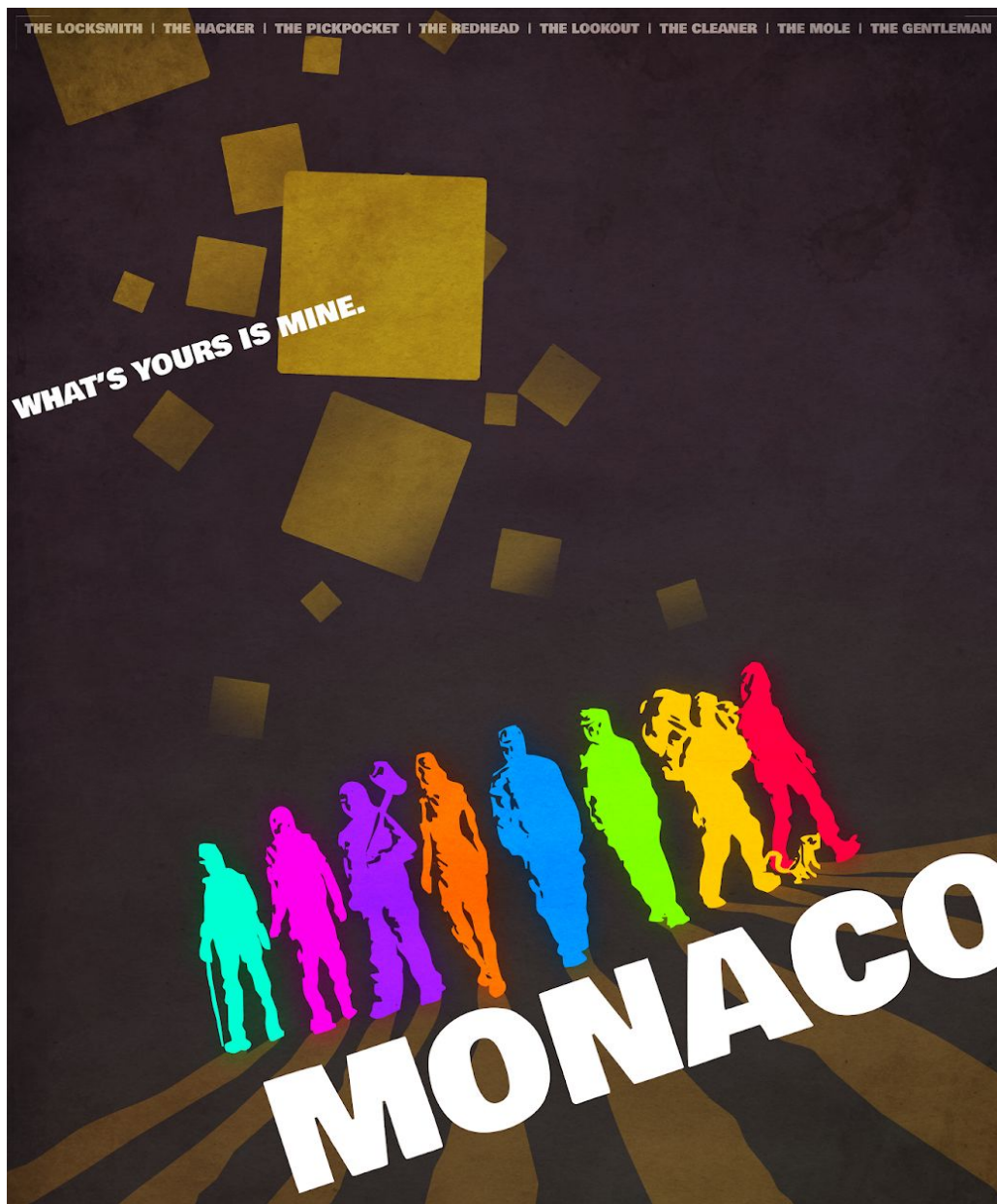


Written by Coolguybest



Monte Carlo. This city is my prison, and you are going to help me escape. Listen closely, this will be a four-man operation. First, bring me a locksmith, a man whose fingers move in his sleep. He doesn't need brains, no, just a particular set of talents. Have you seen the beggar with the monkey? This man shall be our pickpocket. We also need a woman, a lookout. Someone who is trained from youth to see danger around every corner. And lastly, a man who cannot control his violent urges. Bring me a man familiar with chloroform.

I don't expect loyalty, no. I expect criminals. Find them, and bring them here. I need to introduce them to the family. Bring me my team, mon ami, spare no expense. Ce qui est à moi est à vous, et Monaco est à moi.

Welcome to Monaco, Jumper. There's riches everywhere for the taking, although not everyone is so enthusiastic to be parted with them. The life of crime is an enticing one, though not one to be taken lightly. Gather your fellow criminals and get ready to commit some heists.

Location

You start off in Monaco, but unfortunately not just anywhere. You'll find yourself in jail, imprisoned for petty crimes- larceny, most likely, but it doesn't really matter. Your first mission is to break out of jail, and thankfully your lighter crimes mean you're currently under *very* light security. Take these **+1000CP** (Criminal Points) and plan your escape.

Gender, Age

Keep your gender from your last jump, and choose any age between 18 and 50. Or determine it randomly, if you so choose.

Origins

Any origin may count as a drop-in, but due to the way you find yourself in this world, being a drop-in doesn't leave you with *no* history, but the only history you do have is your criminal record. Pick one at no cost

Locksmith - Maybe it's because you couldn't stand the thought of a door standing between you and what should be yours, maybe you kept forgetting your keys. In any case, you're known for finding your way through all sorts of mechanical security devices that lie in your path.

Pickpocket - Once rich and now fallen on hard times, you've been forced to take to misdirecting and stealing from the unaware. Your one possession from those better times (though you'd not rather refer to them as a possession) is your pet, whom you have trained a few years back to help you steal from your marks.

Cleaner - You're quite a quiet one. Perhaps the allure of money and luxury doesn't appeal to you as much as the potential for violence. In any case, you're an expert at taking people out of the picture for a short while. Non-lethally, mind you. Lethal means tend to make people ask too many questions and it draws too much attention.

Lookout - You'll never get anywhere near the target if you don't have any idea what's around the corner. Thankfully, your skills at reconnaissance during these missions is unparalleled. Whether it's figuring out the quickest route out or determining where the guards are patrolling, you're the one to call.

Mole - Filthy criminals should act like filthy criminals. If you're willing to bend the rules to steal, you should be willing to bend other rules, too. Walls, for example. They just get in the way. They keep you unfairly locked up in jail, keep precious valuables out of your reach, and are a general nuisance. Well, no more. Take up your Freedom Spoon and liberate *everything*.

Gentleman - Polite society is quite the cover. Social norms can keep the prying eyes of witnesses and guards alike from noticing your true intentions, and you're one to be able to adjust yourself to any given situation. Stay beneath suspicion enough, and no one will be able to say just who you were and what you were doing, keeping you just another face in the crowd.

Hacker - There's a good chance that you're not quite right, but you're a genius when it comes to technology. Networks, security devices, computers, you can crack your way into them all and bend them to your will. With your army of viruses, nothing will stand in your way in the technological world.

Redhead - You're more than a pretty face, but few realize this before they get too close. You're a master of manipulation through attraction, and can bend civilians and guards alike to do your will, though you know when to avoid pushing your luck.

Perks

Discounts give 50% off, 100CP discounted is free. All "Free/---CP" perks are free to have in this jump, but cost you CP to take them to future jumps.

Unsorted

In-place microtransactions (Free/200CP) - It's not about the ammo that you bring in, it's about the... ammo you... well, there's honestly not a good way to explain this. After picking up some money during a mission, you inexplicably gain more ammunition for whatever you're using- more smoke bombs, more shotgun shells, an extra EMP usage, etc. Look, if it means that you don't need to plan that much further ahead and can kind of get yourself out of tight spots, are you going to complain? Unfortunately, these bonus items disappear at the end of a mission, leaving you with only one to start the next mission with. Oddly enough, they all switch over when you pick up a different tool.

Ce n'est rien (Free/400CP) - The guards must be crazy. Or on Xanax, or something. Sure, they'll chase you down if they see you, but they're quite content to brush off the oddest of situations around them. They're liable to walk through a hole made in a wall if it means a faster

route without blinking an eye, even if the hole was made a minute ago. That alarm went off thirty seconds ago, but if it just mysteriously silences itself, then that's no reason to worry.

Fallen down (Free/400CP) - When you've taken too much of a beating and cannot stand any longer, you collapse and turn into a skeleton. While this would be a terrible thing in other situations, someone can revive you back to half your health by putting in a little elbow grease before the mission ends. Just don't ask what happened to your skin, and how it got back on you.

Impromptu surgery (Free/400CP) - It's not an uncommon occurrence that you're going to need to get your hands bloody trying to revive your fallen allies. This job is usually made quite a bit harder when, the moment they're dropped, they turn into skeletons. Thankfully, you can revive your friends, as long as you're standing near them and they haven't been dead for more than an hour.

Just try not to think too hard about how you're putting your "dead" ally's organs back into place.

Golden eye (Free/100CP/200CP) - You've got an eye for gold. Whenever you're on a mission, you have an exact idea of how much gold there is on each floor- or region of a building, for those sprawling buildings that don't have many floors. This perk doesn't help you locate *where* these coins may be on these floors, but you will know how much is left as well as when you've picked it clean of anything important. **+100CP** to keep the perk for future jumps, **+100CP** know where the goal(s) is/are and pinpoint it on a map.

Uīrāl (Free/200CP) - It's surprising, honestly, how little security there is around here. Whether it's because you carry around a flash drive, you have a specific URL memorized, or because of *hacker logic*, in a few seconds, you can upload a virus onto any accessible computer. These viruses follow you around and temporarily disable any electric device connected to the network: cameras, phones, alarms, security doors, and less explicably, ATM security and *lights*. They don't last too long, though. Be careful you don't get yourself stuck behind a security door you can't open again.

Temporary disguises (Free/200CP) - Throwing on a disguise really shouldn't do you all that much good, really. But surprisingly, guards and civilians alike don't bat an eye when you walk past wearing them. The problem is that these disguises can't hide you forever, and being exposed to more people, doing suspicious things, or being seen in brighter light makes these disguises fade all the faster. You can find disguises in various out-of-the-way locations, though they aren't re-usable.

An ear to the music (Free/200CP) - Normally, there's nothing but the slow plinking of that half-tuned piano in the background music. But when it changes to something more fast-paced, you know when danger's about to increase for you, or that something is about to go wrong. This doesn't alert you ahead of time when things are about to head south, but it tells you the moment something *has* gone wrong, even when it's far away. Can be toggled at will.

Locksmith

Dexterous fingers (100CP, Discount Locksmith) - We all have to start somewhere. With this perk, you can pick most any door lock you can find during your stay in Monaco. From prison bars to house locks to casino backdoors, as long as there isn't any electronic component, you're able to find your way through at a decent speed.

Safe cracker (200CP, Discount Locksmith) - Safes are a common way for people to prevent their riches from being relieved from them and are surprisingly common across Monaco. Unfortunately for them, you are now a master at cracking these safes, being able to open them at almost peak-human speed, to boot. This bonus can be applied to safes that are larger than personal-use safes, but becomes less less powerful the larger the safe is.

Quick pick (400CP, Discount Locksmith) - "Give me a minute, tops." Man, you remember the days when you used to say that. Nowadays, any standard lock you run across can be picked open in much less time, sometimes as low as *one second* if you're given a simple enough lock.

A lock is a lock is a lock (600CP, Discount Locksmith) - You're a security department's nightmare. It doesn't matter what kind of lock is put in front of you- security doors that by all rights should require two separate keys to open, the most elaborate of safes, the most over-designed of locks- though they may slow you down, they will never completely keep you out.

Pickpocket

The namesake (100CP, Discount Pickpocket) - You have light hands and a slight disrespect for personal space. Taking what rightfully isn't yours is a skill you've honed for quite some time, and you're able to lift just about anything you'd like from any given mark's possessions.

Familiar Foliage (200CP, Discount Pickpocket) - Spending time as a beggar makes you learn about things that the world ignores. Hiding from police and security has made you well acquainted with which plants, shrubs, and trees you can hide in, and because of this, it's not hard to see why it's so hard to trace you after you duck into the bushes to evade notice. You're able to completely hide yourself from notice when you're inside of them, though anyone who saw you jump in there isn't being fooled.

In plain sight (400CP, Discount Pickpocket) - Being invisible to the world around you has its benefits. Before a mission starts or goes hot, you're able to blend in to the world around you and scout around, gathering intel about the location you're hitting up. Just before a mission, you're also able to make your approach without being suspected too much, but people are going to be suspicious when they see a beggar approaching a casino. Use with caution.

Sleight of Hands (600CP, Discount Pickpocket) - Whoever said you were alone in your crimes? Definitely not you, and not your pet. You can choose any pet you'd like, though a monkey is standard. This pet is trained to steal precious items off of unsuspecting civilians and guards and even steal valuable items without setting off certain security systems, but don't expect it to be able to steal whatever you specify. This perk can be transferred to a different animal, if you find a better one or lose your previous one.

Cleaner

Menacing glare (100CP, Discount Cleaner) - You're a rather mean-looking folk, aren't you? Civilians feel unnerved around you, and you have the ability to pin one to the spot in fear, as long as they're aware of you and you have clear, unobstructed line-of-sight to them. Sure, when you turn around or stop focusing on them, they're off to find a guard to help them, but until then? That one person isn't. Moving. An inch.

Not yet threatening (200CP, Discount Cleaner) - Conversely, you're skilled in keeping your true violent intentions secret until the last possible moment. People are less likely to worry about the looming spectre in front of them until the last possible moment, but you actually need to avoid suspicious behavior for this to be effective. Can't keep thinking you're innocent when you knock someone out in front of them.

It'll hold me over (400CP, Discount Cleaner) - You've been in fights before, and rather nasty ones, at that. Ones that should have left you dead by all rights. These experiences have left you with an intuition of how to patch yourself up after these fights, and how to do so quickly. These quick field patch-ups don't resolve the problem- there'll still be a bullet in your arm, or a handful of shotgun pellets in your stomach, but you'll be able to finish out the mission at full operability as long as you can patch those wounds up after you receive them. Just... find a proper doctor after the mission. You're not invincible.

Just a little chloroform (600CP, Discount Cleaner) - People can be *such* a boisterous problem sometimes. Thankfully, you know how to deal with them, for a time. As long as they aren't fully alarmed by you, you can swiftly knock someone unconscious, whether it's by a quick dose of chloroform or a blow to the back of the head. People rendered unconscious will stay so for a short amount of time, usually a few minutes, but will wake up without putting too much thought into what just happened or why their heads hurt.

Note that you cannot re-apply this technique to someone who is already unconscious to extend or reset the time. Wouldn't want to accidentally kill them and draw *too* much attention.

Lookout

Light-footed (100CP, Discount Lookout) - Your past has forced you to be fleet and swift. You run and even walk faster than people expect, and can outrun most any guard in Monaco and leave them scratching their heads in the dust.

Slick escape (200CP, Discount Lookout) - It's not enough to be able to outrun someone chasing you, you have to be able to out-maneuver them, too. You're able to open windows and vents in record times and slip through without making a sound. Additionally, these obvious shortcuts are improbably unlocked and unbolted for you to make your getaway. Just be careful, as not every egress can take you where you want to go.

Patrol routes (400CP, Discount Lookout) - Sure, getting away is fine and all, but you know what's better than a pound of cure? An ounce of protection. While sneaking or standing still, you gain the ability to detect where people are on the floor you're on. You can even tell what kind of guard they are by this method, determining likely equipment and department.

Sixth sense (600CP, Discount Lookout) - It's not the wisest idea to try to deal with a problem without planning and forethought. Thankfully, in a pinch, you've got the next best thing. While sneaking or standing still, you can reveal the blueprints of the world around you, making plain the locations of rooms, doors, security systems, and the like. The one downside of this is that it only tells you what is *usually* there, but it shouldn't matter too much whether a chair is pulled out or pushed in, or if the tables have been rearranged lately, right?

Mole

Brute force (100CP, Discount Mole) - You've learned to divest yourself of those silly ideas like "being gentle". Anything lightly guarded, like say, jewelry behind a glass pane may as well be kept behind a layer of tissue paper for all the good and protection it'll do against you. This extends to other means of light protection, and it protects you from adverse unintended effects (like glass shards).

Shortcuts (200CP, Discount Mole) - Your experience with tunnels and byways has given you an intuition as to where secret routes and shortcuts could be hiding, as well as opening them. You'll usually find one every other mission, and though they're uncommon, they allow you to bypass some annoying area or get out of a sticky situation.

Nobody locks up Mole! (400CP, Discount Mole) - Once per mission, when you find yourself physically blocked in with no other potential escape, you can focus your strength, determination, and a bit of insanity into *making* a new way out of the situation, by bursting through a wall, ceiling, or floor, partially out of your control. This isn't guaranteed to get you to safety, and could very easily bring trouble to you, but it will get you out of being trapped. This perk can get you through materials that you otherwise could never dig through.

No, the other kind of mole (600CP, Discount Mole) - Dirt. Earth. Rock. Drywall. All of it will fall before your *Freedom Spoon*. This title is transferable between different (carryable) excavating tools and allows you to tunnel through most materials with shocking speed. Expect to be able to bore holes through most unreinforced materials and break down most walls with impunity, but be careful of the noise. People may come to investigate.

Gentleman

Dress for Success (100CP, Discount Gentleman) - You've gotten familiar with a hundred kinds of dress in your years, and you haven't met an article of clothing that you couldn't throw on with impressive speed and make it look good. You can make these disguises last for longer than they usually would, but keep in mind that no disguise can last forever. Eventually, someone's going to spot the thread.

Getaway vehicle (200CP, Discount Gentleman) - You've been behind nearly every kind of wheel that's been produced. Cars, vans, racecars, even *helicopters* aren't unfamiliar to you, and even if you aren't, there's something else that you've been in that's similar enough to let you figure it out as you go. As a result, there isn't a vehicle around that can't become a getaway vehicle if you can get into it in the first place.

Criminal network (400CP, Discount Gentleman) - It's not what you know, it's who you know. Once per mission, you can call up someone you know to try and pull a favor. They won't usually be able to do much to help, but you'll always find something to assist you in the mission, from supplying you with a few tools, to quick patch you up after the mission (or even during, if for some reason you're robbing a hospital), supplying you with a door code, or leaving something unlocked or unattended for an hour.

A thousand faces (600CP, Discount Gentleman) - Sometimes, you just need to re-invent yourself. And sometimes, that re-invention needs to happen in the span of a few seconds. But not to fear, because you're an expert at creating impromptu disguises. Sure, they stand up to scrutiny even more poorly than a proper disguise, but even if something's far from good, it'll still be good from far.

Hacker

multicorethreaded (100CP, Discount Hacker) - Your viruses are slippery, tricky things. Antiviral software has a hard time pinning it down, and they move with surprising swiftness between the different electronics they disable. You won't be waiting for them to get around to disabling the thing you're standing right in front of, they're already there.

wysiwygbaby (200CP, Discount Hacker) - It's not like the security there was good in the first place. You can all but completely commandeer any computer you lay your hands on, injecting a virus or reading information before anyone else realizes what's going on. It's almost as if they're *begging* you to break in.

heartbleedrowhammermeltdown (400CP, Discount Hacker) - Security bugs are a staple for a hacker, and you're no stranger to them. Given any security system (that you can physically access), you can disable it without drawing attention in record time. While you can't disable it permanently, you can, for example, disable a camera before it can activate its systems even after running up to it.

hollywoodhacker (600CP, Discount Hacker) - Vulnerabilities are everywhere. Exposed routers. Ethernet ports. ...Certain *electric sockets*? Seems you know how to inject viruses into any of these, which could appear anywhere throughout the mission. True, how you could inject these viruses into some of these locations doesn't make sense, but don't draw attention to it.

Redhead

Heartthrob (100CP, Discount Redhead) - It's not like you can keep some poor fool's attention on you without having *some* kind of looks worth writing home about. Thankfully, now you do. Enough to help keep their attention on you, but not enough to completely identify you when you're gone.

Heartmender (200CP, Discount Redhead) - You're usually the backup, and thus the least likely to be taken down during a mission. This means you're most likely to be the one trying to get someone back on their feet during a mission. These experiences *have* paid off, however, and you're able to get someone back on their feet faster and get them a bit more stable than your other allies.

Won't you help a demoiselle? (400CP, Discount Redhead) - It's not like you're asking for much. Just to talk to them on the other side of this locked door. Is that so much? Come on, it's not all that much. Just let you through... Your requests, if innocent ones, can sway susceptible minds into accepting more easily than before. Targets will also have trouble remembering what, exactly, you asked them to do.

The Redhead (600CP, Discount Redhead, **incompatible with The Blonde**) - You can wrap anyone around your finger. Well, assuming you're not having to wrap anyone else around your finger at the moment. While they're so enthralled, you're able to make requests of them and gain their assistance for anything that isn't *too* suspicious. This compulsion breaks if they lose sight of you or if you push your luck too hard.

Be careful: sometimes, you won't be able to catch the eye of someone you intended, and you keeping someone else enthralled is highly suspicious in and of itself to other people.

This effect may be toggled at will.

The Blonde (600CP, Discount Redhead, **incompatible with The Redhead**) - You can keep anyone approaching you enthralled. Anyone (who isn't used to you, so this excludes allies) approaching within a few meters of you is suddenly struck by your beauty, dropping their guard to approach you. Getting close enough to see the glint in your eyes breaks the charm, as does you doing anything suspicious.

Be careful: While breaking the effect means that they become immune for a few minutes, particularly egregious breaks will render the effect useless far much longer. As well, distractions can break the effect, so don't go gathering too many people too close together.

This effect may be toggled at will.

Items

The nine tools (the items between **Shotgun** and **RPG/Rocket**) respawn at the start of each mission as well as respawning in your Warehouse. While the tools can be found around the missions, with a purchase, you will be able to switch to that specific tool whenever you wish.

Monaco OST (Free/50CP) - Take the sounds of the frantic, half-tuned piano along with you to future jumps. For 50CP, you can take the [extended OST](#), which includes songs from other authors in addition to the main soundtrack.

Shotgun (100CP) - A run-of-the-mill shotgun which fires a spread of pellets which can kill most mooks who are hit with one pellet. Firing it will alert guards in the vicinity, but oddly enough, not civilians.

Smoke bomb (100CP) - When used, the smoke bomb throws up a cloud of smoke that makes you impossible to see by enemies as long as you're inside of it. It dissipates after a few seconds, but it's enough to get you out of trouble. Or into it, depending on your point of view.

Trauma kit (100CP) - Using this kit of bandages and ointments can restore half of the health of you and those within arm's reach. It can alternatively instantly revive a fallen (but not dead) ally.

Tranquilizer (100CP) - The bolts of this crossbow contain a powerful tranquilizer which can instantaneously knock someone unconscious. Because you're not *firing a gun*, this weapon will not draw the attention of guards in your vicinity.

Wrench (100CP) - This partially rusty wrench allows you to instantaneously finish the action you're doing, somehow. "Action" is loosely defined, but must be something you can normally do, start to finish from a few seconds up to a minute.

Machine Gun (100CP) - This nondescript gun allows you to fire an entire clip of bullets with a pull of the trigger. Despite its low accuracy, it fires enough bullets to take down six guards in a line. The noise will attract guards, however.

EMP (200CP) - This huge bundle of electronic components and wires shuts down all electronic devices on the floor you're on with an electromagnetic pulse originating from you. Strangely enough, it doesn't affect devices on different floors, but leaves you and your allies untouched. The same can't be said for the viruses you've created, though.

C4 (200CP) - Careful with this. Placing this pack of C4 down will automatically prime it, making it explode in a few seconds, destroying everything in a moderate radius. Get ready to move, because you don't get long to get out of the way. Completely destroys enemies instead of leaving bodies to potentially revive. Obviously, draws guards' attention.

RPG/Rocket (200CP) - This military-grade weapon fires an explosive rocket at whatever you aim it at. The explosion will be smaller than a C4 explosive and destroy less as a result. Obviously, the explosion draws guards' attention, but carrying the weapon itself around won't draw any more attention than you would otherwise draw.

Hector (200CP) - The Pickpocket's monkey, a life-long companion since he lost his grand fortune. You'll be receiving a clone, copy, or some other duplicate that thinks you're its owner. He's trained to help you pickpocket unsuspecting marks, but lacks the ability to ignore security systems unless paired with Sleight of Hands. Respawns at the start of your next jump if killed.

Companions

Import (100/200/300/400CP) - Bring in one companion for 100CP, two companions for 200CP, four for 300 CP, or eight for 400CP. Each companion gets one Origin and **600CP**.

Your own crew (200CP) - Create three new companions, each based on a different origin from each other and your own. Each receives **600CP** and all the freebies.

Scenario

You're not alone when you find yourself in that cell on that stormy night. In the cells beside you, four different criminals lament about their fates in the morning. As the plan starts coming together, you offer your help in getting out- the more, the merrier, right? To your surprise, they agreed. Not an hour later, and now you're breaking your way out of the prison.

This scenario will rope you into the events of the game, from the prison break all the way to the end. Don't die, don't get left behind from the missions.

You'll be going through fifteen different missions (thirty with the **Rashomon style** drawback), with each mission increasing the difficulty from the last. At the end of these missions, you will be faced with a problem: four of the thieves will betray you before the last mission, taking all the riches you've accumulated to this point and leaving you almost unable to stand as the police raid the hotel you've been using as a temporary base.

Gather yourselves and escape the hotel and the oncoming forces, and you'll be rewarded with the ability to, in your future jumps, call on the four thieves that didn't betray you ten times per jump to assist you in whatever heist you need.

Alternatively, you can go through twenty-four missions, the final eight being progressively more and more difficult than the ones before them (forty-eight and sixteen missions with **Rashomon style**). For completing these blisteringly difficult missions, you may take the eight thieves along with you as a single companion for no cost. They share a single companion slot and will split perks between them. You may choose to take them as four thieves instead, with each thief taking the two identities as revealed in the in-game mission Identity (see Notes).

Drawbacks

Drawbacks are removed from you at the end of the jump. No CP or number limit, but be careful to not get in over your head.

Born rich (+100CP) - This sounds nice, jumper, but I can assure you, it's quite the opposite. Your rich upbringing has made such unsightly things such as hiding in bushes, pickpocketing, hiding in vents, and other almost necessary things to complete your mission, as completely

beneath you. You may have since lost your riches and *be* poor, but your rich blood screams at you to avoid sullyng yourself with these tasks.

Artificial Intelligence (+100CP) - Ugh, no, you need the laser deactivated so you can access the safe, not the phone! It seems like every virus you or your friends create has a mind of its own, in every single negative way you can imagine. Good luck getting too much out of these things before they expire.

Je ne parle pas le française (+100CP) - *Quoi?* You know that French is the *lingua franca* of Monaco, but you *détestez* the idea of speaking it, to the point that you never learned the language and never will. *Malheureusement*, Monaco is wholly *français*, and doesn't really care that you don't speak its language. You could *potentially* infer what people are saying, but good luck. All abilities to understand French will not function.

Monégasque nightmare (+200CP, requires Je ne parle pas le française) - Welp, you officially have *no* idea what people are saying anymore. This language sounds totally foreign to you, and you have no idea what people are saying at all.

motormouth (+100CP) - You're a bit hard to understand. Your mind and mouth move so quickly, it takes a moment for others to understand you, which can be a problem when communication can mean the difference between life or death in the heat of a heist.

"..." (+100CP, requires motormouth) - For 200CP total, you are unable to communicate under any circumstances. I'm sure your "friends" understand what you mean exactly and won't take advantage of this.

Rashomon style (+200CP) - It's like your story is being told by two people who can't agree. Every time you complete a mission, you find yourself right back at the beginning without the money you collected but still with the same spent resources. This alternative mission has the same theme as the level you just completed, but the room layout, guard posts, security layout, etc. are all changed. All the intel you gathered for the original mission is useless, and you have to do things from the top, all over again. Worse, these missions are noticeably harder than the originals. Upon completing the alternate mission, you advance to the next regular mission.

The guards must be crazy (+200CP) - Crazy smart, that is. All you did was fire a shotgun once, how did those two manage to box you in a side room? Are they all talking to each other and figuring things out like... like *actual, highly competent guards are supposed to?*

No safer shores (+200CP) - This city will be your prison, jumper, because you're not leaving it while your stay is here, no matter how this restriction manifests. Once you complete your final mission, however, you are free to leave the limits of the city.

Haul for the long haul (+200CP) - I'm sorry, jumper, but your stay isn't done when you complete those missions. Before, you could leave anytime you wanted before the ten years and

after the missions, but now you need to stick around for the full ten years. If taken with **No safer shores**, you aren't allowed to leave Monaco until the ten years are up.

Dual identities (+200CP, requires importing companions) - Uh oh. Something doesn't look right with your companions. Are you sure you remember how many you imported? Because it seems like you have half that number. Your companions have been paired off, and their bodies have been merged to make one person per pair. Good luck dealing with all those people sharing bodies! Each companion personality still receives 600 CP to make their purchases.

There's a moral debt that's owed to me (+200CP) - Like the thieves who have each lost something to the machinations of the world, it seems that something's been taken from you. Your perks and items, to be exact. Any sufficiently powerful perk or item has been turned into tools like the shotgun or smoke bomb, and have been dispersed throughout the missions you'll undertake. Thankfully, nobody can use them besides you, but this does mean that you can only access one of your old perks or items at a time, not to mention that using them requires charges like any other tool and that you can't access perks at all that don't appear in the mission you're undertaking. Have fun. This applies to you and your companions.

That was the day when the entire world went into debt (+200CP, requires **There's a moral debt that's owed to me**) - You've fallen on hard times indeed, jumper. It seems like you've been stripped down to your Bodymod plus the perks you bought here for the duration of this jump. I'm sure we'll get everything back to you by the end of the jump. This applies to you and your companions.

Securitech rival (+200CP) - Like the Gentleman, it seems you have someone in high places with many contacts who despises you. Unfortunately, your escapades only further draws their attention towards you and helps them figure out how best to make you suffer for your slights. Not a mission will go by without something going wrong that can be traced back to them, and they always seem to get away from your revenge schemes.

Davide's Pride and Joy (+400CP, requires **Securitech rival**) - Davide set the knife in the back of our eight criminals, and now you'll learn how the sting feels, too. Your mysterious rival can now set far worse schemes off against you, and can make absolutely devastating strikes against your heists three or four times during your short stay here. They can make the strike against the Gentleman's yacht look like child's play. Watch your back, jumper.

The Scorpion and the Frog (+400CP) - "It is in my nature." Alas, dear jumper, a dangerous backstabbing disorder plagues your team of scorpions and frogs. Half of your crew is scheming to backstab the rest, and the rest will never figure it out until the last minute, when it is too late. With their plan in action and the gendarme nearing, you'll be too busy seeking escape and refuge to find revenge before the end of the jump.

Can't resist, must possess (+400CP) - You know it's a bad idea. You know you don't need it. *But you have to have it.* In every mission, there is a set amount of money scattered around the building you're infiltrating, and you cannot finish the mission until you pick up every single piece of gold, pick every single pocket, take every piece of jewelry, and crack every safe. Good luck. Some of that gold is hidden very well.

Detective Ohm (+200CP) - The police aren't standing idly by while you're out pulling stunts. Detective Ohm will be on your case the day after you first break out of prison. Expect them to show up on the scene after things start heating up during your missions, and expect them to be increasingly resistant to your schemes, becoming a more and more difficult foe, the more missions you've completed. For all their wit and ingenuity, though, they are still one person, so they can be overwhelmed, but that only gives them more information to counter you with. Killing them only means the next detective is all the more ready to take you down.

Inspector Ampère (+400CP) - While detective Ohm is a more hands-on specialist, inspector Ampère prefers to look at the larger picture. They're a bright mind that can piece together the evidence left behind after your heists, and come up with counter-strategies to your exploits. While they aren't one to appear on-scene, you will definitely know their presence during the mission. While in the earlier missions, they may be limited to giving the guards tips on defeating you, in later missions they'll be able to coordinate forces to ensure you have to make difficult decisions and force you to make costly mistakes.

Shocking cooperation (+200CP), requires and mandatory for **Detective Ohm and Inspector Ampère**) - It wasn't enough for the police to assign them both to you, now these two nightmares are fully cooperating in their hunt to take you and your crew down. Expect them to hone in on your tactics with lightning speed and for there to be near-instantaneous reactions between the detective, the inspector, and the local forces to your actions as you struggle to complete the heists while fighting against their schemes.

Ending

So you've finished your heists and are heading off to retire. Unless you took **Haul for the long haul**, you're free to leave anytime after completing sixteen heists (thirty-two with **Rashomon style**). And now, it's time to make the age-old end-of-jump question.

Have you had your fill of adventure and heisting, and are ready to *Go Home*?

Is there no such thing as too much gold, and you wish to *Stay Here* to further collect these riches?

Or do you wish to *Continue On* and enact heists untold on other worlds?

Notes

- Being caught and sent to prison later on in the jump is not a fail condition, but staying there is. This ain't a jump about sitting around in prison, jumper.
- In the mission "Identity", it is revealed that the eight thieves are actually four. The Pickpocket is actually the Gentleman, the Locksmith is the Mole, the Lookout is the Redhead, and the Cleaner is the Hacker. If you take the thieves as companions and choose to merge them down to four, you may take the canon merges, or instead choose a different way to merge them. In the end, no more than two people can be merged into one, however.

Version History-

v1.1 - Cleaned up Item descriptions, chain failure location, removed CP bonus for randomly assigning age and gender.

v1.0 - Officially released. Contact me on reddit or SB if you have any ideas or suggestions.

v0.1 - Created