually, or left to automatically kick in when it's time to shine.

Government Agent:

100 CP: License to Kill. You'd make for a poor field agent if you hadn't gone through basic training. How to dress, how to act, how to tail, how to track, how to lie, how to fight, and how to kill. You gain general competence in most common weapons and vehicles of the era, and any special rules and regulations specific to your particular agency. Nothing fancy, and you're not a match for a 00 with this alone, but you'll be head and shoulders above the average Joe.

200 CP: "We don't know when we'll get the chance to eat again." Abducted, sent to your target's secret base, no backup, no one knows where you might be? Ehh, could be worse. You are unreasonably unflappable, able to keep a cool head whether the situation is absurdly luxurious and/or absurdly hopeless. If you could plot and plan a way forward given a nice calm room, a cup of tea, and some soothing music, you can do so after losing your ally to a mechanical 'dragon', being beaten, and tossed in a jail cell.

400 CP: "You've had your six." You gain a fairly extensive knowledge of all firearms of the era, but more critically, you gain the ability to track without thought the number of shots any firearm within range of your senses has fired. Combined, you can tell from the sound of a gunshot and little more than the silhouette of a handgun the make, model, and how many (if any) bullets it has left in it. In future Jumps, this ability extends to anything else you're familiar with, so with the right training you could tell how many shots a Stormtrooper's blaster rifle has left or how many times an enemy wizard can cast that spell again today without resting.

600 CP: Silent, Effective, Lethal. You are not a simple weapon. Your country trusts you in the field,

alone or with minimal aid, to do what you have to. When you have a mission, when the chips are down and you're the only one who can stop some diabolical plan, you can't afford to not be up to the challenge. Once per Jump (or ten years, whichever comes first), you can snap into a more effective and focused mode. You think clearer, sneak better, hide and disguise with less notice, your attacks when delivered hit harder and result in more damage to your opponents, and you gain a weak but effective 'plot compass' that can help instinctively guide you to where you need to go. This mode lasts for 24 hours or until you accomplish whatever your current overarching goal is, whichever comes first.

Bystander:

100 CP ea.: Day Job. If you're not a part of all these secretive and dangerous goings-on, you'll need to earn a living by more mundane means. Choose any non-violent job; you're now a subject matter expert in it, with over a decade's worth of experience. Given the environment, you might want to consider something related to Jamaica, the nearby islands, or the ocean itself. You may purchase this multiple times, but only the first purchase is free for Bystanders.

200 CP: Beach Bod. There's 'That person is a perfect 10', and then there's 'You rising out the ocean in swimwear becomes a iconic moment for those who saw it'. You're the latter. Stellar hair wet or dry, perfect skin, perfect teeth, and a look that would make you an instant ad model if you were so inclined. You don't just turn heads, you twist them, and even if you don't do anything of note folks will be left with a generally favorable view of you off your appearance alone.

400 CP: "Did I do wrong?" Well, just don't make a habit out of it. You come off as charmingly naive to those you encounter. Charming enough and naive enough that even if you casually confessed to a revenge murder that left the victim dying painfully over the course of a week, so long as it has/had nothing to do with them, they'll just awkwardly paper over it and move on. This applies to them witnessing such a crime as well, though to a lesser extent; you could use this to get a free pass for theft, but not for murder if it's happening in the moment. This has its limits, though, and a single individual will likely only ignore one such incident without it impacting their perception of you.

600 CP: "There's no point involving the Jumper at this stage." One of the nice parts about not being directly involved in all this madness? If you happen to stumble into some part of it, you'll find yourself being treated on the positive side accordingly. Dismissively, perhaps, but there's a lot of big egos here. You won't be any villain's priority, the more heroic sorts will feel compelled to speak on your behalf or guide you, and even when a foe would be the cruel capricious type you'll find you won't be subjected to torture or other extreme abuses... they'll just shoot you dead if they have to, imprison you if they think it worth their while. Handy? This carries over to future worlds, so long as you don't blatantly start helping or hurting one side or the other.

Dark Genius:

100 CP ea.: Doctoral Studies. A genius with no knowledge to work from is merely an empty vessel. This grants you, each time it is taken, the equivalent of a PhD in a field of your choosing, plus five years practical experience. Quite necessary, especially if your chosen field is one where you might prefer to learn from less hands-on experience. This may be taken multiple times, but only the first purchase is free for Dark Geniuses.

200 CP: "Who puts that sort of scare into people?" You do. Folks who work for you, whether they fully grasp who or what you are, instinctively know how much they should fear you. And they act

accordingly; if you're scary enough and dangerous enough, they'll take incredible injury or even die rather than get on your bad side. This is also a good way to keep up morale... or at least something that looks like it from the outside. Folks work harder when they fear what happens if they don't.

400 CP: "I doubt they shall do so again." Someone as smart, powerful, and terrifying as you comes across as a hot commodity to those on the wrong side of the tracks. So much so, they'll overlook a lot more than they normally would, or perhaps should. You may start this and any future Jump already affiliated with any criminal organization you desire in the setting, even if that would normally not fit (e.g., a group of ultra-nationalists accepting you as a full member even if you're not from their nation, or a group of all-male criminals accepting a female officer). So long as you don't betray them, any oddities of you being a member won't even come up in conversation or cause friction. Of course, that does put you in a perfect position to betray them if you so wished and could profit from the venture...

600 CP: Superior Minds. The successful criminal brain is always superior; it has to be, after all. You have a unique talent; you can see inherently the best way to turn any subject you are an expert in to criminal pursuits. In particular, anything involving counter-intelligence, terrorism, revenge, extortion, or world domination. You'd be amazed how much ground that covers in the world. When working in these fields, you can go above and beyond the limits of others, innovating new technologies and techniques with alarming ease. Focus your genius on dark designs, and both you and those you work for will never be found wanting.

Hired Gun:

100 CP ea: Cover(s). A Hired Gun needs to be able to fit in to a lot of places, and ideally be able to blend into a crowd. As such, you've got the training to do so; pick three common identities/professions, like secretary, photographer, chauffeur, or beggar. You've trained in how to blend into that role, with about a year's practical experience in each. Depending on the role, this might not suffice beyond a cursory examination, so pick wisely. This may be taken multiple times, with only the first purchase for free for Hired Guns.

200 CP: A Killer's Talent. You'd be a lousy hired gun if you couldn't shoot straight. Or stab straight. Or... pick three mundane weapons of your choice. You're an expert in their usage, and find that concealing them until the moment you strike is a heck of a lot easier.

400 CP: "Bless you." You're not here to be fancy, you're here to do the job you get paid to do. Which means rather than a stand-up fight, you'd be well served to stick to ambushes. When you're striking an unaware target, your skills are heightened and your luck is too. Bystanders will be less likely to see your efforts, and your attacks will be delivered with greater force, accuracy, and efficacy.

600 CP: "The hell with you!" I hate to break it to you, but Hired Guns die. A lot. Doesn't matter how good you are, you're not the evil genius or the suave secret agent, and that means the world is slanted against you. But then, why let that stop you? Once per Jump (or ten years, whichever comes first), you can be killed but revive without injury somewhere safe you designate. Your corpse will be left behind, with mundane but otherwise normal copies of any Items you had on hand; by all appearances, you're quite dead. Feel free to make use of this if you're cornered and want to make both sides convinced you've been taken off the board.

Items:

All Items are 50% off for their Origins, with the 100 CP Items free for them. The Armorer has no intentions of you going into the field unarmed; take a **+200 CP** stipend for the Items section only.

General:

Free: Merchandise. It certainly can't hurt to have some research material on hand, or at least some entertainment. You get a copy of the original Dr. No novel, copies of the film on all formats you desire, and the soundtrack (also on all formats). Just mind who you show this to around here.

100 CP: The Bond Package. If you're going to play in his world, no reason you shouldn't get to enjoy life as if you were the titular secret agent. This purchase grants you a three-piece suit or evening dress tailored to your preference, a Rolex watch that always keeps perfect time for where-ever you are, an ever-full lighter, a deck of playing cards, and an ice bucket that once a week will automatically produce a chilled bottle of *Dom Pérignon* champagne (your choice of year) with two flutes. It also comes with a one-week luxury hotel reservation, for here in Kingston when you enter the Jump, and in future Jumps for a similar hotel or resort in or around your initial location (where possible), giving you plenty of time to settle in plan your next move in luxury.

200 CP: Tongs Treasure. This durable steel briefcase has considerable heft to it, which is understandable, given it contains $1 million in gold bars. In 1960s dollars, at that. Did Dr. No misplace this one during his escape from the Tongs? Whatever the case, the gold is untraceable, which is convenient if you were looking to enact your own plans while in this world. The contents of the briefcase will replenish (but not duplicate if unspent) at the start of every Jump.

Government Agent:

100 CP: Background Papers. This set of documents provides all the significant information you might need going into this situation. Background on the missing presumed dead agents, what they were involved in, about operations both friendly and adversarial in the area, etc. Included is plane tickets, hotel reservations, car rental details if required, so on and so forth, along with a fully valid passport and other forms of identification, and the equivalent of $500 in the appropriate denominations for the region. It also comes with a self-destructing bag, allowing you to review the documents on a plane ride over and then destroy them before landing with no one being the wiser. At the start of every Jump, you'll receive a new set of papers and other assorted accessories, along with a self-destructing bag so no one questions why someone with your background (or lack thereof) would be in possession of such reading materials.

200 CP: Room Traps. A small bag, fitting easily into any carry-on or backpack without taking up much room, containing a new box of toothpicks, a clear tape dispenser with fresh roll, a tin of talcum powder, twenty-five yards of twine, and a small pair of craft scissors. Aside from the fact all these contents will refresh themselves anew every 24 hours, individuals looking to break into your location or property will never notice them, even if looking for things that are out of the ordinary. In this way, you can put a little tape here, balance a toothpick there, and you'll know for certain if anyone broke in (Or tried to) and what they interacted with. Please note, their ability to go unnoticed by those with ill intentions only applies so long as these aren't connected to anything intended to immediately cause physical harm or death if triggered, so no tying the twine to a grenade's pin to make an undetectable explosive trap. You can still make the trap, it just won't be 100% undetectable. Feel free to get

creative.

400 CP: Walther PPK. Seven-point-six-five mil, with a delivery like a brick through a plate-glass window. Takes (and comes with) a Broausch silencer with very little reduction of muzzle velocity. Aside from the gun, silencer, a single magazine of untraceable ammunition, and a holster fit for the location of your choosing (defaulting to a shoulder holster), this handgun is impossibly reliable. It will not jam, chip, lose accuracy from use, or ever be incapable of firing properly. When used for wetworks, espionage, or counter-espionage, the Walther PPK's accuracy and stopping power is amplified even further; handling the common target will be as simple a matter as aiming and firing.

Bystander:

100 CP: Toolbelt. This plain belt with three pouches and a holder comes in whatever color and style fits you best. When worn, it is nearly indestructible and weighs virtually nothing. When purchased, select a profession you are skilled in; two of the pouches will then fill with consumable items that would be of use for that profession, while the holder will fill with an appropriate high-grade tool or implement. The third pouch will be able to hold as much material related to your chosen profession as a sealed 10'x10'x10' space. For example, a pearl diver might gain a pouch with a rebreather, a pouch with shark repellent, and a diving knife in the holder. Any used, expired, broken, or damaged consumables/tools are replaced after 24 hours.

200 CP: Swimwear. Coming in your color and style of choice (though defaulting to a flattering white), this Swimwear always fits you perfectly, never experiences wear or tear, and protects as well as a full professional wetsuit against both the elements and potential hazards. When wearing it, you can remain underwater longer, swim longer without fatigue, and see clearer through any waters. And as a final bonus, if you have any Perks that amplify your physical appearance or appeal, this acts as a force multiplier for them while wearing it.

400 CP: Boat. This unassuming cabin cruiser, while decently fast for the era, looks like it would only be ideal for simple day trips around the nearby waters, perhaps across to a nearby island or two from Kingston's ports. However, below decks, the boat is much larger than it appears; this expanded space contains enough cabin space for nine, a simple kitchen with fridge and freezer, two fully functional bathrooms, and a cargo area the size of a two car garage. It will never run out of fuel or battery power, and any damage done to it will be repaired automatically after 24 hours. If fully destroyed, after 24 hours it will appear moored without issue at the nearest viable dock or port. Of special note, the ship's unique nature makes it immune to notice by any means other than one's own eyes, so it can avoid radar, automatic cameras, and the like. Feel free to travel the world, explore any number of beaches and waters, and do so with little if any interference by the outside world.

Dark Genius:

100 CP: Monster Machine. Want to help scare folks off from your private abode? Or just kill interlopers in a fashion that will leave the locals scratching their heads and whispering rumors of monsters being real? Then take this lovely mechanical tank. Driveable by a single person, solidly armored, and possessing some kind of unique deadly weapon that resembles whatever mythological monster the machine is built to resemble. A dragon might have a powerful flamethrower, for example, or a Cerberus might have three threshing jaws to emulate the guardian of the underworld.

200 CP: Red Right Hand. The body is frail, weak, prone to failure. It can be damaged in ways that

might harm your ability to properly exercise your genius. Unacceptable. This black box, as short or long as it needs to be, contains within a prosthetic. Whatever you might need when you select this; replacement hands, feet, ears, eyes, a jaw, and so forth. The replacement will attach and function immediately, without need for painful surgeries or rehabilitation to learn how to use it. You may choose for it to be a perfect replacement, or have it be more powerful in exchange for a serious flaw. For example, a pair of powerful hands that can crush metal but lack the fine flexibility or grip to climb things. You can change your choice from Jump to Jump, but it remains consistent for the duration of that Jump.

400 CP: Secret Island Lair. Would you honestly be a proper Dark Genius without one of these? Well, yes, but this does help. You gain your own private island you have full legal ownership of, with a resource native to it that can be easily harvested and sold. Above-ground, a full set of facilities exist to help refine and prepare said resource for export and sale. Below, however, is a secret facility with virtually unlimited utilities, luxurious living quarters complete with fine dining room and matching kitchen, extensive housing facilities for you, your henchmen, and other hired hands, exhaustive radar and similar security measures to make sure you don't have any unwanted visitors, and a laboratory geared towards a specific project you designate upon entry to the Jump. Toppling rockets? Virus research? The most elaborate pirate radio station in history? The choice is yours. This Item comes with one free purchase of Henchmen (see the Companions section for details).

Hired Gun:

100 CP: Disguise Closet. Situated either in one's Warehouse or in a location of choice in-Jump upon entry, this lockable closet opens to reveal a full selection of attires, make up, props, and accessories designed to make you look like what you aren't. From beggar's garb to embassy driver uniform, photographer to barkeep, you can make use of the contents of this Closet to disguise yourself as whatever you'd like. If you have a Cover that would apply, the matching outfit from this Disguise Closet will only amplify it, making it so only the most practiced eye (or your own mistake) would give away the game.

200 CP: Killer Arsenal. In this business, it pays to have options. This slightly large traveler's suitcase opens and expands to reveal several levels of storage, and comes complete with three mundane melee weapons and three mundane ranged weapons (with three full loads of ammo each where applicable) of your choice. Indistinguishable from common luggage, able to pass without incident through customs and security without every being searched, this will open you up to take on business anywhere in the world. It also comes with a pack of cigarettes, with a cyanide capsule hidden in each... just in case. All used, lost, or destroyed components will be replaced at the start of each year.

400 CP: Violent Vermin. When conventional means fail, one can always employ 'natural causes'. This cage, with a cover over it, can be invoked once per Jump (or ten years, whichever comes first). When done, removing the cover will reveal a lethal animal or insect of some kind. Lethal, specifically, to one's target. Opening the cage anywhere within a hundred feet of the target will cause said target to make a beeline for them, and once they've reached it, they'll do whatever is appropriate to kill the target as directly as possible. The Violent Vermin is not invincible and no more dangerous or intelligent than their normal kind, barring the above caveats, but if killed or trapped will only render the cage inert for the normal duration of the Item's cooldown.

Companions:

Going into the field alone may be the standard operating procedure for most operatives, but you're not most operatives, Jumper. It might be wise to bring some friends... or make new ones.

50/200 CP: Import. Want your friends to get in on the Great Game? Have some backup in the field, or just make your own agency/conspiracy? For 50 CP you can import one Companion, and for **200 CP** you can import up to eight. Each receives an Origin, **600 CP** to spend, and a **100 CP** stipend for Items. They may take Drawbacks for more CP, but cannot purchase anything listed under Companions except for Henchmen, which does not count towards the Jumper's purchase(s), if any.

100 CP: Export. Think you could make better use of the talents of those native to this world? For 100 CP, you've got a blank check; anyone you convince to join you on the Chain as a Companion can do so. Just be mindful, most are rather committed to their current causes...

100 CP ea.: Henchmen. You don't honestly want to have to do everything yourself, do you? Come on, you should have people for that!... whatever 'that' is. You have three options each time you purchase this; you can gain a dozen moderately-trained mooks mainly useful for security and grunt work, six trained specialists in a single noncombat field (e.g., nuclear scientists, rocket engineers, game designers) who can handle a particular job but probably couldn't hold their own in any kind of fight, or to double the quantity (but not quality) of your existing purchases of Henchmen. You may pick the first option only once, the second option multiple times only if you pick a different noncombat specialty each time, but can pick the third option as many times as you'd like/have CP to spend.

100 CP: (Free for Bystanders) Jane Bond. Agent 101, MI6. Part of a new initiative in British intelligence, Jane Bond is a lethal, efficient, and devilishly charming secret agent. With a love of gambling (chiefly sports betting), alcohol (Old fashioned, bourbon, with an orange slice), and spending time with attractive men, it would be easy to mistake her for a mere playgirl. But when on assignment, few outside the 00 program can even challenge her cunning and brutality. Jane Bond comes with the full Government Agent Perk line and Items, plus "Damn coffee!", The Bond Package, and Jumper Theme.

100 CP: (Free for Government Agents) Harold Ranger. Harry to his friends, which he hopes will count you. This Australian-born pearl diver travels the world on his boat, the Goldenrod. Charming, absurdly well-built, and arguably the archetypal himbo, he coasts through life with a massive smile on his handsome face. In spite of appearances and attitude, he's memorized (most) of the encyclopedia and is a natural polyglot. He's an experienced survivalist, a delightful conversationalist, and looks absurdly good in his favorite white speedo. Harold Ranger comes with the full Bystander Perk line and Items (with Pearl Diver for Day Job and the Toolbelt), plus two instances of Polyglot (English, German, French, Greek, Japanese, & Spanish).

100 CP: (Free for Hired Guns) Nurse Nyet. Anyette Galkin was born to a Russian soldier and a French courtesan, wanted by neither, and grew up with an insatiable thirst for knowledge. Her skills in genetics, biology, and other life sciences led her to work with the Russian criminal underworld as an in-house expert. When it was discovered she was stealing from the organization, she was blinded to make an example of her; leaving her alive turned out to be a mistake, as she made certain those responsible did not live to see the year's end. Now employed by SPECTRE and outfitted with black prosthetic 'eyes' that let her see via echolocation, she heads their biology division from a secret lab operating under the guise of a guano mining company. Nurse Nyet is still obsessed with learning and knowledge,

though her current condition means she can no longer do so with conventional books. Her age is impossible to pin down physically, though she has a dark if sociopathic charm in her calm even conversational manner. Nurse Nyet comes with the full Dark Genius Perk line (with two instances of Doctoral Studies, for genetics and biology) and Items (Monster Machine is a 'Gorgon' that fires paralytic darts, Red Right Hand is her prosthetic eyes, and Secret Island Lair is Isle Langosta (see Scenario), plus a Tongs Treasure, two total instances of Henchmen (One for mooks and one for biological scientists), and one instance of Polyglot (English, Russian, and French).

100 CP: (Free for Dark Geniuses) The Three Fates. Jalissa, Taniyah, and Irie Lindo. Triplet sisters born in Jamaica, they've become known through the global underworld as expert buttonmen. Using their identical appearances as an asset, coupled with impressive skill in disguise and subterfuge, they've been responsible for several killings and disappearances of even government-backed actors with no one being the wiser. When not working, they enjoy going together to music clubs, on nature hikes, and underworld arms shows; they have a growing collection of matching outfits and weapons befitting them. The Three Fates come with the full Hired Gun Perk line (Covers: Dancers, Beggars, & Tourists) and Items, count as a single Companion for the purposes of Importing costs and Companion slots, and share all Perks they gain from any Jumps equally.

Drawbacks:

I admire your courage, Jumper. If you're willing to make this Jump more challenging, you may take any of the following Drawbacks without limit and receive the associated CP for it.

+0: Next Mission. Not looking to stick around longer than the duration of the events of the film Dr. No? Once it resolves one way or the other, your time in this Jump will end.

+0: Full Stay. Conversely, do you want to spend more time in this world? Take this toggle to stay a full ten years here. This is not compatible with Next Mission.

+0: Jumper Will Return. Take this to go straight from this Jump to the From Russia With Love Jump; this can be combined with Next Mission or Full Stay.

+0: Loose Continuity. If you've been in previous James Bond Jumps, you can have your actions there impact this one. Yes, even if that shouldn't make sense in terms of time period or order of events. It's James Bond; these sorts of things happen around here.

+100 CP ea.: Vices. Wine, women, and song. It's unsafe to be easily distracted around here, but evidently no one warned you. Pick something, like alcohol, gambling, or attractive women; you are deeply interested in them. While this won't per say get you into trouble, and you won't forego defending yourself in favor of it, it is a rather glaring flaw and could be used against you if you have any enemies. You can take this Drawback up to three times.

+100 CP: Squeamish. Violence? Blood? The dead? No thank you. You're naturally repelled by such grim things, and will do your best to avoid them. This could be problematic if you get wrapped up in the events ongoing here, considering violence and the after-effects thereof are going to be very prevalent very soon.

+100 CP ea.: Not Without Cost. Something happened to you. Maybe you wronged a group that took gruesome revenge, or an accident transpired in your line of work, but you're seriously injured. A foot, a hand, an eye... you've lost a part of yourself. You can take this twice, but it must be the matching body part; i.e., if the first choice was for the left hand, the second is for the right.

+100 CP: Airheaded. It's not that you're an idiot... but it's close. You find it hard to take situations seriously, both in the moment and ones long past. It may take a lot more to convince you of danger, and in the same breath you may find yourself freely discussing things you'd be better off not mentioning to folks you just met.

+200 CP: Minions Everywhere. Did you order a car? Haven't you seen that photographer before? Why the hell is that professor you just went to chat with trying to kill you!? You were just asking him about freaking rocks! Whatever group(s) you're not aligned with (and potentially some you are) are keeping close tabs on you; you'll run into at least one person working for them every day, no matter how you try to avoid them. They won't necessarily be violent unless you confront them, but they'll make sure those they're associated with know your every move.

+200 CP: Superstitious. I suppose it's understandable, given everything you may have seen or done as a Jumper, but you're exceedingly superstitious. Hear rumors of a dragon on a given island? You'll nearly have to have your arm twisted to even come close to it. Lots of disappearances at night? You'll

find it hard to go out after sunset for any reason at all. Stepped on a crack? You'll be feeling guilty all day unless you call your mother to confirm the status of her back.

+300 CP ea.: Person Of Interest. Each time you take this Drawback, choose a government agency or SPECTRE; they're now on the lookout for you, and consider you a potential threat or asset. Which, they haven't decided, but expect they'll seek you out sooner rather than later... and if they're leaning towards 'asset', they won't take no for an answer.

+300 CP: "I don't want you here." People are constantly underestimating you and what you can bring to the table... unfortunately for you, those are always only people neutral to you or allegedly on your side. Expect your suggestions, even your intel, to be largely ignored. They'll treat you as someone to dismissively protect, at best, while anyone aligned against you will still fully recognize your demonstrated/known capabilities and act accordingly.

+400 CP: "Bring me the file on the Jumper". Turns out Strangways had one more file; yours. He sent the information off to MI6, and after his assassination it was sent straight to Dr. No. Now both SPECTRE and MI6 are fully aware of who and what you are, everything you can do, everything you have done, your friends, your strengths, your weaknesses. Depending on the threat you present, you could find yourself a target by all parties as soon as you appear. Tread lightly from here on, Jumper.

+400 CP: Dirty Martini. Looks like you got your book genre mixed up with your film genre. You've been stripped of all supernatural or super-science Perks and Items for this Jump, as have any/all of your Companions. You'll have to get by with your wit, skills, and conventional arms.

+600 CP: Armorer's Ire. Don't expect to be resupplied... or supplied at all, frankly. Not only have you lost access to your Warehouse for the duration of the Jump, you also lost the CP stipend for Items. Looks like you'll have to make due with what you find in the field, Jumper.

Scenario:

Feeling like having a bit of a different adventure while here? Then you may opt to take this Scenario. Failing it does not count as a Chain Failure.

Jane Bond in: Nurse Nyet

Equidistant from Crab Key and the coast of Kingston sits Isle Langosta, an island known for its rich abundance of raw guano. Here, Nurse Nyet operates a company that mines and exports the guano for use in fertilizer and combustibles, a cover for her real intentions. In a secret base beneath Isle Langosta, Nurse Nyet is running a biological laboratory for SPECTRE, and has just created an undetectable poison using the flora found only on and around Isle Langosta. Once they finalize a synthetic version, SPECTRE will have the ultimate weapon of assassination and anarchy. A British agent got too close to her operations and was made a test subject in the field, and the mysterious death has resulted in MI6 sending Agent 101, Jane Bond, to investigate. After befriending Harold Ranger, Jane has begun to look into Isle Langosta. Meanwhile, Nurse Nyet has given The Three Fates their latest orders; kill Jane and Harold.

And that is where you come in.

Whatever your Origin, you come in at a tipping point. Will Jane Bond and her new friend Harold Ranger uncover the dark dealings on Isle Langosta, or will Nurse Nyet succeed in perfecting the ultimate killing agent and see The Three Fates eliminate these interlopers? Whichever side you join, you only succeed at this Scenario if you see their side successful... and alive, when this all wraps up.

If you side with Jane and Harold, you'll gain **both as Companions** for free (with CP returned if you previously spent CP to purchase them), along with the **Perk "Underneath The Mango Tree"**. When things get hairy, such as the secret island lair you're in being on the verge of collapsing, you and your Companions will have considerable fortune in being able to find one another in time to make your escape. Once you're all together, you'll find that making your escape together has equally improved luck.

If you side with Nurse Nyet and The Three Fates, you'll gain **both as Companions** for free (with CP returned if you previously spend CP to purchase them), along with the **Item "Gorgon's Venom"**. This vial of clear substance is the perfected poison Nurse Nyet was developing for SPECTRE. Odorless, tasteless, functions on injestion or exposure to the bloodstream, undetectable by chemical means both in dosed locations and the corpses of those it kills. One vial is enough to contaminate a small lake and make it lethal for any living being... imagine the harm you could inflict if you got this into a water supply, or the damage you could wreck using a drop or two here and there in various foods and drinks. You'll receive one vial at the start of every Jump, along with the formula to make more and a small Warehouse attachment garden that cultivates the Isle Langosta flora used to make the original version.

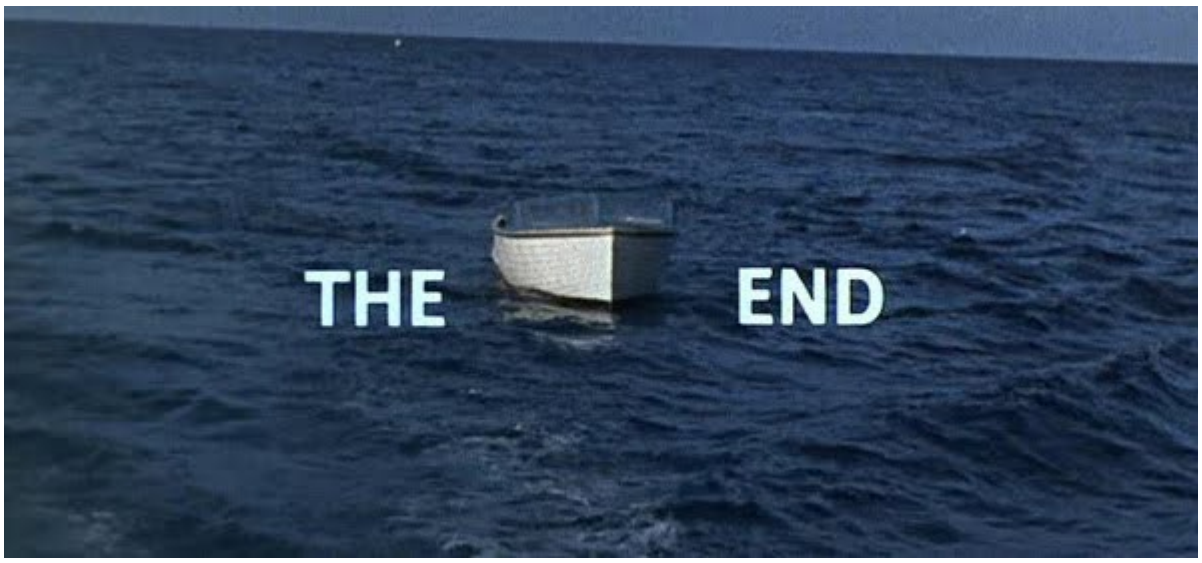
End:

The sun sets on Kingston once more, and whatever role you played in this story has come to a close. Now, you've one last choice to make.

Stay Here: Something about this world of tuxedos and martinis appeals to you that strongly? Or perhaps you've just grown attached to the people you met here. Whatever the case, you remain in this world; your Chain is over.

Go Home: That's quite enough excitement, thank you. You return to your original time and place with all your Items, Perks, and Companions in tact; your Chain is over.

Move On: Always another mission to tackle. Continue on to your next Jump, hopefully with your wits about you, a fine drink in hand, and a wry smile on your lips.



Notes:

Dr. No was directed by Terence Young, produced by Eon Productions, distributed by United Artists, and based on the book by Ian Fleming. All rights reserved to their respective holders. Please support the official releases.

I had long promised myself that if an individual Bond Jump was written, I would make some of my own, starting from the beginning of the film franchise. Then a Die Another Day Jump was posted and, well, here we are. I love the Bond films and franchise, so getting to make these is a blast.

Silent, Effective, Lethal is intended to emulate James Bond during the last act of the film, after being thrown into the holding cell alone; he snaps into a almost completely silent focused mode, escapes, disguises himself, ruins the operation AND kills Dr. No in stunningly short order all things made equal.

To clarify the differences: Day Job would give the Jumper over a decade of hands-on field experience in their chosen profession, while Doctoral Studies is a full traditional education in the specialty plus five years field experience, and Cover(s) grants the rough equivalent of a year's practice and training at fitting that role. So if you're picking based on general advantages, consider what would be more valuable to just have field experience with no conventional education behind it, what would be best served by a full degree plus some experience, and what you'd only want enough training in to pass decently (or that would require less than a year's training to be fairly well-rounded at).

Room Traps's refresh just grants a new set of all expended resources; it does not remove or negate traps as set. So feel free to mark and plant them as you see fit without worrying about having to redo and redo them every single day.

Henchmen count as Followers for the purposes of any Perks, Items, and/or Drawbacks that would be relevant for.

Nurse Nyet's total instances of Henchmen include the free Henchmen that comes with the Secret Island Lair.

Several of the details used for Nurse Nyet and Isle Langosta were intentional riffs on differences between book!Dr. No and film!Dr. No. Cases in point, Dr. No lost his hands when stealing from the Tongs, and Crab Key's cover operation was guano mining, not bauxite. Hopefully if your Jumper defeats Nurse Nyet, it won't be book accurate... Dr. No died there via guano burial.

J___ Bond Will Return.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake